

# Barbed Devil

March 8, 2023



Medium fiend (devil), lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

**Saving Throws** Str +6, Con +7, Wis +5, Cha +5

**Skills** Deception +5, Insight +5, Perception +8

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Infernal, telepathy 120 ft.

**Challenge** 5 (1800 XP)

**Barbed Hide.** At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Tail.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

**Hurl Flame.** Ranged Spell Attack: +5 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.