SANDWURM

Gargantuan • Dragon • Neutral



Armor Class 19
Initiative +5 (15)
Hit Points 247 (15d20 + 90)
Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	22 (+6)	9 (-1)	19 (+4)	16 (+3)

Skills Perception +9
Damage Resistances fire
Senses blindsight 60 ft., tremorsense 300 ft., passive Perception 19
Languages Draconic
CR 14 (XP 11,500; PB +5)

Granular Shifting Body. The sandwurm can burrow through nonmagical sand. While doing so, the sandwurm doesn't disturb the material it moves through. The sandwurm ignores difficult terrain caused by sand, and it can move through a space as narrow as 5 feet without expending extra movement to do so. It can’t end its turn inside a space that isn’t large enough for its size.

Melting Scales. When the sandwurm takes fire damage, its scales partially melt into glass. It can't use its Granular Shifting Form trait until the end of its next turn, and the ground within 5 feet of it becomes covered in shards until cleared, which have the same effect as the *spike growth* spell. The sandwurm is unaffected by the glass shards.

Sand Vision. The sandwurm can see through sand. It counts only as lightly obscured for it.

ACTIONS

Multiattack. The sandwurm makes one Bite and one Tail attack.

Bite. *Melee Weapon Attack:* +12, reach 15 ft. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 19). While grappled this way, the target is restrained.

Tail. *Melee Weapon Attack:* +12, reach 30 ft. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it is knocked prone and pushed back 10 feet.

Heatwave Breath (Recharge 6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot cone. *Failure:* 27 (5d10) fire damage plus 27 (5d10) radiant damage. Further, a target without resistance or immunity against fire damage gains a level of exhaustion. *Success:* Half damage.

Dune Breath. *Strength Saving Throw:* DC 19, each creature in a 90-foot-long, 20-foot-wide line. *Failure:* 10 (3d6) bludgeoning damage, and the target becomes restrained and is knocked prone. It or a creature within 5 feet of it can take an action to end the restrained condition on the target with a successful DC 15 Strength check. *Success:* Half damage. *Success or Failure:* The area counts as difficult terrain for creatures without a burrowing speed for 1 minute.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature grappled by the sandwurm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the sandwurm, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the sandwurm, and takes 17 (5d6) acid damage at the start of each of the sandwurm’s turns. If the sandwurm takes 40 damage or more on a single turn from a creature inside it, the sandwurm must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the sandwurm and is prone. If the sandwurm dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

SANDWURM — WEAKER



Armor Class 18
Initiative +4 (14)
Hit Points 201 (13d20 + 65)
Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	20 (+5)	9 (-1)	17 (+3)	14 (+2)

Skills Perception +7
Damage Resistances fire
Senses blindsight 60 ft., tremorsense 300 ft., passive Perception 17
Languages Draconic
CR 11 (XP 7,200; PB +4)

Granular Shifting Body. The sandwurm can burrow through nonmagical sand. While doing so, the sandwurm doesn't disturb the material it moves through. The sandwurm ignores difficult terrain caused by sand, and it can move through a space as narrow as 5 feet without expending extra movement to do so. It can’t end its turn inside a space that isn’t large enough for its size.

Melting Scales. When the sandwurm takes fire damage, its scales partially melt into glass. It can't use its Granular Shifting Form trait until the end of its next turn, and the ground within 5 feet of it becomes covered in shards until cleared, which have the same effect as the *spike growth* spell. The sandwurm is unaffected by the glass shards.

Sand Vision. The sandwurm can see through sand. It counts only as lightly obscured for it.

ACTIONS

Multiattack. The sandwurm makes one Bite and one Tail attack.

Bite. *Melee Weapon Attack:* +10, reach 15 ft. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). While grappled this way, the target is restrained.

Tail. *Melee Weapon Attack:* +10, reach 30 ft. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is a creature, it is knocked prone and pushed back 10 feet.

Heatwave Breath (Recharge 6). *Constitution Saving Throw:* DC 17, each creature in a 60-foot cone. *Failure:* 22 (4d10) fire damage plus 22 (4d10) radiant damage. Further, a target without resistance or immunity against fire damage gains a level of exhaustion. *Success:* Half damage.

Dune Breath. *Strength Saving Throw:* DC 17, each creature in a 60-foot-long, 20-foot-wide line. *Failure:* 10 (3d6) bludgeoning damage, and the target becomes restrained and is knocked prone. It or a creature within 5 feet of it can take an action to end the restrained condition on the target with a successful DC 15 Strength check. *Success:* Half damage. *Success or Failure:* The area counts as difficult terrain for creatures without a burrowing speed for 1 minute.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 17, one Large or smaller creature grappled by the sandwurm (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed by the sandwurm, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the sandwurm, and takes 14 (4d6) acid damage at the start of each of the sandwurm’s turns. If the sandwurm takes 30 damage or more on a single turn from a creature inside it, the sandwurm must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the sandwurm and is prone. If the sandwurm dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.

SANDWURM — STRONGER

Armor Class 20 **Initiative** +6 (16)
Hit Points 297 (17d20 + 119)
Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	24 (+7)	9 (-1)	21 (+5)	18 (+4)

Skills Perception +11
Damage Resistances fire
Senses blindsight 60 ft., tremorsense 300 ft., passive Perception 21
Languages Draconic
CR 17 (XP 18,000; PB +6)



Granular Shifting Body. The sandwurm can burrow through nonmagical sand. While doing so, the sandwurm doesn't disturb the material it moves through. The sandwurm ignores difficult terrain caused by sand, and it can move through a space as narrow as 5 feet without expending extra movement to do so. It can’t end its turn inside a space that isn’t large enough for its size.

Melting Scales. When the sandwurm takes fire damage, its scales partially melt into glass. It can't use its Granular Shifting Form trait until the end of its next turn, and the ground within 5 feet of it becomes covered in shards until cleared, which have the same effect as the *spike growth* spell. The sandwurm is unaffected by the glass shards.

Sand Vision. The sandwurm can see through sand. It counts only as lightly obscured for it.

ACTIONS

Multiattack. The sandwurm makes one Bite and one Tail attack.

Bite. *Melee Weapon Attack:* +14, reach 15 ft. *Hit:* 40 (5d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 19). While grappled this way, the target is restrained.

Tail. *Melee Weapon Attack:* +14, reach 30 ft. *Hit:* 35 (5d10 + 8) bludgeoning damage. If the target is a creature, it is knocked prone and pushed back 10 feet.

Heatwave Breath (Recharge 6). *Constitution Saving Throw:* DC 21, each creature in a 60-foot cone. *Failure:* 33 (6d10) fire damage plus 33 (6d10) radiant damage. Further, a target without resistance or immunity against fire damage gains a level of exhaustion. *Success:* Half damage.

Dune Breath. *Strength Saving Throw:* DC 21, each creature in a 90-foot-long, 20-foot-wide line. *Failure:* 14 (4d6) bludgeoning damage, and the target becomes restrained and is knocked prone. It or a creature within 5 feet of it can take an action to end the restrained condition on the target with a successful DC 15 Strength check. *Success:* Half damage. *Success or Failure:* The area counts as difficult terrain for creatures without a burrowing speed for 1 minute.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 21, one Large or smaller creature grappled by the sandwurm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the sandwurm, and the grapple ends. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the sandwurm, and takes 21 (6d6) acid damage at the start of each of the sandwurm’s turns. If the sandwurm takes 40 damage or more on a single turn from a creature inside it, the sandwurm must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the sandwurm and is prone. If the sandwurm dies, any swallowed creature is no longer restrained and can escape from the corpse using 20 feet of movement, exiting prone.