

HOODED SPIKE-WORM of the STONE FOREST



FREQUENCY: Very Rare

NO. APPEARING: 1-2

ARMOR CLASS: 4

MOVE: 12"

HIT DICE: 12

% IN LAIR: 60%

TREASURE TYPE: D

NO. OF ATTACKS: 1 or 2-16

DAMAGE/ATTACKS: 2-20

SPECIAL ATTACKS: Spikes

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: L (20-30 feet long)

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: 2150 + 16/hp

Hooded spike-worms are the apex predators of the Stone Forest on the planet Quasar. These fearsome beasts usually lair in the caves formed by fallen stone-trees, lunging forth and attacking any creature unfortunate enough to pass by. In appearance a hooded spike-worm resembles a huge green armored cut-worm with reptilian characteristics and hundreds of clawed feet. The head of the beast is surrounded by a large flaring hood of chitin which is lined with hundreds of forward pointing spikes which can be launched at prey. The hood of a hooded spike-worm acts as a very sensitive sound gathering organ, allowing these spikes to be launched with great accuracy (+4). A silence spell or other means of distorting sound will negate this bonus.

A hooded spike-worm is able to shoot 2-16 spikes per round from its hood, each spike doing 1-8 points of damage. The hooded spike-worm will also attempt to bite with its huge fanged maw if prey comes close enough.