

# Bone Devil

Large, Fiend (Devil), Lawful Evil

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**ARMOR CLASS****19****HIT POINTS****142 (15d10 + 60)****CHALLENGE****9 | 5,000 XP****PROFICIENCY****+4**

**Speed** Fly 40 ft., Walk 40 ft.

**Initiative** +3

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

**Skills** Insight +5, Deception +6

**Damage Resistances** Cold; Bludgeoning, Piercing, Slashing from nonmagical attacks that aren't silvered

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 12

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**Languages** Infernal; telepathy 120 ft.

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

## Traits

**Diabolical Restoration.** If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body somewhere in the Nine Hells.

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

## Actions

**Multiattack.** The devil makes two attacks, using Claw and Sting in any combination.

**Claw.** Melee Attack Roll: +8, reach 10 ft. Hit: 8 (1d8 + 4) Slashing damage.

**Sting.** Melee Attack Roll: +8, reach 10 ft. Hit: 13 (2d8 + 4) Piercing damage plus 17 (5d6) Poison damage, and the target must succeed on a Constitution saving throw or have the Poisoned condition for 1 minute.

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