

# Draconic War Dog

Riding Dog with Templates: Warbeast (MM II P.219), Draconic (Draconomicon P.150)

**Size/Type:** Medium, Magical Beast

**Animal Hit Dice:** 3d8+15 (28 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares)

**Armor Class:** 17(+2 Dex, +5 natural), touch 12, flat-footed 15

**Base Attack/Grapple:** +2/+7

**Attack:** Bite +7 melee (1d6+5), Claw +2 (1d3+2)

**Full Attack:** Bite +7 melee (1d6+5), Claw +2 (1d3+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Trip

**Special Qualities:** Darkvision 60ft., Low-light vision, scent

**Saves:** Fort +8, Ref +5, Will +3

**Abilities:** Str 20, Dex 15, Con 20, Int 2, Wis 14, Cha 8

**Skills:** Intimidate +1\*, Jump +11\*, Listen +6, Move Silently +4, Spot +10\*, Swim +6, Survival +3\*

**Feats:** Alertness, Track<sup>B</sup>

**Environment:** Temperate plains

**Organization:** Solitary or pack (5-12)

**Challenge Rating:** 3

**Advancement:** —

**Level Adjustment:** +1

## Carrying Capacity

A light load for a riding dog is up to 200 pounds; a medium load, 201-400 pounds; and a heavy load, 401-600 pounds. A riding dog can drag 3,000 pounds.

## Combat

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

*Combative Mount (Ex):* A rider on a trained warbeast mount gets a +2 circumstance bonus on all Ride checks. A trained warbeast is proficient with light, medium, and heavy armor. A vermin warbeast, being mindless and therefore untrainable, cannot have this ability.

## Trip Attack

Make an unarmed melee touch attack against your target. This provokes an attack of opportunity from your target as normal for unarmed attacks. If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

## Avoiding Attacks of Opportunity

If you have the Improved Trip feat, or if you are tripping with a weapon (see below), you don't provoke an attack of opportunity for making a trip attack.

## Being Tripped (Prone)

A tripped character is prone. Standing up is a move action.

## Tripping a Mounted Opponent

You may make a trip attack against a mounted opponent. The defender may make a Ride check in place of his Dexterity or Strength check. If you succeed, you pull the rider from his mount.

## Saves

A draconic creature has a +4 racial bonus on saves against magic sleep effects and paralysis, thanks to its heritage.

## Skills

Riding dogs have a +4 racial bonus on Jump checks. \*the Draconic Riding dogs have a +4 racial bonus on Survival checks when tracking by scent, and a +2 racial bonus to Intimidate and Spot checks.

$$(2+\text{Int}[\text{min. } 1])\times(\text{HD}+3)=18$$