

PALADIN OF RUIN

LARGE FIEND, NEUTRAL EVIL

Armour Class 18 (Infernal Plate)

Hit Points 142 (15d10+60)

Speed 40 ft.

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

Saving Throws STR +6, CON +7

Skills Acrobatics +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 8 (5,000 XP)

Proficiency Bonus +4

Magic Resistance. A Paladin 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 Paladin 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.

Taint of Nef. The lands of Nef are diseased and pestilent. The Paladin of Ruin's weapon attacks are magical. When the creature hits with any weapon, the weapon deals an extra 4 (1d8) necrotic damage.

ACTIONS

Multiattack. A Paladin of Ruin makes two Hooks of Azekah attack, and one Shield of the Iron Maiden attack.

Hook of Azekah. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 16 (3d8+3) bludgeoning damage.

Shield of the Iron Maiden. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) piercing damage.

Infernal Smite. When a Paladin of Ruin hits a creature with a melee weapon attack, she can expend one spell slot to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is 9 (2d8) for a 1st-level spell slot, plus 4 (1d8) for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a celestial.

Spellcasting. Paladin of Ruin is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Paladin of Ruin has the following Paladin spells prepared:

1st level (4 slots): Shield of Faith, Heroism, Divine Favor

2nd level (3 slots): Branding Smite, Magic Weapon, Aid



Known by various grim titles such as "The Bulwark of Filth," "Celebrants of Ruin," and the "Order of Rot," the Paladins of Ruin are formidable and imposing figures within the ranks of demonic forces. These dark warrior-priests are unwavering in their faith to the principles of unending gluttony and despair, invoking blessings that grant greater resilience to their infernal brethren, albeit at a painful cost.

Clad in intricate armor and wielding brutal scythes suffused with disease, the Paladins of Ruin are harbingers of doom on the battlefield. Their imposing presence is further fortified by massive shields crafted from the doors of wicked iron maidens, these cursed artifacts having absorbed the agonized screams of countless victims. These unholy shields render the Paladins nearly impervious to magical attacks, making them nigh-impregnable fortresses of darkness.

While they inspire their demonic allies with their unshakable devotion to Ruin, the Paladins are a terror to their adversaries, cutting through the opposition with their cruel weapons and unyielding determination. The presence of a Paladin of Ruin on the battlefield is an omen of dire times and serves as a chilling reminder of the relentless power that Ruin can bestow upon its most devoted followers.