

TATZLWURM

This nightmarish creature of legend lives in remote hills and mountainous areas far from civilization. On those occasions when a tatzlwurm is driven by hunger to invade civilized lands, it is cause to panic, as a single adult can lay waste to an entire village. A tatzlwurm keeps on growing through its entire life, eventually reaching enormous sizes after several centuries.

Mature tatzlwurms typically lie in wait in their burrows for an unsuspecting creature (or herd) to pass, and then lash out with their lengthy tentacles, attempting to grasp their prey and haul it back into their cavernous mouths to be swallowed. It's said that a tatzlwurm's tentacles are nearly as long as its body, allowing one to snatch flying creatures from dozens of feet in the air. If that wasn't bad enough, they can launch themselves airborne from their burrows at least the same height, doubling their already considerable reach.

Tatzlwurms lay one or more barrel-sized egg clutches, which hatch into massive swarms of larvae. Left to fend for themselves, usually only two to three of the strongest hatchlings survives the hungry jaws of its siblings. While the larvae and young lack the tentacles of the adult form, they still possess other defense mechanisms.

DESIGN NOTES: The Tatzlwurm appeared in the Season 4 episode *Three's a Crowd* where, at the "edge of Equestria," it attacked Twilight and Cadance after they plucked a giant flower at Discord's request. Only the enormous "Elder" Tatzlwurm appears, so the adult and hatchling versions below are purely speculative.

As the elder and adult tatzlwurms are truly terrifying creatures, their statistics are more complex than most. Their legendary actions allow them to rampage across the battlefield, treating other combatants as mere nuisances. Adventuring parties must be fully prepared in order to stand a chance against one.

Elder Tatzlwurm

Gargantuan monstrosity, unaligned

Armor Class: 19 (natural armor)

Hit Points: 330 (20d20+120)

Speed: 60 ft., Burrow 40 ft.

Str	Dex	Con	Int	Wis	Cha
28 (+9)	7 (-2)	22 (+6)	3 (-4)	8 (-1)	4 (-3)

Saving Throws: Constitution +11, Wisdom +4

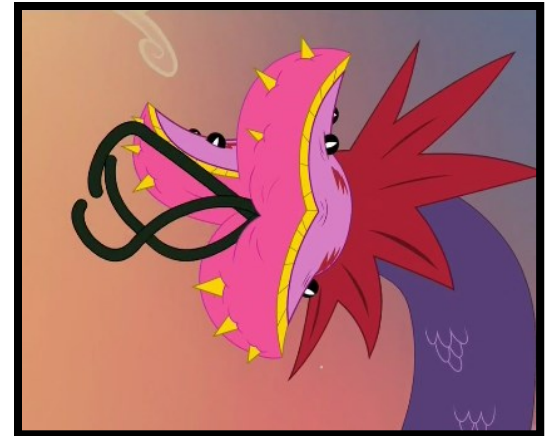
Senses: passive Perception 9

Languages: none

Challenge: 18 (20,000 XP)

TRAITS:

Burrow: A tatzlwurm that uses burrow movement has total cover from its enemies until it emerges. A tatzlwurm that is grappling a creature cannot use burrow movement until it releases the creature or swallows it.



Swallow Whole: A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the tatzlwurm, and it takes 21 (6d6) acid damage at the start of each of the tatzlwurm's turns. If the tatzlwurm takes 40 or more damage on a single turn from a creature inside it, the tatzlwurm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tatzlwurm. If the tatzlwurm dies, a swallowed creature is no longer restrained and can escape from the corpse by using 20 feet of movement, exiting prone.

Disease: Creatures swallowed, bitten, or ensnared by a tatzlwurm are exposed to a disease equivalent to Sewer Plague (see page 257 of the D&D 5th Edition Dungeon Master's Guide) except that the DC to resist its effects is 16 instead of 11.

ACTIONS:

Surging Assault: The tatzlwurm uses **Emerge** and **Ensnare**. Optionally, it can leap up to 50 feet vertically and 25 feet horizontally before using Ensnare. After the attack it falls to the ground, taking no falling damage.

Emerge: While burrowed, the tatzlwurm bursts out of the ground. Each creature within 15 feet of the tatzlwurm must make a DC 19 Dexterity saving throw, taking 20 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Targets that fail the save are also knocked prone and pushed 30 feet away from the tatzlwurm, while targets that succeed the save can choose whether to be pushed or not. The entire area becomes difficult terrain.

Ensnare: *Melee Weapon Attack*, Reach 60 feet. Hit: The target is grappled and restrained by the tatzlwurm's tentacles, and moves along with the tatzlwurm when it moves.

Bite (Usable only while no creatures are grappled): *Melee Weapon Attack*: +10 to hit, reach 20 ft., one target. Hit: 31 (4d10+9) piercing damage. If the target is size Large or smaller, it must succeed on a DC 19 Dexterity saving throw or become grappled by the tatzlwurm's tentacles.

REACTIONS:

Swat. When a flying creature moves within 50 feet of the tatzlwurm, it can swat the creature with its tail. The target must succeed on a DC 16 Dexterity saving throw or take 36 (6d8+9) bludgeoning damage and be pushed 100 feet.

LEGENDARY ACTIONS

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

Reel In: The tatzlwurm contests its Strength against that of a grappled creature. On a success, the target is dragged adjacent to the tatzlwurm. Regardless of the outcome, the grappled creature takes 22 (3d8+9) bludgeoning damage from constriction.

Swallow: Tatzlwurm contests its Strength against that of an adjacent size Large or smaller creature it has grappled. On a success, the creature is swallowed.

Dive (Usable only once per round): The tatzlwurm burrows into the ground and has total cover until it emerges or is uncovered. A tatzlwurm that is grappling a creature cannot use this action unless it releases the creature or swallows it.

Furrow (Usable only while burrowed): The tatzlwurm moves its burrow speed. Any creature who it moves underneath is knocked prone and takes 15 (2d8+6) bludgeoning damage unless it makes a successful DC 19 Reflex saving throw. A 20-foot-wide path between its starting and ending points becomes difficult terrain.

Overrun: The tatzlwurm moves its speed and can move through the spaces of creatures of size Large or smaller. Any creature whose space it moves through must succeed on a DC 19 Dexterity or Fortitude saving throw or take 27 (4d8+9) bludgeoning damage and be knocked prone.

Adult Tatzlwurm

Huge monstrosity, unaligned

Armor Class: 17 (natural armor)

Hit Points: 200 (16d12+90)

Speed: 50 ft., Burrow 30 ft.

Str	Dex	Con	Int	Wis	Cha
24 (+7)	7 (-2)	22 (+6)	3 (-4)	8 (-1)	4 (-3)

Saving Throws: Constitution +10, Wisdom +3

Senses: passive Perception 9

Languages: none

Challenge: 10 (5,900 XP)

TRAITS:

Burrow: A tatzlwurm that uses burrow movement has total cover from its enemies until it emerges. A tatzlwurm that is grappling a creature cannot use burrow movement until it releases the creature or swallows it.

Swallow Whole: A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the tatzlwurm, and it takes 10 (4d4) acid damage at the start of each of the tatzlwurm's turns. If the tatzlwurm takes 20 or more damage on a single turn from a creature inside it, the tatzlwurm must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tatzlwurm. If the tatzlwurm dies, a swallowed creature is no longer restrained and can escape from the corpse by using 20 feet of movement, exiting prone.

Disease: Creatures swallowed, bitten, or ensnared by a tatzlwurm are exposed to a disease equivalent to Sewer Plague (see page 257 of the D&D 5th Edition Dungeon Master's Guide) except that the DC to resist its effects is 13 instead of 11.

ACTIONS:

Surging Assault: The tatzlwurm uses **Emerge** and **Ensnare**. Optionally, it can leap up to 30 feet vertically and 15 feet horizontally before using Ensnare. After the attack it falls to the ground, taking no falling damage.

Emerge: While burrowed, the tatzlwurm bursts out of the ground. Each creature within 15 feet of the tatzlwurm must make a DC 16 Dexterity saving throw, taking 10 (4d4) bludgeoning damage on a failed save, or half as much damage on a successful one. Targets that fail the save are also knocked prone and pushed 20 feet away from the tatzlwurm, while targets that succeed the save can choose whether to be pushed or not. The entire area becomes difficult terrain.

Ensnare: *Melee Weapon Attack*, Reach 40 feet. Hit: The target is grappled and restrained by the tatzlwurm's tentacles, and moves along with the tatzlwurm when it moves.

Bite (Usable only while no creatures are grappled): *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. Hit: 20 (3d8+7) piercing damage. If the target is size Large or smaller, it must succeed on a DC 16 Dexterity saving throw or become grappled by the tatzlwurm's tentacles.

REACTIONS:

Swat. When a flying creature moves within 50 feet of the tatzlwurm, it can swat the creature with its tail. The target must succeed on a DC 13 Dexterity saving throw or take 16 (3d6+7) bludgeoning damage and be pushed 50 feet.

LEGENDARY ACTIONS

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

Reel In: The tatzlwurm contests its Strength against that of a grappled creature. On a success, the target is dragged adjacent to the tatzlwurm. Regardless of the outcome, the grappled creature takes 14 (2d6+7) bludgeoning damage from constriction.

Swallow: Tatzlwurm contests its Strength against that of an adjacent size Large or smaller creature it has grappled. On a success, the creature is swallowed.

Dive (Usable only once per round): The tatzlwurm burrows into the ground and has total cover until it emerges or is uncovered. A tatzlwurm that is grappling a creature cannot use this action unless it releases the creature or swallows it.

Furrow (Usable only while burrowed): The tatzlwurm moves its burrow speed. Any creature who it moves underneath is knocked prone and takes 9 (2d4+4) bludgeoning damage unless it makes a successful DC 16 Reflex saving throw. A 10-foot-wide path between its starting and ending points becomes difficult terrain.

Overrun: The tatzlwurm moves its speed and can move through the spaces of creatures of size Medium or smaller, Any creature whose space it moves through must succeed on a DC 16 Dexterity or Fortitude saving throw or take 14 (3d4+7) bludgeoning damage and be knocked prone.

Young Tatzlwurm

Medium monstrosity, unaligned

Armor Class: 13 (natural armor)
Hit Points: 90 (10d8+45)
Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+1)	18 (+4)	2 (-4)	8 (-1)	4 (-3)

Damage Immunities: acid
Saving Throws: Constitution +6, Wisdom +2
Senses: passive Perception 9
Languages: none
Challenge: 2 (450 XP)

TRAITS:

Slimy: Tatzlwurm hatchlings are covered in a slimy, corrosive mucus. Any creature that touches a tatzlwurm hatchling or makes a melee attack against one takes 6 (1d4+4) points of acid damage.

ACTIONS:

Bite: *Melee Weapon Attack:* +4 to hit; reach 5 ft., one creature. Hit: 12 (2d8+3) piercing damage and 6 (1d4+4) acid damage.

Thrash (Recharge 5-6) The tatzlwurm thrashes its body around, spreading its mucus. All creatures within 5 feet must succeed on a DC 13 Dexterity saving throw or take 15 (4d6+1) points of acid damage. A successful save reduces the damage to half.

Tatzlwurm Larva Swarm

Medium swarm of tiny monstrosities, unaligned

Armor Class: 12 (natural armor)
Hit Points: 27 (5d8+5)
Speed: 20 ft.

Str	Dex	Con	Int	Wis	Cha
3 (-4)	13 (+1)	12 (+1)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances: acid, bludgeoning, piercing, slashing
Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses: passive Perception 9
Languages: none
Challenge: 1/2 (100 XP)

TRAITS:

Swarm: The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening at least 2 inches across. The swarm can’t regain hit points or gain temporary hit points.

Treacherous Footing: Creatures moving through the swarm take 3 (1d4+1) acid damage and treat it as difficult terrain, but can move at full speed with a successful DC 12 Acrobatics check. On a failed check, the creature falls prone and takes 3 (1d4+1) acid damage.

ACTIONS:

Caustic Writhing: *Melee Weapon Attack:* +3 to hit; reach 0 ft., one target in the swarm’s space. Hit: 10 (4d4) acid damage 5 (2d4) acid damage if the swarm has half of its hit points or fewer.