

BEHEMOTH

THE SOVEREIGN OF THE BEASTS OF THE WORLD



Level: 11
Life Points: 620
Class: Weaponsmaster
Str: 15 **Dex:** 13 **Ag:** 9 **Con:** 15 **Pow:** 10 **Int:** 5 **Wp:** 10 **Per:** 9
PHR 150 **MR** 135 **PsR** 95 **VR** 150 **DR** 159

Initiative: 120 Natural
Attack Ability: 270 Blood Hands + 250 Wing Claws, Tail Sweep
270 + 250 Wing Claws, 250 Jinku Enkido
Defense Ability: 275 Blood Hands
Damage: 130 Blood Hands (Cut/Thrust), 100 Tail Sweep
(Impact), 190 Wing Claws (Cut), 100 Jinku Enkido (Energy)
AT: None

Natural Abilities: Area Attack Style Module
Essential Abilities: Supernatural Physical Characteristics,
Inhumanity, Unnatural Size, Physical Exemption
Powers: Natural Weapons: Blood Hands (Increased Critical +40),
Wing Claws (Additional Attack at -20, Increased Damage +60), and Tail
Sweep, Damage Energy, Jinku Enkido, Physical Resistance +40, Magic
Resistance +40, Expulsion, Physical Immunity, See the Supernatural

Size: 28 Enormous
Movement Value: 10
Regeneration: 6
Fatigue: 15

Secondary Abilities: Intimidate 40, Notice 25, Search 25,
Composure 85, *Feats of Strength* 150, *Withstand Pain* 160

Legends say that Behemoth is the supreme sovereign of all the beasts that walk the earth, an ancient destructive force whose power is equivalent to that of the oldest dragons. Not much is known about it, and its origin and nature have never been discovered. An old theory is that it is a personification of the violent spirits of all creatures on Gaia (which would, in some way, make it an Aeon), but there is nothing to support this beyond speculation.

Either way, Behemoth is a titanic humanoid with bluish skin (it is about 25 feet tall when standing fully upright). Its hands are claws that ooze blood constantly, and its back has two appendages sprouting from it that look like a cross between wings and huge claws. It also has a monstrous tail, but its most striking feature is the demonic face located in its chest.

Although it supposedly possesses a certain degree of intelligence, the fact is that Behemoth has never communicated with anyone. It always mysteriously appears in different places, with no apparent connection to each other, and begins to destroy everything it can find while seeking out powerful opponents to fight.

Its title of Sovereign of the Beasts comes from the fact that each time it appears, all sorts of monstrosities come with it following its trail of destruction. It seems that it can convey its ferocity; when it simply walks through the world, all the beings around it feel their natural urges towards violence increase.

Another of the biggest mysteries about Behemoth is whether it is one creature or multiple. Despite its considerable power, it has been destroyed several times throughout history, only to reappear unharmed some time later in a remote location. So no one knows whether there is only one that can return to life, or if there are several of them and only one is seen at a time. Currently, it has been several centuries since Behemoth last appeared, but no doubt it will do so at some unexpected moment and again begin its cycle of destruction.

MODUS OPERANDI

Behemoth is motivated by a desire to fight and to measure its power against any being that does not submit to it. It has no desire to conquer, only to fight. Therefore, each time it appears in the world, it attacks everything that does not follow it, destroying villages and armies alike.

When it finds a person or group of individuals who it sees as worthy opponents, it activates its Jinku Enkido ability, locking its chosen opponents inside an impenetrable dome of energy that allows them to fight uninterrupted. While it does not mind that the creatures that follow it fight at its side against multitudes (as when in the past it has battled large armies), it never allows them to help it in a fight against those it considers to be its personal enemies. In such cases, it only uses its own power.

Blood Hands: Méziré, or the Bloody Hands that Tear All, are the terrifying claws of Behemoth, that have the supernatural ability to rend everything they touch. The Sovereign of the Beasts uses these as its primary means of attack, and if it causes a Critical with them, it gets a bonus of +40 to the roll to determine the effects.



Illustrated by Wen Yu Li

Tail Sweep: The Behemoth's tail attacks all those who are less than 10 feet away with a single blow.

Wing Claws: Sprouting from the back of Behemoth are the Akamuth, or Wings that Rend the Skies, two colossal limbs ending in sharp claws with unparalleled destructive potential. In combat, it can use them to make an extra attack each turn.

Jinku Enkido: The Sovereign of the Beasts only activates this ability to begin a fight it considers interesting. Behemoth unleashes a vortex of pure destruction that destroys everything within a hundred yards, creating Jinku Enkido, a "World of Perfect Destruction." The face on its chest wakes up and opens its eyes, generating a dome of energy that attacks and devours anyone less than 300 feet away from it. Those who survive are automatically trapped inside the dome. While it is maintained, no one can enter or leave it through any means. No one knows exactly the supernatural characteristics of this space, but it is theorized that it is a place midway between the Wake and reality created from Behemoth's divine power. Only beings with Gnosis greater than Behemoth's are free to enter and leave the area. Inside Jinku Enkido, at the beginning of each turn, roll 1d10 and apply one of the following results:

1-2: Behemoth gets a +20 to Attack Ability for the turn and does not lose its actions even if damaged or put on the defensive.

3-4: At the beginning of the turn, all those who have not obtained a result on their Initiative roll high enough for Behemoth to be Surprised must pass an Agility check with a penalty of -1 or be knocked down automatically. Of course, this only affects individuals standing on the ground. The earthquake is centered on Behemoth, and he is not affected by it.

5-6: Behemoth recovers 100 Life Points at the beginning of the turn.

7-8: The dome is filled with frightening images that penetrate the minds of those within. Those who use their sense of sight to attack must pass a PsR 140 check or suffer from Fear for one turn for each 10 points they failed the Resistance check by. Behemoth is not affected by this power.

9-10: The gravity within the dome warps, so all inside have to pass a Strength check at -1 or suffer a -20 All Action Penalty. If they fail the check by more than 5 points, they are Partially Immobilized for the turn. Behemoth is not affected by this power.

The dome of Jinku Enkido remains active until Behemoth is destroyed or it defeats all the opponents who are inside. After each use of the power, it must wait at least one hour before activating it again.

Expulsion: If desired, Behemoth may expel an individual from Jinku Enkido, and that person will be unable to enter the dome until it disappears. This ability is a complete Active Action, and Behemoth cannot attack in the same turn that it uses this ability.

Physical Immunity: Only weapons and attacks that deal energy damage can affect Behemoth.

PRIMORDIAL BEAST

A darker theory about the Sovereign of the Beasts is that it is not a real living being, but the shadow of the true Behemoth, a greater Aeon that, like its brothers Leviathan and Ziz, has slept in the depths of the earth since the War of Darkness. If so, the entity manifested in Gaia may be nothing more than an unconscious representation of the Aeon's desires, where it takes possession of the body and soul of a human being that synchronizes with it in its dreams. That would explain its constant recurrence.

