

Bael

Large, Fiend (Devil), Lawful Evil

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ARMOR CLASS

20

HIT POINTS

345 (30d10 + 180)

CHALLENGE

19 | 22,000 XP

PROFICIENCY

+6

Speed	Walk 40 ft.
Initiative	+3
Saving Throws	Cha +12, Con +12, Str +14, Wis +10
Skills	Deception +12, Perception +10, Intimidation +12
Damage Resistances	Cold; Bludgeoning, Piercing, Slashing from nonmagical attacks
Damage Immunities	Fire, Poison
Condition Immunities	Charmed, Frightened, Poisoned
Senses	Truesight 120 ft.; Passive Perception 20
Passive Perception	20
Languages	Common, Infernal, telepathy 120 ft.

STR26
+8**DEX**16
+3**CON**22
+6**INT**20
+5**WIS**18
+4**CHA**22
+6

Traits

Infernal General. Devil allies within 60 feet have Advantage on saving throws against being Charmed or Frightened.

Duke's Command. When Bael hits a creature, one devil ally within 60 feet may move up to half its Speed as a Reaction.

Actions

Multiattack. Bael makes three Hellblade attacks.

Hellblade. Melee Attack Roll: +14, reach 10 ft. Hit: 25 (3d10 + 8) Slashing damage plus 22 (5d8) Fire damage.

Infernal Formation (Recharge 5-6). Wisdom Saving Throw: creatures of Bael's choice within 60 feet. Failure: 99 (22d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Bonus Actions

Tactical Vanish. Bael teleports up to 60 feet to an unoccupied space he can see.

Reactions

Commanding Reversal. When a devil ally within 60 feet misses with an attack, Bael lets that ally reroll the attack roll.

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