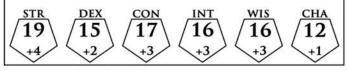


MEDIUM (5'X5')

LEVELS 1 THRU 10

PIT DEMON



The Pit Demon performs 2x Claw attacks and 1x Gore per turn plus the following:

The PD's horns absorb 1/2 of all magic damage received. After absorbing damage from three hostile spells, the PD releases the energy in the form of a Lightning Bolt directed at the nearest enemy.

The PD's horns glow a brighter red with each spell damage absorption.



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

				15/						
Level	1	2	3	4	5	6	7	8	9	10
Armor Class	15	15	15	15	16	16	16	16	17	17
Hit Points	28	49	53	55	68	120	95	154	197	231
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Claw	2	3 (1d4+1)	6 (1d8+1)	9 (1d10+4)	11 (1d12+5)	9 (1d10+4)	14 (2d8+5)	11 (1d12+5)	10 (2d6+3)	11 (1d12+5)
Gore	3 (1d4+1)	4 (1d6)	8 (1d10+2)	12 (4d4+2)	14 (2d8+5)	12 (4d4+2)	18 (6d4+3)	14 (2d8+5)	14 (2d8+5)	14 (2d8+5)
Lightning Bolt	varies	varies	varies	varies	varies	varies	varies	varies	varies	varies
Other										
Other										



SLIM DOWN WITH SMOOTHIES

CLICK HERE

TO LEARN HOW

MEDIUM (5'X5')

LEVELS 11 THRU 20

PIT DEMON

STR CON

INT WIS 16

CHA

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.

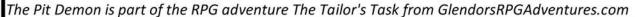
Claw: Melee weapon attack, 5' range

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.



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