REFORGED DEVIL

Medium • Fiend (Devil) • Lawful Evil



Armor Class 17
Initiative -2 (8)
Hit Points 38 (7d8 + 7)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	12 (+1)	5 (-3)	5 (-3)	7 (-2)

Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft. (unimpeded by magical darkness), passive Perception 7
Languages understands Infernal but can't speak
CR 2 (XP 450; PB +2)

Machine Noises. The devil has disadvantage on Stealth checks.

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

Bloodied - Agonizing Scream. When the devil becomes bloodied, it screams. *Wisdom Saving Throw:* DC 11, each creature in a 5-foot emanation originating from the devil. *Failure:* The target becomes incapacitated. *Failure or Success:* The devil is incapacitated until the end of its next turn.

Unending Torment (1/Day). If damage reduces the devil to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

ACTIONS

Multiattack. The devil makes two Claw attacks. One of these attacks is made with disadvantage.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage. If the devil rolls a 1 on the d20, it takes 1d6 piercing damage.

REACTIONS

Engine of Pain. *Trigger:* The devil is hit by a creature within 5 feet of it. *Response.* The devil makes a Claw attack against the attacker.

REFORGED DEVIL — WEAKER



Armor Class 16
Initiative -2 (8)
Hit Points 13 (3d8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	7 (-2)	11 (+0)	5 (-3)	5 (-3)	7 (-2)

Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft. (unimpeded by magical darkness), passive Perception 7
Languages understands Infernal but can't speak
CR 1/4 (XP 50; PB +2)

Machine Noises. The devil has disadvantage on Stealth checks.

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

Bloodied - Agonizing Scream. When the devil becomes bloodied, it screams. *Wisdom Saving Throw:* DC 10, each creature in a 5-foot emanation originating from the devil. *Failure:* The target becomes incapacitated. *Failure or Success:* The devil is incapacitated until the end of its next turn.

Unending Torment (1/Day). If damage reduces the devil to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

ACTIONS

Multiattack. The devil makes two Claw attacks. One of these attacks is made with disadvantage.

Claw. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage. If the devil rolls a 1 on the d20, it takes 1d4 piercing damage.

REACTIONS

Engine of Pain. *Trigger:* The devil is hit by a creature within 5 feet of it. *Response.* The devil makes a Claw attack against the attacker with disadvantage.

REFORGED DEVIL — STRONGER



Armor Class 18
Initiative -2 (8)
Hit Points 91 (14d8 + 28)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	14 (+2)	5 (-3)	5 (-3)	7 (-2)

Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft. (unimpeded by magical darkness), passive Perception 7
Languages understands Infernal but can’t speak
CR 5 (XP 1,800; PB +3)

Machine Noises. The devil has disadvantage on Stealth checks.

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

Bloodied - Agonizing Scream. When the devil becomes bloodied, it screams. *Wisdom Saving Throw:* DC 13, each creature in a 5-foot emanation originating from the devil. *Failure:* The target becomes incapacitated. *Failure or Success:* The devil is incapacitated until the end of its next turn.

Unending Torment (2/Day). If damage reduces the devil to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

ACTIONS

Multiattack. The devil makes two Claw attacks. One of these attacks is made with disadvantage.

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) slashing damage. If the devil rolls a 1 on the d20, it takes 1d8 piercing damage.

REACTIONS

Engine of Pain. *Trigger:* The devil is hit by a creature within 5 feet of it. *Response.* The devil makes a Claw attack against the attacker.