Bearded Devil

Medium Fiend, Lawful Evil

AC 13 (natural armor)

Initiative +2

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HP 58 (9d8 + 18)

Speed 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	14 (+2)
Save	+5	+2	+4	-1	+0	+4

Resistances Cold

Immunities Fire, Poison

Condition Immunities Frightened, Poisoned

Senses passive Perception 10, darkvision 120 ft.

Languages Infernal; telepathy 120 ft.

CR 3 (700 XP)

Traits

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

Actions

Beard. Melee Attack Roll: +5, reach 5 ft. 7 (1d8 + 3) Piercing damage, and the target has the Poisoned condition until the start of the devil's next turn. Until this poison ends, the target can't regain Hit Points.

Infernal Glaive. Melee Attack Roll: +5, reach 10 ft. 8 (1d10 + 3) Slashing damage. If the target is a creature and doesn't already have an infernal wound, it is subjected to the following effect. Constitution Saving Throw: DC 12. Failure: The target receives an infernal wound. While wounded, the target loses 5 (1d10) Hit Points at the start of each of its turns. The wound closes after 1 minute, after a spell restores Hit Points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 12 Wisdom (Medicine) check.

Multiattack. The devil makes one Beard attack and one Infernal Glaive attack.