## ROT GRUB

**Fine Vermin**

**Hit Dice:** 1/4d8 (1 hp)

**Initiative:** +1 (Dex)

**Speed:** 5 ft

**Armor Class:** 18 (+8 size)

**Attacks:** Slam +4 melee

**Damage:** Slam 0

**Face/Reach:** 1/2 ft by 1/2 ft/0 ft

**Special Attacks:** Burrow

**Special Qualities:** Vermin, tremorsense

**Saves:** Fort +2, Ref +0, Will +0

**Abilities:** Str 2, Dex 10, Con 10, Int —, Wis 10, Cha 1

**Skills:** Jump +3, Hide +19

**Climate/Terrain:** Any land and underground

**Organization:** Swarm (5-20)

**Challenge Rating:** 1/10

**Treasure:** None

**Alignment:** Always neutral

**Advancement Range:** 1 HD (Fine)

Rot grubs are 1-inch long vermin found in carrion, dung, and other such garbage and organic material. Their skin color is white or brown.

### COMBAT

When a living creature contacts an area (dung heap, offal, etc) infested with rot grubs, a successful Spot check (DC 15) can be made to notice and completely avoid the grubs. If failed, the grubs contact the victim’s skin and burrow into the flesh.

**Burrow (Ex):** A rot grub secretes an anesthetic when it bites. A burrowing grub can be noticed if the victim succeeds at a Wisdom check (DC 15). If successful, the victim sees strange rippling beneath his skin. If failed, the creature does not notice the grubs.

A burrowing grub deals 2d6 points of temporary Constitution damage each round. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, a burrowing rot grub can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 2d6 points of damage to the victim, but kills the grubs. After the second round, only a *remove disease* can kill the grubs as they burrow to the victim’s heart and devour it (still dealing 2d6 points of temporary Constitution damage each round).

**Tremorsense (Ex):** Rot grubs can automatically sense the location of anything within 20 feet that is in contact with the ground.

**Vermin:** Immune to all mind-influencing effects.

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