

The Terminid Scourge

(D&D Creatures LVL 8-10)



By AlecTheBard

It started with small
earthquakes...

Then the livestock started
going missing...

Then the forest went silent,
as if the nature itself was
holding its breath.

Then the ground exploded, the
screaming started, half the
town dragged into the earth
before we saw them..
Gods help us

The terminids are an invasive and aggressive species, bent on consuming and growing their numbers.

Their attacks will be sudden and incredibly dangerous. They will focus on overwhelming any foes with numbers instead of brute force. The only way to stop them is to destroy their nests.

Oneshot:

This scenario covers the party being involved and present when an emergence happens. It can be applied to any town within your setting.

Arrival In The Town:

The villagers will tell the party that there has been small tremors happening frequently.

Later That Night:

A villager will come into the tavern and say their livestock was screaming and then had vanished by the time he went to the field.

If the party investigates, they will discover a large now filled in hole, surrounded by blood.

The Next Day:

The party will be awoken by a strong earthquake. They will then hear explosions and screaming as the emergence begins.

Encounter A:

- Main Objective:
 - Close the 3 tunnels that opened and repel the terminids.
- Secondary Objectives
 - Kill the Brood Commander before it can escape.
 - Rescue family in house that is sinking into one of the tunnels

Tunnel 1(located in the center of town):

- (1) Brood Commander will guard the tunnel
- (6) Scavengers will be spreading out and attacking.
- This is the tunnel where more bugs will come from if the Brood Commander calls for it.
- If the Brood Commander falls below half HP it will flee.

Tunnel 2 (located at the front of the town):

- (3) Stalkers will be attacking and dragging towns people into the tunnel.
- (4) Scavengers will attack any creature attempting to approach the tunnel

Tunnel 3 (located at the back of the town):

- (1) Charger is destroying houses and attacking people. It will come to the brood commanders aid if it calls.

Finding_The_Nest

The party after the attack will learn through investigating that some merchants vanished on a the road near a local cave.

Upon finding this cave they will find lots of blood and bone on the outside. They will hear chittering, and crunching coming from inside this cave.

When they enter the cave they will see the walls covered in a sinewy like growth, along with large eggs. In the center of it all will be a massive sleeping Bile Titan, surrounded by scavengers, and the brood commander if it is still alive.

Encounter B:

- Main Objective:
 - Destroy all 20 eggs within the nest.
- Secondary Objectives
 - Do not allow any terminid to escape.

The eggs will be spread in 4 groups of 5 across the cave. The eggs will have an AC of 10 and 5hp.

The bile titan and scavengers will fight till they die, while the brood commander will flee if the party seems to be winning.

- (1) Bile Titan
- (20) Scavengers
- (If it escaped the town) Brood Commander

Stat Blocks

SCAVENGER

Small monstrosity, any alignment

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., burrow 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 14 (+2) | 10 (+0) | 6 (-2) | 10 (+0) | 4 (-3) |

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

ACTIONS

Alert the horde. As an action a scavenger can call out to its allies for help. Roll 1d4, the number rolled represents how many rounds it will be before these 2d6 bugs arrive.

Acidic Spit. Ranged Weapon Attack: +4 to hit, range 30/60 ft., one target. Hit: 8 (2d4+2) acid damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d4+2) piercing damage.



“They didn’t believe me when I told them I could hear something under the floor... it wasn’t until they screamed for my help that they did..”

STALKER

Large monstrosity, any alignment

Armor Class 17 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 35 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|--------|
| 14 (+2) | 18 (+4) | 14 (+2) | 10 (+0) | 6 (-2) | 4 (-3) |

Saving Throws Dex +7

Skills Perception +1, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible until it attacks or takes damage.

Ambusher. The stalker has advantage on attack rolls against any creature it has surprised.

ACTIONS

Multiattack. The stalker makes two attacks. One slash and one tongue lash

Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+3) slashing damage.

Tongue Lash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+3) piercing damage.



“It’s been following me now for 3 days. Getting closer everyday, but staying just out of sight. I think it’s waiting for me to run..”

BROOD COMMANDER

Large monstrosity, any alignment

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., burrow 30 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|--------|
| 18 (+4) | 14 (+2) | 16 (+3) | 12 (+1) | 6 (-2) | 4 (-3) |

Saving Throws Dex +5, Con +6, Int +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses tremorsense 40 ft., passive Perception 8

Languages —

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The brood commander makes two attacks. One slash and one bite attack.

Slash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (2d8+3) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (2d10+3) piercing damage.

Alert the horde. As an action the brood commander can call out to its allies for help. Roll 1d4, the number rolled represents how many rounds it will be before these 2d6 bugs arrive.

BONUS ACTIONS

Commanding screech. The brood commander can use their bonus action to have up to 4 allies within 60ft move their movement speed towards a hostile creature of their choice.



“They seemed so disorganized at first, then it arrived. It screamed and suddenly it was like we were fighting an organized force.”

CHARGER

Huge monstrosity, any alignment

Armor Class 24 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 22 (+6) | 18 (+4) | 20 (+5) | 8 (-1) | 7 (-2) | 4 (-3) |

Saving Throws Str +9, Dex +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 8

Languages —

Challenge 8 (3,900 XP)

Charge. If the charger moves at least 30 ft. straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 4d8 bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Living Fortress. Almost the entire body of a charger is covered in incredibly thick armor. The only way to damage the charger is if the hostile creature is attacking the rear of the charger; it is immune to all other attacks from creatures attacking the front or side of it.

ACTIONS

Multiattack. The charger makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d10+3) bludgeoning damage.



“We watched helplessly as all of our attacks bounced off of it. It’s rearing up to charge again, and this door will not hold”

BILE TITAN

Gargantuan monstrosity, non aligned

Armor Class 24 (natural armor)

Hit Points 290 (20d20 + 80)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 24 (+7) | 14 (+2) | 18 (+4) | 8 (-1) | 8 (-1) | 4 (-3) |

Saving Throws Str +12, Con +9

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., tremorsense 40 ft., passive Perception 9

Languages —

Challenge 15 (13,000 XP)

Armored Carapace. The shell surrounding a Bile titan's body protects it from most damage. Until the Bile Titan is below 200 HP it is resistant to all damage it takes.

Fear Aura. Any creature hostile to the Bile Titan that starts its turn within 30 feet of the Bile Titan must make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Bile Titan's Fear Aura for the next 24 hours.

ACTIONS

Acid Breath (Recharge 5-6). The Bile Titan exhales acid in a 40-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 65 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Multiattack. The Bile Titan makes two stomp attacks.

Stomp. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 19 (2d10+5) bludgeoning damage.



“It melted them, it melted the army.. all thats left is a puddle on the ground”