Hell Hound

Medium Fiend, Lawful Evil

AC 15 (natural armor)

Initiative +1

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HP 58 (9d8 + 18)

Speed 50 ft., swim 25 ft., climb 25 ft., crawl 25 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)
Save	+3	+1	+2	-2	+1	-2

Skills Perception +5

Immunities Fire

Senses passive Perception 15, darkvision 60 ft.

Languages Understands Infernal but can't speak

CR 3 (700 XP)

Traits

Pack Tactics. The hound has Advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

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.