



Ferals of Ecstasy are the embodiment of the wilderness that skirts the fringes of demonic civilization. These Matriarch-ranked demons have forsaken the hierarchies and opulence of their kin for a more primal existence. In stature, they tower above lesser demons and humans alike, standing nearly twice the height of an average man. With two scything mantis limbs and a humanoid arm adorned with talon-like claws, they are a terrifying sight to behold.

Ferals embody the feral spirit of predation. They exist on the outskirts, yet their presence is tied to the societies they have abandoned. They are known to capture escapees, trading them for simple yet specific tokens of interest. Although solitary by nature, some Ferals become de facto leaders, attracting like-minded demons into packs that renounce all trappings of their former lives. They are symbols of pure, unrestrained savagery, looked down upon and admired in equal measure by their more civilized brethren.

With merciless efficiency, Ferals stalk their prey for extended periods, savoring the prolonged fear and confusion they instill with each unpredictable strike.

The rugged beauty of the Ferals is marked by their predatory evolution. Their chitinous limbs glisten with the sheen of dark carapace, while their humanoid arm, ending in lethal claws, is a reminder that they are much more than mere savage beasts. Their attire is almost non-existent, save for trophies from their hunts, trinkets or small pieces of armour from their rare interactions with civilization. They rarely speak, but when they do so it is with the menacing purr of a giant hunting cat.

Ferals are not wholly removed from the societies they left behind. They trade captives for items they desire, and their mercenary skills are sought after in times of conflict. Some Ferals command packs that embody the essence of their wild nature, akin to a cackle of hyenas, ambushing and dismembering foes with ruthless abandon.

FERAL OF ECSTASY

MEDIUM FIEND, CHAOTIC EVIL

Armour Class 18 (Chitinous Plate)

Hit Points 170 (20d10+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

Saving Throws DEX +9, CHA +8

Skills Athletics +8, Intimidation +3

Damage Immunities psychic

Condition Immunities charmed, frightened, poisoned, sleep

Senses truesight 120 ft., Passive Perception 11

Languages Abyssal

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Magic Resistance. A Feral 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 Feral 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.

Cunning Action. A Feral of Ecstasy can take a bonus action on each turn in combat. This action can be used to take the Dash, Disengage, or Hide Action.

Ferocity. In battle, a Feral of Ecstasy has advantage on Strength checks and Strength Saving Throws.

Pounce. As part of a movement action, a Feral of Ecstasy can jump their normal walking speed.

Reckless Attack. A Feral of Ecstasy attacks like a creature looking for death. Each attack executed by a Feral of Ecstasy is made with an advantage, but all attacks against a Feral of Ecstasy have advantage against them.

ACTIONS

Multiattack. A Feral of Ecstasy makes one Chain Whip attack, and three Glistening Claw attacks.

Chain Whip. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d8+3) slashing damage.

Glistening Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage.

