



## DEMONS OF DECAY

Demons represent the dark, chaotic impulses of humanity made manifest. Different demons represent different aspects of this darkness, but none are as revolting as the demons of decay. These demons are born from the tendency of mortals to neglect themselves and the world they live in, thus allowing disease and entropy to run their course unopposed. In some worlds, these fiends operate independently to spread plagues and decay. On others, they act in service to a mighty demon lord or demonic god who presides over the domain of rot and disease.

**Unnatural Vitality.** Demons of decay are easily recognized by their bloated, rotting, disease-ridden forms. The decaying nature of their bodies does not mean these fiends are fragile or easy to slay. Demons of decay can shrug off incredible amounts of punishment relative to their size while their would-be slayers slowly succumb to terrible afflictions. Many who worship these demons do so in hopes of gaining this unnatural vitality, even if it means subjecting themselves to horrific rot and disease.

**Cheerful Nihilists.** Demons of decay represent the inevitable deterioration of all things. Those who have succumbed to nihilism and apathy are especially vulnerable to their influence. Yet, these demons and their followers are almost always jolly and cheerful. They revel in the pointlessness of life and celebrate the perpetual state of rot to which existence is subject. Those who worship these fiends often seek a means of escaping despair and fear of death, and by accepting the gifts of rot and disease, these worshippers cheerfully shed all their worries and woes.

**Promoters of Life.** The dark irony of these fiends is their genuine love of life. They hold a motherly love for all living things, including diseases and parasites, which they fail to see as any less important than other lifeforms. These fiends cast no judgments on the intrinsic worth of any lifeform and hold a deadly parasite in just as much esteem as a humanoid whom they believe should provide a home for as many parasites as possible.

**Beasts of Decay.** These disgusting and ungainly fiends lurch across the ground with their slug-like bodies, bringing rot and death to everyone in their path. The beast's legless lower body is topped with a vaguely humanoid upper body, and its head features a slobbering tongue and leech-like hair that constantly spews toxins. Though their bodies appear bloated and awkward, beasts of decay have no trouble pulling themselves toward any creature that catches their attention, leaving a trail of acidic slime in their wake.

Despite the beast of decay's horrid appearance and deadly nature, it is a jovial and affectionate fiend, virtually incapable of viewing any other creature as an enemy. "Enemies" are simply potential playmates, and the beast is eager to earn their affection with big slobbering licks. The fact that these licks rot, kill, and bring untold suffering to their "playmates" is beyond the beast's understanding. A creature killed this way is transformed into another demon of decay, thus providing the beast with a more permanent playmate.

**Great Unclean Ones.** These jolly greater demons are masters of rot and disease, which they happily spread to anyone they meet. They have the appearance of massive, bloated corpses with entrails spilling forth from their open wounds and slimy horns topping their grinning, oversized heads. This enormous body constantly oozes acidic slime and debilitating gasses, and its rotting girth makes it difficult to meaningfully damage. Once it is in motion, the unclean one can easily crush other creatures under the momentum of its vile flesh, all while laughing merrily.



## BEAST OF DECAY

Large fiend (demon), chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 136 (13d10 + 65)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	6 (-2)	16 (+3)	12 (+1)

**Saving Throws** Con +9, Wis +7

**Skills** Perception +7

**Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid, necrotic, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** understands Abyssal but can't speak it.

**Challenge** 9 (5,000 XP)      **Proficiency Bonus** +4

**Living Plague.** The beast is immune to diseases, and if it is targeted by a spell or effect that cures disease, such as Lay on Hands or *lesser restoration*, it takes 20 radiant damage.

**Magic Resistance.** The beast has advantage on saving throws against spells and other magical effects

**Regeneration.** The beast regains 10 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn.

The beast dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Slime Trail.** The beast ignores difficult terrain, and any land it occupies is covered in slime for the next minute. This slime-covered land is treated as though it is under the effects of the *puddle of ooze*\* spell with a DC 17 save.

\*New spell described later in this document

## Bonus Actions

**Attention Seeker.** The beast moves up to its speed toward any creature it can see without provoking opportunity attacks.

## Actions

**Slobbering Tongue.** **Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 14 (3d6 + 4) bludgeoning damage, plus 22 (5d8) necrotic damage and the ground beneath the target is beneath the target is under the effects of its Slime Trail trait. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or become infected by the beast's diseases. Whenever the creature takes necrotic or poison damage while it is infected, its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0, at which point it is instantly transformed into a **plaguebearer**. This transformation can only be undone by a *wish* spell.

Unclean ones wield rusted and decaying weapons, crusted with filth and disease, and their dreaded plague flails deliver an affliction that can transform victims into new demons of decay. Enemies outside the reach of an unclean one's weapons are no safer, for these fiends can vomit streams of rotting bile over ridiculous distances. These deadly combat abilities are supplemented by the unclean one's powerfully putrescent magic, which specializes in rotting and poisoning enemies as well as restoring vitality to its fellow demons.

While an unclean one's presence inevitably brings death and decay, it behaves as though it is at a grand party. There is a joyousness to its actions, and its diseases, spells, and attacks are simply how it spreads good cheer. The unclean one has a parental fondness for its followers, and those who have given themselves over to the influence of these demons view their afflictions as loving presents. Together they spread their pestilent gifts far and wide as they revel in the decay of all things.

## GREAT UNCLEAN ONE

Huge fiend (demon), chaotic evil

**Armor Class** 12 (natural armor)

**Hit Points** 364 (27d12 + 189)

**Speed** 50ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	25 (+7)	22 (+6)	25 (+7)	22 (+6)

**Saving Throws** Dex +6, Con +13, Wis +13, Int +12

**Skills** Athletics +11, Arcana +12, Insight +19, Nature +18, Perception +19, Persuasion +12, Religion +12

**Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid, necrotic, poison

**Condition Immunities** paralyzed, poisoned

**Senses** truesight 120 ft., darkvision 300 ft., passive Perception 29

**Languages** Abyssal, telepathy 300 ft.

**Challenge** 17 (18,000 XP)      **Proficiency Bonus** +6

**Corpulent Mass.** The unclean one regains 20 hit points at the start of its turn. If it takes 20 or more fire or radiant damage in a single turn, this trait doesn't function at the start of its next turn. The unclean one dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Distant Caster.** When the unclean one casts a spell with a range of 5 feet or greater, the range of that spell is doubled. When it casts a spell with a range of touch, the range of that spell becomes 30 feet.

**Horrid Stench.** Any creature that starts its turn within 30 feet of the unclean one must succeed on a DC 21 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the creature's speed is halved, it can take either an action or a bonus action on its turn, but not both, and it can't take reactions. On a successful saving throw, the creature is immune to the stench of all unclean ones for 1 hour.

**Living Plague.** The unclean one is immune to diseases, and if it is targeted by a spell or effect that cures disease, such as Lay on Hands or *lesser restoration*, it takes 20 radiant damage.

**Magic Resistance.** The unclean one has advantage on saving throws against spells and other magical effects.

**Slime Trail.** The unclean one ignores difficult terrain, and any land it occupies is covered in slime for the next minute.

This slime-covered land is treated as though it is under the effects of the *puddle of ooze\** spell with a DC 21 save.

### Actions

**Multiaction** The unclean one makes three attacks. Alternatively, it makes one attack and casts one at will spell.

**Bilesword.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage plus 16 (3d10) necrotic damage.

**Plague Flail.** *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or become infected by the flail's diseases. Whenever the creature takes necrotic or poison damage while it is infected, its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0, at which point it is instantly transformed into a **plaguebearer**. This transformation can only be undone by a *wish* spell.

**Noxious Bile.** *Ranged Weapon Attack:* +11 to hit, Range 120/240ft., one target. *Hit:* 23 (4d8 + 5) necrotic damage.

**Mountain of Loathsome Flesh.** The unclean one moves up to 50 feet in a straight line. At the end of this movement, each creature within 10 feet of Unclean One must make DC 21 Dexterity saving throw or take 19 (3d12) bludgeoning damage. The area within 10 feet of the unclean one is then subjected to the effects of the unclean one's Slime Trail trait.

**Spellcasting.** The unclean one casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 21):

**At will:** *blight, cure wounds* (5th level and only affects undead and demons), *contagion, dispel magic, locate object, stinking cloud, stream of corruption\** (4th level)

**1/day each:** *circle of death, cloudkill, finger of death* (A creature killed by this spell becomes a **plaguebearer**), *horrid wilting, mass cure wounds* (9th level and only affects undead and demons)

\*New spells described later in this document

### Reactions

**Blubber and Bile** When the unclean one takes damage, it halves the damage and then reduces it by 1d12.



**Plaguebearer of Decay.** These fiends are created from the souls of mortals who have succumbed to demonic diseases. Their shambling humanoid bodies are bloated, rotten, and nearly zombie-like in appearance, though they can be distinguished from other undead by their cyclopean visage, which is topped with a single knarled horn. Each of these fiends wields a rusted plaguesword, which carries the same disease that originally birthed it and is used to continue the proliferation of its kind.

Plaguebearers feel the responsibility not just to spread disease but to count and catalog all diseases they encounter in hopes of establishing a complete record of every pathogen in existence. Despite the impossible nature of this task, these neurotic fiends can often be heard counting illnesses they spot on the battlefield, groaning in frustration every time a distraction causes them to lose count.

## ART CREDIT

- Cemetery Reaper - Dave Allsop, Wizards of the Coast
- Blind Creeper - Dave Allsop, Wizards of the Coast
- Contagious Nim - Efrem Palacios, Wizards of the Coast
- Festergloom - Mathias Kollros, Wizards of the Coast
- Zombie Ogre - Nicholas Gregory, Wizards of the Coast

# PLAQUE BEARER OF DECAY

Medium fiend (demon), chaotic evil

**Armor Class** 12 (natural armor)

**Hit Points** 68 (8d8 + 32)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	18 (+4)	10 (0)	16 (+3)	10 (0)

**Saving Throws** Con +6, Wis +5

**Skills** Athletics +5, Perception +5

**Damage Resistances** acid, cold, lightning

**Damage Immunities** poison, necrotic

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Abyssal, telepathy 60 ft.

**Challenge** 3 (700 XP)      **Proficiency Bonus** +2

**Fetid Stench.** Any creature that starts its turn within 10 feet of the plague bearer must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the creature can take either an action or a bonus action on its turn, but not both, and it can't take reactions. On a successful saving throw, the creature is immune to the stench of all plague bearers for 1 hour.

The save DC increases by 2 for each other plague bearer within 10 feet of the creature, up to a maximum of 18.

**Living Plague.** The plague bearer is immune to diseases, and if it is targeted by a spell or effect that cures disease, such as Lay on Hands or *lesser restoration*, it takes 20 radiant damage.

**Regeneration.** The plague bearer regains 5 hit points at the start of its turn. If it takes fire or radiant damage, this trait doesn't function at the start of its next turn. The plague bearer dies only if it starts its turn with 0 hit points and doesn't regenerate.

## Actions

**Plaguesword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become infected by the sword's diseases. Whenever the creature takes necrotic or poison damage while it is infected, its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0, at which point it is instantly transformed into a plague bearer. This transformation can only be undone by a *wish* spell.

# LORE OF DECAY

**S**pellcasters wielding magic of decay favor spells that inflict rot, disease, and entropy. While many existing D&D spells can represent this magic, the following new spells provide even more ways of bringing this putrescent style of sorcery into your campaigns.

## INFILCT ROT

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

**Classes:** Druid, Cleric, Warlock

Make a melee spell attack against a creature you can reach. On a hit, it takes 3d10 necrotic damage and is afflicted with a disease that lasts until the spell ends.

A creature afflicted by this disease takes 3d10 necrotic damage at the end of each of its turns and must then make a Constitution saving throw, ending the disease on a success.

If a diseased creature drops to 0 hit points before this spell ends, you can end the disease on the creature and cause it to unleash a wave of rot. Each creature of your choice that you can see within 30 feet of it must make a Constitution saving throw, taking 3d10 necrotic damage on a failed save or half as much damage on a successful one. You may choose to have one of the creatures that failed the saving throw become infected with the same disease, which lasts for the remainder of the spell's duration.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, each time it would deal damage, it deals an additional 1d10 necrotic damage for each slot level above 4th.

## MIASMA OF PESTILENCE

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 20 feet

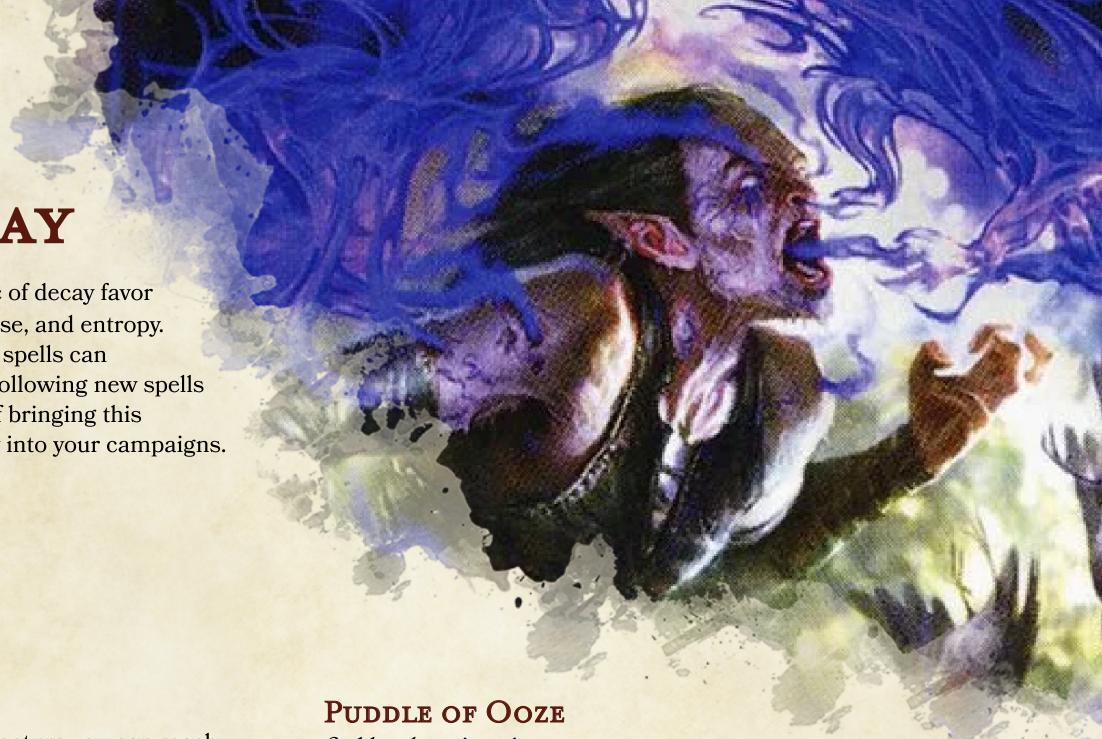
**Components:** V S M (A bit of durian fruit)

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Sorcerer, Wizard

A cloud of putrescent vapor appears in a 10-foot-radius sphere centered on a point within range. The cloud spreads around corners, and its area is lightly obscured. The cloud lingers in the air for the duration or until a moderate wind (at least 5 miles per hour) disperses it after 4 rounds. A strong wind (at least 10 miles per hour) disperses it after 1 round.

Each creature completely within the cloud at the start of its turn must make a Constitution saving throw. On a failed save, the creature is poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions. Creatures that don't need to breathe automatically succeed on this saving throw.



## PUDDLE OF OOZE

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a bit of slug slime)

**Duration:** Concentration, up to 1 minute

**Classes:** Artificer, Druid, Sorcerer

You cover the ground in a 20-foot radius centered on a point within range with acidic ooze, causing it to become difficult terrain for the duration. When a creature moves into or within the area, it takes 1d4 acid damage for every 5 feet it travels.

When the ooze appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone and take 3d4 acid damage. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone and take 3d4 acid damage.

## STREAM OF CORRUPTION

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot cone) or 100 feet

**Components:** S, M (a vial of meltwater)

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

Bile spews forth from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. A creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one.

When you cast this spell, you may instead choose a creature within 100 feet of you that you can see and force it to make a Constitution saving throw. On failed save, it takes 3d8 necrotic damage, and you may cause the cone of bile described above to spew forth from the creature in the direction you choose. On a successful save, a creature takes half as much damage and does not spew bile.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the necrotic damage dealt to targeted creatures and creatures in the area of the cone of bile by 1d8 for each slot level above 2nd.



## DEMONS OF DECAY IN YOUR ADVENTURES

The demons in this document can be adapted to fit any setting where fiends carry disease and seek to spread rot and entropy. In more traditional Dungeons and Dragons settings, they could serve other demon lords such as Orcus or Zuggtmoy, though they would likely be less jovial in this case. The following tables provide examples of ways to incorporate these demons into your adventures.

### BEAST OF DECAY ADVENTURES

d6 Plot Hook

1 A mad cultist takes her pet **beast of decay** out on walks in the dead of night. Anyone who crosses their path is subject to its deadly affection.

2 A **beast of decay** has taken residence near a local pond, playing in the now polluted water and killing all nearby wildlife in the process.

3 A pack of **beasts of decay** has begun roaming the sewers of a major city, surfacing in the night to find new playmates.

4 A **beast of decay** has taken a liking to a party member, who it now follows and regards as its best friend.

5 An old lady asks the party to find her lost puppy in the woods. If they find the "puppy," they discover that it's a **beast of decay**.

6 A greater demon has unleashed a pack of **beasts of decay** to play in a now panic-stricken town as it prepares for a larger invasion.

### GREAT UNCLEAN ONE ADVENTURES

d4

#### Plot Hook

1 A town has fallen into disrepair as its citizens suffer from a series of plagues, all heralding the arrival of a **great unclean one**.

2 A **great unclean one** has corrupted a circle of druids and now uses them to unleash nature's virulent gifts upon civilization.

3 A decaying city slowly sinks into a swamp, its remaining citizens succumbing to diseases as a **great unclean one** leads a pestilent parade of the damned through its crumbling streets.

4 A **great unclean one** has emerged from a fetid swamp, leading a horde of demons of decay on a merry march as they spread rot and disease throughout the land.

### PLAQUE BEARER OF DECAY ADVENTURES

d6

#### Plot Hook

1 The party is sent to find a lost regiment of soldiers said to have succumbed to terrible diseases and finds they have risen as a horde of **plague bearers of decay**.

2 **Plague bearers of decay** roam a swamp, counting every disease they can find and sharing their findings with anyone they meet.

3 A group of exiled lepers has returned to their town as **plague bearers of decay**, ready to exact their revenge.

4 In a rotting manor house, a "family" of **plague bearers of decay** act out the roles of a noble household.

5 A terrible plague ravages a small hamlet, causing those who succumb to the disease to transform into **plague bearers of decay**.

6 A doctor being pursued by a group of **plague bearers of decay** seeks the party's protection as she attempts to find a cure for a deadly disease.

**1.0.0**

- Public Release

**1.0.1**

- Document cleanup

**REFERENCED CONTENT**

- Inflict Rot 1.0.0
- Miasma of Pestilence 1.0.0
- Puddle of Ooze 1.0.0
- Stream of Corruption 1.0.0