

AN EVENTYR GAMES COMPENDIUM

ENHANCED DEVILS



Expanded rules for devils in
5th edition D&D

ENHANCED DEVILS

DEVILS. THE NAME ITSELF CARRIES THE promise of dark seduction, unfathomable evil and exciting encounters. Ranging from the lowly lemure to the towering pit fiend, the Nine Hells has no shortage of infernal foes you can use in your campaign. Most of the devils presented to us in the *Monster Manual* share an issue, however, they aren't always dynamic or exciting. If you're just using a few devils as henchmen, this probably isn't too big an issue, but if you're running a campaign like *Baldur's Gate: Descent into Avernus*, you may want devils with a bit more complexity and depth.

In this document, we'll take a look at all the devils presented in the *Monster Manual*, assessing their strong points and shortcomings before enhancing them with alternate features. The point is not to make the devils more powerful, but to make them more exciting. We don't increase their hit points, AC, or damage output, but aim to instead give them new viable options in combat. Of course, increased versatility never makes a monster weaker, but we're fine with that, as long as they are a lot more fun to play with – or against. All changes are **colorized**, and we've also included most spells and options directly in the statblock, so that your devils gain added complexity without being more difficult to run.

LEMURE

Medium fiend (devil), lawful evil

Armor Class 7
Hit Points 13 (3d8)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Infernal, but can't speak
Challenge 0 (10 XP)

Devil's Sight. Magical darkness doesn't impede the lemure's darkvision.

Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a *bless* spell cast on that creature or its remains are sprinkled with holy water.

ACTIONS

Fist. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 2 (1d4) bludgeoning damage.

Pitiful Babble. Each creature within 10 ft. of the lemure that can hear it must make a DC 10 Wisdom saving throw. On a failure, the creature has disadvantage on the next attack roll or ability check it makes until the end of its next turn.

LEMURE

The lemure possesses only a singular action: a fist attack. To supply it with just a bit more versatility and depth, we've given it the Pitiful Babble-feature.

PITIFUL BABBLE

While simple and easily resisted, this debuff allows the lemure to take a supporting role by weakening its foes

IMP

Even at its low CR, the imp is one of the more versatile devils. It has a strong attack, and can change form and turn invisible. To round out its combat options just a bit, we've given it the Vicious Mockery-feature.

VICIOUS MOCKERY

A simple cantrip, but one that thematically fits the imp, while also giving it an additional combat option, vicious mockery is the perfect fit for the already versatile devil.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Vicious Mockery. A target within 60 ft. that can hear the imp (though it doesn't need to be able to understand it), must succeed on a DC 12 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

SPINED DEVIL

The spined devil is a fun and versatile devil suitable for low-level parties. It can fly, and has both melee and ranged attacks. Beyond that, however, the spined devil isn't very notable – all it can do is damage, and against strong characters, it's little more than a glorified gnat. To give it some more versatility, we've added two new features: Reckless Dive and Searing Spines.

RECKLESS DIVE

This feature doesn't necessarily provide the devil with a new option, as much as it makes using melee attacks more enticing. Allowing the spined devil to expose itself to gain advantage on attacks and deal extra damage gives it a valid tactical choice in combat. Granted, it's not an option the spined devil is likely to use frequently, unless on the material plane, where death isn't permanent, or if ordered by a devil of higher rank.

SEARING SPINES

This area of effect-feature provides the spined devil with a quick effect it can use in close quarters. By showering its enemies with searing sparks, it can deal a little damage and potentially blind its foes temporarily. A good option when surrounded or facing enemies with high AC.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages infernal, telepathy 120 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the spined devil's darkvision.

Flyby. The spined devil doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 5 (2d4) piercing damage.

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Reckless Dive. The devil flies up to its speed towards a target creature, which can make an opportunity attack against the devil as a reaction, when it comes within reach. If the devil survives, it can then make a Bite attack and a Fork attack against that creature with advantage, dealing an additional 1d6 piercing damage on a successful hit.

Searing Spines. The devil shakes itself, showering nearby creatures with burning-hot spine-splinters. Each creature within 10 ft. of the devil must make a DC 12 Constitution saving throw. On a failure, it takes 7 (2d6) fire damage and is blinded until the end of its next turn. On a success, it takes only half damage and isn't blinded.

BEARDED DEVIL

The bearded devil has some interesting attack options: a poisonous beard-attack and a glaive that dishes out nasty wounds. On the downside, it has nothing else besides those two attacks, so it's far from the most dynamic of foes. To add some more versatility and depth to the Bearded Devil, we've given it two new features: Innate Spellcasting and Devastating Strike.

INNATE SPELLCASTING

With only two 2nd-level spells at its disposal, this feature doesn't increase the devil's power level significantly, but gives it some additional and useful options in combat. *Silence* can help neutralize enemy spellcasters, when that seems more pertinent than simply attacking, while *darkness*, in conjunction with the Devil's Sight feature, works well to control the battlefield and hamper the devil's enemies. Most importantly, it gives you, the DM, additional tactical options.

DEVASTATING STRIKE

On the surface this might look weaker than simply using multiattack – and in most situations it probably is. But sometimes, whether it has disadvantage on its attacks, a nearly dead foe in front of it, or simply for added dramatic effect, gaining an increased chance of inflicting a devastating infernal wound can be preferable to making two attacks.



BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- 1/day each: *darkness*, *silence*

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

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. *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.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Devastating Strike. The devil makes a glaive attack with advantage. If the attack hits, the target has disadvantage on its Constitution saving throws against taking damage from its infernal wound.

Darkness (1/day). Magical darkness spreads in a 15-foot-radius sphere from a point within 60 ft., lasting 10 minutes or until the devil loses its concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point is on an object, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Silence (1/day). For 10 minutes or until the devil loses its concentration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point of the devil's choice within 120 ft. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- 1/day each: *cloud of daggers*, *spike growth*

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

ACTIONS

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. **Hit:** 6 (1d6 + 3) piercing damage.

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft. **Hit:** 8 (1d10 + 3) piercing damage and the barbed devil can attempt to grapple the target.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft. **Hit:** 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Piercing Shriek. The devil flares its spikes in a terrible display and emits a horrible shriek. Each creature within 30 ft. of the devil who can see it must make a DC 13 Wisdom saving throw. On a failure, a creature takes 13 (3d8) psychic damage and is frightened of the devil until the end of its next turn.

Cloud of Daggers (1/day). The devil fills the air with spinning daggers in a cube 5 feet on each side, centered on a point within 60 ft. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. The spell lasts for 1 minute or until the devil loses its concentration.

Spiked Growth (1/day). The ground in a 20-foot radius centered on a point within 150 ft. twists and sprouts hard spikes and thorns. The area becomes difficult terrain for 10 minutes or until the devil loses its concentration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a DC 13 Wisdom (Perception) check to recognize the terrain as hazardous before entering it.

BARBED DEVIL

Beyond impressive saving throws, the barbed devil features a barbed hide, two melee attacks and a fiery ranged attack. Still, when you consider its options, the barbed devil is actually quite limited – single target damage is basically the only option. To round out the barbed devil a bit more, we've altered its tail attack and given it two new features: Innate Spellcasting and Piercing Shriek.

IMPROVED TAIL ATTACK

Barbed Hide deals 1d10 damage each turn to any creature grappled by the barbed devil, but without an easy way to grapple a target, this feature is likely to go unused in most scenarios. By reducing the damage of the tail attack from 10 (2d6 + 3) to 8 (1d10 + 3), and instead allowing the devil to make a free grapple attempt, we've increased the synergy between the devil's attack options and features.

INNATE SPELLCASTING

Staying true to the theme of barbs and spikes, the barbed devil gains two spells it can cast a single time each day. *Cloud of daggers* provides the barbed devil with a means to deal quick damage in an area, while *spike growth* gives it the ability to alter the battlefield in its favor.

PIERCING SHRIEK

Piercing Shriek is a throwback to older editions, where the barbed devil had the ability to terrify its enemies. Instead of a simple fear aura, however, we've made this an active feature so we don't have to alter the devil's challenge rating. With a decent DC, a short-term fear-effect and some psychic damage, Piercing Shriek should often be a worthwhile use of the devil's action.

CHAIN DEVIL

The chain devil can be a frightening foe, especially if there's a bunch of chains lying around in the vicinity. Additionally, between Animate Chains and Unnerving Mask the chain devil is also a decently dynamic foe, which means it needs less help than some of the other devils. To just give it that last bit of versatility, we've supplied the chain devil with the feature Whirling Chains.

WHIRLING CHAINS

This feature grants the chain devil both a means to hit multiple foes at once, as well as an added measure of defense, when it uses the whirling chains to deflect and frustrate incoming attacks. It's viable when the devil is surrounded by multiple foes, stalling for time, or trying to cover its retreat. Synergy with Animate Chains allows it to become more effective if the chain devil has imbued magical chains to aid it in combat.



CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft. **Hit:** 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Whirling Chains. The devil flings its chains around in a frenzied whirlwind. Each creature within 10 ft. must make a DC 14 Dexterity saving throw. On a failure, the creature takes 10 (3d6) slashing damage plus 7 (2d6) slashing damage for each chain animated with the devil's animate chains feature that is within 10 ft. of it. On a success, the creature takes only half as much damage. Additionally, melee and ranged weapon attacks against the devil are made with disadvantage until the start of its next turn.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

BONE DEVIL

The bone devil is a terrifying foe, sporting not only a grotesque appearance, but also a flying speed and a devilish array of melee attack options. It lacks, however, ranged options as well as control, which is what we aim to provide it with Bone Spear and Grotesque Regrowth.

BONE SPEAR

The ability to rip out one of its own bones and hurl it at an adversary allows the devil to strike at foes out of its range. In addition, the bone spear has the added benefit of severely hampering a creature hit by it, making it useful not only for damage, but also to diminish particularly troublesome foes.

GROTESQUE REGROWTH

This feature gives the devil the ability to heal itself. Often, however, self-healing isn't the best choice in combat, which is why this feature is combined with an effect that scares enemies – the sickening visual of the bone devil's form reshaping itself giving them pause – which in turn grants the bone devil a measure of battlefield control.



BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft. **Hit:** 8 (1d8 + 4) slashing damage.

Sting. Melee Weapon Attack: +8 to hit, reach 10 ft. **Hit:** 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bone Spear. Ranged Weapon Attack: +8 to hit, range 60/120 ft. **Hit:** 31 (6d8 + 4) piercing damage, and the target is impaled by a massive bone fragment. While impaled, the target's move speed is halved and it has disadvantage on ability checks, weapon attacks and saving throws using Strength or Dexterity. The bone fragment can be removed as an action by a creature that succeeds on a DC 14 Strength (Medicine) check.

Grotesque Regrowth. The bone devil pauses to magically reknit its bones, regaining 33 (6d10) hit points. Additionally, each creature of the devil's choice within 30 ft. that can see it must succeed on a DC 14 Wisdom saving throw or be frightened of the devil until the end of its next turn.

HORNED DEVIL

On paper, the horned devil is a fearsome foe – devastating melee attacks and a versatile ranged attack. However, when we look closer, the statblock tells a different tale. Defensively, it's impressive, with AC 18 and 178 hit points, but on the attack, it falls short with only around 40 damage on the average turn. Add to that a glaring lack of attack options, and the horned devil doesn't provide much excitement for a challenge rating of 11. To alleviate that, we've given it two new features: Innate Spellcasting and Hellscape Eruption.

INNATE SPELLCASTING

Dispel magic provides an extra option in those clutch situations, where robbing the foe of a magical benefit is the most important thing. *Hypnotic pattern* is pure control, giving the horned devil the means to disable a large number of foes with a single spell.

HELLSCAPE ERUPTION

By channelling its infernal powers to cause a minor volcano to erupt, the horned devil can shape the battlefield to its needs and deal damage in an area. Perfect against clustered enemies, pesky spellcasters, and in similar scenarios, Hellscape Eruption is likely to be used nearly as often as it is available.

HORNED DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- 3/day: *dispel magic*
- 1/day: *hypnotic pattern*

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

ACTIONS

Multiattack. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. Melee Weapon Attack: +10 to hit, reach 10 ft. **Hit:** 15 (2d8 + 6) piercing damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft. **Hit:** 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 150 ft. **Hit:** 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Dispel Magic (3/day). Any spell of 3rd level or lower on one creature, object or magical effect within 120 ft. ends. For each spell of 4th level or higher on the target, the devil can make an ability check using its spellcasting ability (+7) against a DC of 10 + the spell's level. On a successful check, the spell ends.

Hypnotic Pattern (1/day). The devil creates a twisting pattern of colors that weaves through the air inside a 30-foot cube within 120 ft. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone uses an action to shake the creature out of its stupor.

Hellscape Eruption (recharge 5-6). The devil uses its infernal powers to cause the ground at a point within 60 ft. to bulge and erupt as a small, infernal volcano. Each creature in a 10-foot radius of that point must succeed on a DC 15 Strength saving throw or be knocked prone. Afterward, each creature must make a DC 15 Dexterity saving throw as magma spews forth. On a failure, a creature takes 33 (6d10) fire damage. On a success, the creature takes only half as much damage.

ERINYES

The erinyes is a flavorful foe – beautiful but deathly, enticing but poisonous. And, unfortunately, challenging but also one-dimensional. The erinyes has only one gimmick: attack, attack, attack. Below we've expanded upon a variant option from the *Monster Manual*, Rope of Entanglement, and added an additional option of our own, Innate Spellcasting, to round out the erinyes.

INNATE SPELLCASTING

The erinyes spell options provide it with a measure of both control and area of effect. *Dominate person* can always be put to good use against a strong, but weak-willed foe, while a 5th-level *fireball* works great against clusters of foes. Even though its ordinary Multiattack averages 66 damage in a round, these spells can still be used to great benefit in the right situation.

ROPE OF ENTANGLEMENT

The Rope of Entanglement is already a variant suggested in the *Monster Manual*, so all we've done here is to elaborate on the use of the Rope of Entanglement directly in the stat block, and make it a standard option (which you can always disregard if you don't want your erinyes to possess the item). As an action, rope of entanglement allows the erinyes to control a single foe at the expense of only a single attack – a good trade in most situations.



ERINYES

Medium fiend (devil), lawful evil

Armor Class 18 (plate)
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +7, Con +8, Wis +6, Cha +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 12 (8,400 XP)

Hellish Weapons. The erinyes' weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

Innate Spellcasting. The erinyes' innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- 3/day each: *dominate person*, *fireball* (as a 5th-level spell)

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

ACTIONS

Multiattack. The erinyes makes three attacks, or two attacks and uses its rope of entanglement.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison

damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Rope of Entanglement. The erinyes commands its rope of entanglement (AC 20, 20 hit points) to entangle a creature within 20 ft. The target must succeed on a DC 15 Dexterity saving throw or become restrained (escape DC 15). The erinyes can also use a bonus action to release the target.

Dominate Person (3/day). A target humanoid the erinyes can see within 60 ft. must succeed on a DC 16 Wisdom saving throw or be charmed by it for 1 minute, or until the erinyes loses its concentration. If the target is fighting the erinyes or creatures friendly to the erinyes, the target has advantage on the saving throw. While the target is charmed and on the same plane of existence, the erinyes can telepathically issue simple and general commands to the creature (no action required), which the target does its best to obey. If the target completes the order and doesn't receive further direction, it defends and preserves itself to the best of its ability. The erinyes can also use its action to take total and precise control of the target. Until the end of the erinyes' next turn, the target takes only the actions it chooses, and doesn't do anything else. During this time the erinyes can also cause the creature to use a reaction, but this requires it to use its own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

Fireball (3/day). Each creature in a 20-foot-radius sphere centered on a point within 150 ft. must make a DC 16 Dexterity saving throw. A target takes 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

REACTIONS

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

ICE DEVIL

The ice devil is a flavorful foe with a heavy damage output – an average of 64 damage when using all three attacks – and a decent body. It even comes with a very fitting and powerful feature, Wall of Ice, which it can use to great effect. Still, while the Wall of Ice is recharging, the Ice Devil has nothing else to do but attack – which isn't all that exciting.

In the Monster's Manual we're given the option for an ice devil with a spear, which it seems foolish not to use – so we've added it directly to the stat block. To round out its options, we've also given it the Ice Knife-feature.

ICE SPEAR

Using Ice Spear instead of Bite and Claws comes out to less damage, but the possibility of seriously debilitating a foe while keeping combat at a pleasant 10 ft. range makes this a viable combat option.

ICE KNIFE

This simple 1st-level spell – beefed up to 5th level and given some extra damage – gives the Ice Devil a ranged attack option, which it sorely needs. While only truly impactful when enemies are clustered tightly together, it's bound to come in handy in situations where melee attacks aren't an option.



ICE DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail, or two attacks: one with its spear and one with its tail.

Ice Spear. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft. **Hit:** 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft. **Hit:** 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft. **Hit:** 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Ice Knife. Ranged Spell Attack: +9 to hit, range 60 ft. **Hit:** 27 (5d10) piercing damage. Hit or miss, the target and each creature within 5 feet of it must succeed on a DC 17 Dexterity saving throw or take 21 (6d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

PIT FIEND

The mighty pit fiend. The biggest, baddest non-legendary devil in the *Monster Manual*. There's a lot to work with here – a Fear Aura, some useful spells and a bite attack that carries a nasty poison. Thus, all we've done here is some tweaking, making some options more viable and added choices to increase the tactical depth.

IMPROVED SPELLCASTING

The pit fiend's melee attacks come out to an average of just shy of 100 damage per round, not counting the poison from its bite – hard for a *fireball*, *hold monster* and *wall of fire* to compete with. We've increased the level of these spells to make them more competitive. While this does increase the pit fiend's power a bit, one can argue that the pit fiend is a bit weak for its CR to begin with, so it shouldn't be too problematic.

IMPROVED ATTACK OPTIONS

To give the Pit Fiend some tactical depth, its claw and tail attack options have been enhanced, so that all four of its attacks have a unique spin. At the same time, we've reduced its total number of attacks from four to three, but allowed it to choose which attacks to make, giving it just a bit a more tactical depth.



PIT FIEND

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +10

Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

- At will: *detect magic*, *fireball* (as a 7th-level spell)
- 3/day each: *hold monster* (as a 7th-level spell), *wall of fire* (as a 7th-level spell)

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

Magic Weapons. The pit fiend's weapon attacks are magical.

ACTIONS

Multiattack. The pit fiend makes three attacks, choosing from its bite, claw, mace or tail attacks, only two of which can be the same attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC

21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft. *Hit:* 17 (2d8 + 8) slashing damage and the pit fiend regains hit points equal to the damage dealt by the attack.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft. *Hit:* 24 (3d10 + 8) bludgeoning damage. If the target is medium or smaller, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Fireball. The pit fiend throws a fireball at a point within 150 ft. Each creature in a 20-foot-radius sphere centered on that point must make a DC 21 Dexterity saving throw. A target takes 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Hold Monster (3/day). Up to three creatures of the pit fiend's choice within 30 ft. of each other and within 90 ft. of it must succeed on a DC 21 Wisdom saving throw or be paralyzed for 1 minute or until the pit fiend loses its concentration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Wall of Fire (3/day). The pit fiend creates a wall of fire on a solid surface within range. The wall is up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for 1 minute or until the pit fiend loses its concentration. When the wall appears, each creature within its area must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) fire damage, or half as much damage on a successful save. One side of the wall, selected by the pit fiend when creating the wall, deals 36 (8d8) fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side deals no damage.

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COMPENDIUM

We hope you've enjoyed the options in this compendium. If you find any errors, have a good idea, or just want to get in touch, reach out at jvaleur@eventyrgames.com or eventyrgames.com.

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