

WORM

Source: 1e *Fiend Folio* (giant bloodworm); 3e *Fiend Folio* (lucent worm, century worm); 3e *Libris Mortis* (giant maggot); 1e *Monster Manual 2* (tunnel worm, tenebrous worm)

There are many different types of dangerous worms, from the lowly rot grub to the great nematodean. The legendary purple worm, of course, is the archetypical example. Dangerous worms' characteristics vary greatly by type, but they are usually extremely stupid. Dangerous worms almost always require a diet of flesh or blood; however, there are exceptions, especially those worms from other planes or the worms of Chaos unleashed upon Cydra centuries ago.

Giant Maggot

Small natural beast

Level 4 Minion Brute

XP 175

HP 1; a missed attack never damages a minion

Initiative +1

AC 16; **Fortitude** 18; **Reflex** 14; **Will** 16

Perception +3

Speed 5

Immune disease

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 6 damage.

TRIGGERED ACTIONS

(close) Sickening Pop * At Will

Trigger: The giant maggot is reduced to 0 hit points.

Attack (No Action): Close burst 1 (each creature in burst); +5 vs. Will.

Hit: The target is weakened until the end of its next turn.

Str 15 **Dex** 8 **Wis** 12

Con 18 **Int** 1 **Cha** 7

Alignment unaligned

Languages -

Giant Bloodworm

Large natural beast

Level 8 Elite Brute

XP 700

Giant bloodworms often lurk in wait below the surface of a body of water, where it strongly resembles a submerged log.

HP 220; **Bloodied** 110

Initiative +2

AC 19; **Fortitude** 24; **Reflex** 18; **Will** 20

Perception +6

Speed 4, burrow 3, swim 6

Tremorsense 10

Saving Throws +2; **Action Points** 1

TRAITS

Lightning Writhe

When the giant bloodworm takes lightning damage, it is slowed until the end of its next turn.

Bloody Surge

While the giant bloodworm is bloodied, at the start of its turn it gains a +2 bonus to attack rolls and a bonus of +2d6 to damage until the start of its next turn. It also takes 5 damage unless it has a creature grabbed with *leeching bite*.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 4d6+6 damage.

(melee) Leeching Bite (healing) * At Will

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 4d6+6 damage, and the target is grabbed (escape DC 16). While the target is grabbed, it takes 10 damage and the bloodworm regains 5 hit points at the start of the target's turn. While the giant bloodworm has the target grabbed, the only standard action it can take is to use *leeching bite* against the grabbed target.

TRIGGERED ACTIONS

(close) Bloody Spray * Recharge when first bloodied

Trigger: The bloodworm is hit by a melee attack.

Attack (Immediate Reaction): Close blast 2 (the triggering attacker); +11 vs. Reflex.

Hit: The target is blinded (save ends).

Skills Stealth +7

Str 14 **Dex** 7 **Wis** 14

Con 20 **Int** 2 **Cha** 5

Alignment unaligned

Languages -

Tunnel Worm

Level 9 Lurker

Medium natural beast

XP 400

The tunnel worm is technically closer to a centipede than a worm, but so the vagaries of monster nomenclature go. Armored in shiny black chitin, the tunnel worm prefers to lair in narrow passages that restrict movement (and often grant it combat advantage) and is adept at striking very quickly. Tunnel worms are found underground, from shallow dungeons beneath abandoned keeps to the depths of the Underdark.

A tunnel worm typically digs its lair perpendicular to a passageway or the wall of a chamber, then lays in wait for prey to pass by its tunnel, seizing it and retreating into its lair with its meal. If the prey is too large to pull into the tunnel, the tunnel worm chews bits off until it can fit.

HP 75; **Bloodied** 37

Initiative +13

AC 23; **Fortitude** 21; **Reflex** 23; **Will** 21

Perception +7

Speed 8

Darkvision

TRAITS

Tunnel Movement

A tunnel worm takes no penalties and does not grant combat advantage when squeezing. It can squeeze into an area sized for a tiny creature as long as there is at least one additional square that the tunnel worm can occupy adjacent to it.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +14 vs. AC.

Hit: 2d8+8 damage.

(melee) Sudden Lunge * At Will

Requirement: The tunnel worm must be squeezing and must not be grabbing a creature.

Attack: Melee 3 (one creature); +14 vs. AC.

Hit: 3d8+8 damage and the tunnel worm pulls the target up to 3 squares. If the target ends this pull adjacent to the tunnel worm, the tunnel worm grabs the target (escape DC 17).

Str 18 **Dex** 20 **Wis** 16

Con 15 **Int** 3 **Cha** 11

Alignment unaligned

Languages -

Lucent Worm

Level 12 Lurker

Huge fey beast

XP 700

A lucent worm is extraordinarily good at concealing itself, especially for such a large and clumsy beast. However, it is semitransparent at the best of times, and the millions of tiny cilia that cover it aid it in moving in quick and versatile ways.

HP 97; **Bloodied** 48

Initiative +9

AC 26; **Fortitude** 26; **Reflex** 22; **Will** 24

Perception +6

Speed 8, burrow 6, swim 6

Tremorsense 10

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +17 vs. AC.

Hit: 2d8+11 damage.

(melee) Paralyzing Bite * At Will

Requirement: The lucent worm must be invisible or hidden from the target.

Attack: Melee 2 (one creature); +17 vs. AC.

Hit: 3d8+12 damage and the target is immobilized (save ends).

Second Failed Save: The target is instead stunned (save ends).

Lucent Fade * At Will

Effect: The lucent worm becomes invisible and gains phasing until the end of its next turn or until it attacks.

Skills Stealth +13

Str 22 **Dex** 9 **Wis** 10

Con 19 **Int** 1 **Cha** 9

Alignment unaligned

Languages -

Tenebrous Worm

Level 12 Soldier

Large shadow beast

XP 700

The tenebrous worm is a predator from the Shadowfell. Its head and forebody are covered with stiff bristles; its hind portion is naked, exposing a dull, dead grey skin. The creature's eyes are multifaceted and seem to swim with shades of grey, while its great maw is flanked by mandibles of a pearly grey; occasionally, eccentric collectors have been willing to pay for an undamaged set. The tenebrous worm's underbody has a series of bulges on it, suggestive of caterpillar legs; this had led some sages to suggest that the tenebrous worm may be the larval form of some other Shadowfell hunter.

HP 120; **Bloodied** 60

Initiative +12

AC 28; **Fortitude** 24; **Reflex** 24; **Will** 24

Perception +9

Speed 7

Darkvision

STANDARD ACTIONS

(mbasic) Mandibles (acid, necrotic) * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 1d10+5 damage plus 3d6 acid and necrotic damage.

TRIGGERED ACTIONS

(melee) Gloom Bristles (poison) * At Will

Trigger: An adjacent enemy makes a melee attack against the tenebrous worm.

Attack (Opportunity Action): Melee 1 (the triggering creature); +15 vs. Reflex.

Hit: 2d6+3 poison damage and the target is slowed and cannot shift (save ends both).

Str 22 **Dex** 18 **Wis** 16

Con 16 **Int** 3 **Cha** 11

Alignment unaligned

Languages -

Century Worm

Level 15 Soldier

Huge natural beast

XP 1,200

A century worm is a gigantic worm with a voracious appetite. The monster takes its name from the fact that it takes a full century to grow to its adult size, but its larvae can be dangerous on their own. They dwell in its gut and sometimes emerge from its maw when the beast is under stress.

HP 148; **Bloodied** 74

Initiative +7

AC 31; **Fortitude** 30; **Reflex** 25; **Will** 25

Perception +7

Speed 8, burrow 4, swim 4

Tremorsense 20

STANDARD ACTIONS

(mbasic) Bite * At Will

Requirement: The century worm may not have a creature grabbed.

Attack: Melee 2 (one creature); +20 vs. AC.

Hit: 4d6+9 damage and the target is grabbed (escape DC 22).

(melee) Slobbering Gulp (acid) * At Will

Attack: Melee 2 (one creature grabbed by the century worm); +18 vs. Reflex.

Hit: 4d10+1 acid damage and the target is swallowed (escape DC 24). While swallowed, the target takes ongoing 10 acid damage, plus see *wriggling progeny*. It has line of sight and line of effect only to the century worm, and no other creature has line of sight or line of effect to the target. When the target escapes or the century worm dies, the target reappears in a space adjacent to the century worm.

MINOR ACTIONS

(close) Distracting Keen * At Will

Requirement: The century worm may not have a creature grabbed.

Attack: Close burst 2 (each creature in burst); +16 vs. Will.

Hit: The century worm marks the target (save ends).

TRIGGERED ACTIONS

Acid Reflux * Recharge when first bloodied

Trigger: The century worm takes at least 20 acid damage.

Effect (Immediate Reaction): The century worm vomits up 2 century worm larvae in unoccupied spaces adjacent to the worm (if there is no adjacent unoccupied space, the larvae appear in the nearest unoccupied space). (These larvae are worth full normal xp.)

(melee) Wriggling Progeny * At Will

Trigger: A creature swallowed by the century worm starts its turn.

Effect (Opportunity Action): 1d4 century worm larvae within the worm make melee basic attacks on the triggering creature.

Str 23 **Dex** 7 **Wis** 11

Con 20 **Int** 1 **Cha** 2

Alignment unaligned

Languages -

Century Worm Larva

Small natural beast

HP 1; a missed attack never damages a minion

AC 31; **Fortitude** 25; **Reflex** 28; **Will** 26

Speed 8, burrow 4, swim 4

Resist 15 acid

Level 15 Minion Soldier

XP 300

Initiative +13

Perception +7

Tremorsense 20

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 11 damage.

(melee) Spine Burrow * At Will

Attack: Melee 1 (one helpless creature); +18 vs. Fortitude.

Hit: 14 damage, and the century worm larva burrows into a Medium or larger target's spine. Unless the target receives a power with the Heal keyword or a Heal check, DC 22, within one hour, the worm cannot be removed without a *remove affliction* ritual or a Heal check, DC 28 (a failed Heal check drains 4 healing surges from the target and reduces the target to 0 hit points). In 1d4 weeks, the victim dies. The worm slowly grows thereafter, living off the remains for a century before emerging as an adult.

Miss: The century worm larva dies.

Str 10 **Dex** 19 **Wis** 11

Con 16 **Int** 1 **Cha** 2

Alignment unaligned

Languages -

Nematodean

Gargantuan natural beast

Level 21 Solo Brute

XP 16,000

A nematodean is an immense and ancient worm. These dumb brutes are incredibly dangerous, as a single one can be split into many, equally-powerful nematodeans that are also able to split. These things are all locked in an ancient sleep, but if the seals leading to a nematodean's chamber are broken it will awaken. After a period of devastating activity, the great worm falls back into a sleep that lasts for decades or centuries, but no longer sealed away, it will awaken again to threaten the area it dwells in.

HP 726; **Bloodied** 363

Initiative +10

AC 34; **Fortitude** 37; **Reflex** 30; **Will** 33

Perception +16

Speed 5, burrow 3

Tremorsense 20

Immune daze, stun

Saving Throws +5; **Action Points** 2

TRAITS

Mindless

The nematodean gains a +5 bonus to its defenses against effects with the Charm, Fear or Psychic keyword.

Regeneration

The nematodean regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the nematodean takes fire or acid damage, its regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Crush * At Will

Attack: Melee 2 (one creature); +24 vs. Fortitude.

Hit: 4d12+10 damage and the target falls prone.

(melee) Crushing Surge * At Will

Effect: The nematodean moves its speed. It may enter enemy spaces during this movement and may end the move in occupied squares. As it moves, it makes the following attack once against each target.

Attack: Melee 0 (each creature whose space the nematodean enters); +22 vs. Fortitude.

Hit: 4d8+9 damage and the nematodean pushes the target to the nearest unoccupied space.

TRIGGERED ACTIONS

Split * Special

Trigger: The nematodean is reduced to 600 hit points for the first time in the encounter or 300 hit points for the first time in the encounter.

Effect (No Action): The nematodean splits in two. A second nematodean appears in unoccupied space adjacent to the nematodean; if there is no unoccupied space large enough for the new nematodean to appear, it makes a *crushing surge* attack as a free action. Each nematodean has half the original's hit points + 50. Each nematodean has the same statistics as the original, including this trait. The xp value of a nematodean includes the value of up to three additional nematodeans created via this power.

Writhing Thrash * Recharge when the nematodean uses *split*

Trigger: The nematodean is damaged by a close or melee attack.

Attack (Immediate Reaction): Melee 2 (the attacking creature); +24 vs. Fortitude.

Hit: 2d8+6 damage and the nematodean pushes the target 3 squares.

Str 26 **Dex** 10 **Wis** 22

Con 24 **Int** 1 **Cha** 8

Alignment unaligned

Languages -