

Euoplocephalus

MONSTER:

EUOPLOCEPHALUS

- BY CLIVE OLDFIELD

Archetype: Dinosaur Motivation: Nap
Style: 0 Health: 17

Primary Attributes

Body: 8 Charisma: 0
Dexterity: 1 Intelligence: 0
Strength: 6 Willpower: 6

Secondary Attributes

Size: 3 Initiative: 1
Move: 7 Defense: 6 (10)*
Perception: 6 Stun: 8

* +4 Heavily Armoured

Skills	Base	Level	Rating	Average
Brawl	6	2	8	(4)

Talents

None

Resources

None

Flaw

Bestial

Weapons	Rating	Size	Attack	Average
Tail	4N	-3	9N	(4+)N

These huge and heavily armoured herbivores roam the Hollow Earth munching on its plentiful food and growing ever larger.

For an amusing encounter, have 6 tons of sleepy Euoplocephalus wander into the PCs' way and settle down for a well earned rest. Make sure the stupid lump chooses the most inconvenient place possible to have its nap when the PCs are in a hurry to get somewhere.

The PCs will have to wrack their brains if they are to come up with a good plan to move it out of the way. The armour on the dinosaur's head and back is so thick it will be hard to disturb it physically. Unless they are clever, no matter what they do to it, they should not manage to wake it up, unless they get very violent.

And if it does wake, it might not be in the best mood. They should be careful, that they do not provoke the normally placid herbivore into retaliation, as one flick of its armoured tail can certainly knock a man out.

