

Species, Breed: Serpent, Dredge Worm

Type: Not applicable.

Class: Monster (mammal)

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-D12 If even a drop of blood from the Dredge Worm falls into the ocean, a frenzy of 3-D10 more Dredge Worms will be encountered in 3-D6 turns. A Dredge Worm nesting area will have 1-D100 +25 x2 Serpents.

Experience points: 50 x level.

Characteristics:

Awareness: 40 For sense of smell, this creature's awareness is considered at 80

Charisma: Not applicable.

Constitution: 35

Coordination: 30 / 15 while out of the water

Dexterity: 30

Intelligence: 1

Mental-strength: 30

Strength: 35

Wisdom: 1

Movement:

Flying: Can't

Grounded: 12

Swimming: 24

Luck: None.

Oxygen-points: 90 This creature can breath both air and water.

Blood-points: 105

Attack descriptions:

Bites: 2 See: "Special Offenses"

Damage: 1-D12 x5 +3

Range: 2 spaces (10')

Attack type: Sharp

Defense: 30 / 15 while out of the water.

Offense: 30

Damage-Points: Roll 3-D12 +3 x 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):

Common: None.

UnCommon: None.

Rare: None.

Legendary: None.

Note: See: "Note"

Description:

Annihilation Strike?: Yes.

Description: This creature is similar in appearance to the moray eel, yet is more thick in the body and has a vertical fin at the end of its tail.

Eye color: A little lighter than dark-green.

Eye shape: Medium-sized and slanted.

Height: 1'-0" This is how thick this creature is. On a hard surface it can rise up to a height of 6'-0".

Length: 12'-0"

Skin color: Dark-green

Skin texture: Like an eel.

Posture: Snake-like.

Weight: 500 lbs.

Dislikes: Thunder. See: "Fears"

Disposition: Dredge Worms are deep sea dwelling creatures. They are prone to investigating anything that moves over their territory. If a ship is passing swiftly over them, they will attempt to take it down by climbing up onto it and biting anything that moves (i.e., sails, people, etc.).

These creatures build their nests on the open sea-floor and viciously guard them at all times. If encountered, there will be a 10% chance for each female to have a cluster of 3-D10 eggs. She will not leave her nest, even to feed, but will be brought food by the father of the eggs (who will remain with her as a life-long companion). Eggs will hatch in 30 days after being laid.

Fears: Thunder. There will be a 75% chance of a thunderclap scaring a Dredge Worm (check for each creature individually). If frightened by thunder, each will flee for 1-D6 +2 turns, but will return to a fight after the fear has subsided. If a feeding frenzy has occurred, the chance for each to be affected with fear will be 50%.

Habitat: Ocean (Temperate).

Immunities: Water-based abilities and spells have NO effect upon this creature. Ice-based spells cause only ½ normal damage (rounded up).

Life-span: 100 years.

Likes: Unknown.

Needs: Basic needs of life.

Note: Certain dwellers of the Temperate Oceans will collect the eggs of the Dredge Worm and take care of them until they hatch. If a Dredge Worm egg hatches, the arm-length serpent will emerge from the egg and bond for life with the first creature it sees (if treated kindly). It will become loyal to that creature for the duration of its life.

On the market, a Dredge Worm egg can fetch anywhere from 8 to 10 black-gold.

Once hatched, the growth of the Dredge Worm speeds along at an incredible rate, maturing into a fully lethal serpent in 12 weeks (considered as level #1). If raised as a pet, or companion, the Dredge Worm will advance in levels in the same manner as a character does (see: Character Sheet for experience needed to level).

The teeth of the Dredge Worm are highly sought after by merchants, who will pay 1-D10 yellow-gold per tooth (They have 46 teeth).

Special Abilities: Night-Vision: As the Psychic spell.

Special Defenses: None.

Special Offenses: Blood-Sense: If one drop of this creature's blood is spilled into the ocean within 3 leagues (9 miles), all Dredge Worms in the area will break into a feeding frenzy, attacking anything that moves, that has body heat, or that has the scent of blood on it. The scent of their own blood drives them into a killing rage, giving them +1 attack per turn.

Susceptibilities: Just before a Dredge Worm attacks, it's eyes will illuminate like the moon, thus giving away its position if attacking in the dark.

Electricity will cause x3 damage. Fire will cause x2 damage (unless it is submersed).

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