



d30 Worm Generator

WRM1: SIZE, HD, BITE, SWALLOW, TAIL

Roll	Diameter/ Length	HD	Bite Dmg.	Swallow Whole*	Stinger Dmg.
1	1'x5'	1	1	—	1d4
2	1'x10'	2	2	—	1d4
3	2'x15'	3	3	—	1d4
4	2'x20'	4	4	1x2'	1d4
5	3'x25'	5	5	1'x2'	1d4
6	3'x30'	6	6	1'x3'	1d4
7	3'x35'	7	7	2'x3'	1d6
8	4'x40'	8	8	2'x4'	1d6
9	4'x45'	9	9	2'x4'	1d6
10	5'x50'	10	10	3'x5'	1d6
11	5'x55'	11	11	3'x5'	1d6
12	6'x60'	12	12	3'x6'	1d6
13	6'x65'	13	13	4'x6'	1d8
14	7'x70'	14	14	4'x7'	1d8
15	7'x75'	15	15	4'x7'	1d8
16	8'x80'	16	16	5'x8'	1d10
17	8'x85'	17	17	5'x8'	1d10
18	9'x90'	18	18	6'x9'	1d10
19	9'x95'	19	19	6'x9'	1d12
20	10'x100'	20	20	7'x10'	1d12
21	10'x110'	21	21	7'x11'	1d12
22	11'x120'	22	22	8'x12'	2d6
23	11'x130'	23	23	8'x13'	2d6
24	12'x140'	24	24	8'x14'	2d6
25	12'x150'	25	25	9'x15'	2d8
26	13'x160'	26	26	9'x16'	2d8
27	13'x170'	27	27	9'x17'	2d8
28	14'x180'	28	28	10'x18'	2d8
29	14'x190'	29	29	10'x19'	2d8
30	15'x200'	30	30	10'x20'	2d8

* on a result 4 or greater over "to hit" roll required with bite attack

WRM2: COLOR, ARMOR CLASS

1s Digit: Color	10s Digit: AC
1 black	1-10 5
2 blue	11-20 6
3 brown	21-30 7
4 gray	
5 green	
6 orange	
7 purple	
8 red	
9 white	
0 yellow	

WRM3: ADDITIONAL TAIL EFFECT*

1s Digit: Effect	10s Digit: Duration
1 blindness	1-10 1d3 turns
2 coma	11-20 1d6 turns
3 enrage	21-30 1d10 turns
4 feblemind	
5 hallucinations	
6 hearing loss	
7 nausea (-1 "to hit")	
8 paralysis	
9 poison†	
0 sleep	

* on failed save vs. poison

† immediate death or death in a # of turns per 10s digit (at DM's discretion)

Standard worm movement: 9" / 90'(30')
Standard worm alignment: neutral

WRM4: OTHER ABILITIES/EFFECTS (total number at DM's discretion)

Roll	Ability
1	360° radar sight: -1 AC and +1 "to hit" bonuses
2	additional bite effect: blindness (1d5 turns)*
3	additional bite effect: coma (1d30 weeks)*
4	additional bite effect: electricity (from static) equal to tail damage per HD
5	additional bite effect: enrage (1d6 turns)*
6	additional bite effect: feblemind (until cured)*
7	additional bite effect: hallucinations (1d30 turns)*
8	additional bite effect: hearing loss (1d10 turns)*
9	additional bite effect: level drain (1 level) on failed save vs. spell
10	additional bite effect: nausea (-1 "to hit" for 1d15 turns)*
11	additional bite effect: paralysis (1d5 turns)*
12	additional bite effect: poison (death)*
13	additional bite effect: sleep (1d30 turns on failed save vs. spell)
14	confusion to 5'/HD radius: save vs. spell or confused (as spell; 1d3 turns)
15	covered in acidic goo: normal weapons ruined (10% chance per hit)
16	covered in slime: blunt weapons do 1/2 damage (from "slippage")
17	fear to 5'/HD radius: save vs. spell or flee in fear (1d3 turns)
18	immunity, acid
19	immunity, cold (but takes double damage from fire)
20	immunity, electricity
21	immunity, fire (but takes double damage from cold)
22	immunity, normal weapons (+1d3 required "to hit")
23	immunity, poison
24	infravision: 30' distance per 10HD
25	radiates darkness (as spell) to 5'/HD
26	saves vs. spells as MU of level equal to HD
27	shoots goo (as web spell) from tail (no other tail attack)
28	spell use (as MU of level 1d3)
29	stench to 5'/HD radius (as stinking cloud)
30	super-tough skin (-1d3 AC)

* on failed save vs. poison