

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.



BEAST OF DECAY

Large fiend (demon of decay), chaotic evil

Armor Class 13 (natural armor)

Hit Points 136 (13d10+65)

Speed 30ft.

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

Saving Throws Con +8, Wis +6

Skills Perception +6

Damage Resistances cold, lightning

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages understands Abyssal but can't speak it.

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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.

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. Any land the beast 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 16 Dexterity saving throw or fall prone and take 7 (3d4) acid damage. Demons of decay ignore the effects of the slime.

Bonus Actions

Attention Seeker. The beast moves up to its speed in a straight line toward any creature it can see.

Actions

Erratic Attack. The beast does one of the following actions at random:

1-2. Wagging Tail. The beast makes a tail attack. This attack has the following properties:

Melee Weapon Attack: +7 to hit, reach 10ft., one target. **Hit:** 36 (5d12 + 4) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be pushed 10 feet away and knocked prone.

3-4. Slobber. The beast makes three Tongue attacks. If at least two of the attacks hit the same creature, that creature must succeed on a DC 16 Constitution saving throw or become infected by Abyssal Rot (described at the end of document).

5-6. Spit Up. The beast regurgitates acid in a 30-foot long, 10-foot wide line, subjecting any space in the area to the effects of its Slime Trail feature. Each creature in that area must make a DC 16 Dexterity saving throw, taking 15 (6d4) acid damage on a failed save, or half as much damage on a successful one.

Tongue. **Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 16 (3d10) necrotic damage.

BEASTS OF DECAY IN YOUR ADVENTURES

The following table provides some adventure hooks for incorporating beasts of decay 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.

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.

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.



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.

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

- Blind Creeper - Dave Allsop, Wizards of the Coast
- Undercity Plague - Vincent Proce, Wizards of the Coast

CHANGE LOG

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