

## ANGLER DEVIL (PEL'AGRYPH)

Angler devils are loathsome fiends that live deep beneath the frozen surface of the oceans of Stygia, the fifth layer of the Nine Hells.

Angler devils resemble terrible piscine horrors, with bulging eyes, a gaping maw, gangly arms and stubby legs. Suspended from the top of their head is a lure that glows with an eerie, diabolical light.

**Tempters of the Deep.** When they find themselves on the Material Plane, angler devils roam the ocean looking for desperate souls, most commonly victims of shipwrecks. They offer these mortals a safe return to land, but at a terrible price.

Angler devils that are feeling particularly malicious will find a ship at night and enchant the night watchmen with their magical lures. These sailors will walk right off the edge of their ship towards the glowing light bobbing in the waves. By the time they come to their senses, their ship is long gone.

### VARIANT: DEVIL SUMMONING

If you are using the Devil Summoning variant from p.68 of the *Monster Manual*, you can give the angler devil the **Summon Devil (1/Day)** action option.

An angler devil has a 30 percent chance of summoning one angler devil.

### THE INFERNAL HIERARCHY

The angler devil is considered a lesser devil. On the hierarchy of the Nine Hells, an angler devil is above a barbed devil but below a chain devil.



### ANGLER DEVIL

*Medium fiend, Lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 20 ft., swim 60 ft.

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

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

**Skills** Deception +6, Insight +4, Perception +4

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

**Damage Immunities** cold, fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Infernal, telepathy 120 ft.

**Challenge** 6 (2,300 xp)

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

**Lure of the Deep.** When a creature starts its turn within 60 feet of the angler devil and the two of them can see each other, the angler devil can force the creature to make a DC 14 Wisdom saving throw if the angler devil isn't incapacitated. On a failed saving throw, the creature is charmed and must move its speed towards the angler devil. On a success, the creature is not charmed, but is still susceptible to the lure on its next turn if it does not avert its eyes.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the angler devil until the start of its next turn, when it can avert its eyes again. If it looks at the angler devil in the meantime, it must immediately make the save.

**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, one with its bite.

**Claw.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Bite.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

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