

# Species, Breed: Behemoth, Desert

Type: Not applicable.

Class: Monster (Mammal)

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

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

Level: 31 + 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 Scimitar: 1

Damage: 1-D100 x4

Range: 4 spaces (20')

Attack type: Sharp

or (note: Remember, trees are not common to find in the desert):

Tree: 1

Damage: 1-D100 x3

Range: 4 spaces (20')

Attack type: Blunt.

Defense: 65 / 95 if 32<sup>nd</sup> + level.

Offense: 65 / 95 if 32<sup>nd</sup> + level.

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

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x400

Bronze: 10+ to have 1-D100 x350

Silver: 10+ to have 1-D100 x300

Electrum: 10+ to have 1-D100 x250

White-gold: 10+ to have 1-D100 x200

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

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

Treasure item(s):

Common: 10+ to have 4-D20

UnCommon: 15+ to have 3-D20

Rare: 20+ to have 2-D20

Legendary: 25+ to have 1-D20

Note:

30% chance of having 2-D20 Artifacts

30% chance of having 3-D20 Enchanted Items

30% chance of having 2-D8 Enchanted Armors

30% chance of having 2-D8 Enchanted Weapons

30% chance of having 1-D100 +25 random Gems.

30% chance of having 2-D20 random Special Gems.

30% chance of having 3-D6 Magic Armors

30% chance of having 3-D6 Magic Weapons

34% chance of having 1-D6 Oracles

30% chance of having 3-D20 Other Valuable Items (O.V.I.)

30% chance of having 1-D61 Relics

# Description:

Annihilation Strike?: Yes

Description: This creature appears to be a gargantuan-sized man or a woman.

Eye color: Blue.

Eye shape: Large and oval.

Hair color: Yellow

Height: 30'-0"

Skin color: Dark-Brown.

Skin texture: Like leather.

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

Weight: 3,400 lbs.



**Dislikes:** Deep water (this breed of giant cannot swim).

**Disposition:** The Desert Behemoth is a rugged, yet hardy creature. As portrayed in many scenarios and stereotypes, it is not a born killer, waiting for the chance to crush travelers. It is like you and I, making choices . . . like the path we all take in life -- whether it be for good or ill . . .

**Fears:** None.

**Habitat:** Desert (Savanna). This creature is rarely encountered in other regions.

**Immunities:** Fear.

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

**Likes:** Treasure, in all the meaning. Desert Behemoths crave and covet treasure above all else.

**Needs:** Treasure is a driving passion within this creature's heart and mind. As the crow is attracted to the shiny object, or the moth to the flame, so also is the Desert Behemoth attracted to treasure, especially yellow-gold.

**Note:** The Desert Behemoth is a roaming creature, loving the warmth of the dry and hot desert lands. Unlike the Mountain Behemoth, this breed of giant is not family oriented, nor do they form attachments to others easily. The Desert Behemoth will always have all its treasure upon it person, carrying and hoarding it greedily.

**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: 20%  
Fire: 70%  
Lightning: 60%  
Magic: 40%  
Mental-attack: 45%  
Spiritual-attack: 70%

**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:** Cannot swim.

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