Beelzeboob

Medium fiend (demon), chaotic sassy.

Armor Class: 19 (natural breasts)
Hit Points: (21d12)
Speed: 40 ft.

STR: 20 (+5)
DEX: 18 (+4)
CON: 22 (+5)
INT: 16 (+3)
WIS: 16 (+3)
CHA: 29 (+9)

Saving Throws: Str +11, Con +11, Wis +9, Cha +15

Skills: Beelzeboob is skilled in Deception (+15), Intimidation (+15), Persuasion (+15) along with Lore: Feminism (+9) and Lore: Games (+9)

Damage Resistances: cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: fire, harsh language (including Power Words and any spell that relies on a direct verbal component to work, such as Command)

Senses: truesight 120 ft., passive Perception 13
Languages: Abyssal, Shitposting, PC Speak.
Challenge: 19 (22,000 XP)

Special Traits

Jiggly: Any physical attack (ranged or close) with a weapon, arrow or similar bounces off Beelzeboob's generously curvaceous figure. The attacker must make a Dexterity save against a DC of 20 or roll their own attack damage against themselves.

The Fappening: At the start of each of Beelzeboob's turns, each creature within line-of-sight and not hiding their gaze must make a Wisdom saving throw against a DC of 20 or lose their turn as they furiously masturbate. If males fail their save on the next or any following turn they must make a Constitution save against a DC of 20 as well and if they fail they are immune to The Fappening for 15 minutes, the duration of their refractory period.

Burning Ears: Beelzeboob always knows when she's being talked about, no matter what plane of existence or other protections are in place.

Ginger: Beelzeboob can, when insulted, choose to enter a 'red rage'. While raging she gains advantage on Strength checks and Saving throws, +4 damage in melee attacks and immunity to bludgeoning, piercing and slashing attacks. This rage lasts until she is banished or knocked unconscious. If she drops to 0 hit points while raging and doesn't die outright, she can make a DC 10 Constitution saving throw. If she succeeds, she drops to 1 hit point instead. Each time she uses this feature after the first, the DC increases by 5. After a short or long rest, the DC resets to 10. This rage lasts for one minute.

Actions

Charm: One humanoid Beelzeboob can see within 30 feet of her must succeed on a DC 19 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Beelzeboob's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Beelzeboob's Charm for the next 24 hours. Beelzeboob can charm as many targets as she wants.

Pokey Thing: Melee Weapon Attack: +11 to hit, one target. Hit: 15 (2d6+5) piercing damage plus 10 (3d6) fire damage. The target must also succeed on a DC 20 Wisdom saving throw or be super-annoyed, taking disadvantage on Attack and Ability rolls until next turn.

Etherealness: Beelzeboob magically enters the Ethereal Plane from the Material Plane, or vice versa.

Description

Literally the devil, Beelzeboob is a planeswalking (some would say stalking) fiend. A buxom brainbox she stalks the many worlds providing titillation and information in equal measure. Despite coming from a place that is literally on fire, it is her fiery temper that most terrifies people (at least the ones that aren't terrified by breasts). She has a particular hatred for people who play with dolls (electronic or otherwise) and has pledged a lifelong battle to eradicate The Sims (a race of electronic doll-people who she has, apparently, already eradicated from fantasy worlds).

Women hate her, men are too busy staring at her cleavage to have an opinion either way and she is the patron devil of cleavage, corsets, comic artists who draw naughty pictures and the Inter-Plane Guild of Chainmail Bikini Armourers. She has a Patreon set up to fund the development of a 'Naughtiness' domain so that chaotic and evil Clerics can channel her power.