

BUTCHER OF RUIN

LARGE FIEND, NEUTRAL EVIL

Armour Class 15

Hit Points 168 (16d10+80)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	12 (+1)	12 (+1)	8 (-1)

Saving Throws STR +10, CON +9

Skills Intimidation -1, Perception +1

Damage Resistances acid, bludgeoning, cold, lightning, necrotic, spells

Damage Immunities poison, psychic

Damage Vulnerabilities fire

Condition Immunities charmed, diseased, frightened, grappled, poisoned

Senses truesight 120 ft., Passive Perception 11

Languages Common, Abyssal

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Magic Resistance. The Butcher of Ruin has advantage on saving throws against spells and other magical effects.

Miasma of Decay. Creatures within a 10 ft. radius emanating from the Butcher of Ruin must succeed on a DC 15 Constitution saving throw against poison or be stunned. Stunned 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. Butcher of Ruin makes one Meaty Fist attack, and two Cleaver of Aram attacks.

Cleaver of Aram. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8+6) slashing damage.

Meaty Fist. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) bludgeoning damage.

Chain Hook. Ranged Weapon Attack: +10 to hit, range 10/20 ft., one target. Hit: 13 (2d6+6) piercing damage. If this attack hits, the target must make a DC 14 Strength saving throw, or be pulled to a space within 5 feet of Butcher of Ruin.

Rend the Flesh (Recharge 6). A Butcher of Ruin attempts to rip a creature's flesh from its bones. A Butcher of Ruin makes 3 Cleaver of Aram attacks against a single target and gains temporary hit points equal to the total damage dealt.



BUTCHER OF RUIN

In the forsaken realms of the abyss where the curse of eternal hunger reigns, one fearsome being stands as both a symbol of dread and a twisted source of inspiration - The Butchers of Ruin. These grotesque entities, draped in the tattered shrouds of despair, are a nightmarish sight for most, as they wield a monstrous arm capable of pinning its unfortunate victims to the earth while it expertly carves their flesh from their bones.

All demons dedicated to this dark power have an insatiable appetite, and the Butcher's work does not go unnoticed. They are considered artists, flaying flesh from bone with expert precision. The flesh is largely left untouched, as it is served to others, but the bones themselves are known as 'The Butcher's Tax', for they are consumed by the Butcher himself once his work is done. The macabre revelry knows no bounds when they witness their prey being meticulously prepared by one of these vile creature.

The Butcher serves as a dark muse to those mortals who tread the path of Ruin, as their gruesome prowess becomes a source of inspiration to their vile ambitions. Furthermore, even lesser demons are imbued with newfound strength in the presence of a Butcher, drawn to the malevolent aura that surrounds him, further fueling the horrors of their shared existence.

"THERE ARE FEW CREATURES THAT ENVOKE SUCH FEAR AND PITY AS THESE MONSTERS."