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| **Name** | **Type** | **Size** | **XP Rating** |
| Priestess | Demon | Large | 8 (125 XP) |

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| **Strength** | 11 (+6) |  | **Armor Class** | 18 (Demon Plate) | | **Action Points** | 11 |
| **Perception** | 11 (+6) |  | **Avg. Hit Points** | 99 | | **Hit Dice** | 9d10 + 54 |
| **Endurance** | 11 (+6) |  |  | |  | | |
| **Charisma** | 11 (+6) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 11 (+6) |  | **Damage Resistances** | |  | | |
| **Agility** | 11 (+6) |  | **Damage Immunities** | | Cold, Fire, Poison, Radiation | | |
| **Luck** | 1 (-4) |  | **Condition Immunities** | | Charmed, Exhaustion, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Hellspawn.** At night or in the Underworld, the priestess has *darkvision* out to 120 ft. and has advantage on all non-Luck d20 rolls. While this trait is active, the priestess has an XP rating of 13 (200 XP).  **Hover.** The priestess ignores ground-based difficult terrain.  **Swift.** The priestess moves 25 feet when it uses the Move action.  **Terrifying.** The first time a creature sees the priestess, it must succeed a DC 14 Charisma save or be *frightened* of the priestess for 1 minute. The creature can repeat the save at the start of each of its turns, ending the effect on a success. After this effect ends for a creature, they are immune to it for 24 hours. | **Flaming Greatsword (3 AP).** Uses the stats of a Bumper sword but deals an additional 2d6 fire damage. The priestess can wield this weapon with one hand. |

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| **Description** |
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