

ADAMANTINE CHEF

PIE FIEND

A massive, muscular humanoid with reddish skin chops viciously at some fruit with a cleaver. It wears a white chef's hat and apron.

PIE FIEND

CR 14

CE Large outsider (baatezu, evil, lawful)

Init +5; **Senses** darkvision 60 ft., see in darkness; Listen +21, Spot +21

Languages Abyssal, Common, Dwarven, Elven, Halfling; telepathy 100 ft.

AC 28, touch 10, flat-footed 29

(-1 size, +1 Dex, +18 natural)

hp 123 (13 HD); **DR** 5/—

Immune fire, poison

Resist acid 10, cold 10; **SR** 26

Fort +13, **Ref** +9, **Will** +13

Speed 40 ft. (8 squares), fly 50 ft.; Flyby Attack

Melee club +19/+14/+11 (1d8+7) and 2 wings +14 (1d4+3)

Space 5 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +24

Atk Options Power Attack

Special Actions animate pie, heatwall, make into pie, easy as pie, waves of contentment

Combat Gear

Spell-Like Abilities (CL 17th):

At will—alter self, charm person (DC 15), desecrate, detect good, detect magic, greater dispelling, hold person (DC 17), hypnotic pattern (DC 16), improved invisibility, magic circle against good, mage hand, major image (DC 16), pyrotechnics (DC 16), suggestion (DC 17), teleport without error (self plus 50 pounds of objects only), unholy aura (DC 21), unhallow

Abilities Str 25, Dex 13, Con 21, Int 20, Wis 20, Cha 18

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Feats Combat Expertise, Flyby Attack, Improved Initiative, Power Attack

Skills Bluff +20, Concentration +21, Craft (baking) +21, Diplomacy +24, Disguise +20, Gather Information +13, Hide -3, Intimidate +22, Listen +21, Move Silently +17, Sense Motive +21, Spot +21

Advancement 14–20 HD (Large); 21–39 HD (Huge)

Possessions combat gear plus rolling pin

Animate Pie (Sp): A pie fiend can animate Tiny or smaller objects (such as pies). The fiend can have up to thirteen objects animated at one time. Except

as noted here, this ability works just like the animate objects spell (caster level 17th).

Heatwall (Sp): At will, a pie fiend can create a curtain of intense heat. This power works just like a wall of fire spell (caster level 17th), except that it is colorless and transparent; also cold attacks do not put it out. The saving throw DC to resist the heatwall's effects is 18.

Make into Pie (Su): Three times per day, a pie fiend can create a sheet of flaky, thin crust that it can hurl like a net up to 100 feet with no range penalty. Each sheet of dough can entangle a creature of up to Huge size. The dough anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 28) or burst the dough with a successful Strength check (DC 34). Both are standard actions. The dough has a hardness of 2 and 14 hit points. It is immune to energy attacks, but traps heat inside. When a creature entangled in the dough is subjected to a fire effect, that effect deals maximum damage. (If the effect is somehow maximized already, there is no further effect.) One of the pie fiend's favorite tactics is to entangle a foe in the dough and then "bake" him with its heatwall power.

Easy as Pie (Su): As a free action, a pie fiend can create one pie or tart in the palm of its massive hand each round. Most of these creations are simply normal baked goods filled with custard, fruit, meat, nuts, or vegetables as the pie fiend desires. These pies are nonmagical once created and are delicious, nutritious, and safe to eat unless the pie fiend decides to make a special type of pie (see below). These pies are subject to decay just as any other pie is, but are created fresh and ready to eat. The pies can be any size from about 6 inches to 2 feet in diameter and up to a foot thick. The fiend creates its pies without a plate or pan. When a pie fiend snatches a pie someone else has made, it often creates a pie of the exact same kind and size and slips it back into the stolen pie's pan.

A pie fiend can use a pie it has created as a melee or ranged weapon; a thrown pie has a range of 120 feet, with no range penalty. The fiend makes a normal melee or ranged attack, and the pie deals 1d3+7 points of nonlethal damage.

Cold Pie: Up to 7 times per day, a pie fiend can produce a pie with a supercooled filling that can be used as a melee or ranged weapon, just like the fiend's normal pie, except that the cold pie deals an extra 1d4+5 points of cold damage when it hits. The pie's remains cling to the target, dealing 1d4+5 of cold damage each round for 1d4 rounds, or until the victim uses a full-round action to remove the



pie. If not hurled immediately, a cold pie retains its dangerous cold for 2d4 rounds before warming to the temperature of its surroundings and becoming a normal pie.

Hot Pie: As a cold pie, but it deals fire damage, and eventually cools to the temperature of its surroundings to become normal.

Sinfully Delicious Pie: Once per day, a pie fiend can create a true masterpiece that sends living creatures into fits of ecstasy. Even one taste of the pie affects the creature according to its alignment. To a good creature, the pie is so delicious, it just has to be a sin. Feelings of guilt overcome the creature, who falls under a confusion effect that works as the spell (caster level 17th). An evil creature is overcome with sheer joy, and the creature hops and dances about as though afflicted by an Otto's irresistible dance spell (caster level 17th). A neutral creature has a 50% chance to be affected exactly as a good creature and a 50% chance to be affected exactly as an evil creature.

The pie's effects are mind-affecting compulsions, and a creature who tastes the pie can resist these effects with a Will save (DC 20) regardless of the pie's effect. The pie's effect on any creature can be dispelled as though it were a 5th level spell cast by a 17th level character. Regardless of the result of the saving throw, an honest creature sampling the pie would have to admit it was the best darn pie it ever tasted. Pie fiends have been known to tempt mortals into the most outrageous acts just to gain another taste of this pie.

If not eaten immediately, a sinfully delicious pie remains potent for 1d4 hours before becoming just a normal pie. While potent, the pie has a strong aura of enchantment magic.

Sticky Pie: Up to 7 times per day, a pie fiend can create a meringue-like confection that proves unbelievably sticky. This pie functions just like a tanglefoot bag. Once created, a sticky pie is nonmagical, but it dissolves in 2d6+13 rounds. At

least a quart of alcohol or weak acid (such as vinegar) dissolves a sticky pie or frees a creature entangled in it.

Waves of Contentment (Su): Once per day, a pie fiend can generate a mind-affecting compulsion effect that can make up to thirteen living creatures in a 60-foot radius feel utterly content for 10 minutes. An affected creature can take no actions, as though dazed. A successful Will save (DC 20) breaks the effect, but the creature still takes a -2 penalty to Strength and Dexterity and can't run or charge for the duration of the effect. Any attack or damage on an affected creature breaks the effect as though the creature had made a successful saving throw. The effect on any creature can be dispelled as though it were a 5th level spell cast by a 17th level character.

A pie fiend is a fearsome creature from the Nine Hells. Rumor holds that it makes sweets for Asmodeus himself in hellish kitchens.

STRATEGIES AND TACTICS

A pie fiend is extremely intelligent and uses its abilities to advantage. It depends heavily on its easy as pie ability as well as its waves of contentment in combat, though it does not hesitate to enter melee with its rolling pin when needed, using it as a club.

SAMPLE ENCOUNTER

When summoned by an adamantite chef, a pie fiend uses its abilities as it sees fit, attacking the creatures designated by the summoner, but using its own tactics. It can also prepare baked goods for a crowd if needed.

ECOLOGY

The pie fiend can be found in all Nine Hells, serving as a leader in infernal kitchens. It prepares delicacies using all manner of ingredients (some of which mortals would not find especially appetizing), creating the most delicious pies and pastries imaginable.

Environment: This creature can exist in any kind of environment comfortably.

Typical Physical Characteristics: A pie fiend is a massive devil with bat wings and reddish skin. It wears a chef's hat and carries a rolling pin.

TYPICAL TREASURE

A pie fiend has double gems and coins, plus goods consisting of valuable kitchen utensils and ingredients.

ADVANCED PIE FIEND

The pie fiend advances as an outsider (7–12 HD [Medium]; 13–18 HD [Large]). It does not take character levels and does not have a favored class.

PIE FIENDS IN EBERRON

The pie fiend has been noted in restaurants and the kitchens of nobles in the large cities of almost every nation.

PIE FIENDS IN FAERÛN

In addition to the homes of chefs and restaurateurs, famous eateries in large cities are often home to pie fiends. A few have even been noted in temples to Chauntea and the halfling deities.