

Species, Breed: Behemoth, Mountain

Type: Not applicable.

Class: Monster (Mammal)

Align: 01-40: Evil, 61-00: Good.

Gender: 01-50: Female, 51-00: Male

Level: 26 + 1-D30

Number encountered: 1

Experience points: 400 x level.

Characteristics

Awareness: 25

Charisma: 20

Constitution: 300

Coordination: 20

Dexterity: 20

Intelligence: 8

Mental-strength: 100

Strength: 200

Wisdom: 8

Movement:

Flying: Can't

Grounded: 30

Swimming: 10

Luck: 300

Oxygen-points: 300

Blood-points: 600

Attack descriptions

Giant Stone Axe: 1

Damage: 1-D100 x4

Range: 4 spaces (20')

Attack type: Blunt.

or:

Tree: 1

Damage: 1-D100 x3

Range: 4 spaces (20')

Attack type: Blunt.

Defense: 65 / 95 if 32nd + level.

Offense: 65 / 95 if 32nd + level.

Damage-Points: Roll 1-D100 x3 +54 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x500

Bronze: 10+ to have 1-D100 x400

Silver: 10+ to have 1-D100 x300

Electrum: 10+ to have 1-D100 x200

White-gold: 10+ to have 1-D100 x150

Yellow-gold: 10+ to have 1-D100 x100

Black-gold: 10+ to have 1-D100 x50

Treasure item(s):

Common: 10+ to have 5-D20

UnCommon: 20+ to have 4-D20

Rare: 30+ to have 3-D20

Legendary: 40+ to have 2-D20

Note:

40% chance of having 2-D20 Artifacts

40% chance of having 3-D20 Enchanted Items

40% chance of having 2-D8 Enchanted Armors

40% chance of having 2-D8 Enchanted Weapons

40% chance of having 1-D100 +25 random Gems.

40% chance of having 2-D20 random Special Gems.

40% chance of having 3-D6 Magic Armors

40% chance of having 3-D6 Magic Weapons

44% chance of having 1-D6 Oracles

40% chance of having 3-D20 Other Valuable Items (O.V.I.)

40% chance of having 1-D61 Relics

Description:

Annihilation Strike?: Yes

Description: Height: 30' (though this creature stands bent (26')), Weight: 3,800 Lbs., Skin color: Its light complexion tells of its cave-dwelling habitation., Skin texture: Like leather, Hair color: Yellow, Eye color: Blue, Eye shape: Large and oval, Posture: Biped.



Dislikes: Direct sunlight hurts its eyes.

Disposition: Dull witted and curious in its nature. Quick to anger, slow to calm down. Quick to make an ally, quick to lose an ally. This creature's intelligence is lacking, making it unstable and reckless to anyone who carelessly deals with it.

Fears: None.

Habitat: Mountains. A Mountain Behemoth will always have a cave to call home. This creature is rarely encountered in other regions.

Immunities: Fear.

Life-span: 20 ages (20,000 years).

Likes: Treasure, though at times, and for the oddest reasons, it will discard certain objects (bones, a weapon, treasure, coins, etc.). It is suspected that at times this creature becomes bored with something, thus esteeming it of no value. It loves the taste of freshly cooked bear, and absolutely loves dancing (though it is too shy to dance in front of others -- it does love to see dancing preformed).

Needs: Basic needs of life (food, water, shelter, etc.). Treasure is nice, but food is the ultimate.

Note: The Mountain Behemoth is a reclusive and secretive creature, loving the sheltering embrace of vast mountain ranges where man never (or seldom) explores.

Special Abilities: Tremor-Strike: If this creature strikes its target, scoring +30 over the defensive roll of the defender, then the defender must make a successful avoidance-roll vs. "Strength" or be hit as if a successful "Sudden Death" has occurred. In other words, the surface area hit will be destroyed whether it be flesh, armor, rock, etc.

Special Defenses: Resistances: This creature has the following resistances:

Blunt weapon: 50%
Cold: 50%
Fire: 50%
Lightning: 50%
Magic: 50%
Mental-attack: 50%
Spiritual-attack: 50%

Special Offenses: A successful avoidance-roll vs. "Mental-strength" must be rolled when a Behemoth is encountered in its rage, or the following penalties will occur for 3-D6 turns:

-30 on Offensive/Defensive rolls.

40% movement (rounded down).

Susceptibilities: This creature loves music, especially the voice and dance of an Entertainer Master. All in all, the Mountain Behemoth can be quite safe company if one approached the situation in the right manner.

Weapon susceptibility: Rank-0 (or better) weapon to harm.