

Giant Annelid

Colossal Beast

Hit Dice: 25d10+225 (362 hp)

Initiative: -2 (Dex)

Speed: 80 ft, burrow 60 ft

AC: 20 (-8 size, -2 Dex, +20 natural)

Attacks: Bite +26 melee

Damage: Bite 4d6+24

Face/Reach: 30 ft by 300 ft (coiled)/15 ft

Special Attacks: Improved grab, swallow whole, lure earth creature, paralyze earth creature

Special Qualities: Immunity to fire, tremorsense

Saves: Fort +23, Ref +12, Will +7

Abilities: Str 43, Dex 6, Con 29, Int 1, Wis 8, Cha 8

Skills: Climb +12

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 17

Treasure: None

Alignment: Always neutral

Advancement: 26-50 HD (Colossal); 51+ HD (Colossal+)

Full-grown annelids measure about 1,000 feet long and 25 feet in diameter. The largest annelids reach 40 feet in diameter and some 2,000 feet in length. Their bodies, grayish-brown in color, are segmented like earthworms. The longer the annelid, the more segments it has, up to perhaps 600 in the longest.

Biologically, an annelid is a long tube inside a larger tube. The annelid's mouth is a circular, funnel-like opening lined with three rows of sharp, conical teeth. The inner digestive tract of the annelid runs the entire length of its body. Each segment can live virtually on its own, for each has two hearts around the central tube, shaped like half-toruses (half-doughnuts).

Hairlike sensory fibers called setae grow on the posterior edge of each segment except the first. These can grow to an inch in diameter and a few feet long. The annelid has no other sensory equipment except light- and heat-sensitive patches at its front end.

Annelids are hermaphroditic, but only those of Colossal+ size ever reproduce. The annelid lures several earth creatures into range, paralyzes them, and lays eggs within nearby rocks. After several weeks, the eggs hatch, and the annelid grubs dine on the earth creatures' life force. Thus fed, the young grubs grow to several feet in diameter and begin to tunnel. They soon reach a length of 15 feet, but they grow more slowly thereafter. There is no known limit on an annelid's life span.

Annelids subsist on the rock they eat. They have no other known diet. Annelids can live anywhere underground, even in lava pools. Exposure to light does not damage them, but they dislike it.

Combat

The giant annelid coils itself in combat and strikes any creature that comes within range.

Improved Grab (Ex): To use this ability, the giant annelid must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe. The giant annelid has a grapple bonus of +50.

Swallow Whole (Ex): A giant annelid can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 4d6+16 points of crushing damage plus 1d8 points of acid damage per round from the annelid's gizzard. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to the annelid's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a light piercing or slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Lure Earth Creature (Ex): By setting up false signals that propagate throughout the ground to a maximum range of 600 feet, the giant annelid can cause any creature with the Earth subtype to begin moving toward it at its full speed as if the creature is affected by a *charm monster* spell. The creature receives a Will save (DC 31) to resist the effects. Elemental creatures with the earth subtype receive a -4 to their Will save to resist this effect.

Paralyze Earth Creature (Ex): A creature that is affected by the giant annelid's lure earth creature attack must succeed at a Fortitude save (DC 31) when it comes within 30 feet of the giant annelid. Failing the save results in paralysis for 1 day per HD of the giant annelid. Elemental creatures with the earth subtype receive a -4 to their Fortitude save to resist this effect.

Tremorsense (Ex): A giant annelid can automatically sense the location of anything within 60 feet that is in contact with the ground.

The Giant Annelid first appeared in the *Creature Catalog* (TSR, 1993).