**IRISH DEER**

Large Beast  
**Hit Dice:** 4d10+12 (34 hp)  
**Initiative:** +2 (Dex)  
**Speed:** 50 ft  
**AC:** 14 (-1 size, +2 Dex, +3 natural)  
**Attacks:** 2 gores +7 melee  
**Damage:** Gore 2d6+7  
**Face/Reach:** 5 ft by 10 ft /10 ft (with antlers)  
**Special Qualities:** Scent  
**Saves:** Fort +7, Ref +6, Will +2  
**Abilities:** Str 20, Dex 14, Con 16, Int 2, Wis 12, Cha 6  
**Skills:** Hide +5*, Listen +3, Move Silently +9, Spot +3  

**Climate/Terrain:** Temperate forest  
**Organization:** Solitary or herd (1-8)  
**Challenge Rating:** 3  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 5-8 HD (Large); 9-10 HD (Huge)

The Irish deer is a creature as big as a moose, and is from the Pleistocene era. This shy, peaceful beast dwells in temperate forests. In form, the Irish deer resembles something like a cross between a moose and a deer, a large yet majestic herbivore. Its impressive antlers spread to a width of ten feet, and its hide is somewhat shaggy.

**COMBAT**  
Irish deer are not aggressive creatures, but can be particularly dangerous during mating season. They are likely to attack anyone that disturbs them at this time, to drive off challengers. This beast attacks with its antlers, and can attack two targets if both are in range.  

**Skills:** Irish deer receive a +4 racial bonus to Hide and Move Silently checks. *In forested areas, the Hide bonus increases to +8*.