

Warhorse, Heavy (Alabaster)

Large Animal

Hit Dice: 4d8+12 (30 hp) (34 hp)

Initiative: +5

Speed: 50 ft. (10 squares)

Armor Class: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13 (AC 16 w/ Leather Barding)

Base Attack/Grapple: +3/+11 ^{+1/12}

Attack: Hoof +6 melee (1d6+4) (1d6+5)

Full Attack: 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)

Space/Reach: 10 ft./5 ft. (1d6+5, 1d4+3)

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6 (Str 19, Dex 19, Con 20, Int 4, Wis 13, Cha 6)

Skills: Listen +5, Spot +4, Jump +7

Feats: Endurance, Run

Environment: Temperate plains

Organization: Domesticated

Challenge Rating: 2

Advancement: —

Level Adjustment: —

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.