

Asmodeus

Huge, Fiend (Archdevil), Lawful Evil

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ARMOR CLASS

25

HIT POINTS

615 (30d20 + 300)

CHALLENGE

30 | 155,000 XP

PROFICIENCY

+9

Speed Fly 120 ft., Walk 60 ft.

Initiative +6

Saving Throws Cha +19, Con +19, Dex +15, Int +19, Str +19, Wis +19

Skills Arcana +19, Insight +19, Deception +19, Perception +19, Persuasion +19

Damage Resistances Cold, Necrotic, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Fire, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 29

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Languages All, telepathy 240 ft.

STR30
+10**DEX**22
+6**CON**30
+10**INT**30
+10**WIS**30
+10**CHA**30
+10

Traits

Lord of Nessus. Devil allies within 120 feet have Advantage on saving throws against being Charmed, Frightened, or Banished.

Infernal Contract. A creature Charmed by Asmodeus has Disadvantage on saving throws against his spells, decrees, and psychic effects.

Actions

Multiattack. Asmodeus makes three Ruby Rod attacks.

Ruby Rod. Melee or Ranged Spell Attack: +19, reach 20 ft. or range 120 ft. Hit: 54 (8d10 + 10) Force damage plus 45 (10d8) Fire or Psychic damage, Asmodeus's choice.

Edict of Nessus (Recharge 5-6). Charisma Saving Throw: creatures of Asmodeus's choice within 120 feet. Failure: 180 (40d8) Psychic damage and the target is Charmed or Frightened until the end of its next turn, Asmodeus's choice. Success: Half damage.

Bonus Actions

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Infernal Relocation. Asmodeus teleports up to 90 feet to an unoccupied space he can see.

Reactions

Clause of Reversal. When a creature within 120 feet succeeds on a saving throw, Asmodeus deals 27 (6d8) Psychic damage to it.

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