

# Amethyst Greatwurm

Gargantuan, Dragon (Gem), Neutral

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**ARMOR CLASS**

23

**HIT POINTS**

574 (28d20 + 280)

**CHALLENGE**

26 | 90,000 XP

**PROFICIENCY**

+8

|                             |  |
|-----------------------------|--|
| <b>Speed</b>                | Fly 100 ft., Walk 50 ft.                                     |
| <b>Initiative</b>           | +5   |
| <b>Saving Throws</b>        | Cha +17, Con +18, Dex +13, Int +17, Wis +15                  |
| <b>Skills</b>               | Arcana +17, Stealth +13, Perception +23                      |
| <b>Damage Resistances</b>   | Force, Psychic   |
| <b>Damage Immunities</b>    | Charmed, Frightened  |
| <b>Condition Immunities</b> | Charmed, Frightened  |
| <b>Senses</b>               | Blindsight 120 ft., Truesight 120 ft.; Passive Perception 33 |
| <b>Passive Perception</b>   | 33   |
| <b>Languages</b>            | Common, Draconic, telepathy 240 ft.                          |

**STR**30  
+10**DEX**20  
+5**CON**30  
+10**INT**28  
+9**WIS**24  
+7**CHA**28  
+9

## Traits

**Greatwurm Gravity.** The greatwurm has Advantage on saving throws against being pushed, pulled, knocked Prone, restrained, or magically moved.

**Gem Apex Mind.** The greatwurm has Advantage on Intelligence, Wisdom, and Charisma saving throws.

## Actions

**Multiattack.** The greatwurm makes three attacks: Bite and two Claws.

**Bite.** Melee Attack Roll: +18, reach 20 ft. Hit: 36 (4d12 + 10) Piercing damage plus 45 (10d8) Force damage.

**Claw.** Melee Attack Roll: +18, reach 15 ft. Hit: 24 (4d6 + 10) Slashing damage.

**Singularity Breath (Recharge 5-6).** Strength Saving Throw: creatures in a 120-foot Cone. Failure: 153 (34d8) Force damage and the target is pulled 60 feet. Success: Half damage and no pull.

# Reactions

**Gravity Throne.** When hit by an attack, the greatwyrms adds 8 to its AC against that attack, potentially causing it to miss.

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