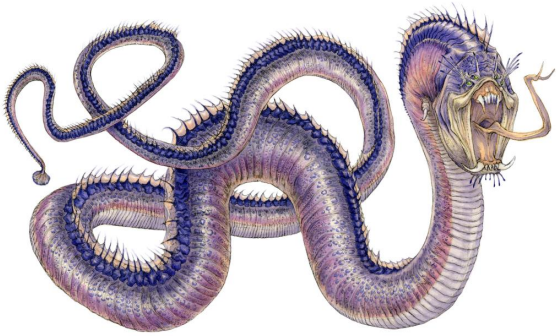
Creatures D6 / Sith wyrm



Name: Sith wyrm
Designation: Non-sentient
Homeworld: Yavin 4, originally Florn

Dexterity: 3D
Perception: 1D
Strength: 8D

Special Abilities

Bite:: Str+1D damage in combat.

Swallow Whole: A Sith Wyrm can Swallow an ordinary sized opponent whole. If it makes a successful Melee attack, it can then make an opposed Strength Test to Swallow the target entirely. The target recieves 3D Acid damage each round they are in the creatures stomach, but if they successfully wound the Wyrm, it irritates the creatures stomach enough that they are ejected immediately.

Move: 16
Size: 24 Meters Long

Description: The Sith wyrm was a massive creature that lived on the fourth moon of Yavin in large subterranean lairs.

The Sith wyrm was originally an exogorth altered through Sith alchemy by the Dark Lord of the Sith Naga Sadow and designed as a guardian.

The ancient Massassi worshiped the beast as a god until it was killed by Exar Kun a millennia later, who did so to impress the spirit of Freedon Nadd. Unknown to either the Massassi shaman Zythmnr or Exar Kun, Nadd was engineering this conflict to manipulate Kun; Kun could only defeat it by using the power of a Sith amulet and committing himself more fully to the dark side of the Force. It was learned later that the creature was originally an infant exogorth that had attached itself to Sadow's battleship. Failing to tame the creature and seeing no other use for it, Sadow opted to alchemize it into the first Sith wyrm.

As the Sith wyrms were later hunted by the Jedi during the Great Hunt, it is evident that the creature was not the only one of his kind.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.