RHINOCEROS

Source: Real life; 3e *Fiend Folio* (dire rhino).

A rhinoceros is a large herbivorous creature, characterized by a single large horn on its head and extraordinarily thick hide. A rhino is typically a foul-tempered and aggressive beast, and despite being a plant-eater, can be a real danger to adventurers. Dire rhinos are even worse-tempered and are tremendously powerful.

Rhinoceros Charger — Level 8 Skirmisher

Large natural beast — XP 350

HP 90; **Bloodied** 45 — **Initiative** +8
AC 22; **Fortitude** 22; **Reflex** 19; **Will** 20 — **Perception** +7
Speed 8 (plus see *swift charge*)

STANDARD ACTIONS

(mbasic) Horn * At Will
Attack: Melee 1 (one creature); +13 vs. AC.
Hit: 3d6+6 damage.

(melee) Swift Charge * At Will
Effect: The rhinoceros charges, moving a minimum of 2 squares and up to 10 squares. It makes the following attack in place of a basic attack.
Attack: Melee 1 (one creature); +14 vs. AC. (This includes the +1 bonus for charging.)
Hit: 4d6+6 damage, and the rhino pushes the target 2 squares.

TRIGGERED ACTIONS

Stubborn * At Will
Trigger: The rhino is pulled, pushed or slid.
Effect (Immediate Interrupt): The forced movement is reduced by 1 square.

Skills Athletics +14, Endurance +13
Str 21 **Dex** 15 **Wis** 17
Con 18 **Int** 1 **Cha** 6
Alignment unaligned — **Languages** -

Rhinoceros Crusher — Level 12 Brute

Large natural beast — XP 700

HP 150; **Bloodied** 75 — **Initiative** +8
AC 24; **Fortitude** 26; **Reflex** 22; **Will** 22 — **Perception** +8
Speed 6

STANDARD ACTIONS

(mbasic) Horn * At Will
Attack: Melee 1 (one creature); +17 vs. AC.
Hit: 4d8+7 damage.

(melee) Piercing Blow * At Will
Attack: Melee 1 (one creature); +17 vs. AC.
Hit: 3d6+15 damage, and the target suffers a -2 penalty to AC (save ends).

(melee) Trample * Recharges when first bloodied
Effect: The rhinoceros moves up to 4 squares. It can move through medium or smaller creatures' squares during this move, and it makes the following attack against each creature whose space it enters during this movement.
Attack: Melee 0 (each creature whose space the rhino enters); +15 vs. Fortitude.
Hit: 4d10+6 damage, the rhino pushes the target 2 squares and the target falls prone.
Miss: Half damage, and the rhino pushes the target 1 square.

TRIGGERED ACTIONS

Stubborn * At Will

Trigger: The rhino is pulled, pushed or slid.

Effect (Immediate Interrupt): The forced movement is reduced by 1 square.

Skills Athletics +18, Endurance +16

Str 24	**Dex** 15	**Wis** 15
Con 20	**Int** 1	**Cha** 6

Alignment unaligned　　　　　　　　**Languages** -

Dire Rhinoceros　　　　Level 19 Soldier
Huge natural beast　　　　　　　　XP 2,400

HP 180; **Bloodied** 90　　　　　　**Initiative** +13

AC 35; **Fortitude** 34; **Reflex** 29; **Will** 29　　**Perception** +11

Speed 6

STANDARD ACTIONS

(mbasic) Horn * At Will

Attack: Melee 1 (one creature); +24 vs. AC.

Hit: 4d8+9 damage, and the dire rhino pushes the target 1 and shifts into the space the target occupied.

(melee) Horn Throw * At Will

Attack: Melee 1 (one creature); +24 vs. AC.

Hit: 4d8+9 damage, the dire rhino slides the target 6 squares and the target falls prone.

(melee) Trample * Recharges when first bloodied

Effect: The dire rhinoceros moves up to 4 squares. It can move through medium or smaller creatures' squares during this move, and it makes the following attack against each creature whose space it enters during this movement.

Attack: Melee 0 (each creature whose space the rhino enters); +22 vs. Fortitude.

Hit: 4d10+5 damage, the rhino pushes the target 2 squares and the target falls prone.

Miss: Half damage, and the rhino pushes the target 1 square.

(melee) Incredible Charge * Encounter

Effect: The dire rhinoceros charges and makes the following attack in place of a melee basic attack.

Attack: Melee 1 (one creature); +24 vs. AC.

Hit: 6d8+7 damage, and the target is stunned (save ends).

TRIGGERED ACTIONS

Stubborn * At Will

Trigger: The rhino is pulled, pushed or slid.

Effect (Immediate Interrupt): The forced movement is reduced by 1 square.

Skills Athletics +23, Endurance +19

Str 28	**Dex** 15	**Wis** 15
Con 20	**Int** 1	**Cha** 6

Alignment unaligned　　　　　　　　**Languages** -