

GREATER HELL HOUND

Large • Fiend • Lawful Evil

Armor Class 17

Initiative +2 (12)

Hit Points 123 (13d10 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	8 (-1)	15 (+2)	9 (-1)

Saving Throws Str +8, Wis +5

Skills Perception +8

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 18

Languages understands Infernal but can't speak

CR 7 (XP 2,900; PB +3)



Pack Leader. While in a 20-foot emanation originating from the hound, allied hell hounds have advantage on Wisdom saving throws.

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 isn't incapacitated.

ACTIONS

Multiattack. The hound makes two Bite attacks.

Bite. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) fire damage.

Cinder Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 15, each creature in a 30-foot cone. *Failure:* 31 (7d8) fire damage. *Success:* Half damage. *Failure or Success:* Each allied creature inside the area with damage immunity to fire regains 2d10 hit points.

BONUS ACTIONS

Terror Howl (Recharges after a Rest). *Wisdom Saving Throw:* DC 15, each hostile creature in a 60-foot emanation originating from the hound. *Failure:* The target is frightened until the end of its next turn. While frightened this way, a target is paralyzed. *Success:* The target becomes immune to this ability for 1 hour. *Failure or Success:* Each allied hell hound within 60 feet can use its reaction to move up to its speed.

Blazing Dash. The hound moves up to half its speed. If a creature hits it with an opportunity attack during this movement, that attacker is burning.

GREATER HELL HOUND — WEAKER

Armor Class 16

Initiative +2 (12)

Hit Points 76 (9d10 + 27)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+4)	8 (-1)	13 (+1)	9 (-1)

Saving Throws Str +6

Skills Perception +8

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 18

Languages understands Infernal but can't speak

CR 4 (XP 1,100; PB +2)



Pack Leader. While in a 20-foot emanation originating from the hound, allied hell hounds have advantage on Wisdom saving throws.

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 isn't incapacitated.

ACTIONS

Multiattack. The hound makes two Bite attacks.

Bite. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) fire damage.

Cinder Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot cone. *Failure:* 21 (6d6) fire damage. *Success:* Half damage. *Failure or Success:* Each allied creature inside the area with damage immunity to fire regains 1d10 hit points.

GREATER HELL HOUND — STRONGER

Armor Class 18

Hit Points 168 (16d10 + 80)

Speed 50 ft.

Initiative +2 (12)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	8 (-1)	17 (+3)	11 (+0)

Saving Throws Str +10, Wis +7

Skills Perception +8

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 18

Languages understands Infernal but can't speak

CR 10 (XP 5,900; PB +4)



Pack Leader. While in a 20-foot emanation originating from the hound, allied hell hounds have advantage on Wisdom saving throws.

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 isn't incapacitated.

ACTIONS

Multiattack. The hound makes two Bite attacks.

Bite. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 19 (3d8 + 6) piercing damage plus 17 (5d6) fire damage.

Cinder Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot cone. *Failure:* 44 (8d10) fire damage. *Success:* Half damage. *Failure or Success:* Each allied creature inside the area with damage immunity to fire regains 3d10 hit points.

BONUS ACTIONS

Terror Howl (Recharges after a Rest). *Wisdom Saving Throw:* DC 17, each hostile creature in a 60-foot emanation originating from the hound. *Failure:* The target is frightened until the end of its next turn. While frightened this way, a target is paralyzed. *Success:* The target becomes immune to this ability for 1 hour. *Failure or Success:* Each allied hell hound within 60 feet can use its reaction to move up to its speed.

Blazing Dash. The hound moves up to half its speed. If a creature hits it with an opportunity attack during this movement, that attacker is burning.