



PIE FIEND

In its true form the pie fiend is a burly devil with massive bat-wings, cloven hooves, a pair of horns, and razor sharp teeth. They are often dressed in a thick leather apron which serves to protect their large belly. Unlike other devils, they smell not of smoke and brimstone, but of cinnamon and pastry.

Grudging Respect

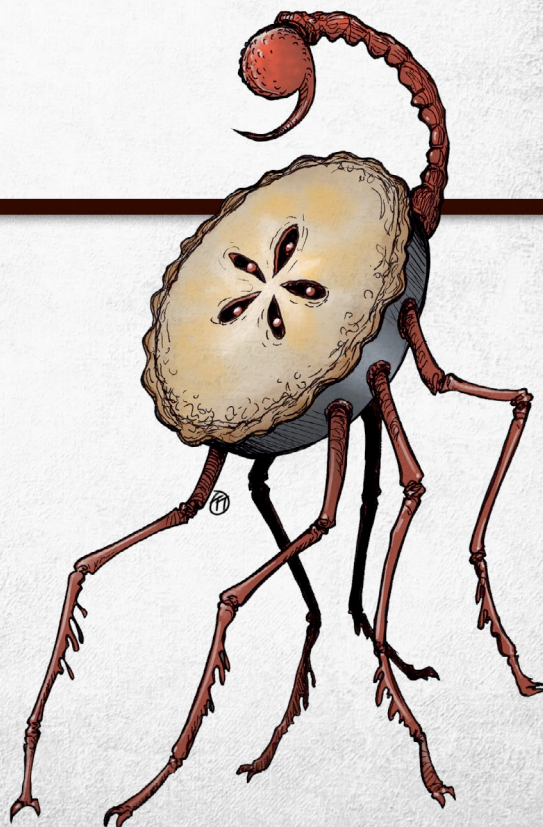
Pie fiends are one of the strangest creatures to ever emerge from the hells, so strange in fact that some scholars believe them to be mere myth, nothing more than a joke exchanged between the learned. In reality, they are all too real, and it would behoove those who value their souls to take them seriously. Even other devils understand the power held by an accomplished pie fiend, and while they may make jokes about them in private, they are compelled to show these devils respect, lest they face the wrath of their superior.

Bakery of Souls

Like all devils who operate within The Nine Hells, pie fiends trade and barter in souls. They are highly intelligent, and master manipulators. Using their ability to take on the form of humanoid creatures to influence mortals seems to be their primary method of harvesting souls, after all, one is much more likely to let their guard down around the kindly old woman who bakes delicious pies than they are around a bonafide devil from beyond the Material Plane. They often set up bakeries in small towns and then use their standing with the townsfolk to sway events one way or another in their favor. Occasionally they will even establish themselves in large cities, working in conjunction with other devils to bring the populace to its knees through the art of baking cursed confections. It is said that pie fiends are capable of baking sweets so incredible that a mortal might be tempted to trade their soul simply to have a second bite, and even if they don't get a soul out of the deal, it can at least provide the pie fiend with an unparalleled distraction.

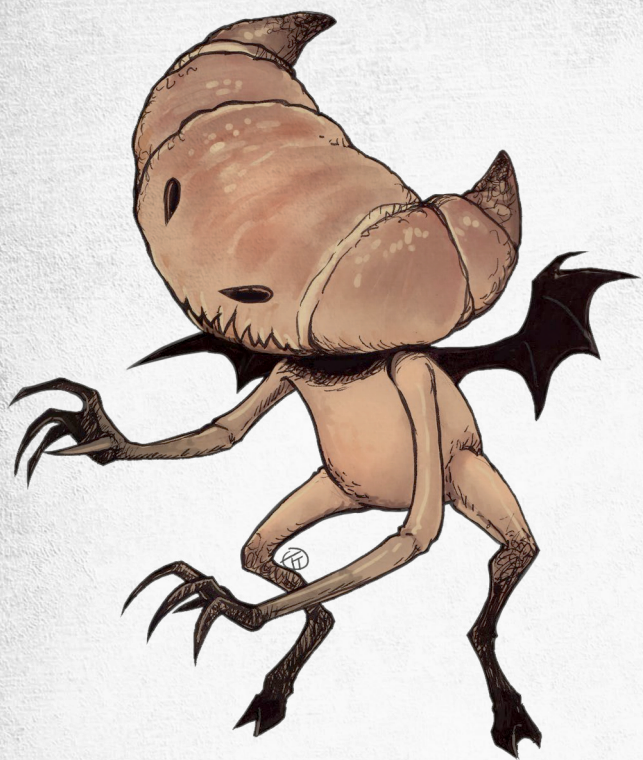
Armor Class 16 (natural armor)**Hit Points** 172 (15d10 + 90)**Proficiency Bonus** +5**Speed** 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	22 (+6)	20 (+5)	20 (+5)	18 (+4)

Saving Throws STR +13, CHA +9**Skills** Deception +14, Insight +10, Intimidation +9, Perception +10**Damage Immunities** fire, poison**Condition Immunities** charmed, poisoned**Senses** darkvision 60 ft., passive Perception 20**Languages** Celestial, Common, Draconic, Infernal, Telepathy (120 ft.)**Magic Weapons.** The pie fiend's weapon attacks are magical.**ACTIONS****Multiattack.** The pie fiend makes three attacks with its club, or two attacks with its club and one attack with a thrown pie.**Club. Melee Weapon Attack:** +13 to hit, reach 5 ft., one creature. **Hit:** 13 (2d4 + 8) bludgeoning damage.**Throw Pie. Ranged Weapon Attack:** +13 to hit, range 120/200 ft., one creature. **Hit:** 2 (1d4 + 8) bludgeoning damage plus any other damage or effects dealt by the pie.**Alter Self.** The pie fiend takes on a new physical appearance, or reverts back to its true form. The fiend decides what it looks like, including its height, weight, facial features, sound of its voice, hair length, coloration, and distinguishing characteristics, if any. It can make itself appear as a member of another race, and it can change its size to small, medium, or back to large. Its game statistics remain the same.**Animate Baked Goods (Recharge 5-6).** The pie fiend bellows a word of command, permanently transforming 1d4 baked goods within 60 feet into pastries. The pie fiend can have up to 13 pastries under its command at one time.**Heatwall (Recharge 5-6).** Beginning from a point the pie fiend can see, it creates a wall of intense heat that is up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall that is 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is transparent and appears as heat waves rippling off the surface it is placed on. When the wall appears, each creature within its area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire damage, or half as much damage on a successful save. One side of the wall, chosen by the fiend, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side, or inside the wall. The wall lasts for 1 minute, or until the pie fiend uses this ability again.**Make Into Pie (3/Day).** The pie fiend magically produces a sheet of flaky, thin, crust that it hurls at a huge or smaller target it can see within 100 feet. The target must make a DC 18 Dexterity saving throw or be restrained by the dough (escape DC 18). The dough has an AC of 16, resistance to piercing damage, immunity to bludgeoning damage, and 30 hit points. If the entangled creature takes fire damage from any source, that source deals the maximum amount of damage possible.**Waves of Contentment (1/Day).** The pie fiend conjures an alluring scent that smells of freshly baked pies and pastries. All creatures within 60 feet of the fiend who can smell this scent must make a DC 18 Wisdom saving throw. A creature who fails this save is charmed by the pie fiend and feels utterly content for the next 10 minutes. During this time, the creature can take no actions. The creature can attempt a DC 18 Wisdom saving throw at the end of each of their turns to end the effect early. Any amount of damage received by a charmed creature ends the effect on them immediately.**BONUS ACTIONS****Create Pie.** The pie fiend conjures a pie in the palm of its hand. If the pie has any special properties, they fade after 1 hour and the pie becomes mundane. It may choose to conjure any of the following types of pie;**Mundane Pie:** This pie and all of its ingredients are mundane, however, the fiend may choose what variety of filling is inside the pie such as fruit, meat, or custard. It has no special qualities, and is completely edible.**Cold Pie:** This pie contains frozen ice conjured from the stygian depths of the fifth layer of hell. Any creature hit with this pie takes 7 (2d6) cold damage. The remains of the pie cling to the target causing them to take 3 (1d6) cold damage at the start of their turn for the next minute, or until a creature uses an action to wipe away the remains.**Hot Pie:** Same as cold pie, but replace all instances of cold damage with fire damage.**Sinfully Delicious Pie:** This pie is a true masterpiece of the confectionary arts. Any living creature who so much as tastes this pie is driven into a fit of ecstasy and must make a DC 20 Wisdom saving throw. A creature who fails this save is stunned for 1 minute. The pie fiend can only create one of these pies each day.**Sticky Pie:** This meringue-like confection is unbelievably sticky. A creature hit by this pie is restrained (escape DC 18) for 1 minute, or until the sticky pie debris is cleared away with acid.

Sweet Tooth

Unsurprisingly, pie fiends have a sweet tooth that would make even the most decadent noble blush. They love sweets, especially baked goods, and often go out of their way to acquire such things whenever the opportunity arises. They are exceptionally fond of baked treats that are made with unfamiliar methods, such as those from cultures not encountered by the fiend or a particular baker's specialty. They not only savor the flavor of these confections, but they also make sure to either find or figure out the recipe of any delectable dessert they come across in their recipe book. Every pie fiend's prize possession is their infernal tome of desert recipes. Each one contains all the desserts, both magical and mundane, that particular pie fiend knows how to make. The possibility of adding to this recipe book is often a driving force in any given pie fiend's actions.



PASTRIMP

This tiny creature appears, at first, to be nothing more than a delicious baked good. Closer inspection reveals that something is not quite right.

While its body may resemble anything from a croissant to an expertly baked pie, this infernal little being is actually a devil in disguise.

Baker's Dozen

Pasrimps are confections infused with the soul of a mortal and brought to life as freshly baked devils. They serve at the behest of the pie fiend that created them, aiding in their master's schemes. If their creator is ever destroyed, the pastrimp may become a rogue fiend, following their whims and sowing chaos in their wake.

Bite Me

While they certainly pose a threat when fighting alongside their brethren, or a powerful pie fiend, the hidden danger of the pastrimp lies within. The fiendish essence inherent in each pastrimp is a lethal toxin to any mortal creature who consumes it. Even a single bite can be enough to send a creature reeling. Normally this wouldn't be much of a problem, but due to the pastrimp's propensity for masquerading as a mundane dessert, many creatures have been the unsuspecting victim of this dastardly trait. Even worse is that the pastrimp can use their alluring magic to entice the weak willed into taking a bit of them, even after they've revealed their true form.

Pastrimp

CR 1
200 XP

Tiny Fiend (Devil), Lawful Evil

Armor Class 13

Hit Points 22 (5d4 + 10)

Speed 25 ft., fly 40 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	8 (-1)	12 (+1)	17 (+3)

Skills Stealth +7

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Common, Infernal

False Appearance. While the pastrimp remains motionless, it is indistinguishable from a normal pie or pastry.

Infernal Filling. The body of a pastrimp is highly toxic to living creatures who are not devils. Any creature who hits a pastrimp with a bite attack, or eats any part of its body, takes 14 (4d6) poison damage, or half as much on a successful DC 14 Constitution Saving Throw. A creature who fails their save is also poisoned for 1 minute. This damage does not break the effect of the pastrimp's intoxicating scent.

ACTIONS

Stab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Intoxicating Scent (Recharge 5-6). The pastrimp emits a powerful scent reminiscent of freshly baked desserts and cinnamon in a 30-foot cone. All living creatures in the area who are capable of consuming food must make a DC 14 Wisdom Saving Throw. Creatures who fail this save are charmed by the pastrimp for 1 minute, or until they take damage from any source. While charmed in this way, they gain a fly speed equal to half their walking speed and must use all their movement each turn to move closer to the pastrimp if possible. If they move within 5 feet of the pastrimp, or begin their turn there, they are compelled to make a bite attack against the pastrimp with their action. If the creature does not normally have a bite attack, they make an unarmed strike against the pastrimp using their mouth that deals 1d4 piercing damage. This attack always hits.

CREDITS

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