

Monster

Monster Name: Behemoth

Monster Level: 37

XP Reward: 1295

GP Reward: 555

Base_stats

Strength: 46

Magic: 30

Vitality: 65

Spirit: 39

Agility: 30

Derived_stats

HP: 1700

MP: 38

AP: 92

MAP: 60

SPD: 15

CRIT: 96

ACC: 11

MACC: 11

EVA: 31

RES: 34

STR Dice: 1

MAG Dice: 1

Max Tech Levels: 7

Powers

Elemental Affinities:

No Elemental Affinities

Status Vulnerabilities:

Not Immune to Stun

Weak to DSentence

Monster Powers:

Magical Counterattack 25% - Maelstrom

Monster Techs:

Heave (1P2 damage with Short range and Chagre power) 9 SP

Maelstrom (Level 3 Near Fatal Attack (-30) Limited Uses) 12 MP

Information

Description:

Behemoths are one of the most feared creatures in the world.

Their muscular purple build and two large six foot horns can

bring any adventuring party to their knees within a few hits from

the beast. They also have a spined back with a membrane

between the spines. Another one of its natural weapons is the

spiked tail it possesses. This tail can send a man flying 100 yards

away if struck hard enough. Its black mane covers its neck and

chest.

Combat Tactics:

Behemoth will HEAVE an opponent into the air every chance it gets. If it does not have the energy to do that, it will perform a normal attack instead. If any magic is cast upon the Behemoth, it will attempt to counter it with MAELSTROM, a powerful energy wind that takes rocks, sand, even debris and barrages the foe with them, leaving them at near-death.

Scan Information:

Behemoth (Level 37 Beast)
1700/1700 HP, 38/38 MP
No Elemental Affinities
Not Immune to Stun
Weak to DSentence
Carries Behemoth Steak
Rarely Carries Behemoth Pelt
Conceals Behemoth Horn
Rarely Conceals Beastlord Horn