

Torassian Dire Horse

Huge Animal

Hit Dice:	10d8+60 (105 hit points)
Initiative:	+1 (Dex)
Speed:	60 ft.
AC:	15 (Base 10; -2 Size, +6 Natural, +1 Dex) Touch 9, Flat-footed 14
Attacks:	2 hooves +11 melee and bite +6 melee
Damage:	Hoof 1d8+6, bite 1d6+3
Face/Reach:	10 ft. by 20 ft. / 10 ft.
Special Attacks:	---
Special Qualities:	Low-light vision, scent
Saves:	Fort +13, Ref +8, Will +6
Abilities:	Str 23 (+6), Dex 13 (+1), Con 23 (+6), Int 2 (-4), Wis 16 (+3), Cha 11 (+0)
Skills:	Listen +10, Spot +10
Climate/Terrain:	Any land; native to the Torassian Plains.
Organization:	Solitary or herd (6-30)
Challenge Rating:	6
Treasure:	None
Alignment:	Always Neutral
Advancement:	11-16 HD (Huge) 17-25 HD (Gargantuan)

Torassian Dire Horses are similar to regular dire horses, only they are even larger, and even more aggressive. They should be treated as dire horses, except where the entries above and below differ. (See *Dire Horse*, MM2, pp. 75 for details.)

Carrying Capacity: A light load for a Torassian Dire Horse is up to 600 pounds; a medium load is 601 – 1,200 pounds; and a heavy load is 1201 – 1,800 pounds. A Torassian Dire Horse can drag 9,000 pounds.

According to legend, the demigod, *Syvatagor*, is fond of riding a gargantuan-sized Torassian Dire Horse of maximum HD.