





HOUND OF LAMASHTU

CREATURE 9

NE**MEDIUM****FIEND****BEAST****Perception** +18**Languages** Abyssal (cannot speak)**Str** +6, **Dex** +5, **Con** +5, **Int** -2, **Wis** +4, **Cha** +0**AC** 28; **Fort** +17, **Ref** +19, **Will** +20**HP** 160; **Weaknesses** silver 10**Attack of Opportunity** **Speed** 40 feet (Air Walk)**Melee**  jaw +21 (evil, knockdown), **Damage** 2d8+11 piercing plus knockdown and Sinister Bite**Melee**  stinger +21 (evil), **Damage** 2d6+9 piercing and Lamashtu's Venom

Bay    (Auditory, Concentrate, Divine, Enchantment, Fear, Mental) All non-fiend creatures within 300 feet must attempt a DC28 Will save or become frightened 1. A creature that critically fails and is within 60 feet of the Hound is instead frightened 3 and fleeing for 1d4 rounds or until it recovers from its frightened condition. Whether a creature succeeds or fails, the creature is temporarily immune to Bay for 24 hours.

Lamashtu's Venom (poison) DC 28 Fortitude save;

Maximum Duration 6 rounds; **Stage 1**, 2d6 poison damage and enfeebled 1; **Stage 2**, 2d6 poison damage, enfeebled 1 and slowed 1; **Stage 3**, 2d6 poison damage, enfeebled 2, and slowed 1.