

Species, Breed: Crab, Behemoth

Type: Not applicable.

Class: Crustacean (Monster).

Align: Basic instinct creature.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1

Experience points: 180 x level.

Characteristics

Awareness: 24

Charisma: Not applicable.

Constitution: 100

Coordination: 20

Dexterity: 40

Intelligence: 1

Mental-strength: 140

Strength: 700

Wisdom: 1

Movement:

Flying: Can't

Grounded: 30

Swimming: Can't. Can walk underwater at a rate of 30 spaces (150') per turn.

Luck: None.

Oxygen-points: 120 This creature can breath both air and water.

Blood-points: 300

Attack descriptions

Pincers: 2

Damage: 1-D100 x4

Range: 4 spaces (20')

Attack Type: Sharp.

Defense: 20

Offense: 40

Damage-Points: Roll 1-D100 +136 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D6

Legendary: 40+ to have 1-D4

Note:

All treasure found will be within the stomach of this creature (as it usually swallows its prey either whole, or in very large bites.

Also, See: "Note" in the "Description" of this creature.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a normal looking crab, yet gargantuan in size.

Eye color: Black.

Eye shape: Large-sized and bulbous.

Height: 15'-0"

Length: 20'-0"

Width: 28'-0"

Shell color: Dark-green.

Skin texture: Shell.

Posture: Crustacean.

Weight: 16,000 lbs.

Dislikes: Quanari.

Disposition: This creature is a roamer, and will be encountered both in the water and on land. It simply has no known fears, and so roams as it pleases. All its life, this creature roams where it may, feeding on what it can find. This dull-witted creature has no eye out for impending danger, for it has no known predators that hunt it. Unlike the normal crab, this creature will not run from a predator, but will become extremely offensive, fighting to the death any who challenge it.

It is not a known hunter of mankind, though if a person gets in the way of this massive crustacean, it will attempt to feed upon him or her.

Fears: None.

Habitat: Ocean (Tropical).

Immunities: Fear, Magic (only physically damaging spells that do not require any form of avoidance-roll can effect this creature).

Life-span: 2 ages (2,000 years)

Likes: The taste of Quanari.

Needs: Basic needs of life (food, water, shelter, etc.)

Note: The fashioned shell of this creature can fetch around 1-D4 +1 x 10,000 white-gold (if the shell is in prime condition). An adult shell can create 10 large shell-plate shields, or 5 full sets of Behemoth Shell Plate Armors. These armors can be master crafted for more desirable results as follows:

ARMOR CRAFTING: Prerequisite trade-skill to craft this item: Blacksmith, Carpentry and Leather Worker.

If crafted, one can create Behemoth Shell Armor, which will be considered as Krannik-Steel quality Behemoth Shell Plate Armor, and will have the same resistances as Troll-Hide Leather vs. Acid, Electricity and Fire.

If a crafted Behemoth Shell Armor is 1st master crafted, it will be considered as Starr-Steel quality Behemoth Shell Plate Armor (no magic-resistance), and will have the same resistances as Dragon-Hide Leather vs. Acid, Electricity and Fire.

If a 1st crafted Behemoth Shell Armor is 2nd master crafted, it will be considered as Mystical-Steel quality Behemoth Shell Plate Armor (no magic-resistance), and will have the same resistances as Borgus-Hide Leather vs. Acid, Electricity and Fire.

Special:

If master crafted, this armor will retain ½ of its "Resistances" as follows:

Acid: 30%

Cold: 45%

Fire: 20%

Fall: 40%

Stun: 40%

For every level this armor is master crafted, above 1, it will retain an added 3% to its current resistances, yet not to exceed this creatures maximum resistances.

SHIELD CRAFTING: Prerequisite trade-skill to craft this item: Blacksmith, Carpentry and Leather Worker.

If crafted, one can create a Behemoth Shell Shield, which will be considered as a Krannik-Steel quality Behemoth Shell Shield, and will have the same resistances as Scale-Hide Leather vs. Acid, Electricity and Fire.

If a crafted Behemoth Shell Shield is 1st master crafted, it will be considered as a Starr-Steel quality Behemoth Shell Shield (no magic-resistance), and will have the same resistances as Troll-Hide Leather vs. Acid, Electricity and Fire.

If a 1st master crafted Behemoth Shell Shield is 2nd master crafted, it will be considered as a Mystical-Steel quality Behemoth Shell Shield (no magic-resistance), and will have the same resistances as Dragon-Hide Leather vs. Acid, Electricity and Fire.

If a 2nd master crafted Behemoth Shell Shield is 3rd master crafted, it will be considered as a Koar-Steel quality Behemoth Shell Shield, and will have the same resistances as Borgus-Hide Leather vs. Acid, Electricity and Fire.

Special:

If master crafted, this shield will retain ½ of its "Resistances" as follows:

Acid: 30%

Cold: 45%

Fire: 20%

Stun: 40%

For every level this armor is master crafted, above 1, it will retain an added 3% to its current resistances, yet not to exceed this creatures maximum resistances.

Special Abilities: None.

Special Defenses: Damage-Reduction: 30 against all forms of physically damaging attacks (even air, earth, fire and water).

Resistances: This creature has the following resistances:

Acid: 60%

Cold: 90%

Fire: 40%

Fall: 80%

Stun: 80%

Special Offenses: Devastation: So powerful is the onslaught of this creature, it will Sudden-death its prey on a 98+ strike (usually it is a 99+ %roll). If a 98, 99, or 00 strike occurs, roll for an Annihilation-Strike as you would if you rolled a 00 attack-roll by merely rolling 1-D10. If you roll a 0, it is considered as an Annihilation-Strike.

See: "Annihilation-Strike" in the A Section of the Basic Rules Book for details on this ruling.

Susceptibilities: None.

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