

SPHINCTS OF RUIN

Outside of Reclamation lies the bizarre lands of Yhtar, and even the most knowledgeable of scholars are left to wonder what happens within their courts.

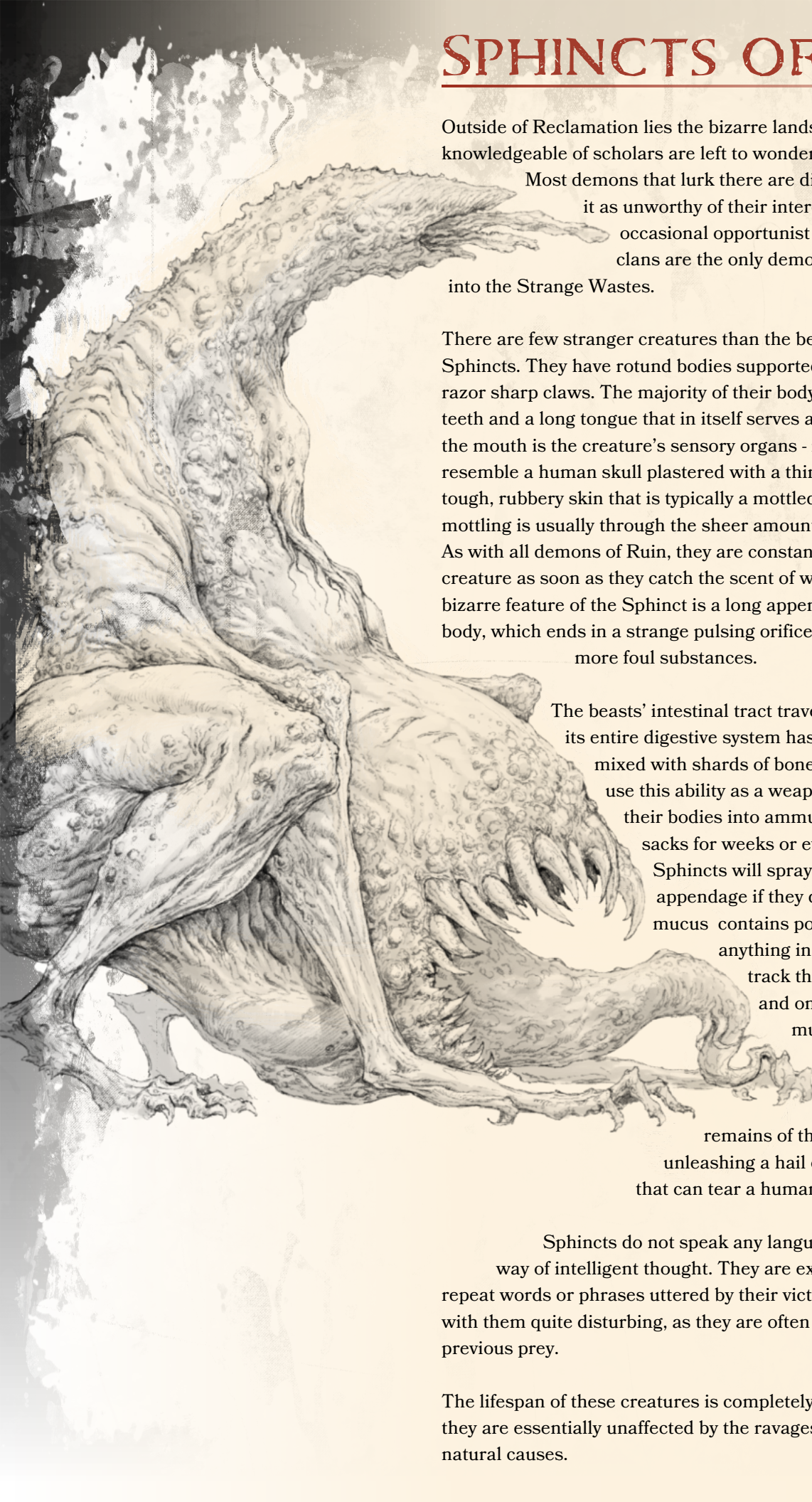
Most demons that lurk there are disinterested in the Reclamation, seeing it as unworthy of their interest. Outcasts, beasts, and the occasional opportunist that lives on the outskirts of their clans are the only demons that will occasionally find their way into the Strange Wastes.

There are few stranger creatures than the beasts commonly referred to as Sphincts. They have rotund bodies supported by four powerful legs terminating in razor sharp claws. The majority of their body serves as a wide mouth full of large teeth and a long tongue that in itself serves as a grasping tool when needed. Above the mouth is the creature's sensory organs - mainly a nose and eyes that some feel resemble a human skull plastered with a thin layer of rubbery flesh. Sphincts have tough, rubbery skin that is typically a mottled green, brown, or orange - though this mottling is usually through the sheer amount of crusted filth covering the creature. As with all demons of Ruin, they are constantly hungry and will attack almost any creature as soon as they catch the scent of warm flesh. The most disgusting and bizarre feature of the Sphinct is a long appendage that juts from the top of their body, which ends in a strange pulsing orifice that is constantly weeping mucus, and more foul substances.

The beasts' intestinal tract travels from the mouth to this orifice, and its entire digestive system has developed to launch excrement mixed with shards of bone with incredible force. The Sphincts use this ability as a weapon, able to devour the fallen, turning their bodies into ammunition that they store in appendix-like sacks for weeks or even months. When roaming the wastes Sphincts will spray a disgusting mucus from this same appendage if they detect any type of movement. The mucus contains powerful pheromones and will cover anything in a broad radius. The Sphinct can track these pheromones over large distances and once a creature has been sprayed by this mucus, they use their powerful olfactory organs to track down their quarry. Once they locate their prey the Sphinct will target them with the remains of their previous victims they have stored, unleashing a hail of sharpened bone and fecal matter that can tear a human to pieces.

Sphincts do not speak any language, and seem to have very little in the way of intelligent thought. They are excellent at mimicry though, and often repeat words or phrases uttered by their victims incessantly - making an encounter with them quite disturbing, as they are often screeching the dying words of their previous prey.

The lifespan of these creatures is completely unknown, though it is thought that they are essentially unaffected by the ravages of time, and only perish through non-natural causes.



SPHINCT OF RUIN

LARGE FIEND, NEUTRAL EVIL

Armour Class 17 (Natural Armour)

Hit Points 94 (9d10+45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	7 (-2)	10 (+0)	10 (+0)

Saving Throws STR +7, CON +8

Skills Perception +3

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 13

Languages Can understand Abyssal but cannot speak.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Magic Resistance. A Sphinct 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 Sphinct of Ruin must succeed on a DC 16 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

Diseased Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 30 (4d12+4) piercing damage. If the target of this Attack is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the Sphinct of Ruin cannot bite another target.

Septic Spray. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. Hit: 14 (3d6+4) piercing damage plus 3 (1d6) poison damage.

Swallow. If a creature is successfully bitten by a Sphinct of Ruin, it will attempt to swallow them whole. The Sphinct of Ruin makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target 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 Sphinct of Ruin, and it takes 10 (3d6) acid damage at the start of each of the Sphincts turns.

If the Sphinct takes 10 damage or more on a single turn from a creature inside it, the Sphinct must succeed on a DC 20 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 Sphinct. If the Sphinct dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

"WE WERE HUNTED FOR DAYS BY THOSE DAMNED THINGS. THEY AMBUSHED US ON THE PASS, PROWLING AND SILENT UNTIL THEY STRUCK. THEY BABBLERD IN SOME STRANGE LANGUAGE AS THEY RIPPED JONAS APART, AND KILLED MY HORSE, ALL THE TIME EJECTING SOME GODS-FORSAKEN FLUID FROM A WAGGING APPENDAGE ATOP THEIR HEADS. ALRIC THOUGHT TO FIGHT ONE OF THEM, BUT WAS SHREDDERD TO BITS BY A COMBINATION OF WASTE AND BONE THAT WAS THEN SPRAYED ON HIM BY ONE OF THE BEASTS AS HE APPROACHED WITH HIS SWORD AT THE READY. KEVYN AND I RAN AND HID, BUT IT WAS AS IF THEY COULD SMELL THE SPOOR THEY HAD MARKED US WITH DURING THEIR INITIAL ASSAULT. FOR DAYS WE WERE PURSUED BY THESE MONSTERS, AND THEY ONLY STOPPED ONCE WE REACHED THE SAFETY OF TITAN'S REST."

- GARLAND FLETCHER, PROCUREMENT SPECIALIST