





MEDIUM (5'x5')

LEVELS 11 THRU 20

## PIT DEMON

STR <b>19</b> +4	DEX <b>15</b> +2	CON <b>17</b> +3	INT <b>16</b> +3	WIS <b>16</b> +3	CHA <b>12</b> +1
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Additional information:

The Pit Demon can move up to a maximum 30' per turn.

The Pit Demon takes 1/2 damage from Fire and Lightning.

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**Claw:** Melee weapon attack, 5' range

**Gore:** Melee weapon charge attack, 15' range. Failed ST results in full damage plus target dropping prone.

**Lightning Bolt:** 5' x 100' line, cast in the direction of the nearest enemy. After the PD's horns absorb 1/2 the damage from its 3rd hostile spell, it casts Lightning Bolt at the end of the current turn. Damage from the Lightning Bolt will equal the amount of damage absorbed.

The Pit Demon is part of the RPG adventure *The Tailor's Task* from [GlendorsRPGAdventures.com](http://GlendorsRPGAdventures.com)

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	17	17	18	18	18	18	19	19	19	19
Hit Points	145	167	186	282	129	306	262	259	295	275
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6

Claw 20 (4d6+6) 21 (3d8+8) 22 (2d12+9) 16 (3D6+6) 37 (4d10+16) 19 (4d6+5) 28 (4d8+10) 30 (6d6+9) 30 (6d6+9) 36 (4d10+14)

Gore 27 (9d4+5) 28 (4d8+10) 30 (6d6+9) 21 (3d8+8) 49 (7d8+18) 26 (3d10+9) 37 (4d10+16) 40 (8d6+12) 40 (8d6+12) 48 (7d8+16)

Lightning Bolt varies varies varies varies varies varies varies varies varies varies

Other \_\_\_\_\_

Other \_\_\_\_\_