

Hall of the Golden Mastadon

Spined	13	40'f	+2 to hit	bite 5 (2d4)	ADV vs magic +0 +2 +1 +0 +2 -1
Devil	22	2A	+2 to hit	fork 3 (1d4)	I–fire, fear, pois. R –cold, non-magic att
			+4 to hit	tail spines 4 (1d4+2) + 3 (1d6) fire / darkvision 120	450
Bearded	13	30'	+5 to hit	beard 7 (1d8+3)	ADV vs magic +5 +2 +4 -1 +0 +4
Devil	58	2A	+5 to hit	glaive 8 (1d10+3)	I–fire, fear, pois. R –cold, non-magic att
			If hit by glaive, CON DC12 or	infernal wound 5 (1d10) dmg/rnd for 1min	DV120 700
Barbed	15	30'c	+5 to hit	flame 17 (5d6)	ADV vs magic +6 +3 +7 +1 +5 +5
Devil	110	2A	+6 to hit	claw 10 (2d6+3)	I–fire, fear, pois. R –cold, non-magic att
			+6 to hit	tail 14 (2d10+3) +grapple DC13 5dmg/rnd / DV120	1800
Horned	18	60'f	+8 to hit	flame 26 (5d8+4)	ADV vs magic +10 +7 +5 +1 +7 +8
Devil	199	3A	+10 to hit	fork 15 (2d8+6)	I–fire, fear, pois. R –cold, non-magic att
			Infernal tail DC 17 DEX or 10 (3d6) dmg + wound 10 (3d6) dmg/rnd for 1min.	DV120	7200
Erinyes	18	60'f	+8 to hit	sword 13 (2d8+4)	ADV vs magic +4 +7 +8 +2 +2 +8
Pazuzu	178	3A		+11 (2d10) necro. I–fire, fear, pois. R –cold, non-magic att	
			Magic Rope DC 16 STR or 14 (4d6) dmg + restrained / (r) Parry +4AC	true sight120	8400
Ch'gakre	13	30'f	+7 to hit	slam 11 (2d6+4)	regen 10hp/t +7 +2 +7 +1 +6 +7
Revenant	127	2A+		I–charm,fear,para,pois,stun. R –necro, psychic	
			Vengeful Glare DC 15 WIS or frightened if then cursed (b)also paralyzed	darkvision 60	1800
Stone Block – when room seals any in area DC 15 DEX or 55 (10d10) dmg					
Fire Floor – when enter fire and start turn in fire 10 (3d6) dmg, no save					