

GOAP (PIT FIEND DUKE)

Large fiend (devil), lawful evil

Armor Class 20 (plate, shield)
Hit Points 300 (24d10 + 168)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive perception 14
Languages Celestial, Infernal, Telepathy 120 ft.
Challenge 21 (33,000 XP)

Fear Aura. Any creature hostile to Goap that starts its turn within 20 feet of Goap must make a DC 21 Wisdom saving throw, unless Goap is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Goap's Fear Aura for the next 24 hours.

Magic Resistance. Goap has advantage on saving throws against spells and other magical effects.

Magic Weapons. Goap's weapon attacks are magical.

Innate Spellcasting. Goap's spellcasting ability is Charisma (spell save DC 21). Goap can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing his appearance), *detect magic*, *fireball*, *invisibility*

3/day each: *hold monster*, *raise dead*, *wall of fire*

1/day each: *confusion*, *hallow*

Actions

Multiattack. Goap makes four attacks: one with his bite, one with his claw, one with his spear, and one with his tail.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Spear. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus (6d6) fire damage.

Tail. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Healing Touch (3/Day). Goap touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary Actions

Goap can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Goap regains spent legendary actions at the start of his turn.

Attack. Goap attacks once with his spear.

Corrupt Familiar (Costs 2 Actions). A Familiar within 30 feet of Goap must make a DC 21 Charisma saving throw. On a failed save the Familiar's allegiance is transferred to Goap. A Familiar that saves against this effect is immune to Corrupt Familiar for 24 hours. Goap can transfer the allegiance of any familiar gained by this ability to any creature as a bonus action.

Move. Goap moves up to his speed without provoking opportunity attacks.

VARIANT: CHAIN ATTACK

Goap can also wield spiked chains at the expense of his shield, drop his AC to 18 and swap the spear for this chain attack.

Chain. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage. The target is grappled (escape DC 22) if Goap isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.



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