

# RHINO-TRICERATOPS



**CLIMATE/TERRAIN:** Tropical or sub-tropical jungle

**FREQUENCY:** Very Rare

**ORGANIZATION:** Solitary

**ACTIVITY CYCLE:** Day

**DIET:** Herbivore

**INTELLIGENCE:** Low to Average

**TREASURE:** None

**ALIGNMENT:** Neutral



**NO. APPEARING:** 1-2

**ARMOR CLASS:** 0

**MOVEMENT:** 18, Br 6

**HIT DICE:** 10

**THAC0:** 11

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACK:** 1-12

**SPECIAL ATTACKS:** Energy rocks, charge

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**SIZE:** L (9' tall)

**MORALE:** 16-17

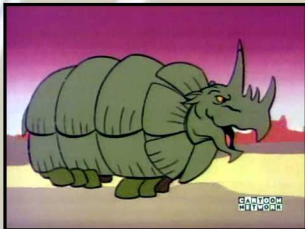
**XP VALUE:** 4,000



**Appearance:** Rhino-triceratops are almost exactly that; a cross between a rhinoceros and a triceratops. The major difference is that a rhino-triceratops

has ten seemingly short, stubby legs instead of four. These legs are extremely

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powerful and can propel it at surprisingly fast speeds. These legs can also extend upwards to a height of 50 feet, enabling the rhino-triceratops to reach sustenance that might be out of reach. When their legs are extended, their movement rate is reduced to 9.

It also has four horns on its head, one medium-length horn rising from the tip of the snout, two smaller ones further up, and one hollow horn rising up from the

middle of its forehead. This horn is where the rhino-triceratops stores its supply of energy rocks (see below). These horns also assist in burrowing as the rhino-triceratops rotates its head rapidly, moving through the earth and even solid rock at a rate of 6.

The rhino-triceratops can range in color from green to brown.

**Combat:** Rhino-triceratops have a assortment of options in how it can defend itself. First, It can gore with its medium sized horn for 1-12 points of damage. It can also charge an opponent, only needing twenty feet to reach full speed and inflicting triple damage if it hits.

The main method of defense is shooting energy rocks out of its horn. Through some unknown method, they can generate and store up to 12 rocks in its horn, and can expel these rocks with great force. These rocks also explode on impact, inflicting 3-18 points of damage per rock. A rhino-triceratops can shoot two of these rocks per melee round, at a range of 120 feet.

**Habitat/Society:** Rhino-triceratops keep to themselves most of the time, only getting hostile when threatened in some way but when angered they will attack until their foes are slain or driven off.

Rhino-triceratops only congregate and stay together long enough to mate and then they part, with the female raising the young only until they can fend for themselves. They communicate amongst themselves with gravelly growls, snarls, and roars.

**Ecology:** Some sages believe that the rhino-triceratops was the result of some sort of m