

NAME	HEIGHT	BODY POINTS	MAGIC POINTS	ATTACKS
Worm-that-Walks	4	8	10	1

MANOEUVRES		PG	X	MOD	+
THUMP					
	THUMP	24	50	+1	
SWIPE	WHACK	28	64	+1	
	HIGH	10	64	0	
	LOW	2	64	0	
JAB	HIGH	32	58	-2	
	LOW	14	58	-2	
MAGGOT SPECIAL	ENGULF	30	50	S	
	SPEW MAGGOTS	22	60	S	
	GNAWING TOUCH	6	56	+1	
MAGIC SPELL	GREAT	36	54	S	
	MAJOR	38	54	S	
SPECIAL	KICK	34	56	-2	
	WILD SWIPE	40	64	+1	
	DISCORPORATE	46	52	S	
MAGIC SPELL	MINOR	48	54	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	ENGULF	50		S	
	SWIPE	64		-4	
	JAB	58		-4	
	GREAT MAGIC	54		S	
	SPEW MAGGOTS	60		S	
	ADVANCE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

A Worm-that-Walks is the undead spirit of an evil magic-user that inhabits the thousands of maggots that devoured its earthly remains and binds them into a roughly humanoid form. Unlike other undead, it is affected by poisons, but only if these would damage its constituent maggots. It is vulnerable to undead life drain abilities. It has no discernable anatomy, so cannot be turned around.

The Worm-that-Walks may use Grey magic and whichever types of magic it was able to use in life.

When a Worm-that-Walks is struck, damage is mostly done by scattering of the maggots that make up the body. Maggots that become separated from the main body can crawl back to it, allowing the regaining of Body Points. When blunt weapons Score positive damage, some maggots are crushed, resulting in 1 point of permanent damage that cannot be restored. Edged and pointed weapons kill an insignificant number of maggots and so never Score permanent damage. For edged weapons, thrusts are much less effective than slashing attacks. Lightning, fire and acid cause permanent damage.

A Worm-that-Walks can spew maggots at an opponent, at the cost of 1 Body Point. If these hit their target, they will instantly wriggle their way to their opponent's flesh and inflict 1 Body Point damage per turn. The Worm-that-Walks cannot recover this Body Point unless it chooses to cease their attack. A Worm-that-Walks can also attempt to entirely engulf an opponent of up to Height 4. If successful, the opponent is immediately surrounded by a mass of gnawing maggots. Victims take damage equal to one and a half times the average of their Dazed, Body, Arm and Leg Wound Scores or equal to the Worm-that-Walks' current Body Points total, whichever is less. Both the Worm-that-Walks and the victim do only Jumps in the following turn as they separate. Constructs and undead will take no damage from either of these maggot attacks (some undead would instead drain the life from the maggots). Unicorns and angelic creatures may not be attacked in this manner at all.

When severely threatened, a Worm-that-Walks may attempt to disincorporate. If it is successful, it explodes into separate maggots which make their escape.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	19		63	19	13		19	57	37	13	45	13		13	13	13	41	13	17	19			13	31
4	3		59	33	3		11	55	37	59	59	15		3	59	9	59	17	17	3			59	17
6	53		53	33	3		45	53	53	29	53	53		45	53	45	53	17	53	53			53	17
8	3		63	33	3		21	55	37	29	21	15		3	37	9	41	17	17	3			43	17
10	31		31	45	19		31	57	31	23	27	19		13	13	31	25	17	31	31			13	17
12	31		63	19	31		11	57	13	45	27	45		13	13	45	25	31	17	31			43	17
14	45		63	23	53		53	45	37	53	27	53		53	39	53	53	53	17	45			53	53
16	51		63	61	51		11	55	61	61	27	19		21	39	9	41	17	17	21			43	17
18	3		63	33	3		11	55	37	29	27	15		3	39	9	41	17	17	21			43	17
20	3		63	33	21		11	55	37	29	27	15		21	39	9	25	17	17	3			43	17
22	45		63	23	53		53	45	37	53	27	15		3	39	53	25	53	53	3			53	17
24	31		31	33	19		11	1	31	31	31	31		31	13	45	31	31	17	21			31	17
26	3		59	33	3		11	55	59	29	59	15		3	59	9	25	17	17	3			59	17
28	7		63	45	3		11	23	7	23	7	7		45	13	9	25	17	13	41			13	17
30	45		63	33	3		11	57	37	29	45	15		3	39	45	25	17	17	3			43	17
32	53		63	33	3		53	53	53	29	27	45		53	39	53	25	53	17	53			53	53
34	3		63	33	19		11	1	37	19	41	15		19	39	19	19	17	19	41			43	19
36	3		63	33	3		7	1	7	7	27	15		7	7	9	7	17	17	7			7	17
38	31		63	45	45		31	57	45	29	27	45		3	39	45	25	17	17	3			43	17
40	45		63	33	3		45	23	23	31	13	23		3	13	9	25	17	41	3			13	17
42	45		63	19	13		45	57	45	13	45	13		13	39	9	41	13	17	45			43	31
44	3		63	33	19		13	57	31	31	27	13		13	13	45	31	17	17	13			43	17
46	3		63	33	3		11	1	37	29	27	15		3	37	9	25	17	17	3			43	17
48	3		63	19	45		45	57	31	45	45	13		13	13	9	25	17	17	13			43	17

	50	52	54	56	58	60	62	64
50	39	23	17	41	41	27	19	19
52	21	61	17	57	11	27	55	51
54	53	33	17	45	47	27	47	3
56	59	61	17	45	51	27	55	3
58	39	33	5	49	11	31	57	51
60	53	33	53	57	11	27	57	47
62	39	61	5	57	51	27	55	51
64	31	49	31	31	51	27	57	3

1 JUMPING AWAY AND GATHERING MAGGOTS

Tell Opponent: "No restrictions next turn. Restore 1 Body Point."

3 SWIPING

Tell Opponent: "Do no Jabs next turn."

5 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, but if on a Score page, reveal Magic Card."

7 BLUDGEONING DAMAGE

SCORE 2

(if using an edged weapon, turn to p. 31)

Tell Opponent: "Do only Green or Yellow next turn."

9 JABBING HIGH

Tell Opponent: "Do no Swipes next turn."

11 JABBING LOW

Tell Opponent: "Do no Swipes or Orange next turn."

13 SLASHING DAMAGE

SCORE 3

(if using a blunt weapon, turn to p. 7)

Tell Opponent: "Do only Green or Yellow next turn."

15 THUMPING

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE -1

Tell Opponent: "Do only Green or Yellow next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "No restrictions next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

Tell Opponent: "Do no Blue or Yellow next turn."

27 SPEWING MAGGOTS

Tell Opponent: "Lose 1 Body Point. If on a Score page, this is a permanent loss while you choose to inflict 1 Body Point damage on me per turn."

29 DUCKING AND GATHERING MAGGOTS

Tell Opponent: "Do no Orange next turn. Restore 2 Body Points."

- 31 SLASHING DAMAGE SCORE 3
(if using a blunt weapon, turn to p. 7)
Tell Opponent: "No restrictions next turn."
- 33 DODGING AND GATHERING MAGGOTS
Tell Opponent: "Do no Magic next turn. Restore 1 Body Point."
- 35 EXTENDED RANGE BLUDGEONING DAMAGE SCORE 2
Tell Opponent: "Do only Brown next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Blue next turn."
- 39 ENGULFING OPPONENT
Tell Opponent: "You have engulfed me. See Special Rule. We will both do only Jumps next turn."
- 41 KNOCKED DOWN SCORE 0
Tell Opponent: "Do only Jumps next turn, but restore 2 Body Points."
- 43 DISCORPORATING
Tell Opponent: "I have discorporated and have Escaped."
- 45 GLANCING BLOW SCORE -1
Tell Opponent: "No restrictions next turn."
- 47 EXTENDED RANGE PIERCING DAMAGE SCORE 0
(if using a blunt weapon, turn to p. 35)
Tell Opponent: "Do only Extended Range next turn."
- 49 EXTENDED RANGE SLASHING DAMAGE SCORE 3
(if using a blunt weapon, turn to p. 35)
Tell Opponent: "Do only Extended Range next turn."
- 51 EXTENDED RANGE ATTACKING
Tell Opponent: "Do only Extended Range next turn."
- 53 PIERCING DAMAGE SCORE 0
(if using a blunt weapon, turn to p. 7)
Tell Opponent: "No restrictions next turn."
- 55 EXTENDED RANGE JUMPING AWAY
Tell Opponent: "Restore 1 Magic Point and do only Extended Range next turn."
- 57 EXTENDED RANGE READYING AND GATHERING MAGGOTS
Tell Opponent: "Do only Extended Range next turn. Restore 2 Body Points."
- 59 PUSHED OFF BALANCE SCORE 1
Tell Opponent: "Do only Green or Yellow next turn."

61 EXTENDED RANGE DODGING AND GATHERING MAGGOTS

Tell Opponent: "Do only Extended Range next turn. Restore 1 Body Point."

63 GNAWING TOUCH

Tell Opponent: "Do no Yellow next turn. If unmodified Score is 5 or more, turn to p. 19 and Score damage on that page."