

# Glasya

Large, Fiend (Archdevil), Lawful Evil

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**ARMOR CLASS**

21

**HIT POINTS**

377 (29d10 + 218)

**CHALLENGE**

23 | 50,000 XP

**PROFICIENCY**

+7

**Speed**

Fly 60 ft., Walk 40 ft.

**Initiative**

+5

**Saving Throws**

Cha +16, Con +14, Dex +12, Int +14, Wis +12

**Skills**

Insight +12, Stealth +12, Deception +16, Persuasion +16

**Damage Resistances**

Cold; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities**

Fire, Poison

**Condition Immunities**

Charmed, Frightened, Poisoned

**Senses**

Truesight 120 ft.; Passive Perception 15

**Passive Perception**

15

**Languages**

Common, Infernal, telepathy 120 ft.

**STR**22  
+6**DEX**20  
+5**CON**24  
+7**INT**24  
+7**WIS**20  
+5**CHA**28  
+9

## Traits

**Archdevil of Intrigue.** Glasya has Advantage on Charisma checks against creatures that can understand her speech.

**Elegant Treachery.** When a creature Charmed by Glasya damages another creature, Glasya gains 15 temporary Hit Points.

## Actions

**Multiattack.** Glasya makes three Hellglass Dagger attacks.

**Hellglass Dagger.** Melee or Ranged Attack Roll: +12, reach 5 ft. or range 60/180 ft. Hit: 22 (5d6 + 5) Piercing damage plus 27 (6d8) Fire or Psychic damage, Glasya's choice.

**Court of Lies (Recharge 5-6).** Wisdom Saving Throw: creatures of Glasya's choice within 60 feet. Failure: 108 (24d8) Psychic damage and the target is Charmed until the end of its next turn. Success: Half damage.

## Bonus Actions

**Infernal Escape.** Glasya teleports up to 60 feet to an unoccupied space she can see.

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## Reactions

**Twist Allegiance.** When a creature within 60 feet misses Glasya with an attack, Glasya forces that creature to take 18 (4d8) Psychic damage.

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