



# TAR DEVIL

Tar devils resemble giant mounds of flowing, ooze-like tar held together by demonic energy. These devils typically live in heated tar pits and are fiercely territorial. They are not usually found in large groups unless resources are plentiful. Tar devils are more of a force of nature than the typical fiend and avoid their devilish kin's insidious plans and wars waged against each other or mortals on the Material plane. On the rare occasion that they become embroiled in a scheme, they are typically used as defenders and guardians rather than front-line soldiers.

**Hearts of Fire.** Tar devils exude high levels of heat from within their cores.

While they are glacially slow to move, they can ignite parts of their body and hurl flaming balls of tar.

**Absorption.** These devils eat by absorbing their meals after engulfing them inside their ooze-like tar bodies and slowly melting them alive.

## TAR DEVIL

Large fiend (devil), neutral evil

**Armor Class** 15 (natural armor)  
**Hit Points** 93 (11d10 + 33)  
**Speed** 10 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	8 (-1)	6 (-2)

**Saving Throws** Str +7, Con +6  
**Skills** Stealth +2  
**Damage Resistances** fire, acid, bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered  
**Damage Immunities** poison  
**Condition Immunities** blinded, poisoned  
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9  
**Languages** —  
**Challenge** 5 (1,800 XP) **Proficiency Bonus:** +3

**Amorphous.** The tar devil can move through a space as narrow as 1 inch wide without squeezing.

**Grasping Tendrils.** The tar devil can have up to four tar tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the tar devil, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

**Heated Body.** A creature that touches the tar devil or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

**Spider Climb.** The tar devil can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The tar devil makes two attacks with its tendrils or Hurl Tar. It then uses Reel and makes one attack with its bite. If the bite attack hits a Medium or smaller target the tar devil is grappling, the devil uses its Engulf on it.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and 3 (1d6) fire damage.

**Tendril.** *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the tar devil can't use the same tendril on another target.

**Hurl Tar.** *Ranged Melee Attack:* +7 to hit, range 150 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

**Engulf.** The tar devil engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 15 Constitution saving throw at the start of each of the tar devil's turns or take 9 (2d8) fire damage. If the tar devil moves, the engulfed target moves with it. The tar devil can have only one creature engulfed at a time.

**Reel.** The tar devil pulls each creature grappled by it up to 25 feet straight toward it.