

Species: Worm, Green

Type: Not applicable.

Class: Monster.

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D6+1

Number encountered: 1-D4

Experience points: 3 x level.

Characteristics:

Awareness: 10 See: "Special Abilities"

Charisma: Not applicable.

Constitution: 20

Coordination: 15

Dexterity: 15

Intelligence: 1

Mental-strength: 15

Strength: 40

Wisdom: 1

Movement:

Flying: Can't

Grounded: 8 This creature can dig a hole in earthen at a rate of 1 space (5') per hour.

Swimming: 2

Luck: 0

Oxygen-points: 45

Blood-points: 60

Attack descriptions:

1 Bite: 1-D12 x3 / 2 spaces (10') / Sharp attack

Defense: 15

Offense: 15

Damage-Points: Roll 1-D12 per level.

Treasure: %Roll needed to have money and treasure:

Copper: None

Bronze: None

Silver: None

Electrum: None

White-gold: None

Yellow-gold: None

Black-gold: None

Treasure item(s):

Treasure item(s): 41+ to have 1-D6 "Gems".

Description:

Annihilation Strike?: No.

Description: Height: 1'-0", Length: 20', Weight: 400 Lbs., Skin color: Dark-green, Skin texture: Fleshy and rough, Hair None, Hair texture: None, Eye color: Black, Eye shape: Small and round, Posture: As a worm.

Dislikes: The sun.

Disposition: When this creature senses gem material, metals, or minerals, it will begin to frantically dig its way toward that area. If encountered from sunset, to just before sunrise, it will surface and attempt to feed. If a creature is wearing armor and is wounded in the attack, the Green Worm will Frenzy (See: "Special Offences").

Fears: Heat and dry earth.

Habitat: Grasslands.

Immunities: None.

Life-span: 20 years.

Likes: The coolness of the earth and minerals and gems.

Needs: Basic necessities of life (food, water shelter, etc.).

Note: None.

Special Abilities: Though the Green Worm's awareness is very low, it can sense the vibrations of creatures through the earth it constantly delves through. It especially senses gems, metals and minerals (gems being its favorite) within a 20 spaces (100') range.

Special defenses: None.

Special offenses: Frenzy: When the Green Worm tastes blood, it will go into a frenzy: +10 on all offensive rolls to strike.

Susceptibilities: Bright light will cause the Green Worm a -45 on offense and defense.

Weapon susceptibility: Rank-0 (or better) weapon to harm.