

BEL: NOT YOUR AVERAGE PIT FIEND

STATISTICS AND STORY FOR THE LEGENDARY DEVIL.

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BEL



el is no ordinary pit fiend. The ground shakes and all but the strongest archdevils are cowed when the legendary general walks by. His strategic mind is respected by even his most hated rival and fear by the most vile balors in the depths of the Abyss.

Asmodeus Above All. Bel is the former and present general and adviser of Zariel, the current ruler of Avernus by decree of Asmodeus. During Zariel's first reign, Bel served his mistress loyally, until she plotted to overthrow Asmodeus. Bel betrayed Zariel in order to please his greater master Asmodeus. As a reward for his loyalty, Bel became the Archduke of Avernus when Zariel was overthrown. Overtime Zariel proved her loyalty to Asmodeus once again and Bel fell from the dark god's favor. Zariel once again ruled Avernus and Bel was demoted. This was the will of Asmodeus, and though the decision was a slap in the face to Bel, he respects the hierarchy of the Nine Hells above all. It is an insult to serve Zariel, who delights in keeping Bel as an advisor, but he will not go against the word of Asmodeus.

Coveter of Power. Though Bel will not directly oppose or betray Asmodeus, he still desires his old station as Archduke of Avernus. To this end Bel seeks creatures who operate outside of the hierarchy of the Nine Hells. Bel's plots are layered and complex. The strange bedfellows he makes are often unwitting adventurers who don't realize the true consequences of their actions until it is too late. Bel seeks Zariel overthrown again, this time permanently, or a way to coerce Asmodeus.

Dangerous Deceiver. Bel is an engaging liar. He forges perfectly worded contracts that have deceived ancient gold wyrms into handing over their souls. The devil can look into the soul of any person and tell them exactly what they want to hear in order to get his desired reaction.

Brilliant General. For centuries Bel has been leading armies of devils in Avernus, the first line of defense against the Nine Hell's incoming threats, namely demons from the Abyss. He has been fighting the Blood War for as long as he can remember and the fact that he has survived and thrived in this environment is a testament to his strategic mind and the loyalty of his troops.

Note: For more information on Bel, read page 56 of the *Dungeon Master's Guide* and the third edition *Dungeons & Dragons* supplement *Fiendish Codex II: Tyrants of the Nine Hells*.

BEL

Large fiend (devil), lawful evil

Armor Class 25 (natural armor)

Hit Points 620 (40d10 + 400)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	18(+4)	30(+10)	26(+8)	22(+6)	28(+9)

Saving Throws Dex +13, Con +19, Wis +17

Skills Athletics +19, Deception +18, Perception +15, Persuasion +18

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks; cold, fire, and poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 240 ft., truesight 120 ft., passive Perception 25

Languages Common, Infernal, telepathy 240 ft.

Challenge 30 (155,000 XP)

Fear Aura. Any creature hostile to Bel that starts its turn within 60 feet of him must make a DC 26 Wisdom saving throw, unless Bel is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Bel's Fear Aura for the next 24 hours.

Innate Spellcasting. Bel's spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect magic, detect thoughts, fireball, hold monster, zone of truth*

3/day each: *delayed blast fireball, dominate monster, fire storm, wall of fire*

1/day each: *meteor swarm*

Legendary Resistance (3/day). If Bel fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Bel can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Bel's weapon attacks are magical.

Actions

Multiattack. Bel makes four attacks, one with his bite, two with his greatsword, and one with his tail.

Bite. Melee Weapon Attack: +19 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage. The target must succeed on a DC 27 Constitution saving throw or become poisoned. While poisoned this way, the target can't regain hit points, and it takes 28 (8d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Greatsword. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 28 (8d6) fire damage.

Tail. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 10) bludgeoning damage and the target must succeed on a DC 27 Strength saving throw or become prone.

Legendary Actions

Bel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bel regains spent legendary actions at the start of her turn.

Tail Attack. Bel makes a tail attack.

Teleport. Bel teleports 30 feet.

Fire Breath. Bel breathes fire in a 90-foot cone. Creatures in the area must succeed on a DC 27 Dexterity saving throw, taking 91 (26d6) fire damage on a failed saving throw, or half as much on a successful one.