



“Rhox” © Wizards of the Coast, by Mark Zug. Accessed at his gallery [here](#)

[Commissioned by [@crazytrain48](#). The oront varied wildly in power level between editions of *Arduin*. In the original *Arduin Grimoires*, it has 6-9 HD, making the weakest of them on par with 0e minotaurs, and the strongest of them a bit more powerful. In the *Arduin Eternal* edition, they have 225 hit points! I went with the higher end of the *Grimoires*-era power-scale.

Also, I like this MTG illustration better than either the official *Arduin Eternal* illustration and most other illustrations of Magic’s rhoxes. It doesn’t look *just* like an anthro rhino, but has monstrous features of its own, like the twin horns, tusks in the lower jaw and alligator-like hide on the limbs.

Edit: I’ve incorporated some of the flavor from the *Compleat Arduin* edition. Not all of it, because it contradicts some of the *Eternal* era material. Do oronts hate water? Or do they live in swamps? Maybe it’s a clan thing.]

Oront

CR 7 CE Monstrous Humanoid

This giant humanoid has leathery skin and a bestial face, with horns growing from the nose and brow. It clutches a massive morningstar in its beefy hands, and grinds its sharp teeth.

Oronts are massive horned humanoids native to warm woodlands and swamps. They are similar in some ways to minotaurs, and in others to rhinoceroses. An oront has poor eyesight but a keen sense

of smell, and responds to most intrusions of smaller creatures by charging first and asking questions later. Or never. They are carnivorous, so most of the time they make a meal of the gored unfortunate. Oronts prefer to roam by night and sleep by day, lairing in caves and sinkholes.

It is believed that the first oronts were created by magical mutation. They cannot be polymorphed, whether they desire to be or not, suggesting perhaps that their form has been fixed artificially. They are social among their own clans, but violent towards strange oronts. This violence may be a prelude to courtship if the wanderer is seeking a mate, but can be fatal if either side proves itself unworthy, or if one of the sides is not in an amorous mood. They may trade with or work for giants—fire giants are especially prized allies due to their affinity for metalworking. They have a fondness for sweets, especially cherry lollipops, and will raid confectioneries and candy merchants to get them. They especially despise dwarves.

An oront stands between eight and ten feet tall and has skin in shades of grays and browns. They have variable numbers of horns—three is the most common, but as few as one and as many as five have been seen.

Oront CR 7

XP 3,200

CE Large monstrous humanoid

Init +4; **Senses** darkvision 30 ft., Perception +13, scent

Defense

AC 21, touch 9, flat-footed 21 (-1 size, +4 armor, +8 natural)

hp 76 (9d10+36)

Fort +8, **Ref** +6, **Will** +7

Immune fear, polymorph effects; **Weakness** near-sighted

Offense

Speed 40 ft.

Melee morningstar +12/+7 (2d6+6), gore +7 (1d8+2), bite +7 (1d6+2) or gore +12 (1d8+4), bite +12 (1d6+4)

Ranged sling +8 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks powerful charge (gore +14, 2d8+8), sweeping charge

Statistics

Str 19, **Dex** 11, **Con** 17, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +9; **CMB** +14; **CMD** 24

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack

Skills Climb +8, Perception +13, Sense Motive +10, Survival +11 (+15 when tracking by scent),

Swim +8; **Racial Modifiers** +4 Survival when tracking by scent

Languages Giant

Ecology

Environment warm forests and swamps

Organization solitary, pair, gang (3-6) or clan (7-12)

Treasure standard (studded leather, morningstar, sling with 10 bullets, other treasure)

Special Attacks

Near-Sighted (Ex) An oront treats creatures greater than 30 feet away from it as having concealment.

Sweeping Charge (Ex) When an oront hits an opponent with its powerful charge attack, it can make a CMB check to trip its opponent without provoking an attack of opportunity.