

# GRIMOIRE OF THE GRAVE

PROMO:  
MOHRG



Produced by

**2CGAMING**

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# Mohrg

モウグ

Murder of the innocent is a heinous crime deserving of the harshest punishments. Should such a perpetrator manage to evade justice for their crimes in life, they may find an even worse punishment in death. Via divine retribution, the corpse of such a murderer can be contaminated with a necrotic parasite, dredging up their soul from the afterlife and raising them as a mohrg. Possessed with a foul hunger for killers and murderers, mohrgs walk the world in a cursed existence. Lurking within the remains of their once-living body is a grotesque, purple parasite resembling bloated intestines. From this mass, tendrils snake their way through the body, animating it to assault the living with lamprey-like maws that inflict terrible wounds. Shackled to this monstrosity is what remains of the murderer's soul, unable to find rest or peace until the mohrg is finally destroyed.

The mohrg is a gripping cautionary tale for those who think they can get away with literal murder. While their punishment is understandably severe, sometimes I wonder whether the gods are wise to ordain their transformation.

Mohrgs are often far more dangerous in death than they ever were in life. Not to mention, some of my more ethically challenged colleagues have ensnared "live" mohrgs to extract the parasites for research!

Normally I might object, but where else can we find such ready supplies of necroplasm-based paralytics?

Scientists gotta science!



<b>CLASSIFICATION:</b> Brute
<b>FAVORS:</b> Constitution (high), flight, range; bards, rangers, sorcerers
<b>FOILS:</b> Healing, hit points (high), mobility; clerics, monks, paladins

## Lore

Characters can learn the following information about a mohrg with a successful Intelligence (Religion) ability check.

MOHRG LORE	
DC	INFORMATION
13	Mohrgs are the cursed corpses of murderers and killers who never faced justice. While they may look like zombies or ghouls, they are far more powerful and sinister. A mohrg's body is infested with a necrotic parasite, suffusing it with unholy power and ensuring a cursed existence.
18	A mohrg's tongue is deceptively long and can inflict potent paralysis. Thankfully, those able to resist its effects are temporarily inoculated against subsequent exposure, though it is far wiser just to keep your distance.
23	Be careful when slaying a mohrg, for too much damage can expose the creature's parasite and drive it into a frenzy against all living beings. Only by utterly destroying a mohrg's body can one avoid this deadly scenario.

# MORGH

Medium undead (accursed), typically neutral evil

**ARMOR CLASS** 17 (natural armor)

**HIT POINTS** 161 (19d8 + 76)

**SPEED** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	12 (+1)	10 (+0)	11 (+0)

**Saving Throws** Dex +5, Con +8, Cha +4

**Skills** Athletics +9, Perception +4, Stealth +5

**Damage Resistances** necrotic, psychic

**Damage Immunities** poison

**Condition Immunities** exhausted, poisoned, unconscious

**Senses** darkvision 120 ft.,  
passive Perception 14

**Languages** all languages it knew in life

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

## TRAITS

**Vile Parasite (1/Day).** The mohrg is granted unlife via a necrotic parasite puppeteering its body. If the mohrg is reduced to 0 hit points but its body remains intact, it is instead reduced to 1 hit point and the parasite becomes exposed until the mohrg finishes a long rest. When the parasite is exposed, the mohrg gains 80 temporary hit points, and it has advantage on attack rolls, saving throws, and ability checks against living creatures.

## ACTIONS

**Multiattack.** The mohrg makes three Claw attacks.

**Claw. *Melee Weapon Attack:*** +10 to hit, reach 5 ft., one target. ***Hit:*** 17 (2d10 + 6) slashing damage.

**Tongue. *Melee Weapon Attack:*** +10 to hit, reach 25 ft., one creature. ***Hit:*** 27 (6d8) necrotic damage, and the target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on a success. If a creature succeeds on a saving throw against this effect or the effect ends for it, it becomes immune to this effect from any mohrg until it finishes a long rest.

**Infest (Recharge 5–6). *Melee Weapon Attack:*** +10 to hit, reach 5 ft., one living incapacitated creature. ***Hit:*** The mohrg infests the target's body with a necrotic parasite that feeds on the target's flesh. The target's hit point maximum is reduced by 10d10, to a minimum of 1. This reduction lasts until the target is slain, finishes a long rest, or receives medical attention from a creature within reach taking 1 minute to attempt a DC 23 Wisdom (Medicine) ability check, removing the reduction on a success.



