



## TERRACOTTA DEVIL

*Medium fiend (devil), lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 104 (11d8 + 55)

**Speed** 30 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	8 (-1)	12 (+1)	10 (+0)

**Damage Resistances** piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 120 ft. passive Perception 15

**Languages** Infernal, telepathy 120 ft.

**Challenge** 9 (5000 XP) **Proficiency Bonus** +4

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

**False Appearance.** While the Terracotta Devil remains motionless, it is indistinguishable from an inanimate statue.

**False Demise.** When the Terracotta Devil drops to 0 hit points it collapses into a pile of clay rubble instead of falling unconscious, provided that it isn't in consecrated ground or holy water. If it was reduced to 0 hit points from radiant damage or holy water, it is destroyed.

While it has 0 hit points in rubble form, it is paralyzed until it regains at least 1 hit point. After spending 1 hour in rubble form with 0 hit points, it regains 1 hit point. If the rubble is scattered, it is up to the DM to determine where the body will reform.

In order to destroy the Terracotta Devil in rubble form, the sum of its remains must be exposed to radiant damage, holy water or magic such as the Ceremony ritual or Banishment.

**Magic Resistance.** The Terracotta Devil has advantage on saving throws against spells and other magical effects.

**Regeneration.** The Terracotta Devil regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in consecrated ground or holy water. If the Terracotta Devil takes radiant damage or damage from holy water, this trait doesn't function at the start of the Terracotta Devil's next turn.

### ACTIONS

**Multiattack.** The Terracotta Devil makes two slam attacks.

**Slam. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

**Tackle. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) stashing damage. If the Terracotta Devil moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 12 (4d6) bludgeoning damage and that target must succeed on a DC 16 Strength saving throw or be knocked prone.

"Terracotta Devil" by Christopher Ginn @ [www.TheDungeonGeek.net](http://www.TheDungeonGeek.net)  
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