

# Daemonomicon: Demon Lord

This is Supplemental Material

## Zuggtmoy, The Queen of Rot

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This foul demoness resembles a human only from the torso up. This portion of her body is composed of thick rancid sheets and coils of fungus that just happens to have grown into the shape of what would otherwise be an attractive woman. Her lower torso is a coiling pillar of lashing ropy tentacles and other fungus growths. Her skin is a nauseating swirl of grays, blues, purples, and blacks.

The lady of Rot and Decay is an alien creature whose only desire is to infect the living with spores, transforming them into her mindless servants and, eventually, into decomposing hosts for the mushrooms, molds, and other fungi that she spawns.

Zuggtmoy has long struggled with maintaining viable cults on the Material Plane; as it turns out, most humanoids have little interest in worshipping fungi. To combat this, she often establishes cover cults that are subservient to her actual worshippers. Most of her worshippers are fungi-infected to some degree, whether through inhaling her mind-controlling spores or being transformed to the point where flesh and fungus become one. Such cultists are fungal extensions of the Demon Queen's will. Their devotion might begin with the seemingly harmless promises offered by exotic spores and mushrooms, but quickly consumes them, body and soul.

Her greatest triumph (and possibly her greatest error) was the creation of the Temple of Elemental Evil. This façade cult consisted of four cults dedicated to the intrinsic evil within the four elements. These four cults would work together against their enemies yet had a built-in competition between themselves that ensured they would never grow too powerful for Zuggtmoy's true cultists to manipulate.

The Temple of Elemental Evil's popularity among local humanoid cultures proved to be its undoing; they grew too potent too quickly and attracted the attention of the potent Circle of Eight, a consortium of powerful wizards. The Circle of Eight defeated the temple's army at the Battle of Emridy Meadows and imprisoned Zuggtmoy in the temple's dungeons. She escaped many years later, but not without being forced to abandon a significant portion of her essence on the Material Plane. Since then, she's been rebuilding her strength and power in her Abyssal realm of Shedaklah.

Zuggtmoy often finds herself at odds with other demon lords who share similar interests in the Material Plane. For some time, Lolth was her greatest competitor for the dominance of the Underdark, but the Spider Queen's recent ascension as a deity has effectively elevated her out of contention. Cultists of the two still clash now and then, but these are minor skirmishes rather than a war. Of more immediate concern to Zuggtmoy is Juiblex, who shares her realm. The two demon lords have long warred for dominance over Shedaklah, with Zuggtmoy traditionally holding control over its surface and Juiblex being forced to lurk in the deepest caverns below. With Zuggtmoy's recent period of imprisonment on the Material Plane, Juiblex was able to greatly expand his hold on Shedaklah.

Clerics of Zuggtmoy have access to the domains of Chaos, Death, Decay, and Madness. Her symbol is a jawless human skull with a large mushroom growing out from within.

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## Zuggtmoy's Lair

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Zuggtmoy's principal lair is her palace on Shedaklah, the 222nd layer of the Abyss. It consists of two dozen mushrooms of pale yellow and rancid brown. These massive fungi are some of the largest in existence. They are surrounded by a field of acidic puffballs and poisonous vapors. The mushrooms are all interconnected by bridges of shelf-fungi, and countless chambers have been hollowed out inside their rubbery, fibrous stalks. Shedaklah is largely a place of swamps and bogs, with regions of low hills and foggy moors. There are no stars, sun, or moon, and the sky was always overcast. The clouds were often unpleasant and unnatural shades like mud-brown, bruise-purple, or a foul, rotten green. Storms were frequent with torrential downpours and thunderstorms often flooding the land. The whole realm was very humid with everything seemingly covered in a layer of moisture, and a stable temperature around 90°F (32°C).

### Lair Actions

On initiative 20 (losing initiative ties), Zuggtmoy can take a lair action to cause one of the following magical effects; she can't use the same effect two rounds in a row:

**Fungal Matriarch.** Zuggtmoy causes four gas spores or awakened zurkhwood (see the Monster Manual) to appear in unoccupied spaces that she chooses within the lair action. They vanish after 1 hour.

**Loyal Retaliation.** Up to four plant creatures that are friendly to Zuggtmoy and that Zuggtmoy can see can use their reactions to move up to their speed and make one weapon attack.

**Pestilent Scourge.** Zuggtmoy uses either uses her Infestation Spores or her Mind Control Spores, centered on a mushroom or other fungus within her lair, instead of on herself.

### Regional Effects

The region containing Zuggtmoy's lair is warped by her mere presence, creating one or more of the following effects:

**Bountiful Decay.** Molds and fungi grow on surfaces within 6 miles of the lair, even where they would normally find no purchase.

**Infectious Mycelium.** Beasts and plant life within 1 mile the lair becomes infested with parasitic fungi, slowly mutating as it is overwhelmed. The infected life seeks to spread the fungal infection.

**Madness.** If a humanoid spends at least 1 hour with 1 mile of Zuggtmoy, that creature must succeed on a DC 19 Wisdom saving throw or descend into madness determined by the Madness of Zuggtmoy table. A creature that succeeds on this saving throw is immune to this regional effect for 24 hours. A *Greater Restoration* spell or similar magic can cure the effects if the caster succeeds on a DC 19 spellcasting check.

If Zuggtmoy dies, these effects fade over the course of 1d10 days. But the corruption in the land remains for 1d10 years.

## Madness of Zuggtmoy

If a creature goes mad in Zuggtmoy's lair or within line of sight of the demon lord, roll on the Madness of Zuggtmoy table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.

**House Rule:** Any creature that critically fails a saving throw within line of sight of a demon lord or is critically hit by a demon lord must succeed on a DC 18 Wisdom saving throw or descend into madness determined by on that demon lord's madness table.

### Madness of Zuggtmoy

d100	Flaw (lasts until cured)
01-20	"I see visions of a world consumed by decay and fungus that others do not see."
21-40	"I periodically slip into a catatonic state, staring into the distance for long stretches of time."
41-60	"I see an altered version of reality, with my mind convincing itself that things are true even in the face of overwhelming evidence to the contrary."
61-80	"My mind is slipping away, and my intelligence seems to wax and wane."
81-90	"I am constantly scratching at unseen fungal infections."
91-100	"My must give my flesh to nourish the fungus of the Lady of Rot."

## Strategy and Tactics

Zuggtmoy has no fear of combat. Given the opportunity to smash and ruin flesh, she rarely backs down. She is seldom encountered without a contingent of fungus monsters and vrocks, whom she uses as a buffer against melee attackers while she spends the first few rounds of combat casting *Wall of Thorns* to separate allies from each other, *Dispel Magic* to remove any spell effects her enemies might have in place (like *Heroes' Feast*), and *Stinking Cloud* on spellcasters. She will usually target spellcasters specially clerics first to try to engulf them.

# Zuggtmoy, The Queen of Rot

*Large fiend (Demon), Chaotic Evil*

**Armor Class** 20 (natural armor)

**Hit Points** 275 (25d12 + 100)

**Speed** 30 ft., climb 30 ft.

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STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+5)	18 (+4)	20 (+5)	20 (+5)	26 (+8)

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

**Skills** Deception +16, Persuasion +16, Perception +13

**Damage Resistances** Cold, Fire, Lightning

**Damage Immunities** Acid, Poison; Bludgeoning, Piercing, and Slashing from nonmagical attacks.

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned, Unconscious

**Senses** Darkvision 60 ft., Tremorsense 240ft., Truesight 120 ft., passive Perception 23

**Languages** Abyssal, Common, Terran, Telepathy 300 ft.

**Challenge** 25 (75,000 XP)

**Proficiency Bonus** +8

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**Deadly Poison.** When Zuggtmoy deals poison damage it ignores a creature's resistance to poison damage and creatures with immunity to poison damage only have resistance to poison damage. A creature can't be immune to being poisoned by Zuggtmoy, instead they have advantage on saving throws against the condition and creatures that normally have advantage on saving throws against to being poisoned don't have advantage.

**Demonic Regeneration.** Zuggtmoy regains 10 hit points at the start of each of her turns if she starts with at least 1 hit point.

**Innate Spellcasting.** Zuggtmoy's spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *Contagion, Commune with Nature, Detect Evil and Good, Detect Magic, Entangle, Gaseous Form, Ray of Sickness, Speak with Dead, Stinking Cloud*

3/day each: *Blight, Circle of Death, Cloudkill, Confusion, Dispel Magic, Grasping Vine, Misty Step, Plant Growth, Spike Growth, Symbol (Death)*

1/day each: *Astral Projection, Harm, Telekinesis, Teleport, Transport Via Plants, Wall of Thorns*

**Legendary Resistance (3/Day).** If Zuggtmoy fails a saving throw, she can choose to succeed instead.

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

**Magic Weapons.** Zuggtmoy's weapon attacks are magical.

**Plant Communication.** Zuggtmoy can speak to plants as if they share a language and she can perfectly understand them.

## Actions

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**Multiattack.** Zuggtmoy can make three pseudopod attacks.

**Pseudopod.** Melee Weapon Attack: +14 to hit, reach 15 ft., Hit: 2d8 + 6 bludgeoning damage plus 2d8 poison damage. If the attack hits, Zuggtmoy can attempt to grapple the target if it's a Small or Medium sized creature.

**Engulf.** Zuggtmoy can engulf a grappled creature into her body. She can engulf one Medium, two Small, or 4 Tiny creatures at once. The engulfed creature is blinded, restrained, and unable to breathe. At the start of each of Zuggtmoy's turns an engulfed creature must succeed on a DC 20 Constitution saving throw or gain one level of

exhaustion as Zuggtmoy's fungal enzymes begin to absorb the creature into her body. When a creature gains a level of exhaustion while inside of her, she regains 10 hit points. If a creature dies within her its body becomes one with Zuggtmoy and all its equipment is exuded from her body at the same time.

If Zuggtmoy takes 40 damage or more on a single turn from a creature inside her, it falls prone in a space within 5 feet of Zuggtmoy and is no longer engulfed or grappled.

**Infestation Spores (Recharge 5-6).** Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on her, and it lingers for 1 minute. Any flesh-and-blood creature in the cloud when it appears, or that enters it later, must make a DC 20 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the Spores of Zuggtmoy and also gains a random form of madness (determined by rolling on the Madness of Zuggtmoy table) that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be (see the "Myconids" entry on the Monster Manual).

**Mind Control Spores (Recharge 5-6).** Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on her, and it lingers for 1 minute. Humanoids and beasts in the cloud when it appears, or that enter it later, must make a DC 20 Wisdom saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the Influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by her and can't be reinfected by these spores.

**Summon Demons (1/Day).** As an action, Zuggtmoy can summon 1d4 + 1 Vrocks. A summoned demon appears in an unoccupied space within 60 feet of Zuggtmoy. It remains for 1 hour, until it or its summon dies, or until its summoner dismisses it as an action.

**Summon Fungi (1/Day).** As an action, Zuggtmoy can summon 1d4 Shambling Mounds. A summoned shambling mound appears in an unoccupied space within 60 feet of Zuggtmoy. It remains for 1 hour, until it or its summon dies, or until its summoner dismisses it as an action.

## Reactions

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**Protective Thrall.** When Zuggtmoy is hit by an attack, one creature within 5 feet of Zuggtmoy that is allied or charmed by her uses its reaction to be hit by the attack instead.

## Legendary Actions

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Zuggtmoy 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. Zuggtmoy regains legendary actions at the start of her next turn.

**Attacks.** Zuggtmoy makes one pseudopod attack.

**Exert Will.** One allied plant or charmed creature by Zuggtmoy that she can see must use its reaction to move up to its speed as she directs or to make a weapon attack against a target that she designates.

**Spellcasting (Costs 2 Actions).** Zuggtmoy can cast one of her at will spells.