

FEATHERED WURM

Huge • Dragon • Neutral

Armor Class 17

Initiative +5 (15)

Hit Points 189 (18d12 + 72)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	9 (-1)	18 (+4)	14 (+2)

Saving Throws Str +9, Con +8

Skills Perception +8, Stealth +5

Damage Immunities acid, cold, fire, poison, radiant

Senses blindsight 60 ft., passive Perception 18

Languages Draconic, Sylvan

CR 12 (XP 8,400; PB +4)



Camouflage. The wurm has advantage on Dexterity (Stealth) checks.

Displacement. Attack rolls against the wurm have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the wurm is incapacitated.

ACTIONS

Multiattack. The wurm makes three attacks: one with its Bite, one with its Constrict, and one with its Tail.

Bite. *Melee Weapon Attack:* +9, reach 15 ft. *Hit:* 27 (4d10 + 5) piercing damage.

Constrict. *Strength Saving Throw:* DC 17, one Huge or smaller creature the wurm can see within 10 feet. *Failure:* 27 (5d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). While grappled this way, the target is restrained, and the wurm can't use Constrict on another target.

Tail. *Melee Weapon Attack:* +9, reach 20 ft. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target is knocked prone.

Breath Weapons (Recharge 6). The wurm uses one of the following breath weapons.

Scintillating Breath. *Constitution Saving Throw:* DC 16, each creature in a 60-foot cone. *Failure:* 40 (9d8) radiant damage, and the target becomes blinded until the end of its next turn. *Success:* Half damage.

Mirage Breath. *Wisdom Saving Throw:* DC 16, each creature in a 60-foot cone. *Failure:* The target becomes incapacitated for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

FEATHERED WURM — WEAKER

Armor Class 16

Initiative +4 (14)

Hit Points 133 (14d12 + 42)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	9 (-1)	16 (+3)	14 (+2)

Saving Throws Str +8, Con +7

Skills Perception +7, Stealth +4

Damage Immunities acid, cold, fire, poison, radiant

Senses blindsight 60 ft., passive Perception 17

Languages Draconic, Sylvan

CR 9 (XP 5,000; PB +4)



Camouflage. The wurm has advantage on Dexterity (Stealth) checks.

Displacement. Attack rolls against the wurm have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the wurm is incapacitated.

ACTIONS

Multiattack. The wurm makes three attacks: one with its Bite, one with its Constrict, and one with its Tail.

Bite. *Melee Weapon Attack:* +8, reach 15 ft. *Hit:* 20 (3d10 + 4) piercing damage.

Constrict. *Strength Saving Throw:* DC 16, one Huge or smaller creature the wurm can see within 10 feet. *Failure:* 22 (4d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). While grappled this way, the target is restrained, and the wurm can't use Constrict on another target.

FEATHERED WURM — STRONGER

Armor Class 18

Hit Points 218 (19d12 + 95)

Speed 40 ft., climb 40 ft.

Initiative +7 (17)



STR

22 (+6)

DEX

14 (+2)

CON

19 (+4)

INT

9 (-1)

WIS

20 (+5)

CHA

16 (+3)

Saving Throws Str +11, Con +10

Skills Perception +10, Stealth +7

Damage Immunities acid, cold, fire, poison, radiant

Senses blindsight 60 ft., passive Perception 20

Languages Draconic, Sylvan

CR 15 (XP 13,000; PB +5)

Camouflage. The wurm has advantage on Dexterity (Stealth) checks.

Displacement. Attack rolls against the wurm have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the wurm is incapacitated.

ACTIONS

Multiattack. The wurm makes three attacks: one with its Bite, one with its Constrict, and one with its Tail.

Bite. *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 33 (5d10 + 6) piercing damage.

Constrict. *Strength Saving Throw:* DC 19, one Huge or smaller creature the wurm can see within 10 feet. *Failure:* 33 (6d8 + 6) bludgeoning damage, and the target is grappled (escape DC 19). While grappled this way, the target is restrained, and the wurm can't use Constrict on another target.

Tail. *Melee Weapon Attack:* +8, reach 20 ft. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is knocked prone.

Breath Weapons (Recharge 6). The wurm uses one of the following breath weapons.

Scintillating Breath. *Constitution Saving Throw:* DC 15, each creature in a 60-foot cone. *Failure:* 31 (7d8) radiant damage, and the target becomes blinded until the end of its next turn. *Success:* Half damage.

Mirage Breath. *Wisdom Saving Throw:* DC 15, each creature in a 60-foot cone. *Failure:* The target becomes incapacitated for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

Tail. *Melee Weapon Attack:* +11, reach 20 ft. *Hit:* 24 (4d8 + 6) bludgeoning damage, and the target is knocked prone.

Breath Weapons (Recharge 6). The wurm uses one of the following breath weapons.

Scintillating Breath. *Constitution Saving Throw:* DC 18, each creature in a 60-foot cone. *Failure:* 49 (11d8) radiant damage, and the target becomes blinded until the end of its next turn. *Success:* Half damage.

Mirage Breath. *Wisdom Saving Throw:* DC 18, each creature in a 60-foot cone. *Failure:* The target becomes incapacitated for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.