

Duskdale Wurm

Huge, Monstrosity, Unaligned

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ARMOR CLASS

18

HIT POINTS

262 (21d12 + 126)

CHALLENGE

13 | 10,000 XP

PROFICIENCY

+5

Speed Walk 40 ft., Burrow 30 ft.

Initiative +1

Saving Throws Con +10, Str +13, Wis +6

Skills Perception +6

Damage Resistances Necrotic, Poison

Senses Darkvision 120 ft., Tremorsense 120 ft.; Passive Perception 16

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Languages None

STR

28
+9

DEX

12
+1

CON

22
+6

INT

3
-4

WIS

14
+2

CHA

8
-1

Traits

Dusk Burrower. The worm can burrow through earth, packed grave soil, and stone softened by shadow without leaving a stable tunnel.

Valley Shaker. The worm deals double damage to objects and structures.

Actions

Multiattack. The worm makes two attacks: Bite and Tail Slam.

Bite. Melee Attack Roll: +13, reach 10 ft. Hit: 32 (4d10 + 10) Piercing damage plus 13 (3d8) Necrotic damage.

Tail Slam. Melee Attack Roll: +13, reach 15 ft. Hit: 28 (4d8 + 10) Bludgeoning damage.

Dusk Collapse (Recharge 5-6). Dexterity Saving Throw: creatures within 20 feet of a point the worm can sense within 90 feet. Failure: 63 (14d8) Bludgeoning damage and the target falls Prone. Success: Half damage.

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