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Bearded devil dnd

D&d 5e bearded devil. D&d 3.5 bearded devil. Dnd5e bearded devil.

Average devil (devil), legal wicked class Armor 15 points (natural armor) Hit 110 (13D8 + 52) Speed 30 ft. Str Dex with Int Wis Cha 16 (3) 17 (3) 18 (4) 12 (1) 14 (2) 14 (2) Pulls Salvation Str 6, with +7, WIS 5, Cha +5 ABILITY DECEPTION +5, Insight 5, perception +8 Damage cold resistances; Folding, penetrating, and by cutting from non-magical attacks that are not silvered on immune damage to fire, poison immune condition poisoned senses scurovision 120 ft., Passive perception 18 Languages Infernal, Telepatia 120 ft. Challenge 5 (1,800 xp) barbed hide. At the beginning of every turn, the devil barbed inflicts 5 (1D10) penetrating damage to a creature took it. Devila s sight. Magical obscurities doesn't prevent the devile s scurovision. Magic resistance. The devil has an advantage at the pitches salvation against spells and other magic effects. Multi-attack actions. The devil makes three melee attacks: one with the tail and two with the claws. Alternatively, you can use HURL Flame twice. Claw. Melee attack weapon: +6 to hit, reach 5 ft, a target .. Hit: 6 (1D6 + 3) perforating damage. Tail. Melee attack weapon: +6 to hit, reach 5 ft, a target .. Hit: 10 (2D6 + 3) perforating damage. Hurl flame. Vary of Spell attack: +5 to hit, the range 150 ft, a target. Hit: 10 (3D6) Fire damage. If the target is a flammable object that is already worn or carried, capture also fire. Bearded devil Devil Media (devil), legal wicked Armature class 13 points (natural armor) Hit 52 (8D8 + 16) Speed 30 ft. Str Dex with Int Wis Cha 16 (3) 15 (2) 15 (2) 9 (-1) 11 (0) 11 (0) Pulls Salvazza Str +5, with +4, WIS +2 Damage cold resistances; Folders, penetrating, and cutting from non-magical attacks that are not silvered on immune damage to fire, poison immune condition poisoned senses scurovision 120 ft., Passive perception 10 Languages Infernal, telepathy 120 ft. CHALLENGE 3 (700 XP) DEVILA S SIGHT. Magical obscurities doesn't prevent the devile s scurovision. Magic resistance. The devil has an advantage at the pitches salvation against spells and other magic effects. Steadfast. The devil cana takes scared while you can see an allied creature within 30 feet of it. Multi-attack actions. The devil makes two attacks: one with his beard and one with his alabard. Beard. Brush weapon attack: +5 to hit, reach 5 ft, a creature .. Hit: 6 (1D8 + 2) Penetrating damage, and the target must pass a DC 12 Constitution shooting salvation or be poisoned for 1 minute. While poisoned in this way, the target cana takes wounded points. The target can repeat the salvation shoot at the end of each of his laps, ending the effect on itself in a success. Glaive. Melee weapon attack: +5 to hit, reach 10 feet, a target .. Hit: 8 (1D10 + 3) cutting damage. If the target is a creature other than a non-dead or a construct, it must exceed a 12 Constitution DC Slow or lose 5 (1D10) wounded points at the beginning of each of its laps due to a hellish wound. Whenever the devil hits the injured target with this attack, the damage inflicted by the 5 (1D10) injury increases. Each creature can carry out an action to stop the wound with a successful check DC 12 wisdom (medicine). The wound closes even if the target receives magical healing. Bone Devil Grande Demon (Devil), Male Letit Armature Class points 19 (natural armor) Hit 142 (15D10 + 60) Speed 40 ft., Flying 40 ft. Str Dex with Int Wis Cha 18 (4) 16 (3) 18 (4) 13 (1) 14 (2) 16 (+3) Tiri Salvazza int +5, Wis +6, Cha +7 deception +7, Insight +6 Damages cold resistances; Folders, penetrating, and cutting from non-magical attacks that are not silvered on immunities Fire damage, poison immune condition poisoned senses scurovision 120 ft., Passive perception 12 Languages Infernal, 120 ft. Challenge 9 (5,000 XP) Devila s sight. Magical obscurities doesn't prevent the devile s scurovision. Magic resistance. The devil has an advantage at the pitches salvation against spells and other magic effects. Multi-attack actions. The devil does three attacks: two with his claws and one one His point. Claw. Attack of the body weapon: +8 to hit, reach 10 ft., A goal. Hit: 8 (1D8 + 4) Cutting damage. Sting. Attack of the body weapon: +8 to hit, reach 10 ft., A goal. Hit: 13 (2D8 + 4) Damage Piercing Piercing Plus 17 (5D6) Damage to poison and the target must succeed in a shouting of conservation of the DC 14 or poisoned for 1 minute. The target can repeat the saving shoot at the end of each of his curves, ending the effect on himself on a success. Devil Medil Fiend (Devil) chain, Lewful Evil Armor Class 16 (natural armor) Success points 85 (10D8 + 40) Speed 30 ft. Str Dex with Int Wis Cha 16 (+4) 15 (+2) 18 (+4) 11 (+0) 12 (+1) 14 (+2) Savings groups with +7, Wis +4, Cha +5 Resistance to cold damage; BluDendo, piercing and cutting from non-agical attacks that are not immune Decorative fire prevention, immunity of poison conditions poisoned DarkVision 120 ft., Passive perception 11 infernal languages, telepathy 120 ft. Challenge 8 (3,900 XP) View of the devil. The magic obscurity does not prevent the Darkvision from the devil. Magic resistance. The devil has the advantage of saving the shoots against spells and other magic effects. Multiattack actions. The devil makes two attacks with his chains. Chain. Attack of the body weapon: +8 to hit, reach 10 ft., A goal. Hit: 11 (2D6 + 4) Cutting damage. The target is grappled (Escape DC 14) if the devil does not already attach a creature. Until this grapple ends, the target is retained and takes 7 (2D6) drilling damage at the beginning of each of his curves. Chain animation (recharge after a short or long rest). Up to four chains the devil can see the barbs and animated by razors and animated under the control of the devil within 60 feet, provided that the chains are not worn or transported. Each animated chain is an object with AC 20, 20 points of success, resistance to drilling damage and immunity to psychic damage and thunder. When the devil uses multiattack in turn, he can use each animated chain to make an additional chain attack. An animated chain can rapice a creature just, but it can't make attacks during the pregnant. An animated chain returns to its inanimate state if reduced to 0 points of success or if the devil is incapable or dies. Reactions unnering mask. When a creature the devil can see its turn starts within 30 feet from the devil, the devil can create the illusion that he seems to be one of the loved ones who were the defined creature or enemies. If the creature can see the devil, it must be successful on a wisdom wisdom of wisdom DC 14 or be scared until the end of its turn. Erinyes Medium Fiend (Devil), Legitime Evil Armor Class Class 18 (Plate) Success Points 153 (18D8 + 32) Speed 30 ft. Fly 60 ft. Str Dex with Int Wis Cha 18 (+4) 16 (+3) 18 (+4) 14 (+2) 12 (+1) 14 (+2) Dex + 7 savings jets, with +8, Wis +6 , Cha +8 Resistance to cold damage; Bludyoning, piercing and cutting from non-agical attacks that are not immune Argentic fire prevention, immunity of poison conditions Poisoned DarkVision 120 ft., Passive perception 11 Languages Infernal, Telepathy 120 ft. CHALLENGE 12 (8,400 XP) Hearn weapons. Erinyes weapons attacks are magical and offer us poisonous damage of 13 (3D8) extra on a shot (included in attacks). Magic resistance. The Erinyes has the advantage of saving throws against spells and other magic effects. Multiattack actions. The Erinyes makes three attacks. Longsword. Body body weapon attack: +8 to hit, reach 5 feet., A goal. Hit: 8 (1D8 + 4) Cutting damage, or 9 (1D10 + 4) Damage if used with two hands, plus 13 (3D8) Damage to poison. Longbow. Remote weapons attack: +7 to hit, interval Feet, a goal. Hit: 7 (1D8 + 3) Perforating damage plus 13 (3D8) Poison damage and the target must succeed on a rescue shooting of the DC 14 Constitution or be poisoned. The poison lasts until it is removed from the lower restoration spell or a similar magic. Parry reactions. The Erinyes adds 4 to his BC against a body attack took it that would hit him. To do this, the Erinyes must see the striker and ascertain a fray melee Horned devil Demied Media Fiend (Devil), Legitimate Evil Armor Class 18 (Plate) successful Points 178 (17D10 + 85) Speed 20 ft., 60 ft Fly. Str Dex with int wis cha 22 (+6) 17 (+3) 21 (+5) 12 (+1) 16 (+3) 14 (+2) Saving throws STR +10, +7 DEX, WIS +7 , CHA +7 resistance to cold damage; Brandiscioning, Piercing and Cut from attacks that are not -agicali not give silver fire Immunity, Immunity of the Senses conditions poison poisoned Darkvision 120 ft., Passive Perception Infernal 11 languages, telepathy 120 ft. Challenge 11 (7,200 xp) Sight. The magic obscurity does not prevent the Darkvision from the devil. Magic resistance. The devil has the advantage of saving the shoots against spells and other magic effects. Multiattack actions. The devil makes three connections: one with its bite, one with its claws and one of the corner. To bite. Attack melee weapon: +10 to hit, reaching 5 ft., a goal. Hit: 12 (2D6 + 5) penetrating Damage plus 10 (3D6) to cold damage. Claws. Attack melee weapon: +10 to hit, reaching 5 ft., a goal. Hit: 10 (2D4 + 5) It is more Damage 10 (3D6) to cold damage. Tail. Attack melee weapon: +10 to hit, reaching 10 ft., a goal. Hit: 12 (2D6 + 5) to graduation Damage Plus 10 (3D6) to cold damage. Wall of ice (recharge 6). The devil form magically an ice opaque wall on a solid surface can see within 60 feet from it. The wall is often 1 foot and up to 30 feet long and 10 feet high, or is a hemispherical dome up to 20 feet in diameter. When the wall, every creature in its space is pushed out by the shortest route. The creature chooses which side of the wall ends, unless the creature is unfit. The creature makes then a savings shot DC 17, DC 17, taking 35 (10d6) cold damage on a rescue failed, or half of the damage on a success. The wall lasts 1 minute or until the devil is incapacitated or dies. Wall can be damaged and violated; Each 10 foot section has AC 5, 30 points of strokes, vulnerability to fire and immunity to acid, cold, necrotic, poison and psychic damage. If a section is destroyed, leaves a sheet of frigid air in space the occupied wall. Whenever a creature ends up moving through the frigid air to turn, willingly or otherwise, the creature must create a rescue shot of the DC 17, 17, 17, 17 (5D6) Cold damage on a failed rescue, or half of the damage on a successful one. The frigid air dissipates when the rest of the wall vanishes. Imp Tiny Fiend (devil), legitimate armor Evil class 13 points of success 10 (3D4 + 3) Speed 20 ft., Fly 40 ft. STR Dex with int wis cha 6 (-2) 17 (+3) 13 (+1) 11 (+0) 12 (+1) 14 (+2) ignition ability 6 +4, insight +3, persuasion +4, FURITIVITY +5 cold damage resistances; BluDendo, piercing and size from non-agical attacks that are not immune damage silver fire, immunity of poison conditions poisoned DarkVision 120 ft., Passive perception 11 Hell languages, common challenge 1 (200 XP) Shapechanger. The imm can use its action for polymorph in a form of beast that looks like a rat (20 feet speed), a crow (20 feet, Fly to 60 feet), or a spider (20 feet., Climbing 20 ft.), or return to its true form. Its statistics are the same in every form, with the exception of recognized speed changes. Any equipment that is wearing or transporting is not transformed. Return to its true form if you die. The view of the devil. Magic obscurity does not hinder the DarkVision of the PEM. Magic resistance. The Imp has the advantage of saving throws against spells and other magic effects. Stingers (bite in the form of beast). Body body weapon attack: +5 to hit, reach 5 feet., A goal. Hit: 5 (1D4 + 3) Piercing damage and the target must make a rescue shooting of the DC 11 constitution, taking 10 (3D6) Damage to the poison on a failed rescue, or half of the damage on a successful one. Invisibility. The PIM becomes magically invisible until it attacks or until its concentration ends (as if it concentrated on a spell). Any equipment that the impact or port is invisible with it. Lemure Tiny Fiend (Devil), Legiful Evil Armor Class 13 Hit Points 13 (3D8) Speed 15 ft. Str dex with int wis cha 10 (+0) 5 (-3) 11 (+0) 1 (-5) 11 (+0) 3 (-4) cold damage resistances; Bludiscioning, piercing and slashing from non-agical attacks that are not immune damage silver, the immunities of enchanted poison conditions, frightened and poisoned Senses DarkVision 120 ft., Passive perception The 10 languages understand infernals but can not speak challenge 0 (10 XP) Devila e sight. Magical Darkness does not hinder the Lemur Darkvision. Infernal rejuvenation. A lemur who dies in the nine hell returns to life with all his points of success in 1d10 days unless he is killed by a beautiful creature aligned with a blessing gesture of spell on that creature or his remains are sprinkled with holy water. Punch of shares. Body body weapon attack: +3 to hit, reach 5 feet 5 feet, a goal. Hidden: 2 (1D4) Valley damage. Pit Fiend Grande Fiend (devil), Legitime Evil Armour Class 18 (natural armor) Success points 180 (19D10 + 76) Speed 40 ft. Str Dex Cont Wis Cha 21 (+5) 14 (+2) 18 (+4) 18 (+4) 15 (+2) 18 (+4) Save Dex +7 jets, with +9, Wis +7, Cha +7 Resistance to cold damage; BluDendo, piercing and size from non-agical attacks that are not immune damage silver fire, immunity of poison conditions Poisonous Poisoned DarkVision 120 ft., Passive perception 11 Languages Infernal, Telepathy 120 ft. Challenge 11 (7,200 XP) Aura fear. Any hostile creature at the PIT demand that begins its turn within 20 feet from the fiendtier must make a Savings Shooting Wisdom DC 21, unless the hay is incapable. On a failed rescue, the creature is scared until the beginning of his next round. If the saving shooting of a creature is successful, the creature is immune to the Pit Fiend is the fear of the Aura for the next 24 hours. Magic resistance. Son's fighter has the advantage of saving throws against spells and other magic effects. Magic weapons. The attacks of the weapons of the They are magical. Innate spellisting. The spellisting capacity of Pit Fiend is charisma (Spell Save DC 21). The Pit Fiend can innately launch the following spells, not requiring material components: AT WILL: detects the magic, the focus ball 3 / day each: Keep the monster, Multiac firefighting actions wall. The demon of the pit makes four attacks: one with his bite, one with his claw, one with his bat, and one with his tail. To bite. Melee Attack: +14 to hit, reach 5 ft., A goal. Hit: 22 (4D6 + 8) Piercing damage. The target must succeed on a resort of Constitution of DC 21 or poisoned. While poisoned in this way, the target fails to regain success points, and it takes 21 (6D6) Damage to the poison at the beginning of each of his curves. The poisoned goal can repeat the saving shoot at the end of each of his curves, ending the effect on himself on a success. Claw. Body body weapon attack: +14 to hit, reach 10 feet to 10 feet, a goal. Hit: 17 (2D8 + 8) Damage. Club. Body body weapon attack: +14 to hit, reach 10 feet to 10 feet, a goal. Hit: 15 (2D6 + 8) Graduation damage Plus 21 (6D6) Fire damage. Tail. Body body weapon attack: +14 to hit, reach 10 feet to 10 feet, a goal. Hit: 24 (3D10 + 8) Valley damage. harm.

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