A detailed illustration of a Bilecrawler, a large, brown, segmented creature with a wide, open mouth showing sharp teeth and a long, coiled tongue. It has several small, yellow, glowing eyes and a large, cylindrical, horn-like structure on its head. The creature is set against a background of a textured, parchment-like surface with faint, repeating patterns of the word "Bilecrawler" in a stylized font. The title "MONSTERS OF NEOEXODUS: BILECRAWLER" is prominently displayed in the center.

MONSTERS OF NEOEXODUS: BILECRAWLER

BILECRAWLER

This worm-like creature's long body ends in fleshy tendrils, uncoiling like bloated serpents tipped in barbed spines, surrounding a pink, bile-stinking orifice lined with rows of inward tilted fangs.

BILECRAWLER - CR 3

XP 800

N Large magical beast (wurm)

Init +0; **Senses** darkvision 60 ft, low-light vision, tremorsense 60 ft.; **Perception** +7

DEFENSE

AC 18, touch 9, flat-footed 18 (–1 size, +9 natural)

hp 25 (3d10+9)

Fort +6, **Ref** +3, **Will** +2

OFFENSE

Speed 30 ft., burrow 20 ft.

Space 10 ft.; **Reach** 5 ft.

Melee bite +7 (2d6+7 plus 1d4 acid plus grab)

Special Attacks spew bile (30-ft. line, once every 2d4 rounds, 4d4 acid damage, Reflex DC 13 for half)

STATISTICS

Str 21, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

Feats Acrobatic, Alertness

Skills Acrobatics +6, Perception +7; Sense Motive +3;

Racial Modifiers +4 Perception

SQ narrow build

ECOLOGY

Environment Underground

Organization Solitary or bed (2–4)

Treasure None

SPECIAL ABILITIES

Narrow Build (Ex): A bilecrawler's long narrow physique is such that it can navigate areas that would ordinarily be too small for a creature of its size category without suffering any of the penalties associated with becoming squeezed. Bilecrawlers are treated as being one size category smaller for purposes of moving around corners or through tight enclosures. A bilecrawler cannot choose to squeeze past an enemy.

Spew Bile (Ex): A bilecrawler's stomach acids are perilously caustic. Once every 2d4 rounds it can belch forth a 30-ft. line of putrid yellow bile to soak its prey in (4d4 points of acid damage, Reflex DC 13 for half). The save DC is Constitution-based.

The bilecrawler (also known as a bile wurm for the gastrula stink it gives off) makes its lair in caves and dungeons, often burrowing into such places in search of water or prey. This wurm is the bane of most subterranean humanoid races, being clever enough to tunnel around

heavily defended guard positions and into living spaces and sleeping areas to feast upon the surprised inhabitants (most of whom are usually non-combatants). Many underground races have a number of folk tales regarding these monsters, most involve the wyrms having a taste for particularly unruly children. Real bilecrawlers don't particularly care whether their meal has been naughty or nice.

Bilecrawler's appear much like stout segmented earthworms or slugs bred to enormous size. Their only facial features are a gaping oral cavity rung round with a collection of flexible barbed spines and a pair of forward-pointed, lidded eyes mounted to either side of its mouth. Their coloration ranges from dull pink and gray to dark brown or glossy black. Typical specimens grow to about 13 feet long and weigh around 900 pounds.

A bilecrawler burrows using the bony spines mounted on its front end, and its acidic digestive juices. It absorbs nourishment from the organic matter and mineral nutrients found in the soil eating as it burrows. However a bilecrawler's diet requires it to eat copious amounts of protein as well, which the creature acquires by preying on other subterranean creatures – notably humanoids like dwarves, goblins, and drow. A burrowing bilecrawler usually does not make a usable tunnel, but it can construct a tunnel at need or at the command of another. To do so it must burrow at half speed. This species of wurm often digs winding tunnels abutting dungeon corridors, natural caves and mine shafts, so as to be closer to its prey. Typical tunnels are 5 feet tall and wide, and from 60 to 150 feet long ([1d10 + 5] x 10).

The fleshy antenna, mounted above the bilecrawler's mouth, and banded chitin shell act as a motion detector, picking up minute surface vibrations when the creature is in contact with the earth. Vibrations caused by passing prey are picked up by the creature's armor and transferred up to its antenna via vibratory resonance. The wurm can manage the same effect by touching or burying its antenna in the ground.

A bilecrawler usually lies 5 to 10 feet below the surface until its antennae detects the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the bilecrawler does not need to move 10 feet before attacking.) The creature usually only fights long enough to acquire a meal, grabbing a victim and then dragging them back down its tunnel. The more frustrated a bilecrawler becomes, the more likely it is to spit a gout of bile.

Pods of bilecrawlers share the same territory but do not cooperate, with one another unless directed to by a trainer. The wurmlords often use bilecrawlers as scouts, and sappers, when launching an invasion of against their subterranean neighbors. Likewise they use the beasts to construct new lairs. Bilecrawlers make for excellent terror weapons considering their predilections concerning food.

VILECRAWLER - CR 5

XP 1,600

N Large magical beast (wyrm)

Init +7; **Senses** darkvision 60 ft, low-light vision, tremorsense 60 ft.; Perception +8

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, -1 size, +10 natural)

hp 69 (6d10+30)

Fort +10, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft., burrow 20 ft.

Space 10 ft.; **Reach** 5 ft.

Melee bite +12 (2d6+10 plus 1d4 acid plus grab)

Special Attacks spew bile (30-ft. line, once every 1d4 rounds, 6d4 acid damage, Reflex DC 18 for half)

STATISTICS

Str 25, **Dex** 16, **Con** 20, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 24 (can't be tripped)

Feats Acrobatic, Alertness, Improved Initiative

Skills Acrobatics +12, Perception +8; Sense Motive +4;

Racial Modifiers +4 Perception

SQ narrow build

ECOLOGY

Environment Underground

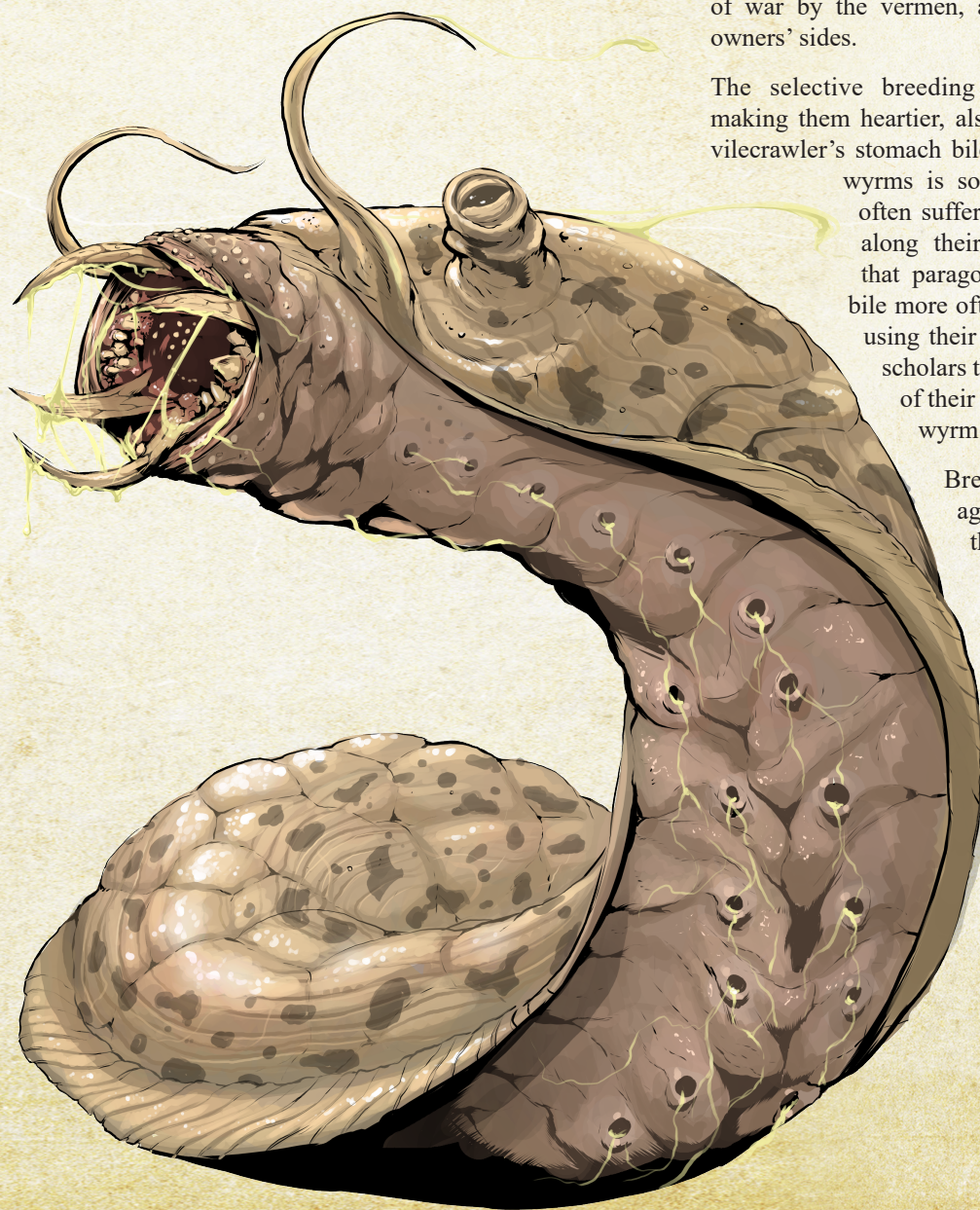
Organization Solitary or bed (2-4)

Treasure None

Vilecrawlers, appear much like the more common variety, but are a more confident breed less likely to leave a fight until all its targeted prey have fled or been incapacitated. Rarely are they found untended in the "wild." Almost all have been specifically bred and trained to be instruments of war by the vermen, and rarely stray far from their owners' sides.

The selective breeding process has, in addition to making them heartier, also augmented the acidity of the vilecrawler's stomach bile. The acid of these augmented wyrms is so strong that older vilecrawlers often suffer near constant pain from ulcers along their digestive tract. The result is that paragon bilecrawlers must void their bile more often and are therefore much freer using their acidic spittle in enemies. Some scholars theorize that the constant burning of their bile is the source of much of this wyrm's aggression.

Bred to be larger and more aggressive than their fellows by the vermen, vilecrawlers are less likely to retreat with one measly morsel caught in their barbed mouth spines, and are more likely to try and bring down as much prey as possible. After a successful hunt the vilecrawler removes the bodies of its prey back to their tunnels to dine on in peace. Only if the wyrm is severely injured does it break off combat dragging whatever edibles it can with it.



Written By B. Matthew Conklin III and Tom Baumbach with Louis Porter Jr

Editing By Simon Rocquette

Artwork by Anthony Cournoyer

All gaming mechanics on all pages is Open Game Content as defined by the Open Gaming License.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the

COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

Monsters of NeoExodus: Bilecrawler Copyright 2010, Louis Porter Jr. Design, Inc.