

# OUTCAST ATRIARCH OF RUIN

As a Child of Ruin gains consciousness and a sense of self, occasionally something manifests itself in its behaviour - a hunger so strong that it becomes an abomination among its own kind. This descent into darkness mirrors the insidious corruption that festers within all creatures born of this insidious power. Once regarded as an inspiration, they succumb to a voracious hunger that twists them into a creature that cannot be sated.

An outcast's demonic appetite became an unquenchable craving, leading them to commit the ultimate sin—consuming their own kin. At first, the fiendish gluttony manifests in secret, as they preyed on solitary creatures within the outskirts of their domain. However, this ravenous hunger soon spirals out of control, and they begin feeding indiscriminately - devouring those closest to them in moments of insatiable rage.

Condemned by tradition and cast into the unforgiving wastes as an exile, these creatures wait, their demonic form now a twisted reflection of their former glory. Their every move is driven by an unrelenting hunger and a burning desire for revenge against the very people who cast them out.



## OUTCAST ATRIARCH OF RUIN

LARGE FIEND, NEUTRAL EVIL

**Armour Class** 15 (Corpulent Flesh)

**Hit Points** 104 (11d10+44)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	19 (+4)	12 (+1)	12 (+1)	12 (+1)

**Saving Throws** STR +7, CON +7

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

**Damage Immunities** poison, psychic

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, diseased, frightened, grappled, poisoned

**Senses** truesight 120 ft., Passive Perception 11

**Languages** Abyssal, Common

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Magic Resistance.** An Outcast Atriarch 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 Outcast Atriarch 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.** An Outcast Atriarch of Ruin makes one Cleaver of Aram attack, and one Meaty Fist attack.

**Cleaver of Aram.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 8 (1d8+4) slashing damage.

**Meaty Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) bludgeoning damage.

**Chain Hook.** *Ranged Weapon Attack:* +2 to hit, range 10/20 ft., one target. Hit: 8 (1d8+4) 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 the Outcast Atriarch of Ruin.

**Rend the Flesh (Recharge 6).** An Outcast Atriarch of Ruin attempts to rip a creature's flesh from its bones. The Outcast Atriarch of Ruin makes 3 Cleaver of Aram Attacks against a single target and gains temporary HP equal to the total damage dealt.