DRAGON HORSE

Large Magical Beast (Air)

Hit Dice: 8d10+32 (76 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 60 ft, fly 120 ft (good)
AC: 20 (-1 size, +3 Dex, +8 natural)
Attacks: 2 hooves +14 melee
Damage: Hoof 1d8+7
Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, flying charge
Special Qualities: Darkvision 180 ft, low-light vision, aura detection, telepathy, SR 16
 Saves: Fort +10, Ref +9, Will +8
Abilities: Str 24, Dex 17, Con 19, Int 16, Wis 18, Cha 20
Skills: Concentration +13, Knowledge (arcana) +12, Listen +20, Sense Motive +12, Spot +20
Feats: Alertness, Combat Casting, Flyby Attack, Improved Initiative, Iron Will

Climate/Terrain: Any land
Organization: Solitary or family (2-3)
Challenge Rating: 9
Treasure: None
Alignment: Usually neutral good
Advancement: 9-16 HD (Large); 17-24 HD (Huge)

Dragon horses are sky-dwelling cousins of the noble ki-rin. They physically resemble the ki-rin, but lack their relatives’ horn. They have blue coats of various hues, and flowing whitish-silver manes and tails.

Dragon horses spend nearly all of their time in the air when on the Material Plane, and visit the Elemental Plane of Air frequently. Dragon horses are solitary by nature, but sometimes travel with in families consisting of stallion, mare, and foal. They have no cares for material possessions, and do not keep treasure. They find the presence of Evil creatures distasteful and do not remain near them for long.

Dragon horses are sought after as steeds and destriers, but are very difficult to tame. The dragon horse accepts another creature only as a willing traveling companion and associate, but does not remain land bound for a long period of time. A foal can be raised by a gentle being and trained as a companion, but this process may take decades.

Dragon horses speak Auran, and Common.

COMBAT

Dragon horses are peaceful and avoid combat except in the most desperate of circumstances. In physical combat, they usually deal subdual damage rather than killing. The dragon horse emits its spell-like ability attacks as a form of breath weapon.

Spell-Like Abilities: At will, once per round—astral projection (self plus 50 pounds of objects only), cone of cold, etherealness (self plus 50 pounds of objects only), fog cloud, gust of wind.

All dragon horses’ spell-like abilities are as the spells cast by an 8th-level sorcerer (save DC 15 + spell level), although it prefers to use its cone of cold at half-strength.

Flying Charge (Ex): A dragon horse that is flying gains a +2 to its damage roll on a charge.

Aura Detection (Su): A dragon horse is empathic and has the ability to read the “aura” of another creature, effectively giving it the abilities of detect evil and detect thoughts (DC 15), as the spells cast by an 8th-level sorcerer. This ability is always active.

Telepathy (Su): A dragon horse can communicate telepathically with any creature within 100 feet that has a language.
Skill: Dragon horses receive a +8 racial bonus to Listen and Spot checks.