

GLASYA (Princess of Hell)

Large Outsider (Evil, Lawful)

Hit Dice: 23d8+69 (172 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (good)

AC: 35 (-1 size, +2 Dex, +24 natural)

Attacks: +3 *short sword of venom* +31/+26/+21/+16 melee

Damage: +3 *short sword of venom* 1d6+9 and poison

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

Special Attacks: Spell-like abilities, fear, summon devils

Special Qualities: Damage reduction 25/+3, SR 27, devil qualities, see in darkness, telepathy, regeneration 5, darkvision 60 ft

Saves: Fort +18, Ref +15, Will +18

Abilities: Str 23, Dex 15, Con 17, Int 20, Wis 20, Cha 24

Skills: Bluff +30, Concentration +26, Diplomacy +30, Gather Information +30, Intimidate +30, Knowledge (arcana) +28, Knowledge (the planes) +28, Listen +28, Move Silently +25, Scry +28, Search +28, Spot +28

Feats: Blind-Fight, Craft Wondrous Item, Dodge, Improved Initiative, Power Attack, Quicken Spell

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (1 pit fiend, 2-5 cornugons, and 2-5 barbazus)

Challenge Rating: 18

Treasure: Double standard plus +3 *short sword of venom*

Alignment: Always lawful evil

Advancement: —

Glasya, as consort to Mammon, is one of the most influential and powerful of female devils. The fact that she is also the daughter of Asmodeus, the ruler of the Hells, strengthens her influence among the devils. She appears as an incredibly beautiful female with coppery skin and green eyes. Large bat-like wings protrude from her shoulders, and two small horns sit above her eyes.

COMBAT

Glasya very rarely enters combat, but when pressed, she attacks using her short sword or spell-like abilities. Given the chance she *teleports* away, but not before summoning other devils to deal with those that accosted her.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *comprehend languages*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *see invisible*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *unhallow*, 1/day—*finger of death*, *meteor swarm* (any) and *symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Fear (Su): By speaking, 30-foot radius, Will save (DC 28) negates, as *fear* cast by a 20th-level sorcerer. If the save is successful that creature cannot be affected again by Glasya's fear for one day.

Summon Devils (Sp): Twice per day Glasya can automatically summon three lemures, osyluths, or barbazus, or two erinyes, hamatulas, or cornugons, or one pit fiend.

Regeneration (Ex): Glasya takes normal damage from holy and blessed weapons of at least +3 enchantment.

Short Sword of Venom: Functions as a *dagger of venom*.

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): Glasya can communicate telepathically with any creature within 100 feet that has a language.

Glasya first appeared in *Dragon #75* (Gary Gygax, 1983).