

Species, Breed: Behemoth, Arctic

Type: Not applicable.

Class: Monster (mammal)

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

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

Level: 1-D30 +25

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 20

Charisma: 18

Constitution: 50

Coordination: 30

Dexterity: 30

Intelligence: 18

Mental-strength: 120

Strength: 110

Wisdom: 18

Movement:

Flying: Can't

Grounded: 30

Swimming: 10

Luck: 300

Oxygen-points: 360

Blood-points: 150

Attack descriptions

Giant Ice Axe: 1

Damage: 1-D100 x2

Range: 4 spaces (20')

Attack Type: Sharp

Defense: 30 / 60 if 32nd + level.

Offense: 30 / 60 if 32nd + level.

Damage-Points: Roll 4-D20 +10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x 100

Bronze: 10+ to have 1-D100 x 80

Silver: 10+ to have 1-D100 x 40

Electrum: 10+ to have 1-D100 x 10

White-gold: 20+ to have 1-D100 x 5

Yellow-gold: 20+ to have 1-D100 x 2

Black-gold: 26+ to have 1-D100 x2

Treasure item(s):

Common: 41+ to have 2-D12

UnCommon: 36+ to have 2-D10

Rare: 31+ to have 2-D4

Legendary: 26+ to have 2-D4

Note:

The Arctic Giant will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

35% chance of having 1-D4 Artifacts

80% chance of having 3-D20 random gems.

30% chance of having 1-D4 Oracles

35% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a monstrous sized humanoid, pale in complexion and a fierce demeanor.

Eye color: Blue.

Eye shape: Large, but shaped like a humans.

Hair color: White.

Height: 30'-0"

Skin color: White.

Skin texture: Like hardened leather.

Posture: Biped.

Weight: 3,800 lbs.

Dislikes: Arctic Dragons and such creatures. The Arctic Giant will go out of its way to kill a dragon.

Disposition: Suspicious by nature, and quick to engage any creature it deems an enemy. This creature lives most of its life as a solitary wanderer, traveling where it best pleases it.

Fears: None.

Habitat: Arctics.

Immunities: Cold-based attacks, Fear.

Life-span: 12 ages (12,000 years).

Likes: Gems, especially those of a see-through nature.

Needs: None.

Note: None.

Special Abilities: None.

Special Defenses: Fear of The Behemoth: 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 to strike.

40% movement (rounded down).

Weapon damage against the Behemoth will be at 50% (rounded down).

Special Offenses: + 1-D20 x5 cold-damage will be added to any weapon this creature uses.

Susceptibilities: None.

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