

Species, Breed: Leviathan

Type: Race

Class: Monster (Mammal)

Align: 01-50 = Evil, 51-00 = Good

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

Level: 1-D30+ 1

Number encountered: 1-D6

The number encountered will be outside a Leviathan dwelling place. If within the boundaries of their homeland, the number encountered will be up to 2,400. To see if a Leviathan dwelling has been discovered roll a 96+.

Experience points: 60 x level.

Characteristics

Awareness: 17

Charisma: 13

Constitution: 40

Coordination: 20

Dexterity: 20

Intelligence: 18

Mental-strength: 26

Strength: 45

Wisdom: 18

Movement:

Flying: Can't

Grounded: 14

Swimming: 4

Luck: 30

Oxygen-points: 78

Blood-points: 120

Attack descriptions

Long Bow: 1

Damage: 1-D12 x8

Range: 60 spaces (200')

Attack type: Sharp.

or:

Mandoble Sword: 1

Damage: 1-D12 x6

Range: 1 space (5')

Attack type: Sharp.

Defense: 20

Offense: 20

Damage-Points: Roll 1-D20 +5 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 1-D10

Bronze: 55+ to have 1-D10

Silver: 60+ to have 1-D10

Electrum: 65+ to have 1-D10

White-gold: 70+ to have 1-D10

Yellow-gold: 75+ to have 1-D10

Black-gold: 80+ to have 1-D10

Treasure item(s):

Common: 60+ to have 1-D4

UnCommon: 80+ to have 1-D4

Rare: 99+ to have 1

Legendary: 00 to have 1

Description:

Annihilation Strike?: Yes.

Description:

Eye color: Dark-brown.

Eye shape: Medium-size and oval.

Hair color: Dark-brown.

Hair texture: Long and slightly wavy. Leviathans keep their hair cut to just past their shoulders.

Height: 10'-0"

Skin color: Dark-brown.

Skin texture: As a Human's skin texture.

Posture: Biped (like an animal with two feet).

Weight: 450 lbs.

Dislikes: Discretion of the G.M.

Disposition: Discretion of the G.M.

Fears: Discretion of the G.M.

Habitat: Grasslands.

Immunities: None.

Life-span: 115 years.

Likes: Money and treasure.

Needs: Discretion of the G.M.

Note: Leviathans are an uncommon race, by far dwarfing the sizes of other races in Utaemia. They are a hard working and industrious people.

Special Abilities: Modification-points: Each creature will have A 25% chance of having modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Special Defenses: None.

Special Offenses: None.

Susceptibilities: Unknown.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.