

BELAPHOSS

Belaphoss the Mad is an ancient and powerful balor with ambitions to godhood. Called the Left Hand of Demogorgon, the Devourer of Hope, and the Warlord of the Gibbering Hordes, he has long waged war across the Abyss.

As a lieutenant of Demogorgon, Belaphoss commands significant demon armies and demands loyalty from all his servants. As crafty as he is powerful, he often masquerades as a devil or a benign spirit to lure mortals into pacts designed to fulfil his own plans—after which he betrays his unwitting followers at his own whim. Belaphoss often gathers such servants through dreams and nightmares, using them to set his centuries-old plans into motion.

Belaphoss styles himself more civilized and cunning than other balors. He has served Demogorgon for eons, leading the hordes of the Prince of Demons into battle against the armies of Graz'zt and Orcus. However, this service has all been part of a calculated plan to one day turn against Demogorgon—and become lord of the Gaping Maw in his stead.

The demon Belaphoss is a multihorned balor who wields a deadly weapon: a greataxe wreathed in flame that has a flaming whip attached to the base of its haft.

BELAPHOSS'S LAIR

Belaphoss's lair is in the Gaping Maw—the abyssal layer that is home to Demogorgon. As a lieutenant of Demogorgon, Belaphoss controls countless minions of the Prince of Demons. His lair is a realm of chaos and duplicity, where he encourages those beneath him to rise among the ranks in whatever way possible, short of challenging his dominion. Those that do challenge the balor find their advancement halted—normally in a prolonged and torturous manner.

MADNESS OF BELAPHOSS

If a creature goes mad in Belaphoss's lair or within line of sight of the demon, roll on the Madness of Belaphoss table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.

MADNESS OF BELAPHOSS

d100	Flaw (lasts until cured)
01–20	"I care not for others; my mad goals are all that matters."
21–40	"This world would look better with a bit more chaos mixed in, and I'm the perfect person to introduce it."
41–60	"If anyone even looks at me wrong, I'll cut them down!"
61–80	"I'm terrified of sleep. Sleep is when I die. Sleep is when I do terrible things. Sleep is when the nightmares come . . ."
81–100	"I have an undeniable urge to study all things demonic. Lore, rumors, magic—I need it all."

BELAPHOSS

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Death Throes. When Belaphoss dies, he explodes, and each creature within 30 feet of him must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys Belaphoss's weapon.

Fire Aura. At the start of each of Belaphoss's turns, each creature within 5 feet of him takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Belaphoss or hits him with a melee attack while within 5 feet of him takes 10 (3d6) fire damage.

Magic Resistance. Belaphoss has advantage on saving throws against spells and other magical effects.

Magic Weapons. Belaphoss's weapon attacks are magical.

ACTIONS

Multiattack. Belaphoss makes two attacks: one with his greataxe and one with his whip.

Greataxe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage plus 13 (3d8) fire damage. If Belaphoss scores a critical hit, he rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward Belaphoss.

Abyssal Storm (Recharge 5–6). Belaphoss surrounds himself with explosive fire that fills a 30-foot sphere centered on him and spreads around corners. Each creature in the fire must make a Dexterity saving throw, taking 28 (8d6) fire damage and 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Belaphoss is immune to this damage. Objects in the area are subject to it, and the fire ignites flammable objects in the area that aren't being worn or carried.

Teleport. Belaphoss magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Winged Barrage. Belaphoss beats his wings. Each creature in a 20-foot cube originating from him must make a DC 20 Dexterity saving throw. On a failure, a target takes 29 (6d6 + 8) bludgeoning damage and is pushed 20 feet away from Belaphoss. On a success, the target takes half the bludgeoning damage and isn't pushed. Belaphoss can then fly up to half his flying speed.