Hell Hound

Medium fiend

AC: 15
HP: 58
Speed: 50 ft., swim 25 ft., climb 25 ft., crawl 25 ft.
CR: 3

STR 17 · DEX 12 · CON 14 · INT 6 · WIS 13 · CHA 6

Bite. Melee Attack Roll: +5, reach 5 ft. 7 (1d8 + 3) Piercing damage plus 3 (1d6) Fire damage.
Fire Breath. Dexterity Saving Throw: DC 12, each creature in a 15-foot Cone. Failure: 17 (5d6) Fire damage. Success: Half damage.
Multiattack. The hound makes two Bite attacks.

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