

# GUMMY WORM

CR  
11

Said to be the result of a purple worm slowly dissolved over time inside an enormous gelatinous cube, gummy worms are one of the rarest creatures in the Underdark. It writhes through the damp underground, feeding on any creature or object that can be dissolved, slinking along the ground and through the earth itself in search of sustenance. The first warning an adventure usually receives of a gummy worm's presence are the wide, sticky tunnels it leaves in its wake, followed by the searing pain of its acidic touch.

**Functionally Blind.** With no eyes to speak of, the gummy worm hunts primarily via the vibrations of sound and movement through the earth - and the happy accident of rolling over prey that happens to be in its path. They have been known to emerge suddenly through walls that have stood unbreached for centuries, consuming everything in their path before finally being struck down. The cities and settlements that dot the Underdark sometimes maintain special wards to deter these mindless hunters, though gummy worms are so rare that any place with wards against them has undoubtedly suffered a slow, melting attack at some point.

**Fool's Gold.** Gummy worms subsist primarily on organic matter, and their acid is less effective against metals. Many an adventurer has found itself unable to breathe and slowly being dissolved after stepping into a gummy worm after being tempted by some kind of treasure floating unaffected in the worm's transparent mass.

## *Gargantuan ooze, unaligned*

**Armor Class** 11

**Hit Points** 232 (15d20 + 75)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	5 (-3)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, restrained, prone

**Saving Throws** CON +9, WIS +2

**Senses** Tremorsense 60 ft. (blind beyond this radius), Passive Perception 8

**Challenge** 11 (7,200 XP)

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

**Ooze Worm.** The worm takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the worm's Engulf and has disadvantage on the saving throw. Creatures inside the worm can be seen but have total cover.

A creature within 5 feet of the worm can take an action to pull a creature or object out of the worm. Doing so requires a successful DC 16 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

**Transparent.** Even when the worm is in plain sight, it takes a successful DC 17 Wisdom (Perception) check to spot a worm that has neither moved nor attacked. A creature that tries to enter the worm's space while unaware of the worm is surprised by the worm.

## Actions

**Multiattack.** The worm makes two attacks: one with its chomp and one with its acid spit.

**Chomp.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

*Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the worm. A swallowed creature can't breathe, is restrained, and it takes 10 (3d6) acid damage at the start of each of the worm's turns.

**Acid Spit.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* The target must make a DC 16 Constitution saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

**Engulf.** The gummy worm moves up to its speed. While doing so, it can enter Large or smaller creature's spaces. Whenever the worm enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the worm. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the worm enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 10 (3d6) acid damage at the start of each of the worm's turns. When the worm moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the worm.

**Roll (Recharge 5/6).** The gummy worm rolls sideways, moving up to its speed in a straight line. The worm is 20 feet long. A creature whose space the worm enters while rolling is subjected to the worm's Engulf ability and has disadvantage on the saving throw. A creature who succeeds on the saving throw is pushed to a space within 5 feet of the space where the worm ends its movement.

