

Species, Breed: Behemoth, Ice

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +25

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 80

Coordination: 30

Dexterity: 30

Intelligence: 4

Mental-strength: 120

Strength: 120

Wisdom: 4

Movement:

Flying: Can't

Grounded: 30

Swimming: 10

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Ice Fists: 2

Damage: 2-D100 +20

Range: 4 spaces (20')

Attack Type: Blunt.

Defense: 70

Offense: 70

Damage-Points: Roll 5-D20 +11 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D10000 1-D100 x 100

Bronze: 10+ to have 1-D8000 1-D100 x 80

Silver: 10+ to have 1D-4000 1-D100 x 40

Electrum: 10+ to have 1-D1000 1-D100 x 10

White-gold: 20+ to have 1-D500 1-D100 x 5

Yellow-gold: 20+ to have 1-D200 1-D100 x 2

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

Treasure item(s):

Common: 36+ to have 2-D12

UnCommon: 31+ to have 2-D10

Rare: 26+ to have 2-D4

Legendary: 21+ to have 2-D4

Note:

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

25% chance of having 1-D4 Artifacts

75% chance of having 3-D4 +3 Special 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 composed of solid ice.

Eye color: Clear ice.

Eye shape: Large, but shaped like a humans.

Hair color: Solid, white, ice.

Height: 30'-0"

Skin color: As solid ice.

Skin texture: As ice.

Posture: Biped.

Weight: 7,600 lbs.

Dislikes: Fire, though it does not fear fire.

Disposition: This hulking giant made of ice wanders aimlessly through the arctics with no purpose in mind.

When encountered, these behemoths easily slip into battle mode. At times, adventurers have been known to encounter them and depart in safety.

Fears: Nothing. It is not in the nature of this creature to fear anything.

Habitat: Arctics.

Immunities: All forms of cold have no effect on this creature. In fact, any cold damage this creature sustains will heal it for the amount of damage it should have caused.

Life-span: Undying. This creature never ages.

Likes: Unwittingly, the Ice Behemoth fancies and collects special gems. It is suspected they are drawn to the inner power of such gems.

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: None.

Susceptibilities: Fire will cause x3 damage on this creature.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.