



## PLAQUE TOADS

These wretched fiends appear as giant, mutant, disease-ridden toads with one or more boney horns protruding from their bulbous heads.

Their rotting skin always seems to be sloughing off of them and spreads terrible diseases to those who come in contact with it.

Plague toads spawn in the vilest swamps of the demon realms. There, they lazily waddle and hop about, looking for the next easy meal while avoiding the attention of more powerful demons. The desire to avoid the wrath of other demons while finding easy prey leads plague toads to leap at any chance to cross into the mortal realm. Here they take up residence in foul sewers and fetid swamps, feeding on humanoids at every opportunity while spreading filth and disease in their wake.

Demonic cultists of decay will often summon plague toads to serve as guardians in their lairs, and when other demons of decay launch large-scale attacks, they will often herd knots of plague toads into battle alongside them. Some plague bearer demons even catch plague toads for themselves and put them to use as combat mounts. Though they aren't the fastest of steeds, plague toads can leap over obstacles and ram foes with their boney horns, knocking prey off their feet before quickly gobbling them up.



### PLAQUE TOAD

*Large fiend (demon of decay), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 95 (10d10 + 40)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	16 (+3)	8 (-1)

**Saving Throws** Dex +4, Con +6

**Damage Resistances** acid, cold, lightning

**Damage Immunities** necrotic, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 13

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

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Leap Attack.** If the toad jumps at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the toad can make a bite attack against it as a bonus action.

**Living Plague.** The toad 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.

**Plague Secretion.** A creature that starts its turn grappled by or grappling the toad must succeed on a DC 14 Constitution saving throw or become infected by Abyssal Rot (description at end of document).

**Standing Leap.** The toad's long jump is up to 40 feet, and its high jump is up to 20 ft., with or without a running start.

#### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the toad can't use its bite attack or tongue attack on another target.

**Gore.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 13 (2d8 + 4) piercing damage.

**Swallow.** The toad makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the toad, and at the start of each of the toad's turns, it takes 10 (3d6) necrotic damage and is affected by the toad's Plague Secretion. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

**Tongue.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 14 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the toad, which can immediately use its bonus action to make a bite attack against the target.

# PLAQUE TOAD, BOG BARON

Large fiend (demon of decay), chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 105 (10d10 + 50)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	6 (-2)	16 (+3)	8 (-1)

**Saving Throws** Dex +6, Con +8

**Damage Resistances** acid, cold, lightning

**Damage Immunities** necrotic, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 13

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

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Leap Attack.** If the toad jumps at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the toad can make a bite attack against it as a bonus action.

**Miasma of Rot.** The toad emits a toxic cloud which extends 5 feet out from it. Any creature that starts its turn in that area must succeed on a DC 16 Constitution saving throw or become infected with Wasting Sickness disease. While infected with the disease, a creature has disadvantage on Strength checks and saving throws. An infected creature can repeat the saving throw at the end of a short or long rest, ending the disease on a success and becoming immune to the Wasting Sickness of all bog barons for the next 24 hours.

**Bog Barons.** Though all plague toads are bloated bags of disease, these toads have been blessed with a particularly potent disease that radiates from the toad's rotting skin in a vile miasma. This disease is commonly referred to as "wasting sickness" and withers away the muscle mass of its victims, eventually weakening them to the point where they can no longer breath or beat their heart.

Carrying this disease marks these plague toads with a higher status in their swamp homes, thus earning them the nickname of bog barons. Plague bearers see the bog barons as particularly valuable mounts, and those who have successfully captured them will form elite gangs of fetid shock cavalry.

## PLAQUE TOADS IN YOUR ADVENTURES

The following table provides some adventure hooks for incorporating plague toads into your adventures. Example encounters with battle maps for the hooks written in bold can be found in the *Demons of Decay Creature Guide* available to members of our Patreon.

**Living Plague.** The toad 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.

**Standing Leap.** The toad's long jump is up to 40 feet and its high jump is up to 20 ft., with or without a running start.

## Actions

**Tongue.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 17 (5d6) necrotic damage, and the target must make a DC 16 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the toad, which can immediately use its bonus action to make a bite attack against the target.

**Gore.** *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 18 (3d8 + 5) piercing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the toad can't use its bite attack or tongue attack on another target.

**Swallow.** The toad makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the toad, and at the start of each of the toad's turns, its Strength score is reduced by 1d6 and is affected by the toad's Miasma of Rot. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## PLAQUE TOAD ADVENTURES

d4

### Adventure Hook

1 A raving halfling rants to anyone who listens about how fiendish waste is being dumped into the ponds and turning the frogs into demons.

2 The players come into conflict with a cult worshipping a demon lord of decay. Those who displease their master are warped into plague toads.

3 While traveling through a treacherous swamp, the players find themselves hunted by a gang of plague bearers riding plague toads.

4 A raiding party of plague riders mounted on plague toads spills out of the sewers of a major city, spreading disease and chaos in preparation for a larger assault.



## ABYSSAL ROT

This disease is inflicted by demons and rots the body before devouring the soul. An hour after becoming infected, the victim begins displaying symptoms, and the Severity Level of the disease becomes 1.

Whenever the creature takes necrotic or poison damage while displaying symptoms, its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the disease is cured.

Every hour after the creature first displays symptoms, it repeats the saving throw against the disease, but with the save DC 1 higher than the last time the creature made the save. If the creature fails the saving throw, the Severity Level increases by 1, and it takes necrotic damage equal to 1d10 plus the disease's Severity Level.

If the disease reduces a creature's hit point maximum to 0, it is instantly transformed into a **plague bearer of decay**. This transformation can only be undone by a *wish* spell.

The healing touch ability of an angel or other celestial will instantly cure Abyssal Rot.

### SECRET INFECTION ROLLS

When a player character must make a saving throw to determine if they are infected by a disease, it is usually better for the GM to make the roll in secret since the character won't know they're infected. A Wisdom (Medicine) check can be made to determine if a creature has been infected before it starts displaying symptoms. For Abyssal Rot, a DC of 15 for this check is an appropriate baseline, though you may alter it for other diseases and circumstances.

Subsequent rolls made to determine if the player character fights off the effects of the disease should usually be made by the player.

## CURING DISEASES WITH MAGICAL ABILITIES

Abilities like *lesser restoration* and Lay on Hands can instantly cure most diseases. If you wish to make diseases more difficult to remove, you can use or modify either of the following rules additions.

### ABILITY CHECK TO CURE

Whoever uses the ability to attempt to cure the disease must succeed on an ability check against the disease's current save DC to eradicate it successfully. If the ability being used to cure the disease is a feature granted by a class with a spellcasting feature, the healer can add their Spell Attack Modifier for that class to the ability check. Otherwise, the healer can add their Wisdom modifier + their proficiency modifier to the ability check.

If the check is being made to cure a creature that hasn't started displaying symptoms yet, but the healer knows the creature is infected, the check is made with advantage.

### CURING BY SEVERITY LEVEL

When an ability that cures diseases is used on a diseased creature, it only reduces the severity level by 1. If you are using the Ability Check to Cure rule, you can allow the healer to reduce an additional severity level if the check's result was 5 or more over the disease's DC. You can extend this rule to allow a result of 10 over the DC to cure 2 additional severity levels, 15 over the DC to cure 3 additional severity levels, and so on.

### ART CREDIT

- Grolnok, the Omnivore - Simon Dominic, Wizards of the Coast
- Undercity Plague - Vincent Proce, Wizards of the Coast

## CHANGE LOG

---

### 1.0.0

- Document release

### 1.0.1

- Typo fixes in stat blocks