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The disturbing beauty of the Sirens is evident not only in their appearance, but in the symphonies that they produce. Bonded with monstrous demonic wurms, whatever melody the Siren plays is accompanied by a sonic wave that their worm can generate by vibrating its vocal cords at incredible speeds. The result of their symbiosis is a surprisingly beautiful and haunting way to cause an enemy's lungs to collapse, or burst every blood vessel in their bodies.

The worm relies on the Siren for sustenance, allowing the beast to mutate its internal organs so that it is little more than a larynx inside of a muscular shell. To feed the beast, the siren must consume her own body weight in food on a regular basis, or risk being devoured herself. A well respected member of the Ecstasy faction, Sirens are also viewed with a certain degree of trepidation. It is dangerous to be by their side if they begin to feel peckish.

SIREN OF ECSTASY

LARGE FIEND, CHAOTIC EVIL

Armour Class 16 (Chitinous Plate)

Hit Points 201 (31d10+31)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	18 (+4)

Saving Throws DEX +7, CHA +9

Skills Arcana +6, Deception +14, Perception +6, Performance +14, Persuasion +9, Stealth +7

Damage Immunities psychic

Condition Immunities charmed, frightened, poisoned, sleep

Senses truesight 120 ft., Passive Perception 16

Languages Abyssal, Common

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Magic Resistance. A Siren 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 Siren 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.

Retinue. A Siren of Ecstasy is always accompanied by 5 (2d3+1) Children of Ecstasy.

ACTIONS

Multiattack. Siren of Ecstasy makes three Glistening Claw attacks.

Glistening Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

Hemorrhagic Scream. As an action, a Siren of Ecstasy can scream. Every creature within 30 feet that the Siren of Ecstasy chooses must make a Constitution Saving Throw (DC 14), taking 36 (8d8) Force Damage on a failed save, or half as much damage on a successful one.

Spellcasting. Siren of Ecstasy is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Siren of Ecstasy has the following Sorcerer spells prepared:

Cantrips (at will): Acid Splash, Dancing Lights, Fire Bolt, Shocking Grasp, True Strike

1st level (4 slots): Charm Person, Disguise Self, Shield, Sleep

2nd level (3 slots): Alter Self, Mirror Image

3rd level (3 slots): Lightning Bolt

4th level (1 slot): Greater Invisibility