

BAALZEBUL (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 55d8+715 (962 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 41 (-1 size, +7 Dex, +25 natural)

Attacks: 2 slams +59 melee, bite +54 melee

Damage: Slam 1d8+15, bite 1d8+7

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spell-like abilities, spells, psionics, fear and weakness gaze, summon devils

Special Qualities: Damage reduction 40/+4, SR 32, regeneration 25, devil qualities, see in darkness, telepathy

Saves: Fort +42, Ref +26, Will +41

Abilities: Str 40, Dex 24, Con 36, Int 34, Wis 34, Cha 36

Skills: Balance +62, Bluff +68, Concentration +68, Diplomacy +68, Disguise +68, Escape Artist +62, Gather Information +68, Heal +67, Intimidate +68, Knowledge (arcana) +67, Knowledge (Hell's politics) +67, Knowledge (planes) +67, Knowledge (religion) +67, Listen +68, Move Silently +62, Scry +55, Search +67, Sense Motive +68, Spellcraft +67, Spot +55

Feats: Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Expertise, Great Cleave, Improved Disarm, Improved Initiative, Maximize Spell, Mobility, Power Attack, Silent Spell

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (2-5 cornugons)

Challenge Rating: 40

Treasure: Double standard

Alignment: Always lawful evil

Advancement: —

The sixth and seventh planes of Hell, Malbolge and Maladomini, are ruled by Baalzebul, "Lord of the Flies". He is an arch-devil of great power, second only to Asmodeus.

Maladomini is a black stone plane filled with stinking vapors, fire pits, and huge caves and caverns. On this plane will be found the huge fortress of Baalzebul.

Baalzebul appears as a 12-foot tall humanoid with a large, long head. Two huge fly-like eyes dominate the head. His mouth is filled with razor sharp teeth. Two large horns jut from the sides of his head.

COMBAT

Baalzebul attacks with his slam and bite, as well as his spells and spell-like abilities. He will open combat with his gaze attack.

Spell-Like Abilities: At will—*animate dead, blasphemy, charm person, comprehend languages, daylight, desecrate, detect good, detect magic, detect thoughts, dispel magic, fireball, geas/quest, hold person, hold monster, improved invisibility, magic circle against good, major image, mass charm, polymorph self, produce flame, pyrotechnics, raise dead, read magic, see invisible, suggestion, teleport without error* (self plus 50 pounds of objects only), *unholy aura, unhallow, wall of fire, and wish*; 1/day—*greater restoration, meteor swarm* (any), *shapechange*, and *symbol* (any). These abilities are as

the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Spells: Baalzebul casts arcane spells as a 20th-level sorcerer (save DC 23 + spell level) and divine spells as a 20th-level cleric (save DC 22 + spell level). He has access to the domains of Evil, Knowledge, Law, and Trickery.

Psionics (Sp): At will—*astral projection, charm monster, deeper darkness, detect evil, detect law, dispel good, levitate, and protection from good*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 23 + spell level).

Fear and Weakness Gaze (Su): 30 feet; Fortitude save (DC 50) or flee in fear for 2d6 rounds and be affected as by a *ray of enfeeblement* spell as cast by a 20th-level sorcerer.

Summon Devils (Sp): Three times per day Baalzebul can automatically summon 1d6 cornugons or 1d2 pit fiends.

Regeneration (Ex): Baalzebul takes normal damage from holy and blessed weapons of at least +4 enchantment.

Devil Qualities (Ex): Immune to fire and poison; cold and acid resistance 20.

See in Darkness (Su): Can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Baalzebul can communicate telepathically with any creature within 100 feet that has a language.?

Baalzebul first appeared in the 1e MM (Gary Gygax, 1977).