

PRIESTESS OF ECSTASY

LARGE FIEND, CHAOTIC EVIL

Armour Class 18 (Chitinous Plate)

Hit Points 175 (27d10+27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	16 (+3)	14 (+2)	16 (+3)

Saving Throws DEX +8, CHA +8

Skills Arcana +8, Deception +8, History +8, Insight +7, Perception +7, Religion +13, Persuasion +8, Performance +8

Damage Immunities psychic

Condition Immunities charmed, frightened, poisoned, sleep

Senses truesight 120 ft., Passive Perception 17

Languages Abyssal, Common

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Magic Resistance. A Priestess of Ecstasy has advantage on saving throws against spells and other magical effects.

Titillating Musk. A creature attempting to make a melee attack against a Priestess of Ecstasy must make a Wisdom Saving Throw (DC 14) or suffer from disadvantage to all attack rolls. Affected creatures can repeat the saving throw at the end of each of their turns, recovering with a successful save. This save only has to be taken once per encounter.

ACTIONS

Multiattack. A Priestess of Ecstasy makes one Censer attack, and three Glistening Claw attacks.

Censer. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (2d8+1) bludgeoning damage plus 3 (1d6) fire damage. A creature struck by the Censer must pass a Wisdom Saving Throw (DC 15) or be Stunned for one turn.

Glistening Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

Enslave (3/Day). A Priestess of Ecstasy targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the Priestess of

Ecstasy until the Priestess of Ecstasy dies or until it is on a different plane of existence from the target. The charmed target is under the Priestess of Ecstasy's control and can't take reactions, and the Priestess of Ecstasy and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the Priestess of Ecstasy.

Duplicity. As an action, a Priestess of Ecstasy can create a perfect illusion of herself that lasts for 1 minute, or until she loses her concentration. The illusion appears in an unoccupied space that she can see within 30 feet of her. As a bonus action on her turn, she can move the illusion up to 30 feet to a space she can see, but it must remain within 120 feet of her. For the duration, she can cast spells as though she were in the illusion's space, but she must use her own senses. Additionally, when the Priestess of Ecstasy and her illusion are within 5 feet of a creature that can see the illusion, she has advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Spellcasting. A Priestess of Ecstasy is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). A Priestess of Ecstasy has the following Cleric spells prepared:

Cantrips (at will): Thaumaturgy, Guidance, Resistance, Sacred Flame

1st level (4 slots): Bane, Command, Guiding Bolt, Inflict Wounds, Charm Person

2nd level (3 slots): Enhance Ability, Hold Person, Silence, Mirror Image, Pass without Trace

3rd level (3 slots): Bestow Curse, Dispel Magic, Spirit Guardians

4th level (1 slot): Death Ward

In the vibrant tapestry that makes up the realm of Yhtar, Priestesses of Ecstasy emerge as the spiritual and martial leaders within the faction devoted to the diabolical deity, Panissis. Towering nearly twice the height of the Children of Ecstasy, these Matriarchs wield a mesmerizing influence over their followers, seamlessly blending spiritual guidance with martial prowess. With lithe forms and graceful, deadly demeanors, the Priestesses stand as captivating figures, commanding attention on both the spiritual and battlefield fronts.

The Priestesses serve as conduits between the capricious god, Panissis, and the fervent faithful of Ecstasy. Guiding worship and maintaining order amid inherent chaos, they play a pivotal role in the hierarchy of Ecstasy. Their lithe forms and deadly demeanor command attention, ensuring the focus of their followers on the battlefield.

In the grand hierarchy of Ecstasy, the Priestesses oversee sacred temples that serve as arenas of sensory overload. braziers burn concoctions, enveloping the congregation in shared hallucinogenic experiences that bind them in communion with Panissis. The rituals conducted within these temples are spectacles of devotion and depravity, captivating both god and audience alike. mantis claws, the Priestesses become

whirlwinds of destruction on the battlefield. Their censors emit fumes that bolster their combat prowess while sowing confusion and terror among enemies. To face a Priestess in battle is to confront a foe whose very presence can unmake the mind, turning the tide of combat without a physical blow.

In the throes of combat, the braziers of the Priestesses serve a dual purpose. To allies, they grant enhanced clarity and unity, transforming disparate squads into a singular force of carnage. To foes, these same vapors become a miasma of madness, conjuring visions of horror and ecstasy that drive enemies to the brink of insanity.

The Priestess of Ecstasy is a vision of diabolic allure. With feline noses seamlessly blending into their foreheads, asymmetrical horns, and extravagant attire, they exude regality and intimidation. Three of its arms are fashioned into a mantis claw, while the other retains a human appearance. Adorned in jewelry and a sheer loincloth, covered in golden scales, they shimmer with an otherworldly, metallic glow. Their smooth and alien skin is a tactile marvel, and their appearance varies in skin tones across different subfactions. They carry a burning censor that envelops them in purple smoke.

Summoning a Priestess of Ecstasy is no trifling matter. It demands a sanctified space of debauchery and an offering of essence to capture their interest. Communing with these demons occurs under the influence of an intense hallucinogenic stimulant, exposing the summoner to the risk of possession. Binding them requires a contract of mutual indulgence, pledging to partake in or facilitate acts that please Panissis.

While physically formidable, the Priestesses' reliance on psychoactive substances opens avenues for exploitation. Disruption to their supply or concentration can break their focus, rendering them vulnerable. Furthermore, their obsession with pleasing Panissis may lead to risky or impulsive decisions in both combat and ritual.

In the multifaceted realms of Yhtar, the Priestesses of Ecstasy reign supreme, embodying the intertwining forces of spirituality, martial prowess, and the enigmatic allure of the divine. Their presence is a testament to the chaos and ecstasy that defines their faction, and those who dare to face them must confront both the physical and metaphysical challenges they present.

