

# Species, Breed: Animated

Type: Behemoth, Sand

Class: Fiend. This animation is a "Nature Spawn" (meaning they form naturally from the power of nature's elements).

Align: Evil. See: "Disposition".

Gender: Not applicable.

Level: 30 + 1-D8

Number encountered: 1

Experience points: 110x level.

## Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 50

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 170

Wisdom: Not applicable.

## Movement:

Flying: Can't

Grounded: 24

Swimming: Can't. This creature can walk along the bottom of a water source at a pace of 16 spaces (80') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Great Sandstone Hammer: 2

Damage: 1-D100 x2 +30 + Sand Maelstrom. See: "Special offenses"

Range: 3 spaces (15')

Attack Type: Blunt.

Defense: 40 / 70 if 32nd + level.

Offense: 40 / 70 if 32nd + level.

Damage-Points: Roll 1-D100 +30 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100

Bronze: 35+ to have 1-D100

Silver: 40+ to have 1-D100

Electrum: 45+ to have 1-D100

White-gold: 50+ to have 1-D100

Yellow-gold: 55+ to have 1-D100

Black-gold: 60+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 50+ to have 1-D4 +1

Legendary: 60+ to have 1-D4

# Description:

Annihilation Strike?: Yes.

Description: The Animated Sand Behemoth looks like a giant, yet created from the composition of sand.

Eye color: Orange.

Eye shape: Large and oval.

Height: 25'-0"

Skin color: Orange.

Skin texture: Sandstone.

Posture: Biped

Weight: 8,000 lbs.

**Dislikes:** Not applicable.

**Disposition:** This creature is constructed of solid sandstone at the hands of nature itself. This creature is attracted to precious rocks, and will violently take such rocks if not given freely. It will not attack another creature unless threatened, or attacked (the taking of its treasure will start a conflict). See: "Likes".

**Fears:** Not applicable.

**Habitat:** Deserts.

**Immunities:** Breath, Consciousness, Disease, Fear, Pain, Poison (all forms), Shock, Sickness and Stun.

**Life-span:** Undying. This is a creation which has no life span.

**Likes:** Precious and rare rocks, including special gems.

**Needs:** None.

**Note:** The damage a rock or sand-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused.

Special Abilities: None.



**Special Offenses: Sand Maelstrom:** Area of Effect: 3 spaces (15') out in all directions. When this creature fights, all loose debris (i.e., sand, dust, dirt, etc.,) will begin to swirl about it. This will create cover for the Sand Behemoth, and a painful attack upon the eyes. Sand Maelstrom will cause the following:

½ awareness (rounded down)

-30 Defense and Offense.

Oxygen-point loss: 1-D8 per turn while within the "Area of Effect".

Note

It is possible for a creature to resist Sand Maelstrom, by succeeding at certain avoidance-rolls, thus lowering one of more of the penalties inflicted by the Sand Behemoth (discretion of the Game Master).

**Susceptibilities:** Certain Animationist spells.

**Weapon susceptibility:** Rank-9 (or better) magical weapon to harm.