

Bel

Large, Fiend (Devil), Lawful Evil

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ARMOR CLASS

22

HIT POINTS

444 (24d10 + 312)

CHALLENGE

25 | 75,000 XP

PROFICIENCY

+8

Speed

Fly 60 ft., Walk 40 ft.

Initiative

+4

Saving Throws

Cha +15, Con +18, Dex +12, Str +18, Wis +13

Skills

Arcana +14, Perception +13, Intimidation +15

Damage Resistances

Cold; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities

Fire, Poison

Condition Immunities

Charmed, Frightened, Poisoned

Senses

Truesight 120 ft.; Passive Perception 23

Passive Perception

23

Languages

Common, Infernal, telepathy 120 ft.

STR30
+10**DEX**18
+4**CON**30
+10**INT**22
+6**WIS**20
+5**CHA**24
+7

Traits

Infernal Armorer. Devil allies within 60 feet gain 5 temporary Hit Points at the start of Bel's turn.

Siege Tyrant. Bel deals double damage to objects and structures.

Actions

Multiattack. Bel makes three Infernal Maul attacks.

Infernal Maul. Melee Attack Roll: +18, reach 15 ft. Hit: 38 (4d12 + 12) Bludgeoning damage plus 36 (8d8) Fire damage.

Hellforge Blast (Recharge 5-6). Dexterity Saving Throw: creatures in a 90-foot Cone. Failure: 126 (28d8) Fire damage and the target falls Prone. Success: Half damage.

Bonus Actions

Avernian Command. One devil ally within 120 feet may move up to half its Speed and make one attack as a Reaction.

Reactions

Forged Retaliation. When hit by a melee attack, Bel deals 18 (4d8) Fire damage to the attacker.

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