



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.

Unclean ones wield rusted and decaying weapons, crusted with filth and disease, and their dreaded blades 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.

The grandest and most accomplished of unclean ones are sometimes elevated to the status of exalted unclean ones. This is a rare occurrence for the unclean one must prove itself to be an unparalleled master of spreading pestilence and good cheer in equal measure before it has any chance of ascending to this level. Those who prove worthy become among the most powerful demons of decay in existence, leading legions of their foul brethren, spreading plagues beyond counting, and hosting pestilent festivals of legendary status.

GREAT UNCLEAN ONE

Huge fiend (demon of decay), chaotic evil

Armor Class 14 (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.

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.

Noxious Vapors. 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 and it is dazed. On a successful saving throw, the creature is immune to the Noxious Vapors of all demons of decay for 1 hour.

Slime Trail. Any land the unclean one, or a demon of decay it is mounted on, occupies is covered in slime for the next minute, causing it to become difficult terrain for one minute. When a creature moves into or within the area, it takes 2 (1d4) acid damage for every 5 feet it travels. A creature that enters the area or ends its turn there must also succeed on a DC 21 Dexterity saving throw or fall prone and take 7 (3d4) acid damage. Demons of decay ignore the effects of the slime.

Actions

Multiattack The unclean one makes two 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:* 21 (3d10 + 5) slashing damage plus 22 (5d8) necrotic damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or become infected by Abyssal Rot (described at end of document).

Noxious Bile. *Ranged Weapon Attack:* +11 to hit, range 120/240ft., one target. *Hit:* 27 (5d8 + 5) necrotic damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or become infected by Abyssal Rot (described at end of document).

Mountain of Loathsome Flesh. The unclean one moves up to 50 feet in a straight line and can move through the space of any Large or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 21 Strength saving throw. On a failure, a creature takes 18 (3d8 + 5) bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The unclean one can't end its movement in another creature's space.

Spellcasting. The unclean one casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At will: *cloudkill, dispel magic, locate creature, rancid visitation**

1/day each: *finger of death* (A creature killed by this spell becomes a **plague bearer of decay**), *heal, horrid wilting*

*New spells described at the end of this document

Reactions

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

EXALTED UNCLEAN ONE

Huge fiend (demon of decay), chaotic evil

Armor Class 14 (natural armor)

Hit Points 432 (32d12 + 224)

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 20 (25,000 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.

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.

Noxious Vapors. 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 and it is dazed. On a successful saving throw, the creature is immune to the Noxious Vapors of all demons of decay for 1 hour.

Slime Trail. Any land the unclean one, or a demon of decay it is mounted on, occupies is covered in slime for the next minute, causing it to become difficult terrain for one minute. When a creature moves into or within the area, it takes 2 (1d4) acid damage for every 5 feet it travels. A creature that enters the area or ends its turn there must also succeed on a DC 21 Dexterity saving throw or fall prone and take 7 (3d4) acid damage. Demons of decay ignore the effects of the slime.

Actions

Multiattack. The unclean one makes two 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:* 21 (3d10 + 5) slashing damage plus 22 (5d8) necrotic damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or become infected by Abyssal Rot (described at end of document).

Noxious Bile. *Ranged Weapon Attack:* +11 to hit, range 120/240ft., one target. *Hit:* 27 (5d8 + 5) necrotic damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or become infected by Abyssal Rot (described at end of document).

Mountain of Loathsome Flesh. The unclean one moves up to 50 feet in a straight line and can move through the space of any Large or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 21 Strength saving throw. On a failure, a creature takes 18 (3d8 + 5) bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The unclean one can't end its movement in another creature's space.

Spellcasting. The unclean one casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At will: *cloudkill, contagion, dispel magic, locate creature, rancid visitation**

1/day each: *finger of death* (A creature killed by this spell becomes a **plaguebearer of decay**), *heal, horrid wilting*

*New spells described at the end of this document

Reactions

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

Legendary Actions

The unclean one 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. The unclean one regains spent legendary actions at the start of its turn.

Check. The unclean one makes a skill check that would normally require an action.

Move. The unclean one moves up to 30 feet without provoking attacks of opportunity. It does not spread its slime trail while moving this way.

Tenacious Will. If the monster is suffering from an effect that allows it to make a saving throw as an action or at the beginning or end of its next turn, it may immediately make that save against the effect with advantage. It can use this legendary action while incapacitated.

Virulent Contagion. The unclean one casts *contagion*, and the spell attack has a reach of 30 feet when it is cast this way. If the spell hits, it deals 16 (3d10) poison damage in addition to the spell's other effects.

Pestilent Decay (Costs 2 Actions). Each creature within 300 feet of the unclean one infected by the *contagion* spell must make a DC 21 Constitution saving throw. A failed save against this ability counts as a failed save against the creature's ongoing disease. If the creature is already suffering the full effects of the spell, it takes 36 (8d8) necrotic damage instead.

DAEMONIC GIFTS

You can choose any two of the following features to add to the stat block of the great unclean one or exalted unclean one. The default stat blocks have Slime Trail and Noxious Vapors.

1. **Slime Trail** Any land the unclean one, or a demon of decay it is mounted on, occupies is covered in slime for the next minute, causing it to become difficult terrain for one minute. When a creature moves into or within the area, it takes 2 (1d4) acid damage for every 5 feet it travels. A creature that enters the area or ends its turn there must also succeed on a DC 21 Dexterity saving throw or fall prone and take 7 (3d4) acid damage. Demons of decay ignore the effects of the slime.
2. **Noxious Vapors**. 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 and it is dazed. On a successful saving throw, the creature is immune to the Noxious Vapors of all demons of decay for 1 hour.
3. **Infestation**. At the start of each of the unclean one's turns, it heals a plagueling swarm or plagueling tide of its choice within 10 feet of it for 34 hit points. This healing ignores the swarm rule regarding healing. If there are no such swarms within 10 feet of the unclean one below full health, it instead creates a plagueling swarm with 17 hit points inside itself as though the swarm used its **Noxious Cradle** ability to enter inside the unclean one. The new swarm has its own initiative and takes its turn right after the unclean one. The unclean one can have up to three swarms created by this ability at a time.
4. **Bloated Pustules**. The first time each turn that the unclean one is hit with an attack, puss spews out in a 15-foot cube originating from the unclean one in the direction of the attacker. Each creature in the area of the cube takes 9 (2d8) necrotic damage.

UNCLE CRUNCLE

This demon is particularly unusual, even for an unclean one. Cruncle refers to himself as everyone's uncle and is always in search of anyone to share his stories, knickknacks, and weird humor with. He would say he oozes charm, but it's mostly noxious bodily fluids. Any time he finds a new audience, Uncle Cruncle rushes to greet them with awkward jokes and strange gifts no one in their right mind would want. These gifts are random curiosities he acquires during his journeys and stores in places better left unmentioned. Those who reject Cruncle's gifts and attempts at entertainment tend to find themselves on the receiving end of his latest knickknack.

Uncle Cruncle's favorite gift is his own personal contagion he's dubbed Uncle's Bloat. It subjects its recipients to a painful form of gigantism, expanding their size and leaving them horribly gassy. This condition makes it much easier to subject his audience to the bodily fluids he leaves wherever he goes.



HEY MORTAL, PULL MY FINGER!
- UNCLE CRUNCLE

Cruncle always finds new ways to subject others to his bodily functions, from his classic "sick shooter" to his latest trick, dubbed "The Chocolate Fountain." Never one to horde his abilities, Cruncle can spread the joy by inducing these same performances in others, thus covering huge areas in vile fluids. As these fluids rot away other creatures, they sustain and rejuvenate Cruncle, turning him into an unceasing mass of contagions, bodily functions, and insufferable jokes.

UNCLEAN ONE ADVENTURES

d6

Plot Hook

- 1 A town has fallen into disrepair as its citizens suffer from a series of plagues, all heralding the arrival of an unclean one.
- 2 An 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 an unclean one leads a pestilent parade of the damned through its crumbling streets.
- 4 An 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.
- 5 Uncle Cruncle has his demonic minions capture travelers to take back to his lair, where they slowly die from exposure to disease and cringy humor.
- 6 An unclean one is collecting the corpses of those who have perished to his exotic diseases to create his own rot garden.

UNCLE CRUNCLE

Huge fiend (demon of decay), chaotic evil

Armor Class 14 (natural armor)

Hit Points 405 (30d12 + 210)

Speed 50ft.

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

Saving Throws Dex +7, Con +14, Wis +14, Int +13

Skills Athletics +12, Arcana +13, Insight +21, Nature +20, Perception +21, Persuasion +13, Religion +13

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 31

Languages Abyssal, telepathy 300 ft.

Challenge 22 (41,000 XP) **Proficiency Bonus** +7

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

Defiling Deluge. Any land Cruncle occupies is covered in rot for the next minute, causing it to become difficult terrain for one minute. When a creature moves into or within the area, it takes 3 (1d6) necrotic damage for every 5 feet it travels. A creature that enters the area or ends its turn there must also succeed on a DC 22 Dexterity saving throw or fall prone and take 10 (3d6) necrotic damage. Whenever the rot damages a creature, Cruncle regains hit points equal to the amount of necrotic damage dealt. Demons of decay ignore the effects of the rot.

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

Actions

Multiattack. Cruncle makes two attacks. Alternatively, he makes one attack and casts one at-will spell.

Uncle Cruncle's Knickknack Whack. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning, piercing, or slashing damage (Cruncle's choice) plus 22 (5d8) necrotic damage. If the target is a creature, it must succeed on a DC 22 Constitution saving throw or become infected by Uncle's Bloat disease. While infected, the creature's size is increased by one category, it has disadvantage on Dexterity checks and Dexterity saving throws, and it loses any flying or climbing speed it has.

Noxious Bile. *Ranged Weapon Attack:* +12 to hit, range 120/240ft., one target. *Hit:* 27 (5d8 + 5) necrotic damage. If the target is a creature, it must succeed on a DC 22 Constitution saving throw or become infected by the Uncle's Bloat disease (described in Uncle Cruncle's Knickknack Whack attack).

Mountain of Loathsome Flesh. Cruncle moves up to 50 feet in a straight line and can move through the space of any Large or smaller creature. The first time he enters a creature's space during this move, that creature must make a DC 22 Strength saving throw. On a failure, a creature takes 18 (3d8 + 5) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. Cruncle can't end his movement in another creature's space.

Spellcasting. Cruncle casts one of the following spells, requiring no components and using Wisdom as his spellcasting ability (spell save DC 22, +14 to hit with spell attacks):

At will: *cloudkill, dispel magic, locate creature, spirit leech* (5th level)*

1/day each: *finger of death* (A creature killed by this spell becomes a **plague bearer of decay**), *heal, horrid wilting*

*New spells described at the end of this document

Reactions

Blubber and Bile When Cruncle takes damage, he halves the damage and then reduces it by 1d12.

Legendary Actions

Cruncle 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. Cruncle regains spent legendary actions at the start of his turn.

Check. Cruncle makes a skill check that would normally require an action.

Gut Check. A creature of Cruncle's choice within 5 feet of him must succeed on a DC 22 Strength saving throw or take 22 (5d8) bludgeoning damage and be pushed up to 20 feet away from Cruncle.

Move. Cruncle moves up to 30 feet without provoking attacks of opportunity. He does not spread his Defiling Deluge while moving this way.

Spew Poo Party. Cruncle chooses himself or a creature he is aware of with 120 feet of him infected with Uncle's Bloat that just took its turn. The chosen creature lets loose a flood of noxious liquid, causing any surfaces within 10 feet of it to be subjected to the effects of Defiling Deluge.

Tenacious Will. If Cruncle is suffering from an effect that allows him to make a saving throw as an action or at the beginning or end of his next turn, he may immediately make that save against the effect with advantage. He can use this legendary action while incapacitated.

NEW SPELLS

RANCID VISITATION

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 4d10 necrotic damage and is afflicted with a disease that lasts until the spell ends.

A creature afflicted by this disease takes 4d10 necrotic damage at the start of each of your 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 infect a new creature of your choice that you can see within 30 feet of it. The new creature must succeed on a Constitution saving throw or be infected with the same disease 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.

SPIRIT LEECH

1st-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 hour

Classes: Warlock

You extend a hand towards a target creature within range and siphon away its essence. The target must make a Charisma saving throw. It takes 1d12 necrotic damage on a failed save, or half as much on a successful one. You gain temporary hit points equal to the necrotic damage dealt for the duration. This spell has no effect on constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.





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

- Ravenous Rotbelly - Nils Hamm, Wizards of the Coast
- Gluetius Maximus - Jeff Easley, Wizards of the Coast
- Essence Drain - Jim Nelson, Wizards of the Coast
- Undercity Plague - Vincent Proce, Wizards of the Coast

CHANGE LOG

1.0.0

- Document release

1.0.1

- Rearrange abilities of exalted unclean one
- Update Slime Trail to include potential mount

1.1.0

- Add Abyssal Rot mechanics