

# Hellhound

Hellhounds can breathe on a target and bite them in the same round.<sup>1)</sup>

Hellhound breath is magical fire for the purpose of saving throws. See [Saving Throws](#) for more info. It is not magical for any other purpose though.

<sup>1)</sup>

Hellhounds wouldn't be scary enough for their HD without this ruling. It's also reinforced by future versions of the game, for what it's worth.

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