



Beles, The Unbound

Divine Blood

Beles once was the adored pet and friend of a god of magic. One day a rival god, in a fit of jealousy, imprisoned Beles at the bottom of the ocean, where she was condemned to rot for eternity by a powerful curse. Seeing this, the god of magic unleashed all its powers trying to free its friend, for naught. Instead the magic found itself trapped in the same prison where Beles dwelled, attacking her endlessly.

Maddening Magic

That everlasting battle against magic changed Beles. She grew resistant to the arcane and her body absorbed its power over time, losing her sanity in the process. Driven mad by the onslaught, and empowered by the magic, she unleashed her newfound powers, bursting out of her prison. She drove an assault against the gods, the ones who caused her suffering. Her efforts were in vain, as the gods repelled her. The day of that battle still scars the land of mortals, as all matter of cataclysms were unleashed that day, destroying nations and empires.

BELES, THE UNBOUND

Gargantuan celestial, chaotic

Armor Class 20 (natural armor)

Hit Points 507 (29d20 + 203)

Speed 50 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	25 (+7)	12 (+1)	16 (+3)	24 (+7)

Saving Throws Dex +6, Con +15, Wis +11, Cha +15

Damage Resistances radiant

Damage Immunities force; bludgeoning, piercing and slashing from magical weapons that aren't deepsteel

Condition Immunities charmed, frightened, prone

Senses blindsight 30 ft., tremorsense 120 ft., truesight 300 ft., passive Perception 13

Languages All

Challenge 25 (75,000 XP)

Amphibious. Beles can breathe air and water.

Infused Scales. Any time Beles is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged Attack roll, roll a d6. On a 1 to 6, the Beles is unaffected and instead unleashes a special ability according to the roll.

1. Eruption: The magic charges the scales which detonate, each creature in a 10-foot radius centered on Beles must succeed on a DC 23 Dexterity saving throw or take 18 (4d8) force damage.

2. Rejuvenation: Beles regains a number of hit points equal to 4 times the level of the spell targeting her.

3. Chaotic Growth: The terrain in a 30-foot radius centered on Beles becomes overrun with crystalline plants and vines until the end of her next turn. A creature other than Beles moving through the area must spend 4 feet of movement for every 1 foot it moves.

4. Crystallize: Beles' scales toughen. She gains resistance to all damage until the start of her next turn.

5. Recharge Power: The magic recharges Beles' Unleash Magic.

6. Reflect: Beles is unaffected, and the effect is reflected back at the caster as though it originated from Beles, turning the caster into the target.

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

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

Magic Infused. Beles' attacks are magical.

Slithering Form. Beles has resistance to damage from attacks of opportunity.

ACTIONS

Multiattack. Beles makes two attacks: one with its bite and one with its constrict.

Bite. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. **Hit:** 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 25 Dexterity saving throw or be swallowed by Beles. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside Beles, and it takes 21 (6d6) force damage at the start of each of the Beles' turns.

If the Beles takes 45 damage or more on a single turn from a creature inside it, Beles must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Beles. If Beles dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Constrict. Melee Weapon Attack: +17 to hit, reach 10 ft., one creature. **Hit:** 25 (3d10 + 9) bludgeoning damage, and the target is grappled (escape DC 25). Until this grapple ends, the creature is restrained. Beles can constrict up to 4 Large creatures, or 8 Medium ones. Beles can make this attack again on creatures it is already restraining, automatically hitting if it chooses to do so.

Natural Cataclysm. Beles unleashes the energy held within her body, summoning a natural disaster. Roll 1d4. According to the result a cataclysm is chosen, dictating the damage type: 1. Cyclone (slashing), 2. Volcanic eruption (fire), 3. Tsunami (bludgeoning), 4. Blizzard (cold). Each creature other than Beles in a 150 foot radius centered on Beles must succeed on a DC 25 Constitution saving throw or take 22 (5d8) of the resulting damage.

Unleash Magic (Recharge 5-6). Beles exhales raw magic in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Beles 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. Beles regains spent legendary actions at the start of its turn.

Coil. Beles uses its constrict attack.

Move. Beles shakes its body. Each creature within 15 feet of Beles must succeed on a DC 25 Strength saving throw or take 18 (2d8 + 9) bludgeoning damage and be knocked prone. Beles can then move up to half its speed.

Beles' Wrath (Costs 2 Actions). A storm made up of destructive nodes of condensed magic appears in a location Beles chooses within 150 feet. The area of the storm consists of up to eight 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make Dexterity saving throw. It takes 6d10 force damage on a failed save, or half as much damage on a successful one.

BELES IS KNOWN BY MANY NAMES: CHAOS BORN, EATER OF MAGIC, THE UNBOUND...