

ATRIARCHS ARE THOSE DEMONS WHO HAVE CONSUMED ENOUGH ENERGY TO EVOLVE AND GAIN A SENTIENCE APART FROM THEIR MORE LOWLY BRETHREN. ATRIARCHS ARE FAR MORE DANGEROUS, AND SHOULD BE APPROACHED WITH EXTREME CAUTION.

- KALE ALBRECHT, SCHOLAR

BEHEMOTH OF RUIN

LARGE FIEND, NEUTRAL EVIL

Armour Class 16

Hit Points 152 (16d10+64)

Speed 40 ft.

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

Saving Throws STR +7, CON +8

Skills Athletics +7, Intimidation +5

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 9 (5,000 XP)

Proficiency Bonus +4

Magic Resistance. A Bile Witch of Ruin has advantage on saving throws against spells and other magical effects.

Miasma of Decay. Creatures within a 10 ft. radius emanating from a Behemoth 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.

Dread. Any creature that starts its turn within 10 feet of a Behemoth of Ruin must succeed on a DC 13 saving throw or be frightened of the Behemoth of Ruin until the start of its next turn. A creature succeeds on this saving throw automatically if the Behemoth of Ruin wishes it, or if they're incapacitated.

ACTIONS

Multiattack. A Behemoth of Ruin makes one Blade of Baal-Phor attack, and two Daggers of Nhegef attacks.

Blade of Baal-Phor. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (3d8+3) slashing damage plus 5 (2d4) necrotic damage.

Daggers of Nhegef. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage plus 2 (1d4) poison damage.



BEHEMOTH OF RUIN

Behemoths of Ruin are nightmarish entities that exist on the fringes of mortal comprehension. These abominations are a chilling example of the depths that the demonic ambitions of ruin are willing to travel in their twisted quest for unity. Born of an insatiable desire to merge into a singular being, these grotesque creatures represent the haunting outcome of their aberrant pursuit for unity.

The creation of a Behemoth of Ruin is a gruesome and harrowing process, as the demons of ruin, in their relentless pursuit of unification, subject themselves to grotesque experiments that lead to their own horrific fusion. Despite their grotesque physical melding, they remain eternally unfulfilled in their quest to become a true, singular entity. The result of their horrific experimentations, though undeniably monstrous, tragically falls short of their fervent desire to be one.

These eldritch horrors are known to wander the desolate plane of Yhtar, leaving a trail of ruin and madness in their wake. Their presence corrupts the very land they tread upon, warping the terrain and defiling nature's beauty. The Behemoths of Ruin seem to be embodiments of entropy, forces of absolute annihilation brought about by their insatiable yearning for fulfillment.