Barbed Devil

Medium fiend

AC: 15
HP: 110
Speed: 30 ft.
CR: 5

STR 16 · DEX 17 · CON 18 · INT 12 · WIS 14 · CHA 14

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.

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