Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bearded Devil

Medium fiend

AC: 13
HP: 52
Speed: 30 ft.
CR: 3

STR 16 · DEX 15 · CON 15 · INT 9 · WIS 11 · CHA 11

Multiattack. The devil makes two attacks: one with its beard and one with its glaive. Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.