Creatures D6 / Ice Wyrm (Predatory Snow Sn



Name: Ice Wyrm
Classification: Worm-like
Average length: 34.8 meters
Skin color: Light blue
Distinctions: Hardened shells, Series of blowholes
Homeworld: Barton IV

Dexterity: 4D
Perception: 3D
Strength: 5D

Special Abilities

Bite:: Str+1D damage in combat.

Swallow Whole: An Ice 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.

Hardened shells: Ice Wyrms are large creatures, and are treated as Walker Scale in combat, being easier to hit but harder to damage, while doing more damage but finding it harder to attack small targets.

Tunneler: Ice Wyrms can move through ice and snow as easily as they move through air, creating frozen tunnels behind them.

Move: 16

Description: Ice wyrms were a creature found on the planet Barton IV.

Biology and appearance

Ice wyrms were huge worm-like creatures that were at home in the icy climates of Barton IV. They had hardened, bumpy shells and gaping mouths that contained multiple rows of teeth. Ice wyrms traveled beneath the snow, creating large, grooved tunnels as they drilled, using blowholes to breathe as they breached the surface. They were much less active during the coldest seasons of the planet, but could be deterred in slightly warmer conditions using sensor beacons, such as those seen at the Imperial Depot situated on the planet.

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