Ossuary Hound

Medium Undead, lawful evil

Armor Class 15 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	9 (-1)	12 (+1)	14 (+2)

Condition Immunities poisoned, charmed
Damage Resistances necrotic, poison
Senses Darkvision 120 ft., passive Perception 10
Languages understands Common and Abyssal, but cannot speak

Challenge 7 (2,900 XP) Proficiency Bonus +3

Traits

Two-Headed. The Hound has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or unconscious.

Relentless Tracker. The hound always knows the direction and distance to a creature it has bitten within the past 7 days, even if they are on another plane.

Spellcasting. The Ossuary Hound can cast the following spells, using Charisma as its spellcasting ability (save DC 13):

At Will. Poison Spray, Chill Touch **3/day each:** Command, Hold Person, Detect Thoughts

Actions

Multiattack. The Hound makes two bite attacks and one Tail Lash.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 4) piercing damage + 7 (2d6) poison damage. If the target is a creature, it is subjected to the following effect. Constitution Saving Throw: DC 13. First Failure: The target has the Poisoned condition. While Poisoned, the target's Hit Point maximum doesn't return to normal when finishing a Long Rest, and it repeats the save every 24 hours, ending the effect on itself on a success. Subsequent Failures: The Poisoned target's Hit Point maximum decreases by 5 (1d10).

Tail Lash. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing damage. The target must succeed on a DC 14 Strength saving throw or be grappled.

Reactions

Snap Back. When a creature within 5 feet of the Ossuary Hound misses it with a melee attack, the hound may make one Bite attack against that creature.

Many thanks to u/Aidymouse in the r/DnD subreddit for the template!