

BILEWORM

Large • Beast • Unaligned

Armor Class 14

Initiative -2 (8)

Hit Points 67 (9d10 + 18)

Speed 20 ft., burrow 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Condition Immunities blinded, deafened

Senses blindsight 20 ft., tremorsense 60 ft., passive Perception 9

Languages -

CR 3 (XP 700; PB +2)



Bile Pheromone. The worm knows the exact location of any creature that has come into contact with its or any other worm's Sticky Bile within the last hour, provided that the creature is within 500 feet of the worm.

Limited Movement. While the worm is grappling a creature, it can't use its burrow or climbing speed.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 3-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 18 (4d6 + 3) piercing damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the worm can't use its Bite or Sticky Bile on another target.

BILEWORM — WEAKER

Armor Class 13

Initiative -2 (8)

Hit Points 26 (4d10 + 4)

Speed 20 ft., burrow 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	12 (+1)	2 (-4)	8 (-1)	5 (-3)

Condition Immunities blinded, deafened

Senses blindsight 10 ft., tremorsense 60 ft., passive Perception 9

Languages -

CR 1/2 (XP 100; PB +2)



Bile Pheromone. The worm knows the exact location of any creature that has come into contact with its or any other worm's Sticky Bile within the last hour, provided that the creature is within 100 feet of the worm.

Limited Movement. While the worm is grappling a creature, it can't use its burrow or climbing speed.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 3-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the worm can't use its Bite or Sticky Bile on another target.

Sticky Bile. *Ranged Weapon Attack:* +4, range 20/40 ft. *Hit:* The target's speed is halved until it takes an action to end the effect. If the target spends a turn without moving while affected, its speed is reduced to 0, and it can only remove the effect by spending an action and succeeding on a DC 12 Strength check.

BONUS ACTIONS

Death Roll. *Strength Saving Throw:* DC 13, one creature grappled by the worm. *Failure:* The target takes 10 (3d6) slashing damage and is knocked prone. *Success:* Half damage.

Sticky Bile. *Ranged Weapon Attack:* +3, range 20/40 ft. *Hit:* The target's speed is halved until it takes an action to end the effect. If the target spends a turn without moving while affected, its speed is reduced to 0, and it can only remove the effect by spending an action and succeeding on a DC 11 Strength check.

BONUS ACTIONS

Death Roll. *Strength Saving Throw:* DC 14, one creature grappled by the worm. *Failure:* The target takes 3 (1d6) slashing damage and is knocked prone. *Success:* Half damage.

BILEWORM — STRONGER

Armor Class 15

Initiative -2 (8)

Hit Points 127 (15d10 + 45)

Speed 20 ft., burrow 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	7 (-2)	16 (+3)	2 (-4)	8 (-1)	5 (-3)

Condition Immunities blinded, deafened

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages -

CR 6 (XP 2,300; PB +3)



Bile Pheromone. The worm knows the exact location of any creature that has come into contact with its or any other worm's Sticky Bile within the last hour, provided that the creature is within 1000 feet of the worm.

Limited Movement. While the worm is grappling a creature, it can't use its burrow or climbing speed.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 3-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 25 (6d6 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the worm can't use its Bite or Sticky Bile on another target.

Sticky Bile. *Ranged Weapon Attack:* +6, range 20/40 ft. *Hit:* The target's speed is halved until it takes an action to end the effect. If the target spends a turn without moving while affected, its speed is reduced to 0, and it can only remove the effect by spending an action and succeeding on a DC 14 Strength check.

BONUS ACTIONS

Death Roll. *Strength Saving Throw:* DC 15, one creature grappled by the worm. *Failure:* The target takes 18 (4d8) slashing damage and is knocked prone. *Success:* Half damage.