

Core Spawn Worm

Gargantuan, Aberration, Chaotic Evil

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ARMOR CLASS

20

HIT POINTS

445 (27d20 + 162)

CHALLENGE

15 | 13,000 XP

PROFICIENCY

+5

Speed Walk 40 ft., Burrow 30 ft.

Initiative +3

Saving Throws Cha +7, Con +11, Str +10, Wis +8

Skills Insight +8, Perception +8

Damage Resistances Acid; Psychic

Senses Darkvision 120 ft.; Passive Perception 18

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Languages Deep Speech, telepathy 120 ft.

STR21
+5**DEX**17
+3**CON**23
+6**INT**19
+4**WIS**17
+3**CHA**15
+2

Traits

Far-Realm Spawn. Core Spawn Worm has Advantage on saving throws against being Charmed or Frightened while another aberration is within 30 feet.

Pressure Pattern. Once on each of its turns when Core Spawn Worm damages a creature with Acid damage, that creature has Disadvantage on its next opportunity attack before the start of Core Spawn Worm's next turn.

Actions

Multiattack. Core Spawn Worm makes two Signature Strike attacks.

Signature Strike. Melee or Ranged Attack Roll: +10, reach 20 ft. or range 60/180 ft. Hit: 53 damage including Acid pressure.

Acid Surge (Recharge 5-6). Saving Throw: creatures of the GM's choice within 30 to 60 feet. Failure: 85 Acid damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

Reactions

Defensive Instinct. When Core Spawn Worm is hit by an attack, it adds 5 to its AC against that attack, potentially causing it to miss.

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