

QUEEN OF RUIN

The Queens of Ruin stand as a primary figure within the malevolent factions that dominate the shadowy realms of the Abyss. These demonic sovereigns embody a fusion of delusional determination and unnatural optimism while dwelling at the crossroads of dreams and despair. Their existence is marred by a relentless, insatiable craving that remains eternally unfulfilled, a confusing reflection of all that their faction, Ruin, represents — broken, rotten, decayed, yet teeming with an unnatural and disturbing vitality.

The followers of Ruin, regardless of rank or stature, find themselves ensnared in a ceaseless web of fleshy wants and needs, imprisoned by an incessant yearning that can never be quenched. Disease casts a pervasive shadow over their senses, distorting and deadening their perception of reality. To these creatures, even the most awe-inspiring vistas appear in monochromatic bleakness, the sweetest melodies devolve into discordant wails, and flavours become eternally steeped in the bitterness of decay. The very flesh that comprises their corporeal forms is corroded and violated by the inexorable advance of decay, denying them the simple solace of physical touch. Even if, by some twisted miracle, a fleeting moment of satisfaction were to be attained, their ability to experience pleasure has long been obliterated by the unyielding onslaught of rot that permeates every facet of their existence.

In an ironic twist of fate, the cruel jest bestowed upon the Queens of Ruin is that the one facet of their existence left untouched is hope. These demonic sovereigns harbour a delusional determination and unnatural optimism, steadfast in their belief that the insatiable cravings that torment them can someday find satiation. They remain perpetually ensnared at the crossroads of faith in a brighter future and their inexorable reality of unending stagnation, forever oscillating between hope and despair.

The unquenchable hunger that fuels and empowers all demons of Ruin is intensified and magnified within a Queen. When embroiled in the throes of battle, they relentlessly gather those who have fallen before them into their grotesque maws, feasting upon both their flesh and their souls. This voracious appetite, however, can never be sated. Instead, it serves as a vessel for strengthening and regeneration, with the essence of their hapless victims being devoured to power their unnatural vitality. For those whose hearts are tainted and not pure, a fate far more horrific than death itself awaits them within the dark abyss of the Queen's digestive processes. They are remade, or perhaps more accurately, regurgitated as demons of Ruin, forever bound in an unbreakable pact of servitude to the Queen who gave them life. These wretched Children of Ruin, cursed by the very forces of decay and despair, are destined to exist as pawns in the unending service of Ruin's eternal hunger.

The Queens of Ruin is the avatar of decay itself, each one a unique manifestation of suffering and corrupted hope. Their reign and insatiable hunger stand demonstrate the power and despair that Ruin embodies. In their presence, the ceaseless yearning for satiation and the dream of brighter tomorrows collide, creating a dark and paradoxical tapestry of decay, delight, and desolation. To confront a Queen of Ruin is to confront the very essence of Ruin's relentless power. Their existence is a chilling testament to the all-encompassing nature of decay and suffering that haunts the known realms, leaving an indelible mark upon those who dare to cross their path. The Queens of Ruin, forever enshrouded in paradox and turmoil, continue to exert their nightmarish influence over the ever-expanding dominion of their vile realm.



QUEEN OF RUIN

GARGANTUAN FIEND, NEUTRAL EVIL

Armour Class 22 (Full Plate of Nef)

Hit Points 430 (21d20+210)

Speed 25 ft.,

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	30 (+10)	14 (+2)	9 (-1)	14 (+2)

Saving Throws STR +15, CON +17

Skills Arcana +9, Intimidation +9, Insight +6, Perception +6, Religion +9

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

Damage Immunities poison, psychic

Damage Vulnerabilities fire

Condition Immunities charmed, diseased, frightened, grappled, poisoned

Senses truesight 120 ft., Passive Perception 16

Languages Abyssal, Common, Infernal

Challenge 21 (41,000 XP)

Proficiency Bonus +7

Magic Resistance. A Queen 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 Queen of Ruin must succeed on a DC 25 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 creature of Ruin present.

ACTIONS

Multiattack. Queen of Ruin makes two Great Sword of Pestilence attacks, and one Slimy Tongue attack.

Great Sword of Pestilence. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 30 (5d8+8) slashing damage plus 14 (4d6) poison damage.

Slimy Tongue. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 21 (3d8+8) slashing damage plus 10 (3d6) acid damage. If a creature is hit with this attack, the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. If the target is a Large or smaller creature grappled by the Queen of Ruin, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Queen of Ruin, and it takes 42 (12d6) acid damage at the start of each of the Queen of Ruin's turns. If the Queen of Ruin takes 50 damage or more on a single turn from a creature inside it, the Queen of Ruin must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Queen of Ruin. If the Queen of Ruin dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Disgusting Visage. Each creature within 120 feet of the Queen of Ruin and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Queen of Ruin's Disgusting Visage for the next 24 hours.

Summon Children of Ruin. Every round, a Queen of Ruin births 1d4+1 Children of Ruin to fight by her side. The Children of Ruin appear directly in front (and around) the Queen of Ruin.

Spell Casting. Queen of Ruin is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Queen of Ruin has the following Warlock spells prepared:

Cantrips (at will): Eldritch Blast, True Strike, Chill Touch, Poison Spray

1st-4th level (2 4th level slots): Eldritch Blast, True Strike, Chill Touch, Poison Spray, Hellish Rebuke, Charm Person, Ray of Enfeeblement, Hold Person, Enthrall, Dispel Magic, Counterspell, Banishment, Blight, Dimension Door

LEGENDARY ACTIONS

Queen of Ruin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Queen of Ruin regains spent legendary actions at the start of its turn.

Instant Transmission (Costs 3 Actions). A thick layer of sludge covers the ground in a 40 foot radius of the caster. Once per turn, as a reaction, the Queen of Ruin can instantly sink into the sludge and re-appear anywhere within the 40 foot radius as long as the sludge is still present in that area. The ground affected by the sludge is considered difficult terrain.

Curse of Nef (Costs 3 Actions). The monster targets a creature within 30 feet of it that it can see and forces them to make a DC 17 Charisma saving throw. On a failed save, the target is cursed. While it is cursed, it has disadvantage on saving throws against being frightened and all allies of the monster have advantage on the first attack each round against the creature. This curse ends early if the monster is killed.

Digest. If a creature is swallowed, the Queen of Ruin can begin to digest them. The swallowed creature must succeed on a DC 25 Constitution saving throw or take 24 (7d6) bludgeoning damage and 24 (7d6) acid damage. On a successful save, they take half damage.