

# PURPLE WORM

Within the veins of the earth, all fear the worm. The worm is inescapable; while most creatures of the deep earth live and die without ever coming near one, the signs of their passage are seen and felt everywhere, in the ancient honeycomb of tunnels that riddles the earth to its core, in the telltale shuddering of stone. Reminders all that the boundary between life and death is mediated by the worm's attention. If there can be said to be a commonality that binds all the disparate underfolk together it is this; soon or late, we all feed the worm.

## PURPLE WORM TACTICS

The purple worm bursts forth with its Terror From the Deep, then lays about with its multiattack until it has swallowed a creature, then descends. It stays close to the surface for a turn or two as it contemplates going back for a second morsel, then either surfaces once again or descends further. If forced to disgorge a meal due to internal damage, or if reduced below 100 hit points, the worm disengages and burrows away.

## PURPLE WORM LORE

**Arcana DC 20:** Purple worm eggs fetch astronomical prices on the black market due to their myriad of arcane uses. Most notably, a mage that casts scrying using a worm egg as a focus can taste, smell, and feel the observed environment, making it much easier to determine a target's absolute location. It is, however, difficult to sell them openly, as most settlements aren't keen to play nursery to a purple worm.

**History DC 15:** Purple worms pass many gems and minerals undigested, making purple worm castings highly prized when found in mineral-rich soils.

**Nature DC 15:** Purple worms sense the world through a mixture of powerful hearing and electroreception, drawn to loud noises and the ambient electricity of living things.

**Nature DC 20:** Like many of their smaller kin, the purple worm can be forced to surface by driving an electrical current through the ground around it, confusing its sense of direction.



# PURPLE WORM

*Gargantuan monstrosity, unaligned*

**Armor Class** 18 (Natural Armor)

**Hit Points** 247 (15d20 + 90)

**Speed** 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

**Saving Throws** CON +11, WIS +4

**Damage Resistances** Weapon attacks not made from inside it

**Senses** Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 9

**Challenge** 16 (15,000 XP)

**Tunneler.** The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

**Earth Quaker.** When the worm burrows 30 feet or fewer below the surface, 10 foot wide, 10 foot deep fissures open at the surface above where it passes. Creatures in the space where a fissure opens must succeed on a DC 19 Dexterity saving throw or fall prone in the trench. On a success, a creature may use its reaction to move up to 10 feet to avoid falling in.

**Implacable.** If the worm fails a saving throw, it can choose to succeed instead. If it does, it loses 25 hit points.

**Shock Sensitivity.** If the worm, or the ground within 30 feet of it is subjected to lightning damage, it cannot use its terror from the deep action on its next turn, and must use all of its movement to surface.

## Actions

**Multiattack.** The worm makes two attacks: one with its bite and one with its stinger.

**Bite.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

**Tail Stinger.** Melee Weapon Attack: +14 to hit, reach 10 ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

**Terror From the Deep (Recharge 5-6).** The Worm moves up to its burrow speed, then bursts from underground thrashing in a flurry of debris. Each creature in a 15 foot radius must succeed on a DC 19 Dexterity saving throw or take 35 (10d6) bludgeoning damage and be knocked prone, or half damage on a success. As a bonus action, the worm may make a bite attack against a creature that failed this save.

## Reactions

**Dweomersense.** As a reaction to being targeted with a spell of 4th level or above, the purple worm may move up to its burrow speed. If it is no longer a valid target for the spell, the spell slot is not expended and the spell caster may choose a different use for their action.

## ART CREDITS

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