

ASMODEUS (Arch-Devil)

Large Outsider (Evil, Lawful)

Hit Dice: 68d8+748 (1054 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 46 (-1 size, +3 Dex, +34 natural)

Attacks: *Ruby Rod* +86/+81/+76/+71 melee; or 2 slams +81 melee

Damage: *Ruby Rod* 1d10+19 and *serious wounds*; or slam 1d6+14

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

Special Attacks: Spell-like abilities, spells, gaze attacks, *Ruby Rod of Asmodeus*, summon devils

Special Qualities: Damage reduction 40/+5, SR 33, regeneration 30, devil qualities, see in darkness, telepathy

Saves: Fort +47, Ref +39, Will +48

Abilities: Str 39, Dex 17, Con 32, Int 32, Wis 34, Cha 38

Skills: Bluff +82, Concentration +79, Diplomacy +82, Gather

Information +82, Heal +80, Knowledge (arcana) +79, Knowledge

(history) +79, Knowledge (nobility) +79, Knowledge (the planes) +79,

Knowledge (religion) +79, Listen +80, Move Silently +71, Search +79,

Sense Motive +80, Scry +79, Spellcraft +79, Spot +80

Feats: Blind-Fight, Cleave, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wondrous Item, Empower Spell, Extend Spell, Forge Ring, Great Cleave, Heighten Spell, Improved Initiative, Maximize Spell, Power Attack, Quicken Spell, Silent Spell

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Asmodeus plus 4-8 pit fiends)

Challenge Rating: 37

Treasure: Triple standard plus *Ruby Rod of Asmodeus*

Alignment: Always lawful evil

Advancement: —

Asmodeus, the Overlord of Hell, rules the dukes and arch-devils by might and wit. Of all the arch-devils he is the most cunning and artful. His mighty palace rests upon the floor of the lowest rift in Nessus, Hell's ninth, and bottommost plane.

Asmodeus appears as a very handsome human standing about 13 feet tall. His hair is black, as is his goatee; his eyes burn red. Small horns jut from his forehead.

COMBAT

Asmodeus will attack first using his gaze weapon, then his spells and spell-like abilities, followed up by his *Ruby Rod*. If things go against him (not likely) or he becomes bored with combat, he will summon other devils to finish the combat, while he attends to business elsewhere.

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*, *ice storm*, *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*, *wall of ice*, 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 24 + spell

level).

Spells: Asmodeus casts arcane spells as a 20th-level sorcerer (save DC 24 + 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 Strength.

Gaze Attacks (Su): Asmodeus has three different gaze weapons. He may use one each round. Each gaze weapon has a range of 30 feet and functions as a spell cast by a 20th-level sorcerer. The save DC for each gaze attack is 58.

Chill: This functions as the *slow* spell, Will negates.

Fear: This functions as the *fear* spell, Will negates.

Fear and Weakness: This causes an opponent to be affected by a *fear* spell and a *ray of enfeeblement*, Fortitude negates.

Ruby Rod of Asmodeus: Asmodeus carries a glowing ruby rod that has the following powers.

?? Acts as a *rod of absorption* (Rods, *rod of absorption*, page 196 in the **DMG**).

?? Functions as a +5 *greatclub*.

?? Any creature touched is affected as if by *inflict serious wounds* as cast by a 20th-level cleric (3d8+15 points of damage).

?? Once per round, it may fire a ray of acid (24d4 points of acid damage), frost (12d6 points of cold damage), or lightning (24d8 points of electrical damage) to a range of 60 feet; Reflex save (DC 20) for half. Each may be used a total of three times per day.

Summon Devils (Sp): Three times per day Asmodeus can automatically summon 1d2 cornugons or gelugons, or 1d4 pit fiends.

Regeneration (Ex): Asmodeus takes normal damage from holy and blessed weapons of at least +5 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): Asmodeus can communicate telepathically with any creature within 100 feet that has a language.

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