

Species, Breed: Behemoth, Cliff

Type: Not applicable.

Class: Monster (mammal)

Align: Evil (apathetic)

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 110 x level.

Characteristics

Awareness: 20

Charisma: 18

Constitution: 100

Coordination: 20

Dexterity: 20

Intelligence: 9

Mental-strength: 75

Strength: 180

Wisdom: 8

Movement:

Flying: Can't

Grounded: 27

Swimming: Can't.

Luck: 200

Oxygen-points: 225

Blood-points: 300

Attack descriptions

Great Stone Axe: 2

Damage: 2-D12 x5 +32

Range: 4 spaces (20')

Attack Type: Sharp.

Defense: 20

Offense: 60 Increased offense. See: "Special offenses"

Damage-Points: Roll 1-D20 +10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x9

Bronze: 15+ to have 1-D100 x8

Silver: 20+ to have 1-D100 x7

Electrum: 25+ to have 1-D100 x6

White-gold: 30+ to have 1-D100 x5

Yellow-gold: 35+ to have 1-D100 x4

Black-gold: 40+ to have 1-D100 x3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 1-D6 +2

Legendary: 30+ to have 1-D4 +1

Note:

The Cliff Behemoth 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

40% chance of having 3-D20 random Gems.

10% chance of having 1-D4 Oracles

5% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a very large, ogre-looking, giant.

Eye color: Gray.

Eye shape: Large and oval.

Hair color: Black.

Height: 20'-0"

Skin color: Gray.

Skin texture: Very durable, like thick leather.

Posture: Biped.

Weight: 1,600 lbs.

Dislikes: Dragons. This creature becomes enraged when it spots a dragon.

Disposition: The Cliff Behemoth is dull-witted and slow. It enjoys hunting and contests of strength (boulder hurling). Anyone that can best it at the game of boulder throwing will earn its respect and possibly its friendship.

It makes its home in large caverns, which it blocks up with massive stone door when not at home to keep its treasure safe (which it guards greedily).

Fears: None.

Habitat: Cliffs.

Immunities: Fear, Pain, Shock.

Life-span: 900 years.

Likes: Treasure and games of strength.

Needs: Basic needs of life (food, water, shelter, etc.)

Note: None.

Special Abilities: Cliffwise: 2 extra chances to avoiding vs. "Coordination" and "Dexterity".

Divine Favor: "Spirit of Battle".

Special Defenses: Resistances: Disease: 20%, Fall (see: "Special abilities"), Magic: 20%, Mental-attack: 40%, Petrification: 20%, Poison: 50%, Sickness: 50%, Stun: 30%.

Special Offenses: Onset: This creature will have a +40 added to its current offense. This bonus is already calculated into its listed offense on page #1.

Susceptibilities: None.

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