

ZOMBIE WORM

Small undead, neutral evil

Armor Class 13

Hit Points 35 (10d4+10)

Speed 20 ft., swim 30 ft., climb 25 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	17 (+3)	12 (+1)	2 (-4)	5 (-3)	1 (-5)

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses blindsight 60 feet. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1 (200 xp)

Lifeline. When grappling a creature that is not a construct, elemental, or undead, it bonds with that creature's life essence. Any attack that damages the zombie worm also deals an equal amount of damage to the creature it is grappling. If a creature has any damage resistances or immunities, the zombie worm gains any such resistances and immunities while it is attached to the creature.

Death Bomb. A zombie worm that is reduced to 0 hit points creates a necrotic explosion in a 5 foot radius. Any creature caught in this radius must make a DC 12 Dexterity saving throw, taking 7 (2d6) necrotic damage on a failure, or half as much on a success.

Disrupt Life. When attached to a living creature that is not a construct, elemental, or undead, that creature cannot properly rest or gain nutrition. The attached creature cannot benefit from food, sleep, short rests, or long rests until the zombie worm is detached.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage, and the target is grappled, regardless of its size. While it is grappled, a zombie worm remains still and does not continue to fight. A grappled target or ally can use its action to attempt a DC 12 Strength (Athletics) check to remove the creature, but doing so inflicts 10 (3d6) piercing damage to the grappled target. A zombie worm may decide to try to reattach, or flee. A zombie worm that is attached to its prey and is reduced to 0 hit points automatically stops grappling its target without dealing any additional damage.



TACTICS

Before Combat zombie worms like to hide when they sense creatures approaching so that they can surprise their prey with a bite. They can climb well and are known to drop on prey from above.

During Combat A zombie worm's only purpose is to bite, attach, and feed. When attached, they tend to go limp and lull their prey into a false sense of security while they slowly syphon life away from their prey. A typical zombie worm will attach or up to three days before it decides it has had enough. This is usually enough to leave the prey alive, unless multiple zombie worms are attached to the same creature.

Morale A zombie worm that is reduced to 10 hit points or below are prone to flee, usually by climbing or swimming. Their slow land speed means that it is their most risky means of escape.

Zombie worms are created from spare tissue not used in the creation of more robust undead creatures. A fully empowered zombie worm exists only to attach itself to a living being, and drain them of energy. Similar to a leech, it will remain attached until it has had its fill, and vigorously resists extraction. Necromancers and vampire lords may sometimes litter their lairs or territory with these worms, making even the journey into the heart of their lands a dangerous prospect.

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