BALUCHITHERIUM
Huge Beast
Hit Dice: 14d10+98 (175 hp)
Initiative: +0 (Dex)
Speed: 30 ft
AC: 15 (-2 size, +7 natural)
Attacks: 2 hooves +20 melee
Damage: Hoof 5d4+18
Face/Reach: 20 ft by 20 ft/10 ft
Special Qualities: Scent
Saves: Fort +16, Ref +9, Will +5
Abilities: Str 34, Dex 10, Con 25, Int 3, Wis 13, Cha 4
Skills: Balance +4, Hide +4, Listen +12
Climate/Terrain: Any plains
Organization: Solitary or herd (1-3)
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 15-28 HD (Huge); 29-42 HD (Gargantuan)

The baluchitherium is a hornless ancestor of the rhinoceros, of the Pleistocene era. This herbivore has a thick, greyish-brown hide, much like the rhino. Adults stand 15 to 18 feet at the shoulder, and may measure as long as 28 feet from nose to rump, and the beast may weigh as much as 15 tons. The head is four feet long, sitting on top of a six foot long neck. This beast has poor eyesight, but makes up for this with keen hearing and smell.

If raised from a calf, a baluchitherium can be trained as a beast of burden. This immensely large, strong creature can carry up to 4 tons of weight as a pack animal.

COMBAT
The baluchitherium is a very defensive animal, and attacks any animal that is nearby. This beast tries to charge and trample foes with its front feet.