

## ADULT SANDWORM

If a sandworm survives years in the dangerous desert without being hunted or killed, it can grow to an enormous size. A rare, fully-grown sandworm typically establishes itself as king of the desert, preying on traveling merchants and other sandworms.

**Apex Predator.** An adult sandworm can sleep for years in the desert sand, preserving its strength and waiting for prey to pass overhead. When hunting, it burrows deep below the sand and emerges from beneath a creature to disorient it.

**Legendary Hunter.** Adult sandworms are considered myths because of their rarity. Few exist in a desert at any time. If two adult sandworms detect each other, they immediately fight to the death to maintain dominance and is cited as the cause of multiple sandstorms.

## PATREON | ARIPOCKILY

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### ADULT SANDWORM

*Huge monstrosity, unaligned*

Armor Class 17 (natural armor)

Hitpoints 195 (17d12 + 85)

Speed 50 ft., burrow 30 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 24 (+6) | 14 (+2) | 20 (+5) | 2 (-4) | 10 (+0) | 4 (-3) |

**Saving Throws** Con +5, Wis +5

**Skills** Stealth +7

**Senses** blindsight 30 ft., tremorsense 120 ft., passive Perception 11

**Challenge** 14 (11,500 XP)

**Disruptive Burrow.** Whenever the sandworm is burrowing 5 feet or less below the surface, the ground space above it is violently disrupted. Each creature standing on a disrupted space must succeed on a DC 18 Dexterity saving throw or be knocked prone.

**Explosive Emergence.** When the sandworm emerges from the ground, each creature above the sandworm is pushed to the nearest unoccupied space. If a creature is knocked prone by this emergence by the Disruptive Burrow property, the sandworm can make a Bite attack against it as a bonus action.

### Actions

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

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Sand Blast (Recharge 5-6, or Recharge 3-6 if the sandworm has used its Dig attack since the end of its last turn).** The sandworm regurgitates abrasive sand in a 30-foot cone. Each creature in the cone must make a DC 18 Dexterity saving throw, taking 45 (10d8) bludgeoning damage on a failed save, or half as much damage on a successful one. The sandy dust in the cone remains suspended in air for 1 minute and is considered heavily obscured.

### Legendary Actions

The sandworm can take 3 legendary actions. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The sandworm regains spent legendary actions at the start of its turn.

**Dig (Costs 2 actions).** The sandworm dives into the ground. Each creature within 10 feet of the sandworm must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 5) bludgeoning damage and be knocked prone. The sandworm can then burrow up to half its burrow speed.

**Frightening Maw.** The sandworm screeches and bares thousands of teeth. Each creature within 30 feet of the sandworm must succeed on a DC 18 Wisdom saving throw or be frightened of it until the end of the creature's next turn.

**Tail Attack.** The sandworm makes a tail attack.