

Death Dog

Medium, Monstrosity, Neutral Evil

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ARMOR CLASS

12

HIT POINTS

39 (6d8 + 12)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4, Perception +5

Senses Darkvision 120 ft.; Passive Perception 15

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Languages None

STR15
+2**DEX**14
+2**CON**14
+2**INT**3
-4**WIS**13
+1**CHA**6
-2

Traits

Two-Headed. The dog has Advantage on Wisdom (Perception) checks and on saving throws against being Blinded, Charmed, Deafened, Frightened, Stunned, or knocked Unconscious.

Actions

Multiattack. The dog makes two Bite attacks.

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: Piercing damage, and the target must resist disease.

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