



Murmerwood Grub

A grotesque creature emerges resembling a chitinous grub the size of a small dog. Its body is covered in a segmented exoskeleton, with spindly, multi-segmented legs and a face that combines human-like eyes, nose, and ears with gnashing mandibles for a mouth. As it moans softly, tears well up in its human-like eyes, revealing the profound discomfort of a being that was once human—a poignant reminder of its tragic transformation, defying nature's laws.

The Murmerwood Grub, a wretched creation born of a sinister curse, haunts the shadows of New Sanctaria like a never-ending nightmare. Legend has it that these grotesque beings were the final vengeful act of a malevolent witch, who, in her dying breaths, cast a malefic incantation upon the people of Murmerwood as she burned at the stake.

For generations, witchfinders have tirelessly sought to eradicate these abominations, but the Murmerwood Grubs persist, hidden in the depths of the Murmer Wood. Their mournful moans and tear-filled eyes betray the agony of their existence, a painful reminder of the witch's enduring curse upon New Sanctaria. As these cursed creatures continue to elude capture and multiply, they remain a chilling testament to the lasting power of dark magic and the relentless perseverance of a witch's vengeful spirit.

Murmerwood Grub

Small monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft., climb 20 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	13 (+1)	12 (+1)	5 (-3)	10 (+0)	5 (-3)

Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew before its transformation but can't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Special Traits

Spider Climb. The grub can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw or contract a disease, Murmerwood's Curse. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target suffers an excruciating, violent death as its head tears away from its body to become a new **MURMERWOOD GRUB**. Only a *wish* spell can reverse the transformation.

Spit Acid (Recharge 6). *Ranged Weapon Attack:* +3 to hit, range 10/20 ft., one target. *Hit:* 5 (2d4) acid damage.

Art by Rick Hershey