

RIME WORM

These long, crusty slugs sparkle like ice. A gaping hole at one end serves as a mouth, from which long tendrils emanate.

Rime worms are sometimes kept as guards by frost giants.

ICE BURROWERS. The rime worm's tendrils help it to burrow through ice and snow as well absorb sustenance from prey. Their pale, almost translucent, skin is coated with ice crystals, making them difficult to spot in their snowy habitat.

SPRAY BLACK ICE. The worms are fierce hunters, and their ability to spray skewers of ice and rotting flesh makes them extremely dangerous.

ADULT RIME WORM

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft., burrow (snow, ice) 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	6 (–2)	14 (+2)	3 (–4)

Saving Throws Str +8, Con +8

Damage Immunities cold, necrotic

Senses darkvision 200 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP)

Born of Rime. A rime worm can breathe air or water with equal ease.

Ringed by Ice and Death. A rime worm is surrounded by an aura of cold, necrotic magic. At the start of the rime worm's turn, enemies within 5 feet take 2 (1d4) cold damage plus 2 (1d4) necrotic damage. If two or more enemies take damage from the aura on a single turn, the rime worm's black ice spray recharges immediately.

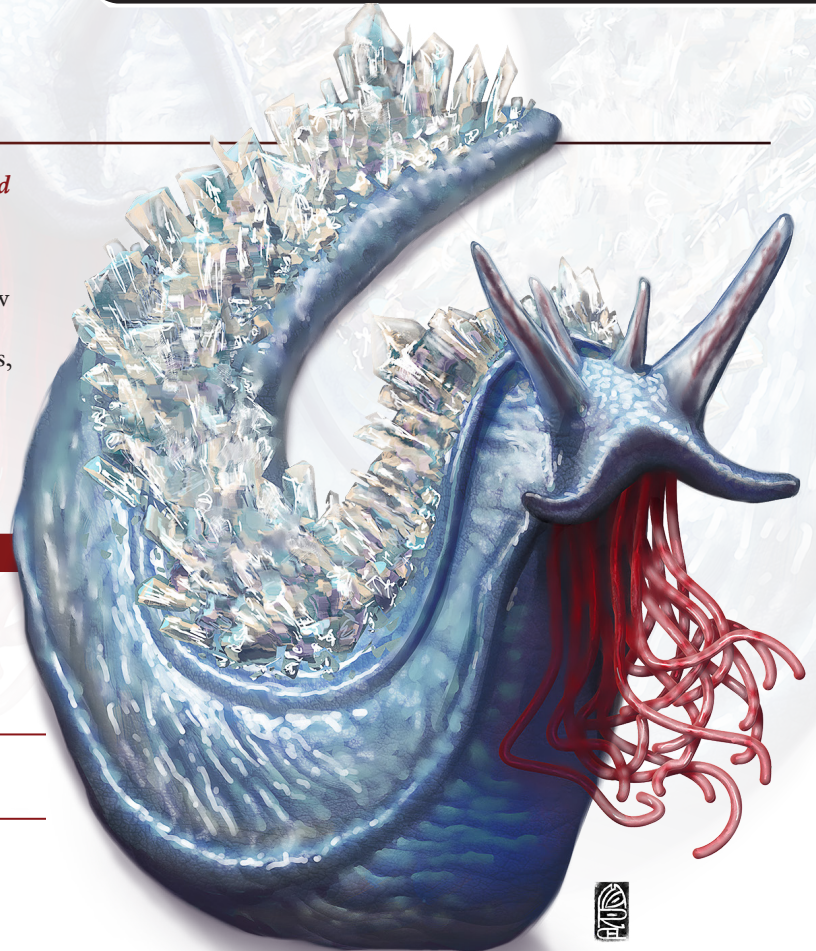
ACTIONS

Multiattack. The rime worm makes two tendrill attacks.

Tendrill. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target.
Hit: 8 (1d6 + 5) slashing damage. If both tendrill attacks hit the same target in a single turn, that target is grappled (escape DC 15). The rime worm can grapple one creature at a time, and it can't use its tendrill or devour attacks against a different target while it has a creature grappled.

Devour. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 18 (2d12 + 5) slashing damage. If the target was grappled by the rime worm, it takes an additional 13 (2d12) cold damage.

Black Ice Spray (Recharge 5-6). The rime worm sprays slivers of ice in a line 30 feet long and 5 feet wide. All creatures in the line take 26 (4d12) necrotic damage and are blinded; a successful DC 15 Constitution saving throw prevents the blindness. A blinded creature repeats the saving throw at the end of its turn, ending the effect on itself with a successful save.



RIME WORM GRUB

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., swim 30 ft., burrow (snow, ice) 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (–3)	12 (+1)	3 (–4)

Saving Throws Str +5, Con +5

Damage Resistances cold

Senses darkvision 200 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Born of Rime. A rime worm grub can breathe air or water with equal ease.

Ravenous. At the grub stage, the worm is painfully hungry. Rime worm grubs can make opportunity attacks against enemies who disengage.

ACTIONS

Multiattack. The rime worm makes one tendrill attack and one gnash attack.

Tendrill. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

Gnash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 3) slashing damage.