

# ASPERII

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## Large Magical Beast (Air, Cold)

**Hit Dice:** 4d10+12 (34 hp)

**Initiative:** +3 (Dex)

**Speed:** 60 ft, fly 120 ft (average)

**AC:** 16 (-1 size, +3 Dex, +4 natural)

**Attacks:** 2 hooves +7 melee, bite +2 melee

**Damage:** Hoof 1d6+4, bite 1d3+2

**Face/Reach:** 5 ft by 10 ft/5 ft

**Special Qualities:** True seeing, feather fall, ride the wind, immunities, cold subtype, telepathy

**Saves:** Fort +7, Ref +6, Will +5

**Abilities:** Str 18, Dex 16, Con 16, Int 15, Wis 15, Cha 15

**Skills:** Listen +12, Move Silently +6, Search +12, Sense Motive +6, Spot +12

**Feats:** Iron Will

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**Climate/Terrain:** Cold and temperate mountains

**Organization:** Solitary or herd (2-4)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral good

**Advancement:** 5-12 HD (Large)

Asperii are called wind steeds by some and are highly prized as mounts. They are very loyal to their rider and will defend them in times of danger.

Asperii appear as large horses, about 8 feet long. Its coat is white, gray, or dun and the asperii has a small mane that is usually silver, white, or light gray.

## COMBAT

They are gentle beings and avoid combat, but if pressed, they are quite capable of defending themselves. Asperii attack with their hooves and bite.

**True Seeing (Su):** An asperii can continuously see things as they are with a range of 120 feet. This functions as the *true seeing* spell; it can be dispelled, but the asperii can restart it again on its next turn as a free action.

**Feather Fall (Su):** Four times per day, an asperii can use *feather fall* on itself or a creature it touches. This functions as the spell cast by an 8th-level sorcerer.

**Ride the Wind (Su):** Asperii are able to ride air currents of natural or magical nature. This allows an asperii to add 5 feet to its fly speed for each mile per hour of wind over 20.

**Immunities (Ex):** Asperii are immune to all gaze attacks.

**Cold Subtype (Ex):** Cold immunity, double damage from fire, except on a successful save.

**Telepathy (Su):** Asperii can communicate telepathically with any creature within 100 feet that has a language.

**Skills:** Asperii receive a +4 racial bonus to Listen, Search, and Spot checks.

The Asperii first appeared in Dragon #89 (in the original "Creature Catalog" section) as

the Wind Steed. It later appeared in MC3, and MC annual 4.