**LARVA**

Medium-Size Outsider (Evil)

Hit Dice: 1/2d8+1 (3 hp)

Initiative: +0 (Dex)

Speed: 10 ft

AC: 13 (+3 natural)

Attacks: Bite +1 melee

Damage: Bite 1d4+1 plus wounding and disease

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Wounding, disease

Special Qualities: Darkvision 60 ft

Saves: Fort +1, Ref +0, Will –2

Abilities: Str 12, Dex 10, Con 12, Int 4, Wis 6, Cha 2

Skills: Spot +1

Climate/Terrain: Any land and underground

Organization: Swarm (10-100)

Challenge Rating: 1/2

Treasure: None

Alignment: Any evil

Advancement: 1 HD (Medium-size)

Larvae are the evil dead from the Material Plane who led especially selfish lives. They are doomed to spend their wretched existences serving the whims of evil on the lower planes.

Larvae appear as man-sized worms approximately 5 feet long with a roughly humanoid head resembling the tortured soul’s original appearance. They are sickly yellow in color and are covered with a thick, viscous, foul-smelling fluid.

Larvae communicate with one another through basic body language that cannot be interpreted by anyone else.

**COMBAT**

Larvae have essentially no will of their own. They simply lay in giant, quivering masses on the ground until commanded by a being of greater power than their own, at which point they will do the bidding of the one who commanded them.

Wounding (Ex): The bite of a larva will bleed for 1 additional point of damage per round until magically healed or until the victim receives a successful Heal check (DC 20).

Disease (Su): The bite of a larva inflicts a rotting disease (akin to mummy rot) unless a successful Fortitude save (DC 11) is successful. A remove disease spell destroys the disease.

**LARVA SOCIETY**

Larvae are herded by night hags who use them as bargaining chips to further their own ends. The larvae are sought after by most of the lower planar powers because they are used to form quasits and imps. Powerful liches also seek larvae because they feed off the creatures’ energies to maintain their immortal, undead status. The night hags will trade larvae to the lower planar denizens to keep them from entering their territory.

The Larva first appeared in the 1e MM (Gary Gygax, 1977).