|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Glowing Bloodworm | Mutant | Medium | 2 (35 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 8 (+3) |  | **Armor Class** | 6 | | **Action Points** | 6 |
| **Perception** | 7 (+1) |  | **Avg. Hit Points** | 30 | | **Hit Dice** | 5d8 + 10 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

|  |  |
| --- | --- |
| **Special Traits** | **Special Actions** |
| **Ambusher.** In the first round of a combat, the bloodworm has advantage on attack rolls against any creature it surprised.  **Burrowing.** The bloodworm has a burrowing speed of 15 feet through loose earth, 5 feet through solid rock, and 0 feet through metal.  **Glowing.** When the bloodworm takes radiation damage, it instead regains a number of hit points equal to the damage dealt.  **Regeneration.** The bloodworm regains 1d8 hit points at the start of its turn. If it takes cold or fire damage, this trait doesn’t function at the start of the radscorpion’s next turn.  **Tremorsense.** The bloodworm has *tremorsense* out to 30 feet and is *blind* beyond that distance. Additionally, it has no sense of sight. | **Bite (2 AP).** The bloodworm makes an unarmed strike against a creature in reach. On a hit, the creature takes 2d6 ballistic damage plus 1d6 radiation damage. Additionally, on a hit the creature is *grappled*, and the bloodworm cannot attack another creature without releasing the grapple. |

|  |
| --- |
| **Description** |
| Bloodworms that have mutated since the Great War, they are now approximately the size of an adult human being and have spines on the outside of their body in addition to their four-pronged maw. These worms react to the presence of intruders in their territory and will charge the intruders by burrowing through the dirt at high speeds. Upon reaching their prey, they will lunge forth from the ground and attempt to bite their target.  Originally an aquatic species, these bloodworms (order Glycera) steadily migrated from the coastal waters of the Atlantic coast after mutating and have made their homes in the dry and dusty wasteland. Despite a total change in habitat, bloodworms have retained two of their original traits. The first of these is their burrowing ability; instead of burrowing into wet sand and silt, their four hollow jaws have become adept at plowing through the tough and dried soil. They use this ability quite a bit, ambushing prey from beneath the surface, and then returning underground to catch their prey unaware again.  Bloodworm larvae will also inhabit the corpses of large prey, such as brahmin, and come out of the corpse to attack any new prey that wanders by. These nests can be spotted from a distance if watched, as they will twitch and bulge slowly. |

