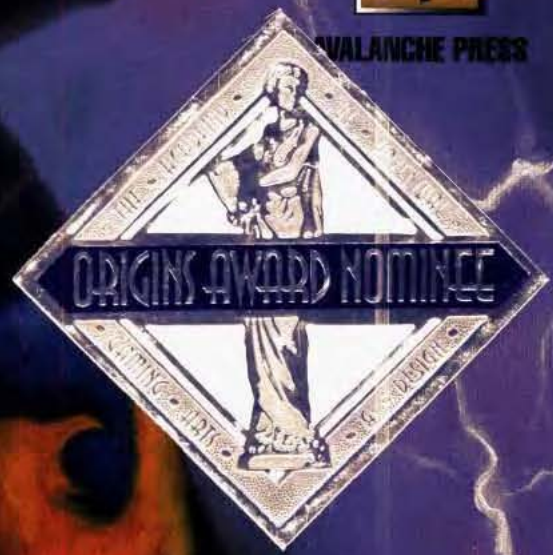




AVALANCHE PRESS



Noble Steeds

A d20 Guide to Horses & Mounts



Requires the use of the Dungeons and Dragons® Player's Handbook,®
Third Edition, published by Wizards of the Coast®



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Table of Contents

Introduction	04	Hack	17
Part 1: Creatures of Wind and Fire	05	Cob	18
War	05	Part 2: Light Horses	18
Travel	07	Stables	19
Leisure	09	Arabian	19
Dressage	10	Barb	21
Work	11	Sorraia	22
Myth	12	Spanish Andalusian	23
Roman	12	Lipizzaner	25
Celtic	12	Ponies	26
Chinese	12	Norwegian Fjord	26
Hindu	13	Ariegeois	28
Voudoun	13	Shetland	28
Centaur	13	Part 3: Heavy Horses	29
Male and Female Symbolism	13	Brabant	31
Learning the Horse	14	Percheron	32
Coloration	14	Shire	33
Markings	14	Clydesdale	34
Measurements	14	Breton	35
Physical Structure	16	Part 4: Beasts of Burden	37
Age	16	Elephant	37
Communication	16	Indian Elephant	40
Types of Horse	17	African Elephant	41
Destrier: War-Steed	17	Camel	42
The Palfrey: Everyday Amble	17	Charioteering	43
The Courser: Hot-blooded Speedster	17	War	43
Pack Animals	17	Racing	44
Hunter	17	Part 5: Steeds of Legend	44
		Pegasus	45
		Gryphon	46
		Aughisky	46
		Unique or Exceptional Steeds	48
		Golemic Steeds	48
		Fey Horses	51
		Part 6: Steed Creation	51
		Steed Experience	52
		Building a Steed	52
		Choosing a Classification	52
		Choosing a Breed	52
		Choosing a Class	52
		Selecting Feats	53
		Steed Classes	53
		Courser	53
		Destrier	53
		Palfrey	54
		Steed Feats	55
		Part 7: Outfitting a Steed	59
		Tack and Barding	59
		New Magic Items	62
		Credits	63

Introduction

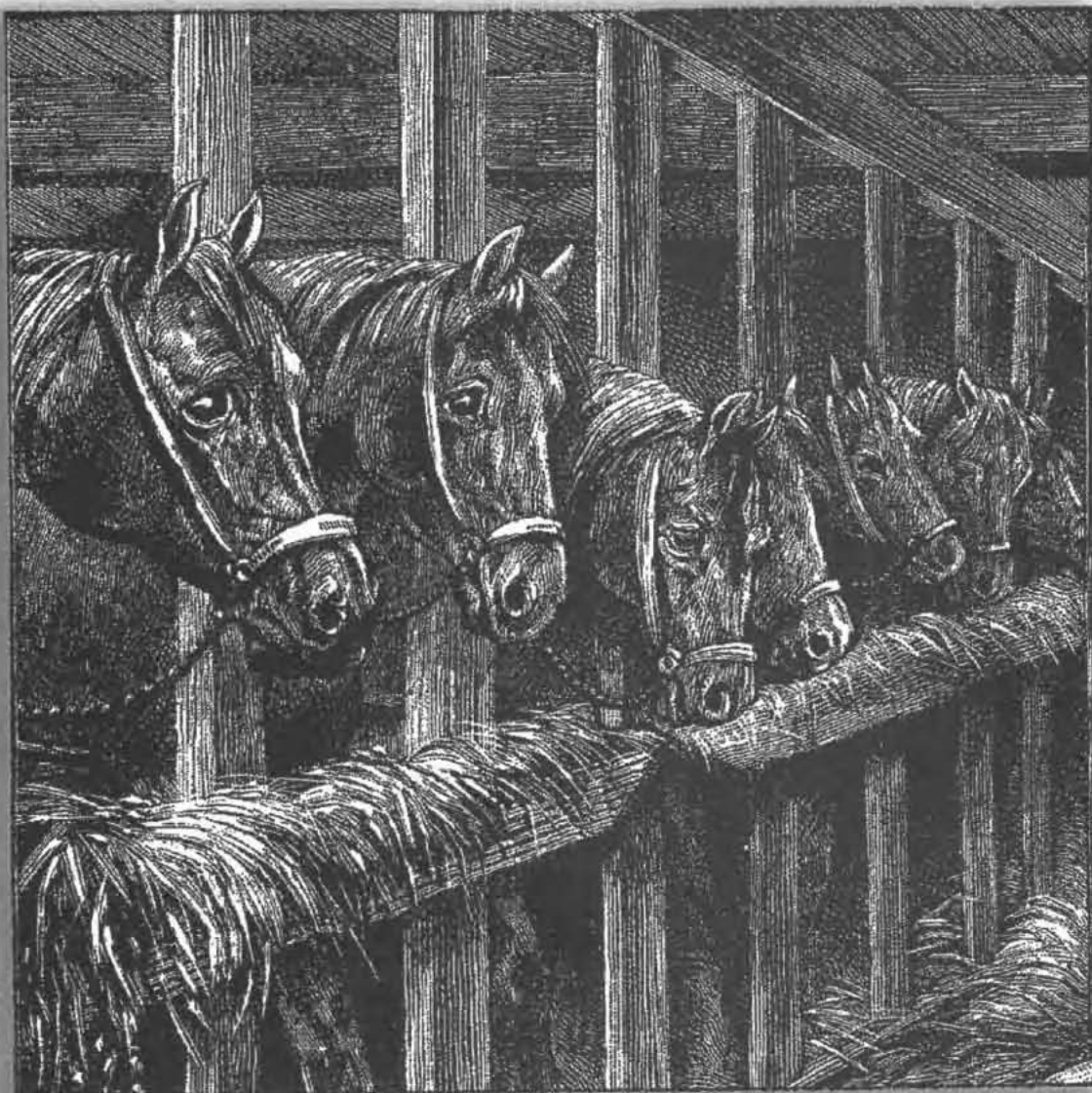
What is a knight without his noble steed or a thief without a means of escape? Without the horse, society would not be as advanced or as widespread as we know it. The rise and fall of civilization began on the back of a horse. And yet, the average fantasy game would have you believe that a horse is just a horse. No longer. *NOBLE STEEDS: THE D20 GUIDE TO HORSES, COURSERS, AND MOUNTS* enables your PC to have an individualized steed, complete with detailed training, classes and levels, and unique feats to make your horse an effective companion for adventuring. Players and game masters alike will find the backgrounds, historical information, and mechanical guides in this book integral to any campaign. Now players will be able to create the equine companion of their characters' dreams.

Part 1 offers an introductory course on the common horse, including information on coloration, size, attitude, and

history. Parts 2 through 5 detail different types of animals, from light horses and ponies to heavy draft and warhorses. There's information on more exotic mounts like elephants and camels and magical and mythical ones such as Pegasus and gryphons. Each classification is broken down by breed with historical information and unique game stats.

In Part 6, you'll find information for creating your own personalized steed. Choose the classification, breed, and class for your mount. You'll also find 24 new Feats usable by steeds. Part 7 details the equipment you'll need to ride and offers some new magical items designed to enhance your mount's performance.

Everything you need to help your steed become an elite companion, a compatriot at arms, or a speedy courser that runs like the wind is here. The choice is yours, and your mount stands outside, ready to conquer the world. What are you waiting for?



Part 1: Creatures of Wind and Fire



The horse: a creature that ancient philosophers thought to be made entirely of wind and fire; a creature that could run faster than any other and whose spirit was forged in the flames of heaven or drawn forth from the rushing waters of the sea. Thousands of cultures across Europe, Africa, and Asia worship this animal. Their horse-gods and -goddesses are loyal, passionate, and clever, possessing the best qualities of the beasts that roam the wild plains. Horses tamed Europe beneath the reins of Roman conquerors, carried burdens across the dark wilderness of China and Russia, and made hoof-prints that became trails and eventually great roads that would one day forge the Old West.

Before the domestication of the horse and other riding beasts, the only methods of travel were walking and riding in river boats on swift-moving bodies of water. With such animal power, humans gained a tremendous increase in the

speed of movement, the passage of information, and the spread of civilization. With the aid of these stalwart allies, humanity spread throughout the plains and mountains as rapidly as they could cross a river's mouth. The domestication and training of horses had a profound impact on the people of Eurasia. Suddenly, horizons expanded; travel beyond the limits of humanity's two legs became possible. Beckoned by unknown lands, people began to explore and to conquer.

Archeological and paleontological evidence indicates that the horse was domesticated about 5,000 years ago, substantially later than other farm animals. By that time (approximately 3,000 BCE), the dog was humanity's companion for more than 9,000 years; goats, sheep, and cattle had been herded for upwards of 5,000 years before the advent of the domestic horse. Relative newcomers, ponies, mules, and horses nevertheless altered society in tremendous ways, changing everything from food sources (agriculture and planting is significantly easier with horse-drawn plows) to society (cities became much more accessible, and those who lived far from civilization suddenly found information more easily obtained).

To ride, humankind first learned balance, stability, and training, both for beast and rider. This was not an overnight development, nor did it appear easily; horses were domesticated nearly 2000 years before humans developed sufficient techniques to ride them. Before that time, the horse was a simple beast of burden, similar to the ox, that was used only to carry loads, drag wagons or chariots, and pull plows and other field equipment.

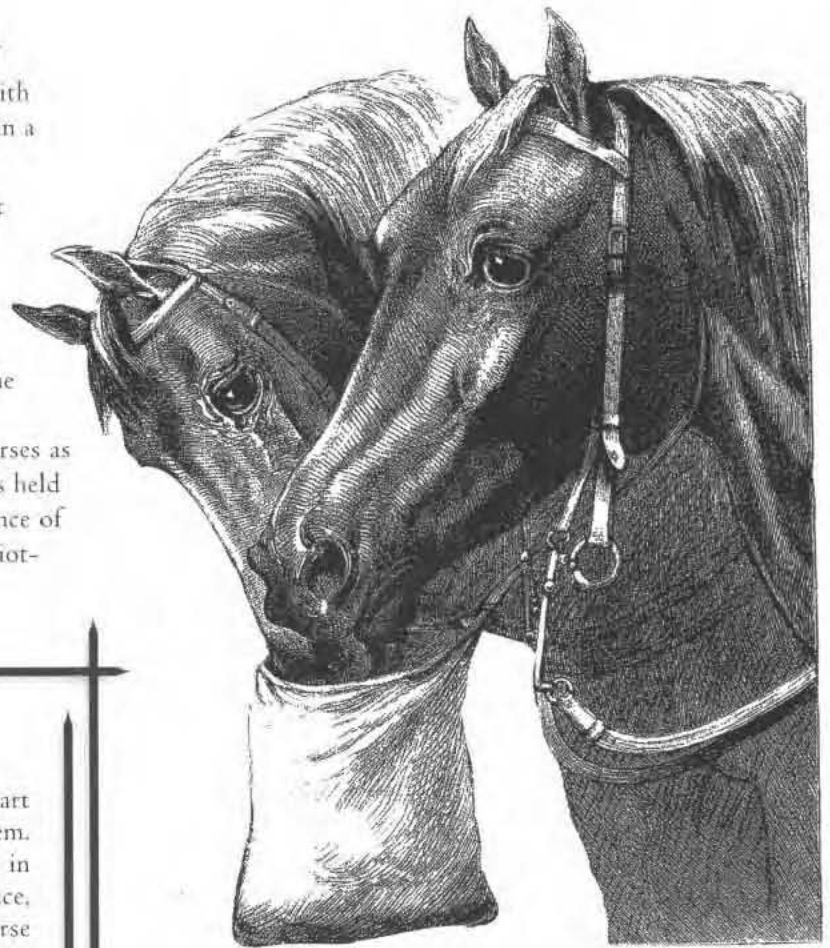
Domestication of the horse and the creation of means to ride upon it were massive breakthroughs in human social development. In four ways, the horse's contributions altered human history - through war, travel, work, and leisure. In these four arenas, society advanced with the aid of the horse, and our history was written from the backs of noble steeds and brave companions.

War

Although war is not its most common occupation, the horse certainly proved its worth on a battlefield. War forged the horse's spirit and drove humanity to invent the bridle and basic saddlery (although it was incredibly primitive at first). The horse was more agile alone than with a chariot or other war-machine behind it, and a man on horseback made both

an excellent scout and a formidable warrior. Speed of movement is critical in warfare, and a smaller army with better mobility has a far greater chance of victory than a slow-moving, larger force.

The horse was by far the fastest, most agile and most maneuverable addition to ancient armies. Oxen and donkeys, although much calmer than horses, could not compare for sheer speed and maneuverability. At first, the horse was used to pull chariots or other war-engines and not as a solitary soldier's mount. The Hittites invented the war chariot and conquered Mesopotamia and Egypt around 1800 BCE using horses as their primary war beasts. Their swift-moving chariots held two men: one to drive and one to fight. The appearance of these unfamiliar animals and the speed at which chariot-



Paces

The paces of a horse can be difficult to tell apart unless one is trained in distinguishing them. However, to a rider, they are very distinctive in pattern, speed, and ease of riding. The first pace, the walk, is very easy to maintain. The horse simply moves forward at a slow pace of four beats, its body swaying slightly from side to side.

The next gait is known as a trot, and is similar to a human jog. It is very difficult to seat a horse at a trot without proper stirrups and saddle because the trot has only two beats. With each beat, the horse's entire bodyweight shifts substantially, throwing an inexperienced rider from side to side with jarring violence.

The third gait of a horse is known as a canter, which is a much smoother three-beat pace and is much easier to maintain both for horse and for rider. The gait appears like a very slow run as the horse leaps slightly forward in the air after every smooth motion of its legs.

Last is the gallop. This pace is similar to a flat-out run in human standards, where the horse is throwing everything into its movements and is attempting to achieve as much speed as possible. It is usually a four-beat pace, but some horses have unusual gallops that are only three beats.

Specialized gaits, such as weighted walking, pacing, and the tolt (four-beat running walk) are very rare and are usually used only for parades or special racing.

borne spearmen and bowmen could deliver their deadly blows terrified Bronze Age foot soldiers, and many fled rather than face them on the open fields. Cities surrendered, and myths were created about the godlike creatures that loaned their strength and speed to the Hittite warriors. Civilizations that did not domesticate the horse considered the Hittite generals to be powerful immortals and thought their steeds were the gifts of the gods themselves.

The horse immediately became recognized as a creature of power, whose presence on the battlefield frightened common soldiers and gave prestige to its masters. It became revered and identified with strength and status while cattle and donkeys were relegated to the peasantry. The ancient Mesopotamians called the horse a "creature that stands near kings and eats without being eaten," indicating that, unlike other beasts of burden, the horse was considered far too valuable to become food stock even in its advancing age. They were treated with courtesy, and, in many cultures, it was considered an insult to the immortal powers of the world to mistreat or destroy a horse with no reason or to feast on its flesh.

Individual mounted soldiers do not appear in historical records until some 800 years later, around 1,000 BCE. Scholars explain the long interval as the result of needing to breed larger and stronger horses to carry an armored man.



The first horses were smaller than they are today, and their bodies were not designed to carry a person comfortably. The horse was bred up from this stage, becoming notably larger, broader, and in many cases, thicker in both legs and body. Ponies can carry adults – they are exceptionally strong – but it is difficult to ride a pony at a run if one is very big. For convenience and for speed, horses were bred to gain size and stability and, thus, to carry larger (and armored) riders.

As in the West, the horse in Japan figured prominently in the military, from at least as early as the invasions from Korea in the 1st Century CE. Interestingly, the Japanese never developed chariots or other fighting-engines of that style, and it is possible that they moved directly from the horse as a beast of burden into using the horse as a conveyance for a single rider. The Japanese landscape is very rugged, covered in hills, mountains, and chaotic terrain, so one can surmise that they simply had no use for chariot-like conveyances.

War is no comfort for the horse, and even those which are treated with the utmost respect and pride are still forced to make due with sub-standard fare, dangerous conditions, and savage marches. The horse is, in an active campaign, saddled on average about 15 hours out of 24. Its feed is nominally 10 pounds of grain a day, but, in reality, it averages about eight pounds. It has no hay and only as much grass and foliage as it can pick up during halts. The water it usually drinks is brook water that can be found near the road of the march, and this is frequently foul and muddy from the passage of the infantry.

Of course, sore backs are the greatest trouble that such an animal faces during its time at war. A horse's back can get feverish under the saddle, and the first day's march may cause the horse's back to swell. If the saddle is not placed properly or chafes, the horse may develop boils or blisters, and become almost unrideable. If its back is not treated immediately, the trouble grows on a daily basis, becoming worse with each passing hour until the horse can no longer bear a rider. Every night after a march, no matter how late it may be or how tired or hungry the soldier is, he will first pay attention to his steed. This is essential for cavalry forces and leads to the old adage that the cavalry steed is treated better than the soldier himself. Truly unfortunate horses suffer their withers swollen to three times the natural size and volcanic, running sores pouring matter down each flank. This is a case with which every cavalryman is daily called upon to deal. Sadly, in many campaigns, that horse still must be ridden until it lays down in sheer suffering under the saddle.

Travel

After winning wars and conquering expansive territories all across Europe and Asia, powerful leaders began to impose peace over their holdings. To maintain it, though, they

Cooling Out

Caring for horses is a difficult business, and one where a mistake can cost the animal its life. Good grooms, stablemen and trainers spend years learning veterinary medicine and the simple ins-and-outs of caring for horses.

Cooling Out

Possibly one of the most tedious aspects of riding horses in winter is the after-ride cooling-out process. Tedious though it may be, it's very important to cool a horse properly. Putting it away hot and sweaty will jeopardize its health by allowing it to catch a chill.

Even in the coldest of weather, the horse's metabolism (the burning of internal fuels to produce energy) causes it to sweat during intense exercise. This sweating can be exaggerated by a full winter coat. To cool a horse safely, one must begin while still riding. Following the ride or work out, walking the steed for ten to fifteen minutes will allow the heat built up in the muscles to dissipate.

Upon dismounting, the girth or cinch should be loosened, but the saddle should not be removed immediately because doing so will allow cold air to reach the muscles of the horse's back and may cause cramping. The steed must be covered with a cooler that may be wool or (in more modern settings) one of the more high-tech fabrics designed to wick moisture from the horse and cool it out quicker. The horse is then walked for a few minutes like this, and then the saddle is removed and the cooler replaced before walking it more.

Failure to provide this sort of after-exercise care will damage the beast. The horse must make a Fortitude Save at DC 15 or it catches chill. It loses 1d3 points of Temporary Constitution and is Fatigued the next day. It can be ridden, but suffers all of the penalties for Fatigue and it does not recover a point of Constitution. The DC is 25 if the animal was worked or ridden hard. Additionally, it must make another Fortitude Save or take another 1d6 points of Temporary Constitution Damage. This continues each day that the animal is not rested. After the second day, it automatically takes Constitution Damage on a daily basis until it is properly cared for.



Cooling Out (cont'd)

Horses that take a long time to dry can be "thatched." They are covered with a cooler or blanket, with a layer of hay or straw stuffed underneath. Rubbing vigorously with a towel also helps speed up the drying process.

The horse should be checked frequently to ensure it is drying and cooling properly (Animal Handling check DC 10). If it was worked hard, cool water (not cold) is an acceptable means of allowing it to re-hydrate itself, but only after the horse has stopped sweating. If the horse drinks water that is too cold, it must make a Fortitude Save at DC 15 or it immediately takes 1d6 points of Constitution Damage. It must make another Save at DC 13 or sustain an additional 1d6 points of Constitution Damage half an hour later.

Once the character is satisfied that the animal's temperature has returned to normal and its coat is dry, it can be covered with a clean, dry blanket or put away without one if the weather is warm.

Other Tips

Riding a horse until it is exhausted and then putting it away is a certain means of killing the animal through bad care. Giving a horse cold water while it is exhausted will do the same, as the horse's stomach cannot get rid of the cold water once it ingests it, and the stomach will burst.

Horses that spend most of their time in a stable need daily exercise. Damp bedding can lead to foot infections. The fumes and fungal spores, which become trapped in soiled bedding, can also affect the horse's health. To avoid this, the stable should be cleaned each day and a nice thick bed of straw or wood shavings provided for the horse's comfort.

Horses need to be shod by a good farrier every four to six weeks. Even if the shoes have not worn out, the hooves will have grown and need trimming. Badly-fitting shoes can permanently damage the horse.



Feed and Water

A horse consumes about 2.5 percent of its body weight per day in feed. Just what it needs to eat depends on the work it is doing; the harder a horse works, the greater its need for high-energy food. The bulk of its feed consists of fodder: hay in the winter or whenever it can't be pastured, grass in the summer. In medieval or medieval-like fantasy settings, on up through the Old West, a horse's high-energy feed usually comes in the form of oats. A hard-working horse (a category that covers most adventurers' mounts) needs about 70 percent of its feed to be in this form, though to prevent digestive problems at least 25 percent needs to be bulk fodder. The amount ranges from 14 pounds per day for a small pony under 12 hands high on up to 28 pounds for an animal over 16 hands high.

A horse that does not receive enough high-energy feed suffers a -1 Circumstance Penalty to AC and all actions that day. If this continues for more than one day, the horse becomes Fatigued on the second day, and Exhausted on the fourth. Each day that it is Exhausted that it must continue to work, it takes 1d4 points of Constitution Damage.

Horses must be fed in small amounts constantly throughout the day — a horse has a surprisingly small stomach for such a large creature, and they evolved as grazing animals. They need to be fed at the same times each day and never before or after hard exercise. A horse preferably should not eat two hours before or one after hard work, nor should it go more than eight hours without eating. If it does so, it receives a -1 Circumstance Penalty to AC for 1 hour.

Horses like the texture, color and taste of treats like apples and carrots, and these are also important to vary their feed. Horses get bored easily and will sometimes refuse to eat the same feed for prolonged periods.

A typical horse drinks eight gallons of water per day. This has to be clean and fresh: horses are even more susceptible than humans to water-borne illnesses. After hard work they should be given a small quantity of water, but too much right away can give them colic.

All of these requirements mean that while a horse is a powerful companion, they are not the all-powerful tools of rapid transportation portrayed in some fantasies. There is a definite limit to their powers.

required effective communication. Such need helped entrench the horse's essential role in civilization.

The horse brought new speed and reliability to swift travel and communications. Messages could be sent in days where before it took weeks or was simply impossible, and empires were united and informed through constant dispatches. The Persians in the 5th Century BCE, who built the largest empire of their time, sent commands from their capital using relays of mounted couriers whom "neither snow, rain, heat, nor darkness stays from the swift completion of their appointed rounds," in the words of the Greek scholar, Herodotus. Building and maintaining empires was in early times the principal means of encountering other cultures. Travel and trade extended that contact and produced the spread of ideas that created the civilizations of the ancient world. Making much of that possible – perhaps all of it – was the horse.

Travel was much faster for some, but retained the elegant slowness of pace that marked the Medieval and Renaissance eras. When traveling by horseback in the Middle Ages, a wealthy merchant would not hold the reins of his own horse. Holding the reins oneself was considered inappropriate for anyone but a soldier, who was trained and able to manage his steed at great speeds. Merchants, wealthy people, and the nobility rarely guided their own animals, but were instead content to sit upon them and simply allow themselves to be led by footmen and other servants. The origin of the word "footman," comes from being the individual on foot in a predominantly horse-riding party. The footman's job was to lead his master's or mistress's steed while he or she sat on its back and talked, read, or played instruments. This meant that the journey took much longer, but to ride a horse was considered the prerogative of the noble class. Taking horses was not done for speed in the journey, but for the prestige and the relaxation of the aristocrat who needed to do nothing more than sit on the steed's back and watch the world go by.

Leisure

Travel and war were two of the most important uses of the horse, but when war was finished and all the nobles gathered, the horse found another important role to play – that of entertainer. Using horses for entertainment began early on, with chariot racing and "tricks" trained into the horses. Horses were raced both alone and with riders, and horsemanship as a discipline was practiced by both the early Greeks and Persians. Horses were also used in hunting, which became significantly easier once a mount was involved. Hunting for sport as well as for food became a form of entertainment among nobles, and many kinds of horses were bred purely for this activity.

Breeding horses also became a popular leisure activity, and many different kinds of horses were created in the Greek Empire, among the Celtic peoples, and in other states across

Injuries and Diseases

Horses are delicate creatures and fall victim to a number of illnesses and other hurts. Wounded horses emit horrific screams, so terrible that no character of good or even neutral alignment can hear them and not immediately wish to put the animal out of its misery.

Break Down: A horse's legs are very delicate, and the bones sometimes shatter when stressed even when no direct injury occurs. This is incredibly painful to the horse, and even in modern times there is often no surgical solution. The finely-bred horses of the 20th Century and later are far more susceptible to this problem than the rough work and warhorses of older times. A horse from medieval settings can smash small buildings or people and often survive (typically, a knight is "overthrown" when an opponent crashes his horse into him) but a modern horse would almost always die from such an encounter.

When the horse collides with another animal or object, it makes a Fortitude Save at DC 7. Modern ones receive a -2 Racial Penalty to this check. If it is failed, the leg shatters, effectively destroying the animal, which must be put down to save it from suffering. A Cure Critical Wounds spell can reverse the damage.

Colic: This is a catch-all phrase for abdominal pains. It can come from a sudden change in diet, worms, impacted intestines or a twisted gut. In modern settings drugs and surgery can solve this problem, but in older times there is usually nothing to be done except destroy the poor animal.

Horses exposed to colic-causing infestations such as unclean water make a Fortitude Save at DC 10 to avoid contracting the disease. The horse takes 1d8 points of Constitution Damage per day that this condition persists. It can be cured with the right drugs or with a Remove Disease spell.

Mud Fever: A skin infection of the lower legs, mud fever causes running sores that are painful to the horse but not usually fatal. In modern times, skin creams help; in earlier eras, riders swathed infected areas with mud (hence the name). The same bacteria can also breed sores on the horse's upper surfaces known as rain scald, which respond to the same treatment.



Europe. These horses were lauded for their clean shape, their size and strength, or other qualities and became the ancestors of the many breeds of horse with which we are familiar today.

Injuries and Diseases (cont'd)

When exposed to the disease, the horse makes a Fortitude Save at DC 10. If it fails, it takes 1d6 points of damage per day from the sores. Salves act in the same fashion as a Potion of Cure Light Wounds. The animal stops receiving damage upon treatment, and heals back 1d8 points of damage per day with a modern salve or 1d4 points per day with mud.

Set Fast: The muscles of an over-worked horse's back and hindquarters will eventually seize up, and, in severe cases, the horse will pass blood in its urine. A combination of too little food and overwork is likely to cause this problem, which is very painful to the animal. The muscles are hard to the touch, much like a muscle cramp in a human, and the horse has a very difficult time moving forward. Once again, in modern times there are muscle-relaxing drugs that can help, but in older settings all that can be done is to let the horse rest and hope for the best. In severe cases, the horse will have to be destroyed.

A horse that is overworked (ridden too long, asked to pull something too heavy for it, etc.) must make a Fortitude Save at DC 10. Those that have not been receiving enough high-energy feed (see page 8), suffer a -2 Circumstance Penalty per day they have been underfed. A failure causes the animal to suffer 1d3 points of Temporary Dexterity Damage. Its Speed is also reduced by 5 feet.

In addition, a horse suffering from Set Fast can aggravate the condition. Every day that the horse is not simply resting, it makes another Fortitude Save at DC 12. If this roll is failed, the horse aggravates its muscles and sustains another 1d3 points of Temporary Dexterity Damage and another 5-foot reduction in Speed.

In modern settings drugs will relax the muscles and heal 1d2 points of Dexterity Damage upon application. In fantasy settings a Remove Disease spell will cure it. Otherwise, the animal must rest until the damage is healed.



Injuries and Diseases (cont'd)

Splints: These are bony swellings that appear in the forelegs of young horses when they first begin heavy work. They can cause the horse to go lame, giving it a permanent limp. Corrective shoes can help somewhat.

A young horse must make a Fortitude Save at DC 7 to avoid the onset of this condition. If it is contracted, it takes 1d3 points of Dexterity Damage every day. Special shoes reduce this damage by 2 points a day. If, as a result of the shoes, the horse takes no damage for a week, the condition is cured.

Strangles: An infection of the lymph glands in the horse's jaw, this is very painful to the animal and makes it difficult to swallow. The horse runs a fever, and mucus flows freely from its nose. Soft food and rest help, and in modern times antibiotics as well.

When exposed, the horse makes a Fortitude Save at DC 12 to resist. If failed, it suffers 1d6 points of Constitution Damage. A day later it makes another Saving Throw. If this one succeeds the animal takes no more damage from the disease. If failed, it takes another 1d3 points of Constitution Damage. This process is repeated until the Saving Throw is made or the animal dies. A Remove Disease Spell or modern drugs will cure it.



Dressage

Dressage, or the sport of riding a horse though very specific paces, is quite ancient. It has its origins in the military, where horses were trained to perform specific movements and to maintain a precise gait. Soldiers riding in the cavalry must have their hands free to fight, and explorers often measured the distance between two points by counting the strides of their steeds. In order to be guided by a master whose hands were filled with a shield and sword (or lance), the horse had to be responsive to subtle shifts in the rider's balance and leg pressure.

Training a horse for dressage is a very demanding art, and it takes time and patience to accurately instruct the animal to the pressures of this riding style. In the early stages of training, the major objective is to have the horse carry the rider's weight over his hindquarters. This improves the "lightness" of the forehand and makes the animal more agile

and easier to steer and stop. Any horse can perform the basic movements of dressage. In fact, some stables insist that all of their horses receive this training since it is invaluable even when the rider is controlling the steed with bit and rein. Some primitive cultures instinctively use dressage, training their horses entirely without rein control. These horses are extremely sensitive to the pressure of a rider's leg and the shifting of balance upon their backs. Consequently, they often respond very poorly to a badly trained rider. An equestrian that does not understand the commands he or she is mistakenly giving by shifting around on the horse's back or by squeezing with the legs can confuse the animal and cause it to respond with anger and distress.

In dressage competitions, the horse and rider perform in tests that display the horse's balance, obedience, and suppleness. The horse and rider are judged as a pair, and they must perform a specific set of maneuvers. Typically, they demonstrate three basic gaits (walk, trot, and canter) and move in a number of patterns that includes circles and figure-eights. At more advanced levels, the skills and patterns become more complicated, including diagonals, serpentines, flying changes, and pirouettes. Among the more interesting movements are the *piaffe*, a highly "collected" movement in which the horse trots on the spot, and the *passage*, an elevated trot that makes the horse appear to float.

Work

Although having proved its worth in war, travel and sport, the horse waited some time before joining the regular workforce. Throughout Hellenic, Roman, and early medieval times, oxen and donkeys remained the primary cart-pullers and fieldworkers. The horse began its labors in the field, but, with the prestige and honors given to horses for their fighting and battlefield prowess, they were quickly taken by the upper classes. Few peasants or merchants in the early Bronze Age could afford a horse, and rarely would they use such a noble animal in their fields or pastures as a worker.

The horses of the Mediterranean and Middle Eastern Empires were too light and small to compete with the ox in

The Pooka

The Pooka is one of a variety of Celtic monsters that appear in the shape of horses. Pookas are Irish in origin, but their cousins can be found throughout the Celtic world. They run along the shoreline of lakes and oceans, luring unwary travelers into taking a ride on their backs. The unfortunate person who does so finds himself or herself bound onto the back of the creature, unable to dismount. The pooka then dives into the water, drowning the victim before devouring him or her in the depths of the water.

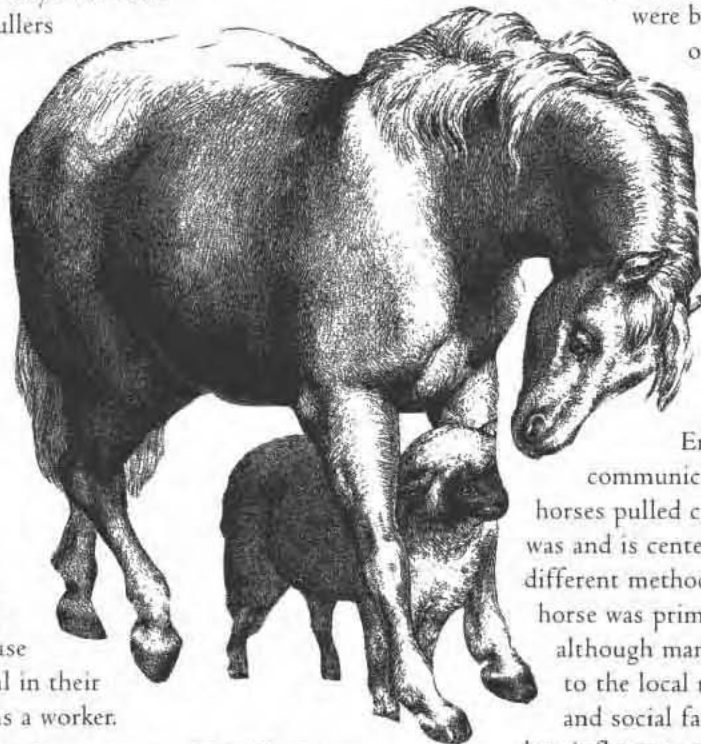
However, on the Celtic Feast of Samhain, the pooka becomes more benevolent. It will trample blackberries into wine and grant petitioners a vision of the future.

Related creatures include the kelpie and the each uisge. None of the other mythical horses has the prophetic abilities of the pooka. Stats for each of these monsters can be found in Avalanche Press's sourcebook on Celts, *CELTIC AGE*.



pulling large loads. Horses were bred from smaller ponies, not as hardy as burros or donkeys, and therefore incapable of bearing the enormous loads that an ox could draw. Horses were bred for speed and stamina, not for strength or mass. They ate nearly twice as much as a donkey and required more pastureland than oxen. Their comparatively less efficient digestive systems meant they were fed more often and they required more expensive feed to keep their trim. Until heavier breeds were created in the Celtic lands, the horse was limited to military campaigns, chariot races, and other forms of aristocratic luxury.

Like their Persian counterparts, the Japanese Emperors used mounted couriers for their communication network. In the realm of daily activity, horses pulled carts but not plows since Japanese agriculture was and is centered on rice, which requires a completely different method of cultivation. In Japan, as in Europe, the horse was primarily identified with power and privilege, although many a humble farmer kept one to pull his cart to the local market. The basic differences in agriculture and social factors meant that the horse had somewhat less influence on Japanese economic and political development than in the West.



Myth

Cultures of the ancient world evolved various mythologies that reflected their values, ideals, and visions of the past. The presence of the horse is common to many of them. It is frequently represented as a powerful, intelligent, and beautiful creature.

Roman

A Roman mosaic of the 3rd Century CE shows Neptune, the god of the sea, and his wife being drawn across the sea by a team of "hippocampus." This beast was a horse with a serpent tail, a symbol of his aquatic heritage. Neptune was not a faithful husband, and he frequently cavorted about disguised as a stallion. In this form, he begat Arion, the wild horse who possessed both the power of speech and whose front feet were those of a human. Also in the form of a stallion, Neptune seduced the Gorgon, Medusa, in the temple of Athena.

Celtic

Horses are traditionally identified with the elements of water and air, the rushing of the wind and the strong, steady pull of the tide. From Poseidon to Epona, the horse-gods and -goddesses were revered and honored by all levels of society. Celtic "water-horses" or "cabbyl ushtey" are

dangerous, feral creatures that lived in the sea foam. They would come up on land to eat the lush grasses only at high tide. If a rider jumped onto its back, it would carry the poor fool directly into the sea without pause. Only the strongest riders or those with a bridle made of spider webs, could turn the ushtey's head away from the water and force it to serve as a steed.

Chinese

In China, the horse is one of the twelve great creatures of the astrological calendar. It is the key figure for perseverance and speed (as well as impatience), and was the symbol of the invading Manchu dynasty, whose cavalry won them the rule of mainland China. The Manchu dynasty began to wear the familiar Chinese "que" in imitation and reverence as a symbol of a horse's tail. Those born within the year of the horse are quick-witted, egotistical, and clever. They are determined workers, and can be trusted with money as well as status, but they can be impatient if rewards do not quickly follow victories. Horse-year people leave the home at a young age, preferring independence, and their lives are filled with changing fortunes. They love to be the center of attention, but they can be blinded by obsession and ambition.



Hindu

In Hindu belief, the supreme god of the Vedic pantheon will return to Earth in the form of a white horse. The god, Vishnu, has many avatars and forms, but he only comes as the white horse at the end of the world to speed the cycle of life to a close. The avatar is his tenth and strongest, and all those who see him will fall to their knees in adoration and in fear.

Horses are both a solar and a lunar creature in the Hindu mythos, identified with both the moon and the sun in their journeys across the heavens. Ushas, the dawn goddess, leads the white and lovely steed of the sun in order to bring light and peace to the world each morning. The moon is drawn by seven horses in its path across the sky, and those steeds have hooves made of sparking steel which burst forth a shower of stars.

Voudoun

In the practices of Haitian voodoo and other primitive religions, "horse-riding" is a euphemism for the possession of a mortal body by an immortal spirit. The person possessed is referred to as the *ch'wl* (horse), and the loa is the rider who "mounts" him or her. Voodoo does not see possession as a trance or a shamanistic turnover of the body; it is a purposeful union of both spirits within a single material body – a horse and its rider are a pair that works in union to achieve their goals. The African background of voodoo supports this. Horses appear in traditional African myth as spirits that are given temporary form on the Earth, but which are created of water and wind and cannot be forever controlled.

Centaur

Centaur, the half-human, half-horse of Greek and Roman mythology, were respected in those cultures as models of wisdom and intelligence. The first centaur, Chiron, was turned from a Titan into a centaur by the god, Apollo. He dared to rebel against the Olympian gods and was punished for his arrogance. Although he was at first considered a monster due to his appearance, he retained his mind and his intellect and became a tutor, teaching both history and morals, and learning from the lessons of his own past. Chiron was the teacher of Achilles, Hercules, Castor, and Poldeuces, as well as many others – even, some claim, the tutor to Alexander the Great. When his student, Heracles, wounded him accidentally with a poisoned arrow, Chiron gave up his immortality. As a reward for overcoming his early arrogance, Zeus placed Chiron in the sky as the constellation, Sagittarius.

Male and Female Symbolism

The horse embodies the symbolic and valued qualities of both sexes and has been seen as an icon of both. The stallion is unmistakably potent, warlike, energetic, defensive of his herd and unquestioning in his decisions. He is a male figure

Horse Colors

The primary horse colors are listed below.

Grey: Black skin with white and black hairs. Coat lightens with age.

Flea-bitten: Grey coat on white or black skin, developing small dark flecks with age.

Palomino: Gold coat (the color of a new penny) with a white mane and tail.

Bay: Red-brown to dark brown-gold with black mane, tail, and legs

Light bay: A variation on bay with yellow or light brown hairs marked with black or red mane, tail, and legs.

Bright Bay: Another variation on bay, this time with bright copper or red hairs marked by a black mane, tail, and legs.

Chestnut: Reddish gold or coppery shades with a matching mane and tail. A "true" chestnut has a slightly lighter mane and tail.

Red Chestnut: A variation of chestnut, this time much more golden-red.

Liver/Dark Chestnut: Dark, liver-colored hairs, almost the color of a bloodstone but still brownish.

Dun: A yellow dun has golden hair on black skin. A blue dun has grayish hair on black skin.

Bay Brown: Mainly brown, with black muzzle, legs, mane, and tail.

Brown: Mixture of black and brown, with brown or black legs, mane, and tail.

Blue Roan: Black or black-brown skin, with white hairs giving a bluish tinge to the appearance.

Red Roan: Bay or bay-brown body, with white hairs giving a reddish tinge to the appearance.

Black: Black hairs throughout, with few or no markings or variation.

Dapple Gray: Rings of dark hair on a light gray coat. These may disappear with age, leaving the horse simply a dark gray.

Skewbald/Piebald: Large irregular patches of white and any other color but black. A piebald specifically has large irregular patches of white and black.



Markings

Listed below are the various types of markings a horse can have.

Star: A white mark between the horse's eyes on its forehead.

Stripe: A long thin stripe down the horse's face, running from between the eyes to the center of the nose.

Snip: A small white mark between the horse's nostrils.

Blaze: A thick stripe, occasionally covering the entire nose or lower portion of the horse's face.

White face: A thick blaze, covering both eyes, the entire nose, and a majority of the horse's forehead.

White muzzle: A broad snip, covering all or most of the muzzle and jaw.

Lip marks: White striping along the horse's lower jaw and lips.

Ermine: A thin band of white encircling the horse's hoof and lower ankle.

Sock: A taller band of white, extending above the fetlock and onto the lowest portion of the leg.

Stocking: A tall sock, extending from the hoof to above the horse's knee.

Zebra: Smaller markings, usually in dark tones rather than in white, which mark the leg in stripes similar to those of a zebra.

Dorsal or Eel Stripe: A brown or black stripe extending down the horse's spine, and into the tail.



— strong and proud and virile. The mare is fertile, watchful, and protective of her young. Together, they symbolize the pure polarity of gender.

The female aspect of the horse is seen in many cultures. The horseshoe is a traditionally feminine symbol and is a conventional figure of femininity and female sexuality in Hindu temples. The male aspect is seen in the horse's uses at war, which is traditionally a male occupation, and the horse's strength and courage made many warriors into heroes.

Learning the Horse

There are many different aspects of horses that an accomplished equestrian must know. Colorations, markings, the parts of the animal, and other distinctions make the horse a very different beast than any other. Knowing these can help distinguish two similar horses from each other, and can help to tell a young, well-bred horse from a nag.

Coloration

There are numerous colorations possible on horses, although some are more prevalent in certain breeds. Seventeen distinct colorations make up the general palette of horse-hides, resulting in numerous possible combinations of mixed color. Appaloosas, Pintos, Paints, and Albinos are not considered colors of horse, but rather are markings upon the base color of the animal.

Markings

The white markings that occur on the face, muzzle, and legs are a means of positive identification and often breed close to true within a lineage of steeds. They can make a horse clearly stand out from all others of its color type. Most markings are in white upon a darker coat, but it is not unheard of for a horse to have a star or other marking in dark color on a lightly-colored coat.

Measurements

The main difference between a horse and a pony is its height. A pony is shorter, rarely standing with its back higher than a normal man's head. Most ponies are far shorter than this, appearing as bulkier mules or tall donkeys. Horses, on the other hand, are quite tall and can stand with

Noble Steed Measurements



Shire



Thoroughbred



American
Saddle Horse



Quarter
Horse



Arabian

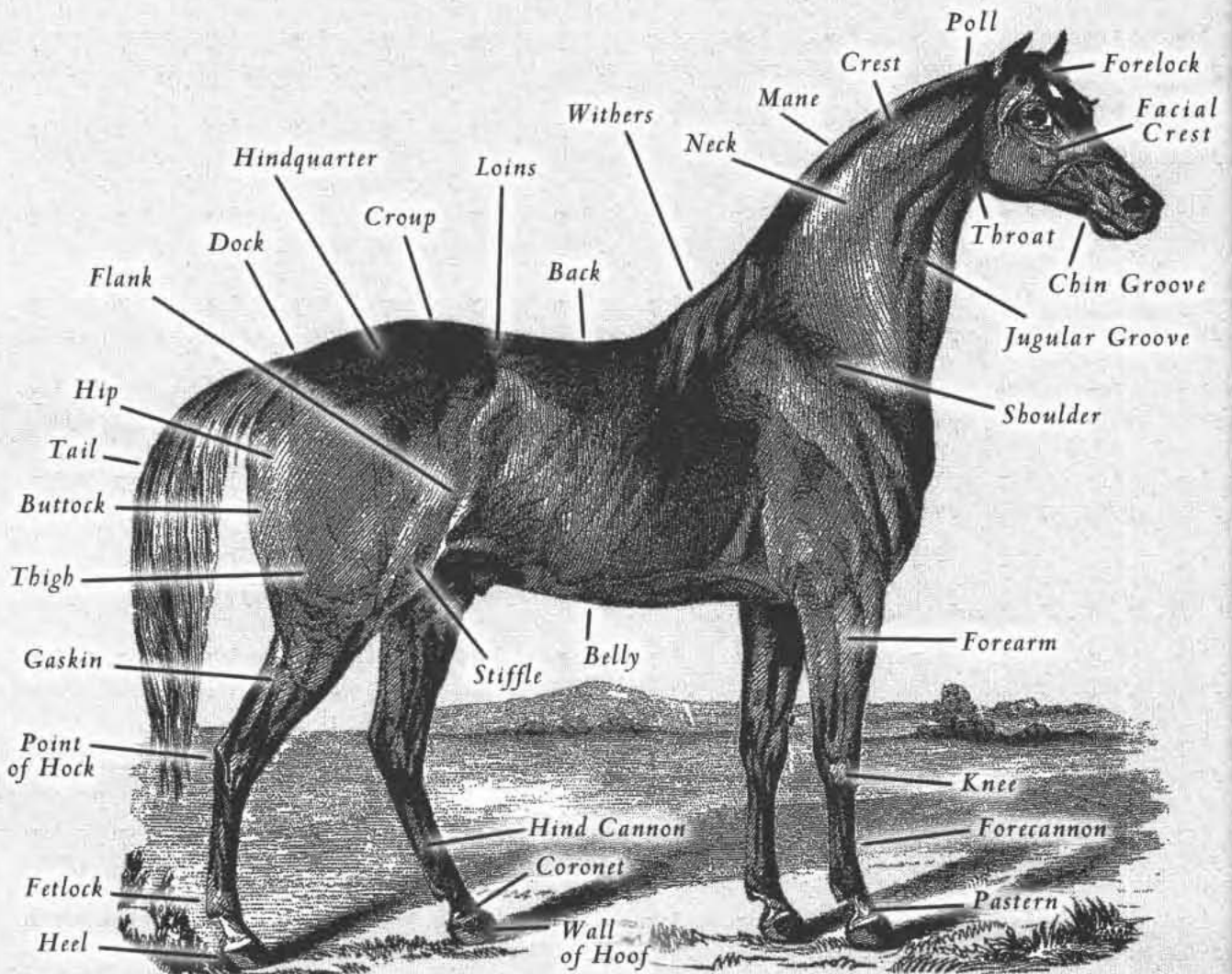


Shetland
Pony



Man

Noble Steed Anatomy



their backs as much as two feet over an ordinary man's head. Ponies are also deeper through the body in relation to their height, and the length of the head is usually equal to the shoulder measurement.

Horses and ponies are measured from the ground to the withers (the highpoint of the back, located between the shoulder blades) and are measured in "hands." One hand is equal to four inches. Horses were originally measured by the width of a person's hand – a guide approximately equal to four inches. The stableman would place one hand on the ground, and then mark another hand above it, moving the first hand over the second. By repetition, the horse could be measured in small increments. Ponies are all those animals whose withers fall beneath 14 hands. A common horse stands 15 to 16 hands high. Measurement over a hand is considered in inches – a horse may stand 16 hands and two inches high. The shortened term is "hands high" or "hh."

When measuring a horse or pony it is best to ensure it is stood squarely on solid ground since this will give the most accurate measurement. Most stables have measuring sticks with hands marked out upon them, to ensure that all of their horses are measured according to the same guideline. These measuring sticks may vary from stable to stable, so a horse bought in Greece might be as much as a whole hand taller or shorter than the same horse measured in India.

Physical Structure

Conformation, or the shape or form of a particular horse, can be used to determine the horse's age, soundness, and breed. The definite shape and slope of the various parts of a horse's body are critical to efficient movement, and serve different purposes according to terrain and breed. An Arabian's hooves, for example, are suited to racing across shifting sand; a shire's hooves are hard and heavy for trudging over rocky plains without harm. Conformation is the sum of component parts and their relationship, which contributes to the overall perfection of the animal. The "correct" conformation of a horse is determined by the work that the horse is bred to do. Well-made, proportionate horses (of any type) are able to perform their work more efficiently and are not disabled because a body part is overused, misshapen, or ill-formed. The horse's balance and athleticism is enhanced. The basic parts of the horse are detailed below.

Age

The average equine gestation period is approximately 11 months. During the majority of this time, the pregnant mare cannot be ridden, and must be left to pasture or else she will lose the fetus (and potentially, her own life). During the first 12 months of the young horse's life, it is called a foal. Foals have long legs (a natural defense against predators) and can eat solid food at six weeks. At two months, the foal loses its furry milk hairs and grows its permanent coat (with

markings). Between four and six months, it will wean itself from its mother, transferring completely to solid food.

A yearling is a horse that is more than 12 months old but less than two years. A yearling is still leggy and unstable in some of its movements, but the frame has filled out and the horse has nearly reached its full height. The full maturity of growth will occur during this year, and can be measured when the yearling's croup is in line with its withers. Until that time, the croup (lower back flanks) is noticeably higher and the yearling is still "coming up in front." A horse's teeth are also a good indicator of its age. A young horse, yearling or two years old, will have very straight teeth, neither leaning forward nor tilted where they meet. As the horse ages, the teeth slant more and more forward, becoming long in their "groove." Horses are "broken" into being able to carry a rider when they are fully grown, usually between 16 and 20 months of age.

In the middle years, a horse is fully grown, and neither its height nor body style will change significantly. A mare can be impregnated as early as 20 months old and can safely carry foals after two years of age. Between three and 14, the horse is at the peak of its physical maturity and power.

In the later years of a horse's life (from 15 to 20), it noticeably begins to slow in its performance. Its joints may become puffy as the circulation becomes less efficient, and the effects of aging are prominently seen in the knees and jaw. The corner teeth of a horse's mouth are hardly apparent when it reaches 15, and, by 20, the teeth slope very sharply forward and may even slightly press against the animal's lips. The horse may stand forward over its knees, causing it to have a slightly hobbled appearance, and hollows occasionally form over its eyes.

Communication

Horses are intelligent, sensitive creatures. They communicate, both with each other and with the humans who work with them. They excel at getting across their desires and feelings with a minimum of effort to those who take the time to understand their "language."

A horse indicates its feelings in a number of ways. The ears, feet, and eyes are the most telling characteristics, and that is where most of their communication occurs. The ears show a great deal about a horse's instinctive feelings at any given time. They serve as a warning, a signal to others of the horse's opinions and thoughts about the world around it. Ears laid flat back against the neck are a clear indicator that the horse is unhappy or annoyed. A horse with its ears pricked alert and facing forward is happy and interested. Ears lowered slightly to the sides show the horse is relaxed, bored, or could indicate that it feels unwell. If a horse is flicking its ears in many directions, it is listening and attentive and curious about the things happening around it. A horse can communicate with its hooves equally as clearly.

When it is standing squarely on all four hooves, it is interested or expects to move quickly. When it is lounging, one hoof may be relaxed or cocked at a gentle angle. The horse may also cock a rear hoof very stiffly in an anxious or angry moment, preparing to kick out at something. If a horse is very weary, it may limp even if nothing is wrong with its hooves, simply expressing its tiredness through its motions. Pawing at the ground indicates playfulness or impatience, and repeatedly kicking out with a fore-hoof is often a sign of distress.

If the whites of a horse's eyes are showing, the horse is frightened or panicked. If its eyes are mostly shut, it is content and relaxed. A horse with constantly rolling eyes may be preparing to bolt, or it may be encouraging another horse (or a favored human) to come and play.

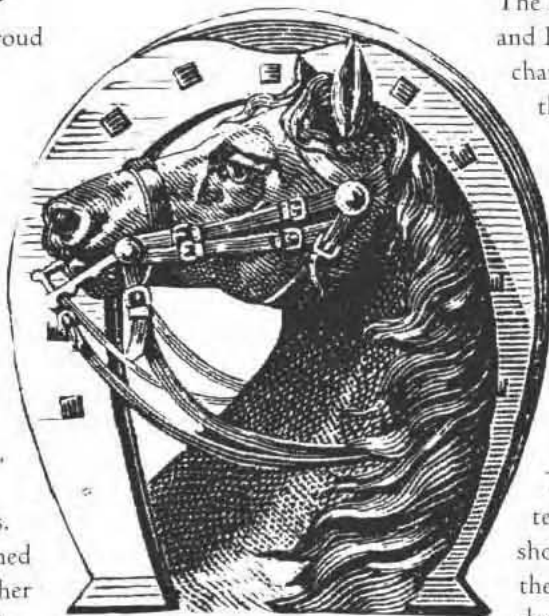
It is important to remember that horses are intelligent, caring creatures. A trainer or rider should never attempt to deal with a horse when the rider is angry, agitated, or upset. The horse will notice, and these emotional conditions only make the animal fractious and uncooperative. When a horse shies at an object and is unwilling to go up to it, the rider should take a moment to show the animal that there is nothing to fear. If this fails, the rider should touch the object himself or herself in the horse's view and thereafter lead the horse up to it very gently. Horses respond to kindness and intelligent behavior and will ignore such an object if they are first taught that it is not something to be feared. Compulsion and blows inspire only greater fear in the animal and may permanently teach the horse to be afraid of items that are not in fact dangerous to it at all.

Types of Horse

Horses are categorized by the type of work they do. The basic classifications are detailed below.

Destrier: War-steed

The destrier is the proud warhorse of battle, carrying knights and other heavily armed soldiers into war. They are stoic, proud horses with titanic muscles and broad backs. Many heavy horses are given war training, although some are simply used for carts, plowing, or other strength-related tasks. Those which are trained to be destriers (whether light or heavy horses)



are capable of fighting on their own behalf as well as carrying their riders into battle.

The Palfrey: Everyday Ambler

The destrier is the horse of battle, but is not a comfortable mount for the "off-duty" knight. Instead, knights who are not planning to enter battle ride a palfrey: a short-legged, long-bodied horse, which has a gentle gait and a beautiful appearance. The smooth ride afforded by the palfrey also makes it a suitable mount for the wounded or aged who are unable to mount or ride a taller horse. Palfreys are often the horse of choice for ladies and nobles due to their great beauty and their flowing, smooth gaits.

The Courser: Hot-blooded Speedster

While the destrier and palfrey excel in power and comfort, they are not fast horses. The need for a swift messenger between armies or kingdoms gave rise to the courser, the ancestor of the race horse. Coursers are strong, lean horses with hot (such as Turkish, Arabian, or Barb) blood in their veins. A principal source of coursers in the early years of the Bronze Age and the Middle Ages was the kingdom of Naples. The Neapolitans acquired horses from Africa and bred them to European stock. The result was an extremely fast horse sought by kings from as far away as England who wanted to add speed to their stables.

Pack Animals

Unlike their tough mule cousins that would stop when tired, the packhorse is more eager to please and will go the extra step, occasionally working until it dies in its traces. Despite this level of hard work, pack mules are more often used in this capacity due to their ability to negotiate rugged terrain inaccessible by vehicles or even horses.

Hunter

The hunter is a type of horse that is indigenous to Britain and Ireland. It is not a breed because it lacks fixed common characteristics and varies according to the requirements of the country in which it is ridden. Hunters can come from any stock of light riding horse and are trained for many different tasks. The horse may be a half-breed or even of completely mixed lineage, so long as it is capable of enduring the run, jump, or steeplechase of its conditions. A hunter must be sound, well-balanced, and quick and able to tackle any sort of obstacle that appears in its path. A good hunter is very solid in temperament and will not balk or bolt at surprises.

Hack

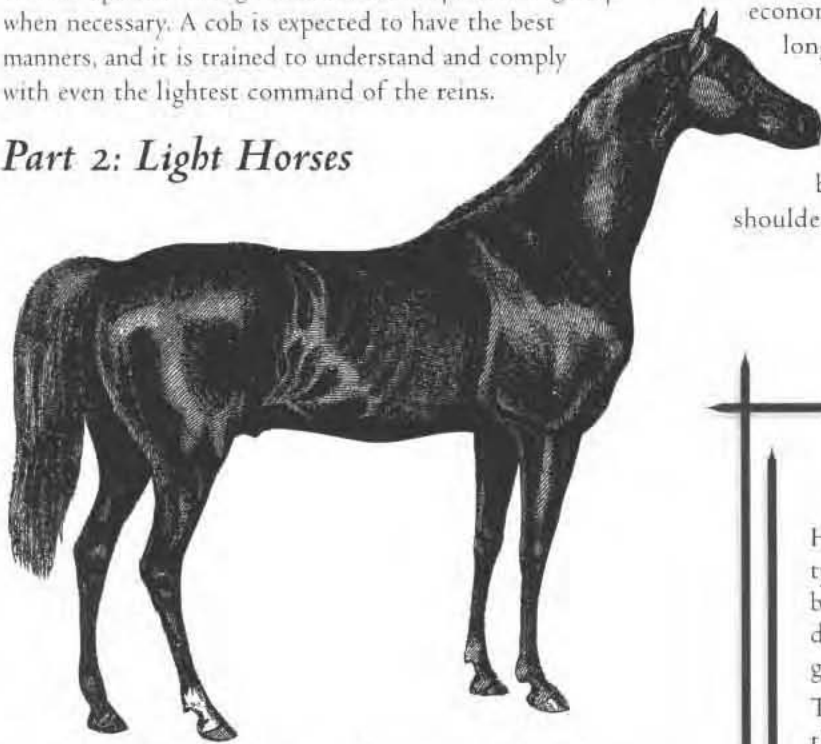
The hack is a show horse of great elegance, good temperament, and a solid conformation. The majority of show hacks are purebreds, but it is not a requirement of the type. Primarily, the hack (much like the palfrey) is designed for showing off the horse and rider in a public

setting. Hacks were the choice of nobility, who would often have two: one for riding *to* the park and one for riding *in* the park. Hacks make extremely good show ponies and are often trained in light dressage riding or precision movements.

Cob

A cob is a horse that is primarily trained for harness or carriage-pulling. A cob is the "gentleman's horse" and must be well-proportioned, strong, and graceful in its movements. They are trained to step in tandem with a partner or a team and tend to be very easygoing horses. Traditionally, a cob has a thick body with a wide, short neck. Its structure is disposed to carrying weight and pulling heavy objects rather than to speed, although cobs are still expected to gallop when necessary. A cob is expected to have the best manners, and it is trained to understand and comply with even the lightest command of the reins.

Part 2: Light Horses



The most common horse, and the one that was bred most consistently, is the light riding horse. This is a catch-all category that includes ponies, cobs, Arabians, Barbs, and many others. The three types of horses that seem to be the most common ancestors of all other breeds are the Arabian, the African Barb, and the Spanish. Nearly all other horses can trace their lineage from one or more of these three types. The Arabian horse and the genetically powerful Barb ruled over Africa and the Middle East, and the Spanish steed was the predominant horse for the upper European continent.

The main difference between a "heavy" and a "light" horse is in body width and pure mass. The weight of a horse differs from breed to breed, but those horses of heavy caliber are usually more than half again as weighty as their lighter, faster cousins. An Arabian, with light body structure and a relatively delicate build, may weigh on the average 920 lbs. A similarly sized Barb or Spanish horse would weigh 1,066 lb,

and a heavy shire of the same approximate size may be over 2,000 pounds.

A light horse has features and a bone structure that allow for ease of riding. Its back is long and thin enough to be comfortable between the legs of its rider. The form of the back fits a saddle easily and is long enough for a rider and his or her gear to rest comfortably atop the mount. The saddle lies behind the shoulder muscle, and the first eight ribs are flattened for ease of movement. The 10 rear ribs are rounded and "well-sprung" (forming a rounded barrel to the horse's rear torso). Light horses usually stand between 15 and 17 hh.

Riding horses have a long, low movement, and are very economical in their gaits. This is so they can travel for long distances with a rider and not grow weary. Many horse lineages are bred for stamina as well as speed. The slope of a riding horse's shoulders is critical to this movement, and a "good" horse can be determined by looking at the slope of their shoulders as well as the length and movement of its legs.

Hot, Warm, and Cold

Horse breeds are often segregated into three types: hot-blooded, warm-blooded, and cold-blooded. This is not an actual scientific delineation. Rather, it serves to describe the general temperament of each horse breed.

The Arabian and, to a lesser extent, the Barb, are the ancestors of all hot-blooded horses. These light-boned, quick-footed animals evolved in hot, desert climates and are known for their difficult and volatile temperaments.

Heavy draft horses, the style often used as war-steeds, are much calmer. Horses such as the Clydesdale and Percheron have large, strong bodies and more gentle temperaments. Thus, they are considered the ancestors of the cold-blooded delineation of breed.

Those horses that fall into the middle, such as the Welsh Pony, the Cob, or the Sorraia in addition usually to those horses of mixed blood are considered warm-blooded. They are easier to control but also have some slenderness of feature.



Stables

A secure stable is essential, not only for preventing the stealing of grain, but also because horses can be stabled both for their own protection and so that their owners and hands can keep track of their health. Horses that are constantly in the field may develop diseases or sicknesses that could go unchecked for days or even weeks, weakening the animal and possibly spreading to the rest of the herd. The same care that is given to the horse's food and exercise should also be devoted to keeping his body, feet, and health in condition. A horse's hooves, in particular, are very prone to sicknesses and other dangers. Even naturally sound hoofs get spoiled in moist pastures or by constant stabling in a stall with damp, smooth floors. The floors of a good stall should be sloped in order to avoid moisture collecting. It should be packed earth, not smooth but soft-packed with a harder dirt beneath it. A thick layer of straw bedding then covers the floor.

Stables, even in modern times, are almost always built of wood. Metal sheeting conducts heat and cold very easily, and horses are far too sensitive to temperature changes to use a metal-roofed or -walled stable. They also tend to injure themselves on metal walls or fittings. The stalls should be large enough to let the horse move around, lie down, roll around and get up again. Around the stall should be heavy, wooden kicking boards - horses will shatter lightly-built structures if they are startled.

A stable also needs adequate ventilation. Horses are sensitive creatures who need fresh air, and stablehands will find they do as well. A horse can expel mountains of manure, which need to be cleared away (or "mucked") constantly. The bedding should be pushed to the side and the floor swept and allowed to dry. A heavy fork is used to pick out the manure, which is deposited in a muck heap. The straw removed with the manure is replaced by fresh bedding, but rarely is the entire bed removed unless it begins to rot or develop fungus. Older bedding is sprinkled on top of the fresh straw in the stalls of some horses, to discourage them from eating it.

Arabian

The Islamic *jihad* of the 7th Century spread these noble and delicate steeds throughout Lower Europe and into the Iberian Peninsula. Within 120 years of the death of the prophet, Mohammed, the Muslim Empire extended from China to Europe. Breeding the Arabian selectively with the steppe horses produces many of the oriental type hot bloods such as the Akhal-teke and the Turkmen. Arabians are incredibly fast, although their bone structure is delicate and they are smaller than the average horse.

The Arabian's body is thinner and more finely boned than other horses', lending it the appearance of being small even if it is actually quite tall. Their hooves are very small, almost tiny, and their legs are thin and slight without thick fetlocks

Light Horse Base Statistics

Size:	Large Animal
Hit Dice:	4d8+12 (19 Hit Points)
Initiative:	+1 (Dex)
Speed:	60 feet
AC:	13 (-1 Size, +1 Dex, +3 Natural Armor)
Attacks:	2 Hooves +2 melee (1d4+1 each)
Face/Reach:	5 feet by 10 feet / 5 feet
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +7, Spot +7
Feats:	None
Climate/Terrain:	Any Land
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral



at the ankle. Their skeletons differ markedly from those of other horses. An Arabian has 17 ribs, where other breeds have 18. It has five lumbar (lower back) vertebrae, versus six in other breeds, and 16 vertebrae in its tail where other horses all have 18.

There are several things that set the Arabian horse apart from other breeds, the most noticeable being the horse's unique and distinctive facial characteristics. It has a characteristic dished profile, with a prominent eye, large nostrils, and a small, teacup muzzle. Its head is tapered, and the eyes are large and wide, with a great deal of intelligence and curiosity. The Arabian's broad chest, strong back, and sloped shoulder give the horse a great deal of power despite its graceful gaits. Arabian horses come in many colors: grey, chestnut, bay, roan, brown, and occasionally black. Most stand between 14.1 and 15.2 hh and weigh between 800 and 1,000 pounds as adults.

For thousands of years, Arabians lived among the desert tribes of the Arabian Peninsula, bred by the Bedouins as war

mounts for long treks and quick forays into enemy camps. The Arabian, with its large lung capacity and incredible endurance, evolved in these harsh desert conditions. Paintings dating as far back as 3,000 BC show horses with clearly Arabian characteristics.

A great deal of religious significance is placed upon this horse's features: the large forehead held the blessings of Allah, and the Bedouins believed that a horse marked with a white mane and tail was a gift from the gods and should only carry sheiks. The Arabian's customary high tail carriage was a symbol of pride, like a flag upon a battlefield. The gently arched neck and high crest signified courage.

Arabian horses are well known for being affectionate and for bonding well with humans. The legend of a horse that would only accept one rider and who laid down and died when its master was killed is an Arabian one, and such things are occasionally known to happen with the breed. A story is told of the great loyalty these horses exhibit to their masters. A group of Arabian steeds were trained to respond to a bell and then were left in the desert heat with no water until they became very thirsty. The horses were then released near a body of water. Right before the horses reached the water, their owner would ring the bell. The horses that responded and came to their master's side even in adversity were considered the finest and noblest of all the steeds in the



tribe and later would be bred to pass on their great loyalty to their offspring.

The Arabian was a necessity for the Bedouin people to ensure their survival and allowed for swift transport between oasis and wabi in the hot season of the desert. Because of this use, and because the Arabian allowed many Bedouin tribes to continue their nomadic lifestyle and avoid their enemies, the horses were considered to be of utmost importance. These animals were cared for like children, given the best of everything, and a man would starve rather than give his horse nothing to eat. The head man of a Bedouin tribe was expected to be able to relate the verbal histories of every horse in his tribe as well as each family of Bedouin people.

Like most horses, the Arabian was primarily used in war and for travel. A well-mounted Bedouin could attack an enemy tribe, capture their herds of sheep, camels, and goats and be away before an alarm could be sounded by the watchman. A swift and brave horse, therefore, added to the wealth of the entire tribe. This form of desert warfare (or outright robbery) was known as *ghazu*, and success depended on the stamina, agility, and speed of the horse as well as the courage and cunning of its rider. With other breeds of horses, stallions are held at a higher importance than mares; the Bedouins, on the other hand, considered mares to be the prized possessions of their herd. If a horse must be

The Mythical Origins of the Arabian Horse

There are many myths and theories concerning the origins of the Arabian horse. The traditional legends have wrapped its roots in mystery. The Bedouins believe that the Arabian is a creature created by God from a handful of the southern wind. Other, more "traditional" legends state that "In the beginning, God gave Ishmael, son of Abraham, a gift made of mist and dust, as a reward for Ishmael's faith and dedication to the God of his father. Out of the mist and dust came the first Arabian mare, who was at the time in foal, and produced a son." From these two gifts from God came the beginning of the Arabian horse, known in the Bedouin tongue as the Asil. In all the legends of the desert-dwelling tribes, the Arabian was considered a gift from the highest gods, and therefore the horse is treated as such by Bedouin society.



Arabian Statistics

Arabian steeds use the standard statistics for Light Horses, with the following modifiers:

- +2 Dexterity
- 1 Strength
- 3 Hit Points



Arabian by several hundred years of development. It escaped the Ice Age and lived through the resulting change of climate thousands of years ago and is traceable through cave paintings. The Barb is a massively dominant lineage and, when bred to the smaller Arabian or to other types of steed, will almost always overbreed the characteristics of the other stock. The Barb is also the predominant ancestor of the thoroughbred, and such racing horses were originally created in the North African city of Tangiers, where Barb horses are the norm.

The Spanish Barb stands 14 to 15 hands high and is a very sturdy horse. Their bone structure is thick and stable, and they are far less delicate than the Arabian breed. The Barb has a natural size-to-weight ratio and is very proportional. Their bodies are usually clean-lined and sturdy. The profile of a Barb-descended steed is straight to slightly convex and has changed little over the centuries. The Barb body structure and facial shape is a dominant feature, and Barb physical features tend to be very prevalent in their offspring.

Barb horses have a very distinctive facial shape. Their ears are short to moderate in length, most often notched at the tip, giving them a very curled ending to their earlobes. The Barb has an expressive eye, a broad forehead, and a thick head that tapers to a small, curved muzzle. The neck is arched on the top line, broad at the base, and blends into a shoulder of good to excellent length and angle. Their back is short to medium in length, and the loin is strong and powerful. The croup can be rounded or slightly angular with a medium to low tail set. The legs are medium in length with very wide lower legs. Their knees are straight and stable, rarely appearing knobbed, even in old age. The Barb horse's hooves are large and are extremely tough, much more capable in difficult conditions (stones, hard-packed earth,

sacrificed, it would almost always be a stallion rather than a mare, even if the mare was not pregnant at the time. Mares are considered the best mounts for raiding parties because they will not make sounds or try to scent the enemy tribe's horses and therefore give away the secrecy of the Bedouin tribe's approach. The best war mares exhibited great courage in battle, taking fierce charges and spear thrusts without giving ground.

The Bedouin are famous for their horse-racing, a pastime that is as bitterly contested as any gladiatorial fight. Their horses race over sandy dunes and through the canyons of the desert, running sometimes for hours before reaching their goal. The great tribes get together once a year and hold many games to test their warriors and achieve bragging rights over the other tribe. The horse race, however, is cutthroat and can be dangerous to all involved because the final prize of such a race is that the winner receives the five best horses in the loser's herd.

Barb

During the war-torn 7th Century, Berber horsemen swept through North Africa and into Spain. They were conquerors, dominating other cultures through the speed and efficiency of their attacks. These cunning horsemen captured the majority of Gaul, and spread their empire throughout Upper Africa, Tangiers, and Lower Europe. They were only stopped when Charles Martel and his Frankish knights faced the Berber warriors at Tours in 732.

Despite the Frankish defeat, the horses of the Berbers – known as the Barb species – spread throughout Western Europe, interbreeding with the native species of pony and establishing the cooler-blooded horse lineages. The Barb is considered second only to the Arabian as the founding breed of the world's horse population. Its original derivative, the Spanish Andalusian, provides the third basis for the hardy breeds of Europe and the Americas.

The Barb may be the oldest form of horse, predating the

Firdausi's Iranian Shahnameh

In the famous Iranian text, the *Shahnameh* (Kings' History), many of the chief princes of ancient days have brilliantly named horses. The finest steeds among these were born in fire, rushing out of the flames on the day their rider was born and refusing all who would conquer them until they at last laid their head upon the ground before their rightful shah. The greatest of these horses were actually fire-steeds, untamable by any but their preordained riders and searing the land in anger if any other dared to climb aboard their strong backs.



etc.) than those of the Arabian. The mane and tail of a Berber-descended horse is full and thick, particularly in the stallions. The European horses descended from this lineage tend to have a narrower chest and slightly angular croup, while those descended through African or Greek heritage possess a broader chest and rounder croup. Both tend to have low set tails and rounded croups with short- to medium-length backs. Both have crested, medium-length necks. The head does show some oriental influence but is not dishd like an Arabian's head.

The Barb is usually a solid-colored horse of black, sorrel, chestnut, or any of a wide variety of shades of roan, dun, or buckskin. Its under-skin may be black or pale, depending on family lineage; both are common. Their colorations are widely varied and include almost any of the shades of horse. The Barb is usually a beautifully colored animal and often has large markings on whatever its base color may be.

Many stories of bravery are written about the Barb. These are the horses of the Greeks and Romans, the mounts that carried Alexander, the Great and Julius Caesar. The Barb is

known for its great strength of spirit, its nobility and stature, and its ability to become a companion. Barb horses are very intelligent, extremely loyal, and are known (when necessary) to give their lives in defense of their masters. Until the last days of horsed cavalry in the 1940's, the Barb remained the preferred mount for combat units in most European armies. They still are seen in ceremonial mounted units.

Versatile and enduring are common words spoken about the Barb, and they are very accurate. The Barb spread throughout Europe and Greece based on its rugged ability to adapt to several different climates and because it could traverse great tracts of land without tiring. It was essential to the spread of the Greek and Roman nations and played a very important part in the origins of civilization as we know it.

Nearly 6,000 years ago, the warriors of the Greek Peninsula established themselves as superior horsemen. Two thousand years ago, the famous Athenian cavalry leader, writer and philosopher, Xenophon, much of whose treatise on equitation is applicable today, praised the "gifted Greek horse." The creature of which he wrote was the Barb. Even Homer refers to the horses of the Greeks in his famous poem, the *Iliad*, written about 1,100 BCE. Artistic impressions of the horse of that period bear striking resemblances to the present-day Barb.

The Barb's lineages spread throughout Europe, breeding into other species of ponies and horses. The Barb retained its stability throughout the interbreeding processes, and many of its offspring show the definite genetic effects of their sturdy heritage.

Sorraia

The Sorraia horse has no history as a domestic breed, but it is the last remnant of the indigenous wild horse of Southern Greece and Africa. Although it is related to the Barb, it is very distinct in many of its features. The Sorraia actually possesses very little Berber blood and is possibly the only family of horse that can be traced back to the Ice Age without passing through the lineages of the Barb, the Arabian, or the Andalusian. However, its presence in the Iberian Mountains shows that it almost certainly was given the opportunity to interbreed with the Barb, and it is impossible to be certain that the two did not become intermixed at some point in the distant past. Therefore, it is considered an offshoot of the Barb, although it is probably the first and purest lineage descended from that noble beast.

The Sorraia stands around 14 hh – just a bit shorter than the Barb – and its physical structure is smaller and leaner. Although the Sorraia is predominantly a wild horse, some captured animals are broken to ride each year. These small, hardy steeds are seen as the rabble of the equine world by true horse-breeders and rarely claim a high price in the docket. They are often used for herding fighting bulls and

Alexander, the Great and His Horse, Bucephalus

The story of Alexander and his horse, Bucephalus, is very famous. When Alexander was 12, his father was given a horse. The steed was named Bucephalus, a term meaning ox-head, from the shape of a mark on its shoulder. It was quite wild and no one could ride it. Alexander watched the horse's behavior and realized that it was scared by the movements of the rider's shadow. He took the horse and turned its face towards the sun so that the stallion could not see his shadow and then leaped on its back. Instead of throwing him or attacking, Bucephalus remained calm and accepted Alexander's weight with ease. His father remarked afterwards, "Son, find another kingdom to rule, for it seems that Macedonia is too small for you!"

The same horse carried Alexander in his expeditions to conquer the lands of Phoenicia and Alexandria, and it died heroically in the battle at Hydaspis River against the King of India. To honor his faithful companion and loyal steed, Alexander buried Bucephalus with full honors, and established a town at the site of the battle, bearing his loyal horse's name.



other livestock or for other simple tasks. The Sorraia's features are very similar to that of the North African Barb, displaying very few deviances from that standard profile. They possess the classic Barb convex muzzle, also found in the old-time North African Barb. Most are found today in Portugal, where they live in small herds in the southern part of the country.

The Sorraia is noted for its ability to withstand extremes of climate, particularly dry, hot ones, and to survive on very little forage while at the same time maintaining its health. Its hardiness as well as its agility and ability to collect and work in the bridle makes the Sorraia highly valuable to herders and other peasantry. Although the Sorraia is a small horse, it is too long-legged to be seriously considered a pony type. The legs and torso are longer than is usual for a pony, and the Sorraia stands just above the limit of those commonly considered within the pony class. Its close relative, the Garrano pony, has a much better reputation thanks to an infusion of Arabian blood and is used as a work-horse more often than the Sorraia.

Although the true Barb can be found in many different colorations, the Sorraia is always dun, solid bay, black, or buckskin in color, and the only white (if any) is a small star. They are dark in the face/muzzle area and have a black dorsal stripe and black-tipped ears. Other markings are rare, although younger Sorraia have darker lines like zebra stripes down their legs or across their withers and lower back. Occasionally, a wild Sorraia is found with a stripe across the shoulders or even across the neck, shoulders, and back. Its black mane and tail are fringed by lighter-colored, often almost white, hair. When they are younger, Sorraia are darker in color and more prone to unusual markings which disappear as they age. Some Sorraia foals are born with a zebra-like pattern all over in dun and brown, marking their wild heritage very clearly. A handful keep these markings on their legs into adulthood.

The head of a Sorraia horse is somewhat long, with a convex profile much like that of the common Barb. The eyes are set high, and the horse's ears are fairly long. Although those Sorraia raised in the wild and then broken may show signs of their rough past, they are a hardy breed and rarely break down under difficult terrain. This is due to the fact that their bodies are constructed for such dangerous travels. The neck of the Sorraia is long and slender with a very slight arch. Its withers are prominent and well-defined, while its back is of medium-length and straight. The Sorraia has a clearly defined alteration from the true Barb in its tail, which is never held very high, not even when the horse is excited. A Sorraia's chest is deep and narrow, its shoulders are long, and its croup and back are sloping but not steep. The width of the back is not particularly large, and it can handle even the smallest riders easily upon its narrow shoulders.

Other distinctive characteristics of the true Sorraia are its

Barb Statistics

Apply the following modifiers to the Light Horse Base Statistics for all Barb steeds including the wild Sorraia:

+1 Constitution

+1 Natural AC bonus

-5 Speed



lean body structure and strong ribs. It can survive on far less food than the Barb or any other horse, growing thin but not losing its vitality for a great number of days of starvation. Flat muscles help the horse to conserve energy, thus living through a long trek in difficult terrain or an exceptionally dry season. In order to prevent hoof or ankle injuries, the Sorraia has adapted to its terrain with long legs that are free of feathering and fetlock hair. The legs are straight, with long, round cannon bones, well defined tendons, long, sloped pasterns, and hard hooves of dark color. These are minor differences from the traditional Barb, but essential to the Sorraia's development in the wilderness and its ability to survive under difficult conditions.

Spanish Andalusian

The Spanish horse was the premier horse throughout Europe before the invasion of the Barb and the Arabian, and its strength and courage are still lauded today. It was the favored mount of kings and princes, and its bloodline was kept relatively pure until the invasion of the Americas by the Conquistadores. There, the Spanish bloodline truly began, interbreeding with each other and with the ponies and donkeys of the Americas to create unusual strains. The famous Lipizzaners of the Spanish school are considered to be among the purest blooded Spanish horses remaining in the modern world, and lineages descended from Spanish steeds are known for their incredible strength. Although recent Spanish horses have been interbred with the Barb stock and the true Andalusians are considered to have a touch of Barb blood, they are still considered to be the "third true horse," or the third lineage to which all other bloodlines of horses can be traced.

These horses were primarily bred in the province of Andalusia by a fanatical group of nobles who did not wish contact with outsiders. Because of their moderate xenophobia, the Andalusian breed remained fairly pure for several hundred years before and during the Berber attack on Europe. The pure breed is also called *Pura Raza Española*

The Pure Spanish Horse

The Andalusian was modified as a breed in the 16th Century (between 1567 and 1593) by King Felipe II. Taking the standard purebred Andalusians, Felipe altered them by selective breeding among the purest stock, creating a very distinct look for the horse. These more modern Andalusians are no less pure than their predecessors, although they possess a slightly different appearance. King Felipe II formally established the standards for the breed that are recognized today as the Pure Spanish Horse, the Andalusian. During these years, he decided to bring to life his concept of the "ideal horse, the ideal Andalusian." He looked at the basic horses bred in Spain, selected those that came closest to the idealized animal he desired, and directed that they be bred until their appearance was perfected in their offspring.



("the Pure Spanish Horse") in Spain. It is a strong breed, very distinct from the other major bloodlines of Europe, and can easily be distinguished even among a crowd of similarly-colored beasts.

When the Phoenicians arrived in Iberia in 2,000 BCE and the Greeks in 1,000 BCE, the Iberian cavalry was already a formidable force. Using the Barb, the troops from North Africa swept through Europe and were only stopped by the horses of the Franks. The riders and their steeds, the original Andalusians, became famous for their courage in fighting such a tremendous opponent. Hannibal, in the Second Punic War (218-201 BCE), defeated the invading Romans several times with Andalusian-mounted cavalry. This military use of the Andalusian horse continued with William, the Conqueror ultimately riding an Andalusian horse in the Battle of Hastings in 1066. While hailed as "the premier warhorse," the Andalusian is also well known for its trusting and kind disposition. To keep their sweet temperament, it was declared illegal to mistreat horses in Spain and Portugal, and those who did so were put to death. This humanistic approach spread through Europe and was heavily influenced by the teachings of Xenophon.

Andalusians have a lengthy heritage thanks to the Carthusian monks, who bred the horses at their monasteries. Like many such orders, the Carthusians held isolated locations where their members could fast and pray without interference from the outside world. When chaos descended on society, as has happened repeatedly in Spanish history, the brothers took



their breeding stock from the stud farms and secreted them away at the well-protected monasteries.

Andalusians and their close cousins, Lusitanos, are very popular among riders seeking stealth, agility, and speed. The Andalusian is known for its incredible catlike agility and intelligence as well as the extremely swift and balanced ride. These horses are born with sleek musculatures that make them capable of incredible acrobatics that other horses cannot hope to match. Although relatively few in number, Andalusians are prized in Spain and several other countries as the epitome of the light warhorse, and they are often the companions of knights and other sojourners.

Caligula and Incitatus

Many nobles are fond of their steeds, and some are accused of giving their horses finer resting places and better grain than they give their peasants. In many lands, this is true, but certainly no noble ever treated his horse as well as the Roman Emperor Caligula. Incitatus was the horse of Caligula Gaius Caesar, who lived from 12 to 41 CE, as Roman Emperor and successor to Tiberius (taking the throne in 37). Caligula was known for his irrational and cruel behavior and was clearly mentally unstable.

To prevent Incitatus, his favorite horse, from growing restive, Caligula always picketed the neighborhood around the horse's stable with troops on the day before the races, ordering them to enforce absolute silence. Incitatus had a marble stable, an ivory stall, and a jeweled collar; he also had a house, furniture, and slaves to provide suitable entertainment for guests whom Caligula invited in the horse's name. Caligula would invite Incitatus to dinner, where he would offer him golden barley and drink his health in wine from golden goblets. He swore by the animal's life and fortune.

Rumors had that he even planned to award Incitatus a position in the Roman government. Roman historian, Suetonius, wrote after Caligula's death: "He even promised to appoint [his horse] to the Roman Senate as a consul, a promise that he would certainly have carried out if Caligula had lived longer."

While the historical use of the Andalusian in Spain was as a farm horse to work with the bulls destined for the bullrings, it was also the Andalusians that carried Spanish lords into battle. They are parade horses, working steeds, messengers, and soldiers, and throughout their history, the Andalusian has been known as a strong and capable steed. As the "acrobats" and most dexterous horses, they are often used for circus work or fancy dressage and are the only horses capable of several of the most difficult movements in competition.

Andalusians are used in Spain to fight in the bullring and to work stock on the farms. They are considered one of Spain's national treasures, an inheritance handed from father to son through generations. The purest of these horses are contained within the king's own stable, a breeding ground of only the most excellent quality and lineage among the Andalusian steeds. They are often seen in formal dressage competitions, in competitive driving as single horse or four-horse hitch, and in a special competition of their own, the *doma vaquero*, which is a unique Spanish dressage, a formalized version of farm work. The horse is trained in a specific reining pattern with elements of jumping, dealing with loose bulls, and other sporting events.

The Spanish cavalry used the natural agility, flexibility, collection and willingness of the Andalusian to great advantage. These horses were presented in battle formation, tightly ranked together, in shoulder-in position with shields to the fore. This allowed the shield to protect both horse and rider, presenting little to an opposing enemy to hit while allowing the rider's lance or javelin to be used effectively. These horses were also able to perform the spectacular movements of defense and offense called the "Airs above the Ground." These are practiced primarily by the Lippizzan and Andalusian horses since no others have the grace and acrobatic dexterity to perform them.

Perhaps the best quality of the Andalusian is the willingness to work with a less than perfect human companion. Andalusians are good-tempered and curious animals, eager to learn and to enjoy themselves through physical exertion. Where other horses shy away from the strenuous physical training they undergo, the Andalusians look forward to each day's lessons as if they are playing a game. They offer their best qualities to their riders eagerly, even after days unexercised.

The Duke of Newcastle, in 1667, wrote of the Andalusian, "it is the noblest horse in the world, the most beautiful that can be. He is of great spirit and of great courage and docile; hath the proudest trot and the best action in his trot, the loftiest gallop, and is the gentlest horse, and fittest of all for a king in his day of triumph."

The Andalusian is strongly built, yet extremely elegant. A typical specimen stands 15.2 to 16.2 hh. Its head is of medium length, rectangular and lean, and, in profile, is

Andalusian Statistics

Andalusian steeds add the following modifiers to the standard statistics for Light Horses:

- +1 Charisma
- +3 Hit Points
- 1 Natural AC



slightly convex or straight with a broad forehead and well-placed ears. The eyes are large and kind, alive, oval, and placed within an orbital arch. The neck is reasonably long, broad, yet elegant and well-crested in stallions. The mane is thick and abundant. Well-defined withers precede a short back; the quarters are broad and strong. The croup is rounded and of medium-length. The tail is usually abundant, long, set low and lies tightly against the body. The majority of Andalusians are white or pale shades of gray, while only a minority are bay or chestnut in color. The rare Andalusian is colored black, dun, or palomino, and those are considered to be extreme exceptions to the rule (and often prized for their uniqueness). During the early history of the breed, all colors were found, including piebald and skewbald, but those traits have been bred out of the Andalusian horse by rigorous selection of breeding stock.

The Andalusian possesses a proud but docile temperament. It is sensitive and particularly intelligent, responsive and cooperative, learning quickly and easily when treated with respect and care. It is an intelligent and curious breed, prone to hurting itself if it gets too curious about dangerous things. An Andalusian must be made aware of its entire environment, or it will seek to learn about the items and areas where it is not allowed to go.

Lipizzaner

One of the most interesting bloodlines that is descended from the Andalusian is the unique Lipizzaner that serves in the famed Spanish Riding School in Vienna. The Andalusian is an ancestor of the Percheron, Hackney, Friesian, Cleveland Bay, Thoroughbred, Welsh, Connemara and Lipizzaner, but of all their offspring, this last is the most famous. When the Habsburg family lost title to Spain in 1714, they demanded the right to retain this breed's lines and transferred the stock from Spain to Austria. They established a new stud farm at Lipizza in modern Slovenia, giving the breed its name.

Grey and white are the dominant colors of Lipizzaner horses today. Although all Lipizzaners are born a dark color,

Pony Base Statistics

Size:	Medium Animal
Hit Dice:	2d8+2 (11 Hit Points)
Initiative:	+1 (Dex)
Speed:	40 feet
AC:	13 (+1 Dex, +2 Natural)
Attacks:	2 Hooves +2 melee (1d3+1)
Face/Reach:	5 feet x 10 feet / 5 feet
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +5, Ref +4, Will +0
Abilities:	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +7, Spot +7
Climate/Terrain:	Any Land
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always Neutral



even black, their hair slowly changes as they reach their sixth to 10th year, turning white, or a soft dapple grey. Since white horses were preferred by the royal family, the color was stressed in breeding. Non-white Lipizzaners are extremely rare.

The Lipizzaner horse is a medium-sized steed with a wide ribcage that is difficult for most riders to straddle. It is a very rectangular horse, with the body lying flat against low but strong legs. Its lively eyes give it an intelligent look. The ears are well-positioned, a thick but muscular neck is set high, and the tail is thick and fine. A Lipizzaner's legs are strong, muscular, but set very low; they are a short-legged steed, unlike their cousins the Andalusian. Their hooves are very hard, but small for the overall size of the horse. A Lipizzaner's stride is high and energetic, a uniquely proud and dignified action which makes it very popular for parades and noble

processions. Lipizzaners are not tall horses, averaging between 14.3 to 15.3 hh, but despite the small stature, they present a very powerful picture passing by on parade.

All the best qualities of the Lipizzaner are seen in its motion: its beauty lies in the perfect grace of movement. The steed's imposing presence and distinct stride are famous, and Lipizzaners are coveted around the world for their impressive bearing. This breed is often late to mature but makes long-lived horses: they are fully developed at the age of seven and can live up to 30 years of age and still be useful for work.

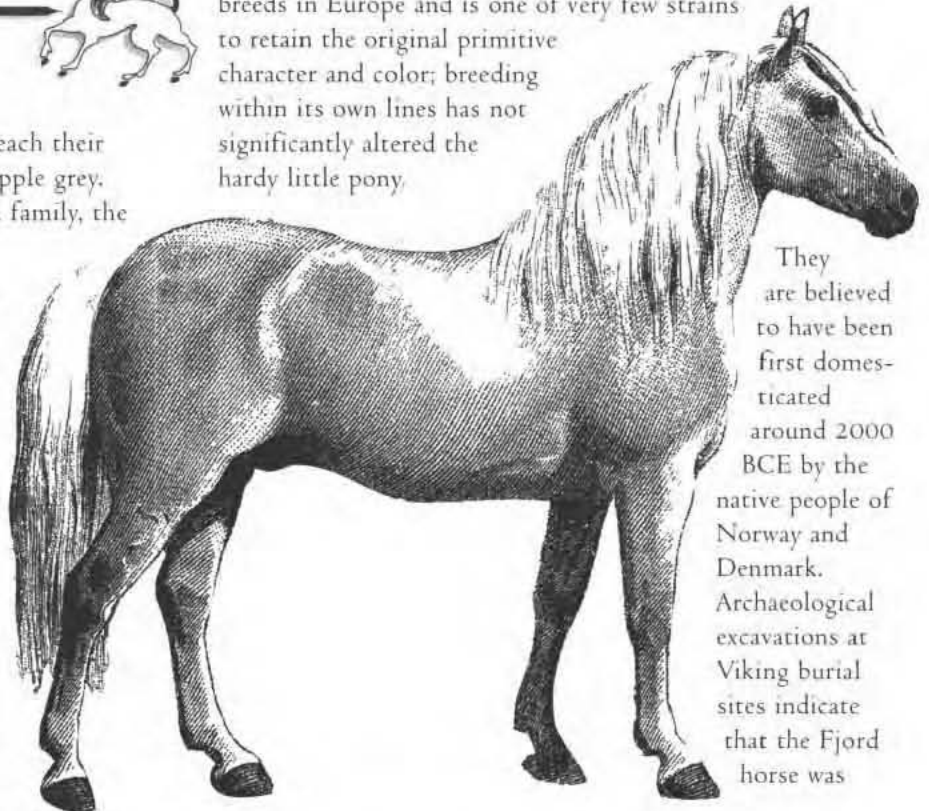
There is a modest influence of Arabian blood that distinguishes the Lipizzaner from the Andalusian. This influence is primarily found in the head in the small alert ears and the nose. The body, set off by a short powerful neck, presents a picture of strength with well-rounded quarters, heavy shoulders and short, strong legs with well defined tendons and joints. The tail is carried high (also like an Arabian) and, like the mane, is thick and long.

Ponies

Ponies are shorter than horses, but no less sturdy, and they can often carry as much as a fully grown horse. They move differently than their larger cousins and are less graceful but more sure-footed. Horses are also more fractious and do not have the self-preservation instinct of the more sensible pony.

Norwegian Fjord

The Norwegian Fjord is one of the world's oldest and purest breeds of pony. It is among the most commonly found breeds in Europe and is one of very few strains to retain the original primitive character and color; breeding within its own lines has not significantly altered the hardy little pony.



They are believed to have been first domesticated around 2000 BCE by the native people of Norway and Denmark. Archaeological excavations at Viking burial sites indicate that the Fjord horse was

Norwegian Fjord Statistics

Apply the following modifiers to the Pony Base Statistics for Norwegian Fjords:

+1 Constitution

Cold Resistance 10 (Ex)



very important to their culture, serving many roles from work to travel. Throughout history it was used by the farmers of Norway as a general-purpose pony to pull carts on their hilly farms as well as a guide and assistant to help travelers with heavy loads.

Earlier names for the Fjord horse have been the Vestlandshest (West Country horse) or the Nordfjordhest (North Fjord horse). These names are used interchangeably with the Norwegian Fjord appellation, although the majority of lineages do call themselves Norwegians. However, all of these names indicate the breed's geographical connection with Norway. The Vikings used the Fjord horse as their primary war mount. Therefore, it may be assumed that it affected the breeds indigenous to other countries, notably the mountain and moorland ponies of Great Britain and Iceland. One of the earliest known ponies, it was bred into both Mongolian and Asian horse lineages, lending its stability and intelligence to many other types.

The Norwegian Fjord is a tall pony, usually standing between 13 and 14 hh. It has a pronounced dark stripe that runs along its back, marking it from the shoulders down through the pony's tail. Its overall coloration tends to be pale, dun, or golden, with dark skin beneath the light hair. The singular exception is its one stripe. More than 90 percent of all Fjord ponies are brown dun in color, though a rare few are either reddish dun, gray, pale dun, gold, or yellow dun. Dark stripes may also be seen over the withers of the occasional specimen, particularly if it is interbred with its own line. Red duns possess reddish-brown stripes and body markings rather than dark brown or black ones, and gray duns have black or very dark gray stripes and markings. The pale or white dun is a very light body color with black or gray stripe and markings. The yellow duns have a darker yellow stripe and markings, and they may have a completely white forelock, mane, and tail. The yellow dun is a very rare color in the breed.

The Fjord pony also possesses a very distinctive mane, which often continues down even mixed lineages and can serve to distinguish those ponies who can trace their ancestry to the

Norwegian Fjord. The center hair of the mane is dark (usually black) while the outer hair is white. The mane is generally cut short so it will stand erect and show off the unusual coloration. The white outer hair is then trimmed slightly shorter than the dark inner hair to display the dramatic dark stripe. The feather of the pony's legs, which extends up to the knee, should be straight and silky.

The head and neck should present an appearance of elegance without coarseness. The head is medium-sized and well defined with a broad, flat forehead and a straight or slightly dished face. The eyes are large. The ears are of small to medium size and set well apart. The neck of the Fjord horse is well-muscled and crested. It has lower withers than many breeds. The Fjord horse has a compact body with a deep girth and wide ribs. The back is short to medium in length and very strong. The Fjord pony can carry a significant amount of weight despite its small size. Their short legs are powerful, with substantial bone and dark feet. The Norwegian Fjord Horse is known for its gentleness of temperament, willingness to work, stamina, and vigor. Used

Heracles's Eighth Labor

Heracles was sent by Eurystheus to capture and bring back the mares of Diomedes, a Thracian Chief (according to some sources he was the son of Ares and Cyrene and was known as Diomedes, King of Thrace). He lived in the wild and rugged region on the shores of the Black Sea.

Diomedes kept four savage mares, to which he fed unsuspecting strangers. So often had they eaten human flesh that their coats were stained blood red. These beasts were totally uncontrollable and tethered by chains to a bronze manger.

When Heracles arrived at the palace, the hero took the king prisoner. Then Heracles, knowing the brutality and suffering Diomedes caused, took the king to his stables and threw him into the bronze manger, whereupon the mares devoured their own master. This caused them to be calm and subdued, which made it easy for Heracles to drive them back to king Eurystheus. When Heracles led the mares meekly into Eurystheus' palace, the king dedicated them to Hera, and then let them go free to roam the plains of Argos. In later years one of the offspring from this breed was Bucephalus, the favorite horse of Alexander the Great.



for draft work, riding, and driving, individuals vary in size and weight according to use. Although there is no true distinction, references are often made to a "riding" versus a "draft" type of Fjord, depending upon the characteristics emphasized. The Fjord horse ranges in height from between 13.2 and 15 hands, with most individuals measuring 14 - 14.2 hands and weighing between 900 and 1200 pounds.

The Fjord pony is a strong, durable, and pleasant-natured animal. In addition to its strength, the breed is also noted for its light and smooth gaits, which make it easy to ride. The Fjord pony has a thick coat so that it can endure rough winters with minimal care – an essential quality in cold Norway or the northern parts of Europe.

Ariegeois

The Ariegeois pony lives in the Pyrenees Mountains in the southwest of France, and it is known to be a breed of great antiquity. The Ariegeois is a bold pony, unafraid and eager for even difficult journeys. It closely resembles the horses of Southern Gaul and was interbred with the Barb horses as Caesar and the Romans spread north and west along the European coast. The original home of the breed is the high valley of the Ariege River, from which the pony takes its name.

One of the most noticeable things about this breed is its light and delicate bone structure. Unlike the other, tougher ponies of the northern areas, the Ariegeois is a swift-running but lightly built animal. It does not do well in frigid climates, although it is adept at mountain-climbing. It is outstandingly surefooted, and even ice-covered mountains hold no terrors for the little Ariegeois. In the summer, it will seek shelter part of the day and come out to graze at night. These ponies can travel into Southern Spain, North Africa and even the Middle East and live well on the scrub grass that they find in those sparse areas.

Ariegeois ponies have an expressive head with a flat forehead, straight profile, hairy ears, and bright, alert eyes. The neck is short, and the shoulders straight – not to handle heavy burdens but instead built for speed and conservation of energy on long travels. The back is long and strong, and the chest is broad, with a great deal of room. The limbs are

fairly slender and short and are not always straight – many Ariegeois ponies have a tendency to be cow-hocked, meaning that their knees bend inward slightly toward each other.

The present-day specimen stands up to 14 hands, which is the height limit, although most average 13 hands, two inches. The head should be neat and pony-like and set on a fairly long neck, which, together with well-laid-back shoulders, gives the rider a good length of rein. When choosing an Ariegeois pony for riding, large or coarse heads should be avoided because they are a sign of stubbornness and make a difficult mount with which to work. A pony with a short, thick neck should be avoided as well, for they will never have a smooth ride. Good legs are one of the qualities of the breed, and these must be strong with plenty of bone.

The normal color for an Ariegeois pony is dark, ranging from dark brown and chestnut to a more common solid black. Normally, there are no white stockings and no other markings on the head. The pony's flank may be lightly flecked with white, in the manner of an appaloosa or a dapple-grey, but no other markings are common. In the winter, the coat of the Ariegeois acquires a distinctive reddish tinge, and never grows particularly furry. The coat is fine in texture, unlike the mane and tail which are harsh to the touch and extremely thick.

The Ariegeois has been used as a packhorse for centuries. It also functions as a small riding horse and can easily work the land on the steepest of hill farms where machinery cannot venture. The Ariegeois is noted for its hardiness, courage, and adaptability, but it is not a stubborn animal. It is extremely gentle and docile, a temperament that makes it very popular as a children's pony even for fairly young riders. Because it has no hot blood and is not prone to shy or scare easily, the Ariegeois is also well-suited for driving and pulling small carts. Further, it is a creditable jumper and has the ability to trot for long distances at a steady speed.

Shetland

At least 2,000 years ago, there was a pony like the modern day Shetland living on the islands of the same name. Like the islanders, the pony mixed British with Viking to create a distinct Shetland type, breeding – most probably – with the Norwegian Fjord pony. The true Shetland is a hybrid breed, containing the blood of the British Hill type pony, like a Highland or Fell/Dale of Scotland, and a Scandinavian breed influenced by some Oriental bloodlines. The resulting pony was first represented in a 9th Century stone carving found on the island of Bressay. It depicts a hooded priest riding a very small pony with the distinguished profile and body structure of the Shetland.

Out of a broad and widely diverse stock, the Shetland has grown into a very predictable, hardy, and constant breed. Their background and breeding were highly influenced by the relative isolation of the islands on which they were

Ariegeois Statistics

Along with the standard Pony Base Statistics, Ariegeois gain the Sure-Footed Feat for free.



originally bred. Despite the various strains first developed, all of the ponies that lived in the Shetlands coped with an environment that was constantly, almost unbearably hostile. The island is cold, bitter, and does not support much animal or plant life. These tough little ponies must live on bad grass, hard, wet ground, and in the continual path of the driving wind. The cold climate encouraged them to conserve body heat; the resulting pony has short limbs, a short back, a thick neck, and small ears. Big stock starved; fragile stock broke; only the small, quick, hardy, and intelligent animals survived.

With a maximum height of 46 inches, Shetlands are the perfect size starter pony for a child. Bred to pull ore carts in coal mines, Shetlands have retained an innate driving ability. A well trained Shetland not only excels at driving, but is a sturdy and reliable mount for any child. One of the main problems that the Shetland breed faced in its incipiency was its use in the coal mines – the strongest and hardest of them were used as laborers in these dangerous conditions and often died – leaving only small, inferior stock to breed more ponies. In time, stables were built to house and breed the finer examples of these tough little ponies, encouraging the type to flourish and revive once more.

Generally, most peasants and farm laborers do not ride their ponies. Some used by doctors or ministers are ridden in order to visit the scattered peasants on farms that are not near the main villages. However, the main use of Shetlands in primitive British life was for work, carting, or carrying heavy loads. The majority of ponies live almost free out on the scattalds, or wide pasturelands of the island. These ponies remain on the scattald until the season turns and they are required for use "flitting the peats," which means to carry recently cut strips of peat moss from the hills to the homes of local peasants. These strips of peat (moss, manure, and other decaying plant matter) are the main winter fuel of peasant homes, and many commoners would have frozen to death in the cold winters without them. Because there were few roads into the higher areas where the peat grew, the ponies were required to navigate cross-country in all weather. Shetlands were needed during the winter more than any other time of year, and were often found carrying heavy woven baskets filled with peat from the deep moorlands.

The Shetland pony can be seen in all colors except spotted: black, chestnut, grey, bay, dun, blue roan, piebald, or skewbald. Unlike bigger horses, measured in hands, the Shetland pony is measured by inches in height at the withers. The smallest of the British native breeds, maximum height reaches 42 inches, with a minimum as small as 28 inches.

Shetland Statistics

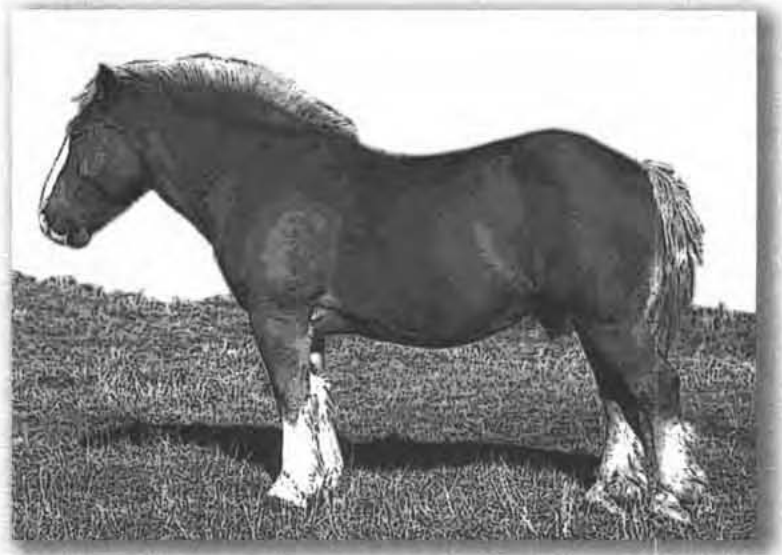
Shetlands add the following bonuses to the Pony Base Statistics:

+1 Strength
Fearless Feat



Hardy and resilient, the Shetland is very strong for its size. It has a medium-sized head, a rather dished face with a well-shaped muzzle, and a jaw capable of grazing through poor growth over an extensive area. The ears are medium-sized, and the eyes are large and kindly. The coat is thick, with a heavy mane and tail, offering good protection against the local winter weather conditions.

Part 3: The Heavy Horse



The introduction of heavier horses began around the time of the disintegration of the Roman Empire. The original heavy horse was conceived as a hardier, heavier workhorse that would be capable of carrying and pulling tremendous loads. Speed and sleekness would be sacrificed for rugged strength and endurance. The brawny draft horse was developed from horses introduced into Europe by the Germanic tribes of the north, where breeds tend to be heavier than those from the Mediterranean and the Middle East. Arabian blood was bred out for the most part because the special qualities of the Arabian horse were not needed in these large, strong brutes.

Another major factor in the creation and use of heavy draft horses was the introduction of the shoulder collar, or yoke, into European carting. Where before this time, all carts were pulled by a series of straps and harnesses and the horse was kept between two rails, the shoulder yoke is an oval or teardrop form of metal or wood that slips over the horse's head and settles firmly on its broad shoulders and chest. Exactly when this invention emigrated from China is not clear. A variety of harnessing methods were in use to hitch horses to carts and chariots in ancient times, but the shoulder collar (also called the horse-collar) is far and away the most efficient. The shoulder collar enabled farmers to take advantage of the horse's greater speed and strength. With a larger horse using this strong invention, the peasants and lower classes of Europe could cultivate bigger fields and pull heavier loads to market.

Another important invention that revolutionized horsemanship in Europe was the stirrup. Although stirrups may seem an obvious device, they were not created nor brought into European society until the 8th Century. The stability and power they gave to the mounted rider changed cavalry fighting dramatically.

The stirrup's introduction also caused a revolution in social organization. Because the stirrup enabled a heavily armored man to thrust with a lance or hack with his sword, the mounted soldier became far more deadly than he was in earlier times. The "Great Horse" needed for a metal-plated rider replaced the light chariot and unarmored cavalry horse and at the same time opened new opportunities for using horses. The mounted knight was so vital to medieval warfare that a landowner's position on the feudal ladder was measured

Heavy Horse Base Statistics

Size:	Large Animal
Hit Dice:	3d8+6 (19 Hit Points)
Initiative:	+1 (Dex)
Speed:	50 feet
AC:	13 (-1 Size, +1 Dex, +3 Natural)
Attacks:	2 Hooves +3 melee (1d6+2)
Face/Reach:	5 feet by 10 feet / 5 feet
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +7, Spot +7
Feats:	None
Climate/Terrain:	Any Land
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral



Forest Horse

The majority of heavy horses can trace their lineage back to the now-extinct Forest Horse that once roamed much of Upper Europe. The Forest Horse was a massive, thick-legged, herbivorous animal. It was large-hoofed, enabling it to live easily in brushy forests, swamps, or other shifting terrain. The Forest Horse possessed a dappled coloration, enabling it to camouflage itself as much as possible within shady thickets and deep forests. It was married with other species and completely bred out of existence through this process. None have been seen since the 9th Century.



by how many armored and mounted men he could supply his lord. In exchange for his lord's protection, the vassal pledged soldiers or money or land sufficient to support a mounted fighting man. The feudal system was born.

A completely outfitted heavy warhorse might be required to carry up to 400 pounds and to bear that weight for up to twelve hours a day in rough conditions, although knights did not usually march or journey on their heavy destriers (this was damaging to the horse and incredibly uncomfortable for both steed and rider). Knights and other noblemen wealthy enough to have a heavy steed always possessed a secondary mount. On long journeys, the knight would ride his lighter steed, and the heavy warhorse (sometimes laden with the knight's gear) would follow behind on a lead.

The weight that a warhorse must carry includes barding, the armored knight, his shield and lance, and his saddle accoutrements (the banner, saddlebags, etc.). These weights quickly added up, so if a knight wanted a steed that could easily carry him and his equipment while still maintaining a

forthright charge into battle, he needed a supremely strong horse. Carrying this amount of baggage could slow a horse's stride, and make its charge less effective.

Large horses became exceptionally useful in warfare when jousting arrived in Europe. The heavier weight of the horse added a great amount to the force of impact in the knight's lance, both in warfare and in the tournament. A heavy horse, commonly called a "destrier," weighed twice as much as a normal riding horse; and when the knight struck a conventionally mounted opponent, the impact could be devastating. The destrier was sometimes shod with sharp nail heads protruding so that it could trample foot-soldiers in his path. The destrier was a very potent weapon, and yet its descendants are the mild-mannered and docile work horses of today who put their strength to less brutal use.

Brabant

The Brabant is one of the earliest known heavy horses in Europe. Bred and founded in Belgium, these tremendous steeds were once the largest horses on the continent, respected and revered for their massive size and strength. The Brabant is also known as the Belgian Heavy Draft, taking its name from the principal breeding areas of the original courser. As one of the first lineages of heavy horse, the Brabant is the predecessor of many of the more famous breeds (such as the Percheron and the Shire). The first Brabant is mentioned in history during the 2nd Century CE, but it would not gain popularity until the 7th Century. It is known as the "Black Horse of Flanders" in popular slang and is a favorite with both peasants (for labor) and nobles (for battle and tournament).

The Brabant is an enormously heavy horse, with tremendous musculature and a strong back and legs to handle astounding tasks. If any breed of heavy horse can truly be said to have legs like tree trunks, it is the Belgian Heavy, whose legs are broad and thick. The original Brabant steeds can be found in seven colors: bay, bay-roan, strawberry-roan, blue-roan, black, dapple gray, and sorrel. The dapple gray color has all but been bred out of the Brabants in Belgium, and only a handful still exists. Gray heavy horses are almost always Percherons and shires, where the Brabant can be picked out of a herd by its darker, more dun coloration.

Many of the first Brabants used on the European tournament fields were roundly criticized for being too thick, too low-headed, straight-shouldered, and round-boned. There was even an expression for it: "the Dutchman's type." But even with their faults, those early Belgians were outstandingly strong, easy to handle, and willing workers with amiable dispositions. A few Frankish knights began to use them, and after their success in tournaments, the breed gained an instant popularity.

The common Belgian is a big, powerful horse that retains the drafty middle, strong hoof, heavy bone and muscling,

Sleipnir

Sleipnir is a significant figure in Norse mythology. Sleipnir is an eight-legged gray horse, the swiftest in the world, belonging to the chief of the gods, Odin. He was the offspring of the trickster god, Loki (who for a time assumed the shape of a mare) and the powerful stallion Svadilfaeri.

According to the Prose (or Younger) Edda, right after the gods established Midgard and built Valhalla, a certain builder offered to erect in three seasons' time a fortification so strong that it would be secure against giants. In payment, the builder demanded the goddess, Freya, as his wife along with the sun and the moon. The gods accepted on the condition that he build the entire fortification in one winter; if, on the first day of summer, anything were left unfinished, the payment would be forfeit.

The builder asked if he could be permitted to have at least the help of his stallion, Svadilfaeri. Loki agreed. The builder set to work on the first day of winter. The stallion proved to be twice as strong as the builder, and, when summer was only three days away, the job was almost finished. The worried gods, trying to think of what to do to avoid payment, directed their anger toward Loki, who seemed to be the one who caused their dilemma. Loki grew afraid and swore he would arrange something that would cause the builder to forfeit. That evening, when the builder drove out for stone with his stallion Svadilfaeri, a strange mare (Loki in disguise) ran out of the woods. The stallion went frantic and broke free. The horses ran around all night, with the builder trying to catch them. Because he was unable to work, the fortification was not completed on time. Loki later gave birth to the foal, Sleipnir, who became Odin's steed, on which he traveled swiftly through the sky and over the Earth.

In another myth, when the beautiful god Balder was killed and his ghost went to Hel, Hermod, the Swift borrowed Sleipnir to make the dangerous journey to the underworld to try to bring Balder back. Hermod rode on Sleipnir for nine days, and, when he arrived at the huge iron gate that barred entry to Hel's domain, Sleipnir was able to leap over it.



Brabant Statistics

Add the following modifiers to the Heavy Horse Base Statistics for Brabants:

+2 Strength

-1 Natural AC



and the amiable disposition of its forbearers. Although it was used as a warhorse across the European continent, it is not a hot-blooded animal and is, in fact, very passive. A Brabant is not a fighting horse, although it carries its master into battle, it is rarely successfully trained to harm another even in dire need. Still, its qualities as an easy horse to handle, as a patient and faithful mount, and as a willing worker are well-known and greatly respected. The breed is characterized by a husky, barrel-like appearance and brute strength.

The Belgian usually exceeds 16 hands in height and is often larger than 18 hands. It is a docile horse and a willing worker. This steed has a relatively large head and short, muscular legs and large quarters. The feet are large and have minimum feather. In many areas of Europe it can be picked out easily due to its chestnut or roan coloration with white or blonde mane, tail and points. Its weight averages between 1800 and 2000 pounds; some stallions reach 2400.

Percheron

The Percheron derives its name, as most breeds of horse do, from the area of Europe that served as the primary breeding ground of the lineage. Le Perche is an old province located some 50 miles southwest of Paris. It borders Normandy on the northeast and the Beauce country, known as the granary of France, on the east. Le Perche is a gently rolling, well-watered and fertile place with a benign climate, well suited to the raising of livestock. It was, thus, ideally situated to capitalize on trade opportunities in the Middle Ages and beyond. Le Perche managed to avoid most of the larger wars that scarred France and Spain, and served as a peaceful respite for the wounded and for soldiers in training.

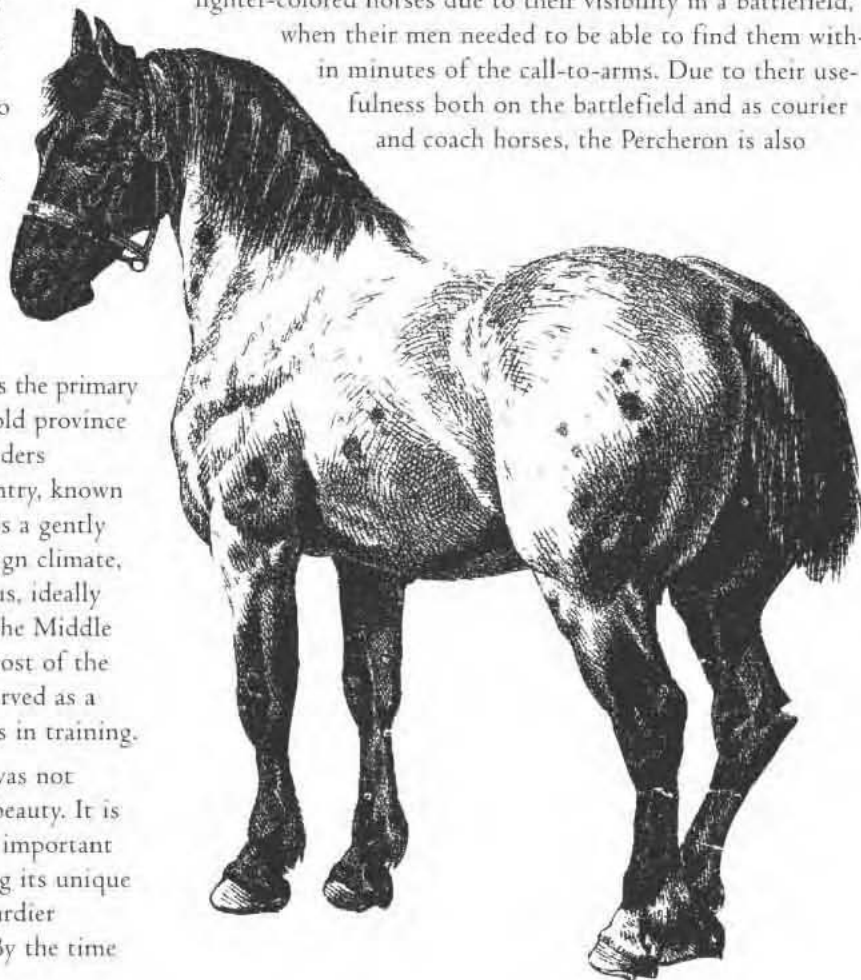
Unlike many other heavy horses, the Percheron was not simply bred for strength but also for grace and beauty. It is widely believed that the Arabian horse played an important role in the development of the Percheron, lending its unique qualities and delicate balance to the stronger, sturdier influence of the Forest Horse and the Brabant. By the time

of the crusades, the Percheron breed was widely recognized as outstanding for substance and soundness as well as for its characteristic beauty and style. The Percheron is famous among horse breeders and noble connoisseurs as an aggressive breed, with both determination and willingness to succeed. Its history as a warhorse has made it very adaptable to other climates and to the confusion and trauma of a battlefield. The Percheron is a steady animal, but more aggressive than some other heavy horses; although it is not a dangerous or difficult steed, it can be trained to fight in the defense of its master, and to turn hoof and bite against an enemy if necessary.

From the warhorse (heavy saddler) to diligence horse (heavy coacher or light draft) to the true horse of heavy draft, the breeders of Le Perche sculpted away on their beloved indigenous breed for hundreds of years, altering the animal to meet the demands of the times and to entice the buyer. They spent tremendous amounts of money to bring in the best breeding stock from Belgium, Arabia, and other corners of the world, and spared no expense in developing what they considered to be the perfect heavy horse for all labors.

The Percheron has the speed to trot from 7 to 10 miles per hour, and the endurance to do so day in and day out. It is a hardy breed despite the number of lighter horses in its lineage. The light-colored grays and whites of the Percheron were respected among traveling knights, who preferred these lighter-colored horses due to their visibility in a battlefield,

when their men needed to be able to find them within minutes of the call-to-arms. Due to their usefulness both on the battlefield and as courier and coach horses, the Percheron is also



called a diligence horse. Further, the stage coaches in France became known as "diligences."

Percherons possess great muscular development combined with style and action. In color, blacks and grays are most common, but browns, sorrels, and bays appear fairly regularly. Whites and grays became popular among the French nobility, and the king of France rode a fully-equipped white Percheron on parade days.

In order to qualify as a strong inheritor of the breed's best qualities, the Percheron's head should be medium-sized, have a lean, clean cut, and be quite broad between the eyes, with an alert pointed ear of medium size. Stallions should have a bold masculine head while mares have a more refined, feminine one. Percherons should have a wide, deep chest which provides for greater lung and heart capacity, but their shoulders should not stand out prominently from the body, or this will ruin the line of the horse and also affect its ability to maintain speed for long distances. The shoulder should have a slope of about 45 degrees in order to enable the horse to lift its head clear of all traces and reins and see clearly despite other accoutrements. Also, a horse with a neat, clean throat line can tolerate a lot more heat than one that is rather fleshy between the head and the shoulder.

Although Percherons are extremely large, they are considered one of the most elegant of the heavy horse breeds. One ancient horse-breeder described the Percheron as "an Arabian influenced by the stone of the earth," and, truly, they retain much of the grace and agility of their distant sires in the sands. Their movements are lower than most heavy horses, and they tend to maintain a steady, graceful action in both their runs and their trots.

Percherons do not have feathering around their ankles, and this is both a cause of problems and a benefit to the breed. Without feathering, they are less prone to certain diseases that gather in the dampness and cause problems in the joints and hoof. However, it also causes the horse to be susceptible to skin problems on its lower legs and to get rashes and other irritants from time to time.

The modern Percheron often reaches 17 to 18 hh, and some stand as high as 19 hands – although such massive specimens are rare. They are tall horses with a definite smoothness of stride that is not common in the other breeds of heavy draft steed. Mature Percherons range in weight from 1600 pounds to 2400 pounds or more and can be heavier if they are taller than usual.

Shire

The Shire, England's first true heavy horse, is one of the most famous steeds in history. Its long list of achievements and famous members includes the first official mount of the English kings, as well as the famous courser that carried Richard, the Lionhearted into battle during the Crusades. These tremendous animals are the most powerful horses in

Percheron Statistics

Percherons receive the following modifiers to the Heavy Horse Base Statistics:

+1 Constitution

-2 Dexterity

Fearless Feat



England, and the direct descendants of the horse which, when Julius Caesar arrived in the lands of the Celts, attracted his attention for its efficiency in war. Since those early times, the Shire has been bred and bettered, turned into the magnificent steed that is now popular in England and beyond. Shires are known for their strength, athletic ability, and intelligence.

Originally, the Shire breed was Flemish and brought over to England with the Norman invasion. The original Shire horses were mostly black and dark brown, with wide and clearly notable white markings on face and feet – frequently, all four of the Shire's legs are marked with white up to the knees and hocks. It was tall, rangy, muscular, well-developed at the vital points, and stood on broad, flat limbs that were strongly jointed both above and below, the backs of which were heavily fringed with long hair from the fetlocks to the upper end of the cannon. These distinctions made the Shire a very distinguishable creature even among other heavy horses, which tend toward lighter colorations, a thinner physique, and far fewer white markings.

Once they became common on English soil, the needs of the growing empire and the temper of the times caused breeders to grab this lineage eagerly and begin to shape their ideal form. The wars of England and France called for a horse of enormous bulk, prodigious muscular strength, and a great amount of docility off the field of battle. Thus, the stockmen and farmers of England responded with one of their finest living creations: the true English Shire.

Shires were used in the 15th and 16th Centuries as beasts of labor and as war-steeds. However, unlike many other countries, English knights trained their warhorses extensively (and the intelligent Shire took to such lessons very well), so the two classes of Shire were very distinct. The Shire is the largest and most powerful draft horse in Britain. It was often used by brewers to pull beer wagons in stylish teams as well as in weight-pulling and plowing competitions. However, on the field of war, the Shire truly shone. Its intelligence saved more than one soldier's life, and its ability to perform complex tasks was invaluable to the wounded

Shire Statistics

Shire steeds and their descendants, the Clydesdales, add the following modifiers to the heavy horse base statistics:

- +1 Intelligence
- 1 Dexterity
- +5 Speed



knight, whose horse would often be able to go for help, returning with the knight's squires.

The Shire horse is well-known for its substance and bone and is widely used in the breeding of the heavier hunter types in England. It is not simply bred among its own lineage, but also used to better other English ones. Even light horses are often interbred with the heavy Shire in order to lend the larger horse's stability and stamina to the offspring. Some of the best hunter-type horses in England can trace their lineage back only one or two generations to the Shire. Although Shires are not normally used as riding horses, they were used in battle by knights and other members of the English nobility. They are quite capable of the simple forms of dressage. Further, Shires can be trained to very complex tasks since they are highly intelligent.

The physique for this gentle and good-tempered animal includes a dense, rounded body with a broad back and strong loins. A full-grown Shire may have a girth around its upper torso that measures as much as eight feet in length – a tremendous mass held upon its shoulders and forelegs. Naturally powerful hindquarters are supported on excellent long legs with dense bone. Shire horses are black, brown, bay or grey and usually have a blaze and some white markings on their lower legs and feet. A characteristic feature is their abundant hair (called feather) below the knees and hocks.

Mature horses stand 17-19 hands high and weigh 1900-2700 pounds, the heaviest of the large horse breeds. Mares and geldings are slightly less massive. The Shire has relatively large, wide-set, and expressive eyes, the nose is rather convex ("Roman"). The shoulders are large and deep

and the body has substantial barrel. The legs are long with considerable feather about the feet. It is usually found in bay, brown, black, and gray.

Clydesdale

The Clydesdale, best-known descendant of the Shire, has made its mark on the horse community as a brave, stalwart, and loyal companion as well as a fierce and strong steed. It was the first known heavy horse bloodline to be created from Shire lineages, and it is the most renowned. Clydesdales are more solid counterparts to the English Shire, with thinner hair made for the hotter climes. Their broader shoulders and squarer appearance, as well as their darker color, distinguish them from the Shire.

The Clydesdale is a very active horse. It is bred for constant activity and untiring stamina, and this causes it to be an overeager, playful horse with a great deal of energy. A Clydesdale steps with a classic high lift of the feet, not scuffling along, with every step well above the ground.

Clydesdales were bred mainly in the lowlands of the English territories and were most popular in England, Wales, and Southern Scotland while Shires were more popular among the colder areas such as Northern Scotland. The King of England once lost his Shire in a war against invading French and commandeered a working man's Clydesdale to bear him into battle instead. That horse carried the king to victory and even stopped to defend him when the king fell from the saddle during a particularly brutal contest. Because of this, there was a law passed in ancient England that Clydesdales were not allowed to be killed within the city limits of London, no matter what the cause – all due to that one horse's great sense of duty to its rider.

A Clydesdale has open, round hooves that are very thick in order to bear its tremendous weight. Its hooves are extremely important since many older animals fail due to sore ankles or diseased feet. A Clydesdale should have a nice open forehead, a flat (neither Roman-nosed nor dished) profile, a wide muzzle, large nostrils, an intelligent eye, and large ears. It also has a highly-arched neck, much more so than its Shire predecessors and harkening back to the Arabian blood in its veins. The neck should rise out of a solid, muscular shoulder, with high withers that are more suitable for a yoke than for bearing a rider. The Clydesdale's back should be short and its ribs high and widening out very close to the backbone like the hoops of a barrel. A good steed's quarters should be long, and its thighs packed with muscle and sinew, quite brawny



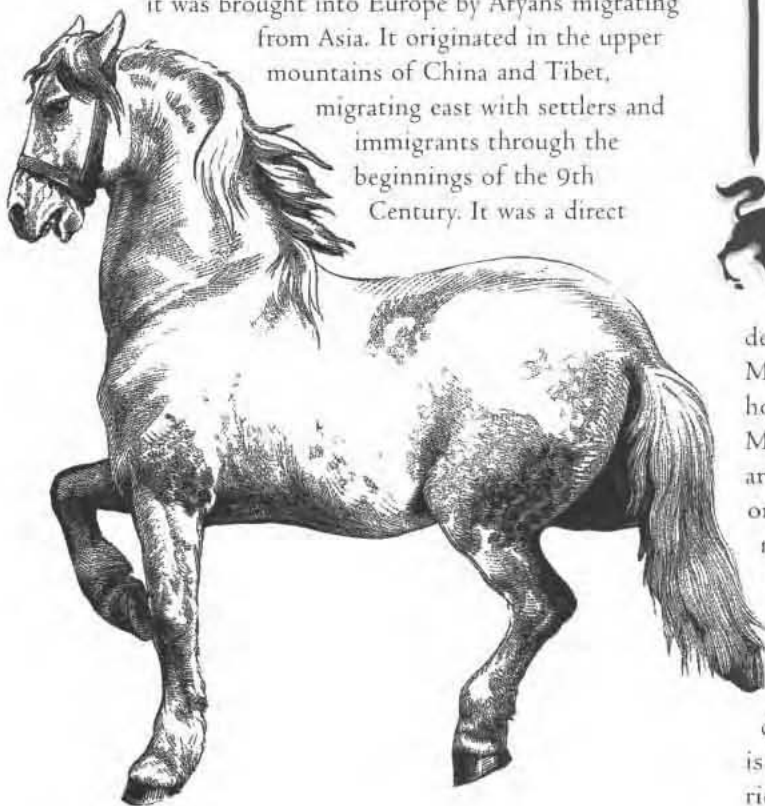
when compared with other heavy horse breeds. The Clydesdale should have broad, clean, sharply developed hocks, and big knees that are broad in front. The impression created by a thoroughly well-built typical Clydesdale is that of strength and activity, with a minimum of superfluous tissue. The idea is not to create a horse with grossness and bulk but one whose muscles are created out of quality tissue and depth as well as weight.

The most common color in the Clydesdale breed is bay. Black, brown, and chestnut are also seen with roans (solid body color with white hairs throughout the coat) in all of the colors. The most common markings are four white socks to the knees and hocks and a well-defined blaze or bald face. Other common colorations include light roans and light steeds with dark legs. Clydesdales rarely have small markings, and they tend to have wide blazes, high socks that come up to the knee, and other easily seen, distinguishable markings against their darker hides.

Breton

The indigenous heavy horse of the Asian lands actually prospered in the Norse and Viking areas as much as it did on European and Asian shores. It survived as a separate breed, however, due to the cold climates of Norway and Switzerland, and the Shire's lack of endurance in cold areas. For this reason, the Breton heavy horse is popular in colder climates, and was often used by knights and heavy horsemen in the Northern European areas where even the sturdy Belgian Brabant does not go easily.

The Breton horse has a long history, dating back to the time it was brought into Europe by Aryans migrating from Asia. It originated in the upper mountains of China and Tibet, migrating east with settlers and immigrants through the beginnings of the 9th Century. It was a direct



The White Horse of Uffington

Many stories and legends are associated with the mysterious White Horse of Uffington, an amazing 300-foot image that appears to run across the distant British hills. The White Horse is a work of art from early humanity, carved into the landscape in the shape of a horse and kept in chalk so that it would remain white and pure against the green landscape. It is situated high on a hill on the Berkshire Downs.

Many local peasants believe the image to be of a dragon because the site is so near to Dragon Hill – the site where St. George is reputed to have slain the dragon that terrorized the area during the rise of Christianity. Other, pagan peasants, believe that the White Horse of Uffington was carved to celebrate the defeat of the Danes in the 9th Century by King Alfred. The horse was worshiped by the Celtic people and was a sacred site to the Celtic horse goddess, Epona, who represents fertility, healing, and death. Thus, this site may have been used for many rituals and ceremonies during the Celtic age.

The White Horse of Uffington is formed against the green grass of the area and continues to be kept clean by unknown forces. It is a bare patch of chalk on the hill, upon which no grass will grow and no animal will cross. The White Horse of Uffington is 110 feet in height, and 374 feet wide. Its clean, sparse lines are constructed of deep trenches five to 10 feet wide and two to three feet deep. Each of these trenches is filled with thickly packed chalk.



descendant of the steppe horses found in the Breton Mountains, breeding with native Oriental and European horses as it traveled through Europe and into the Black Mountains. During the Crusades, these horses were captured and taken back into Middle Eastern lands, where they were once again bred to Oriental stallions and mares. The final result of all this crossbreeding and widespread influence is the heavy horse known as the Bidet Breton. The original Breton still lives in the Black Mountains of France, a purer line without the recent Oriental influence.

The Bidet Breton was popular with many military leaders during the Middle Ages due to its comfortable gait, which is between a brisk trot and an amble. It is an easy horse to ride, even if one has no instruction, and its gaits are not dif-

The Trojan Horse

One of the most famous horse stories of history concerns the siege of Troy and the fabled Greek gift, the Trojan Horse. The war between the Greeks and the Trojans, all caused by Helen's beauty and defection from her rightful marriage, is chronicled in the famous poems of Homer.

For ten years, the Greeks laid siege to Troy without success. The layout and strength of the city walls made the ancient metropolis impenetrable. After the hero Achilles left the war, the Greeks' progress slowed to a dead stop. Troy was not going to be taken by sheer numbers. The Trojans, led by Hector, began to repel the Greeks. Eventually the Greeks were driven back to their own ships. Although Achilles rejoined the battle and killed Hector to avenge a good friend's death, the Greeks still could not establish a foothold against the city's walls.

The Greeks needed a war machine. They needed something new. Still seeking to gain entrance into Troy, clever Odysseus ordered a large wooden horse to be built. Its insides were hollow so that soldiers could hide within it. The artist, Epeius, built the tremendous horse outside of the Trojans' ability to see the preparations. A handful of armed Greeks, including Odysseus, climbed into the hollow opening and sealed it up behind them. Meanwhile, the rest of the Greek army piled into their ships and sailed away, leaving the horse behind as an offering to Athena, the goddess of wisdom.

One man, a Greek soldier named Sinon, was left behind. When the Trojans came to marvel at the huge creation, Sinon pretended to be angry with the Greeks, stating that they deserted him. He assured the Trojans that the wooden horse was safe and would bring luck to the Trojans.

Free at last of the Greek siege, the Trojans decided to celebrate. By nightfall the whole city was in a drunken uproar. In the small hours of the morning, while everyone was drunk or asleep, the Greeks unsealed the belly of the horse, and climbed down from it. Silently, they killed the Trojan sentries at the city gates and opened them to the entirety of the Greek army, which was waiting outside. Troy was captured, and the Greeks were victorious — all because of a wooden horse.

difficult to cling to when the horse needs to run for short distances. Although they make poor fighting horses (Bretons are not particularly courageous and require special handling to force them into battle), Bretons are a good traveling steed and do well in simple contests and tournaments.

There are three primary types of Breton horses. The small Breton draft horse (known as the Corlay or Center Mountain) is considered the real descendant of the ancient Breton horse; it has the same general features as the Breton draft horse but is smaller, with a more dished face. The second type is the Bidet Breton draft horse, a heavier form of the original Oriental-based steed with more bulk and a sturdier appearance. It is a strong, muscular, compact horse. The Postier Breton, having remarkably airy and easy gaits, is very close to the Breton draft horse and is of the same size.

In most lineages of heavy horse, it is a common tendency for the breeders to increase the size of a draft horse to gain more power from it. The Breton, however, is an exception. The smart trot and ability to survive and work under often demanding conditions would be lost if the steeds were bred large, and it was too integral a point to the Breton's popularity to lose its easy gaits. Crossbreeding with other strains would severely reduce its unique qualities. Therefore, the Breton heavy draft was kept as a very pure lineage, its lines interbred only as necessary to keep fresh blood in the genetic stock.

The Breton has several standard characteristics within the three breed types. Its coat color is chestnut or chestnut roan, usually with a very pale flaxen mane and tail. On occasion a bay or bay roan will be seen in the Breton line, but these colorations are very rare. The Breton tends to be a light-colored horse, with few markings beyond small white stockings on the legs. The head is square with a wide forehead, giving the horse's features a very passive look. The

Breton Statistics

A Breton adds the following modifiers to the heavy horse base statistics:

+2 Constitution

+4 Hit Points

-10 Speed



nose, in the manner of the Oriental steed, is straight but sometimes dished. There is no Arabian dishing to the features but rather a long, smooth curve to the line of the nose. The Breton's nostrils are wide, capable of scooping air in great capacity, and the eyes and ears of the steed are small and delicate compared to the bulk of its head. The neck is strong, slightly short but set well into the withers. The back is wide, short, and muscular. The shoulder is long; the limbs are very muscular and short with sound cannon bones.

The Corlay Breton stands 14.3 to 15.1 hands high, the smallest of the three sub-types of Breton steed. The Corlay is considered the real descendant of the ancient Breton horse and has numerous marks of its Arabian and oriental heritage still evident in the body type and facial features. It is smaller with a more dished face.

The Postier Breton has blood of the English Norfolk Trotter and Hackney that it acquired in the 19th Century. It is strong, has an attractive gait, and stands from 15.1 to 16.0 hh. It is bred mainly in Central Brittany and makes a good coach horse. It is also capable of light farm work.

The Heavy Draft (or Bidet) Breton is renowned for its great strength relative to its size. It is bred in the northern coastal area of Brittany. In the 19th Century, it was made larger by crosses with Ardennes and Percheron stock. The Heavy Draft stands 15.5 to 16.5 hands high and has short, muscular legs. It is the tallest of the three strains and also the heaviest, weighing an average of 2200 pounds at maturity.

Part 4: Beasts of Burden



Horses were not the only steeds employed from the Bronze through the Middle Ages. Many different types of creature were pressed into service, used for their distinctive characteristics in rugged or imposing lands. Elephants, camels, donkeys and mules, oxen, and other unusual animals all made their appearances as mounts and beasts of burden.

You want to stable a what?

Common travelers are not likely to have such esoteric and unique animals as elephants, ostriches, and camels on their journeys. These creatures are on the whole not suitable for long journeys, nor are they capable of crossing harsh terrain. Although Hannibal marched his elephants over the Alps, they don't make good chargers for tournament. It is not likely that anyone would take a knight riding a camel very seriously, nor that most inns keep a sack of birdseed on hand for such unusual visitors. The difficulties of traveling with such beasts should far outweigh their "cool factor," and such animals should be seen very rarely in the campaign.



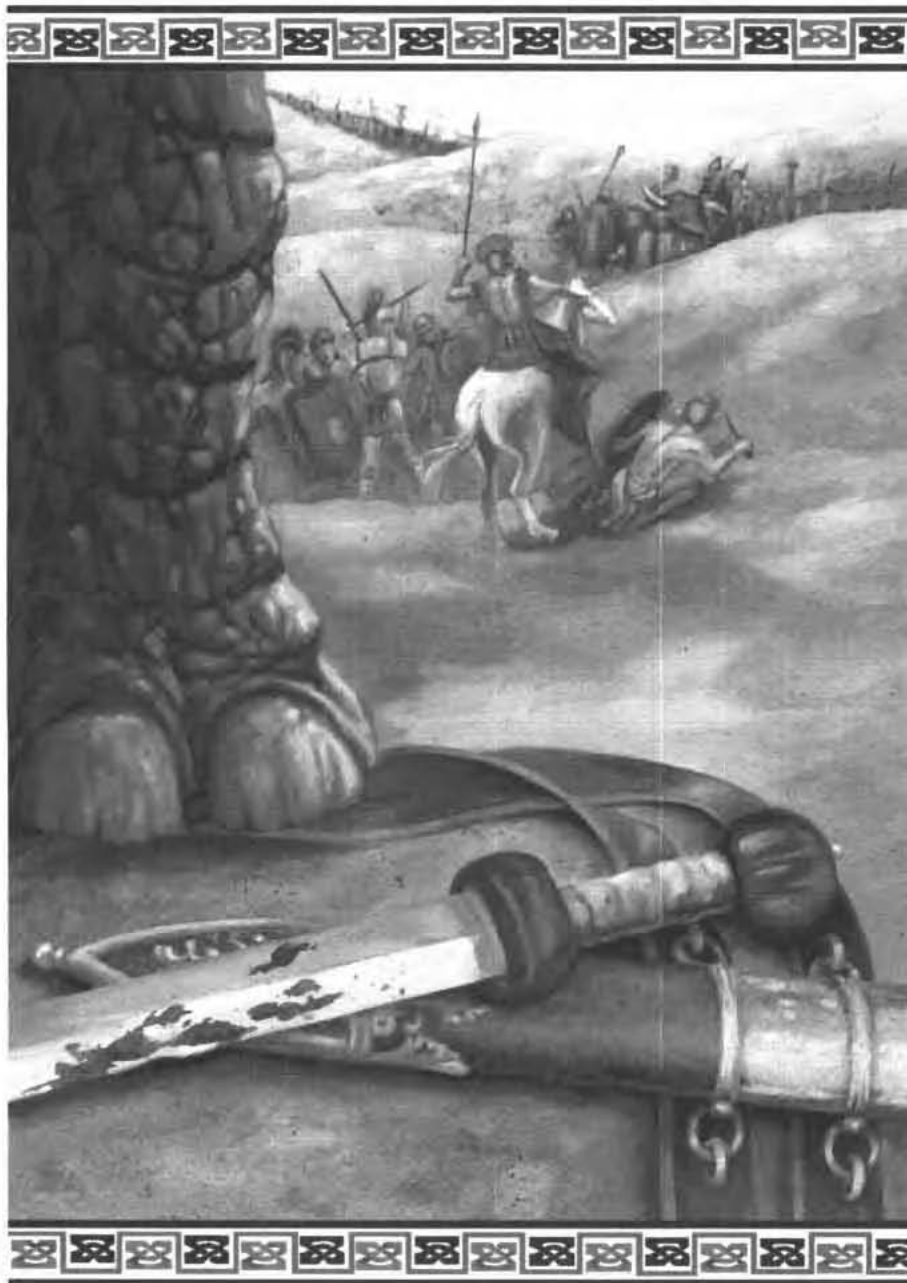
Horses were considered the steed of the noble, a protected and expensive prerogative that the upper echelons of society kept for themselves. In their absence, the peasantry and later the middle class turned to donkeys, oxen, and other animals to pull plows and carts and to carry heavy burdens from place to place. These beasts of burden were critical to the prosperity of farmers and merchants, and were very common sights on the roads of the Bronze Age, the Middle Ages, and the Renaissance.

Yet, few people used donkeys or oxen as steeds; in that, there was a clear distinction between the horse and its inferiors. Only the camel and the elephant truly rose to become mounts, although other creatures were occasionally used in charioteering or other warlike manners.

The use of these animals is entirely different from that of horses, though, and they require different care, sustenance, and training than the common horse. Elephants can be dangerous beasts to handle on a daily basis, and few inns have stalls that will accommodate them; camels tend to be unhappy when they are taken to frigid lands. Unusual creatures require specific care and are difficult to maintain, even for an adventurer — an extraordinary individual.

Elephant

Across Europe and Africa, the elephant's presence inspired fear and horror. As the largest animals on the field of battle, they could cause armies to break and run in the presence of their size and their terrifying roars. To those who saw them for the first time in war, they were awesome monsters, and the stories of their ability to scatter armies inspired fear in soldiers everywhere.



If people remember nothing else about Hannibal, they recall that he crossed the Alps with a horde of elephants. Sadly, Hannibal lost most of his elephants soon after the crossing. Of the 37 elephants with which he started, only one survived the severe winter that followed. The Romans had experienced fighting elephants in previous wars with Carthage and against King Pyrrhus of Epirus, but Hannibal's skillful use of the beasts proved devastating at the Battle of the Trebbia. Horses hate and fear elephants, and even well-seasoned war horses balk at their smell. Hannibal used his elephants to protect his infantry from the Roman cavalry. When the Roman legions broke and fled, the elephants smashed and killed many Romans. Carthage sent more elephants as reinforcements, but Hannibal could never solve the climate problem and the animals soon died. The lone survivor became Hannibal's mobile command post, though, giving him a much better

view of the battlefields at Cannae and Trasimene than would have been possible on horseback.

One of the most dangerous parts of using elephants in war is dealing with their temperament. If painfully wounded (by spikes, for instance) or sent into panic, elephants can run amok among friend as well as foe, dealing tremendous amounts of damage to anyone and everyone in their path. They are simply too large to be controlled by normal means and must be herded by experienced drivers. When the elephant's pain threshold is overcome, they completely ignore their herders and simply run in whatever direction seems most likely to provide escape. Carthaginian mahouts (elephant drivers) carried a long spike and a mallet for such emergencies: if the elephant went berserk, the mahout would drive the spike down into its head and kill the beast on the spot.

When the Romans first fought the elephants of King Pyrrhus of Epirus (a Greek king who intervened in southern Italy), their troops fled in panic. To counter the beasts, they built anti-elephant wagons, which did no good. After consulting divine oracles, the Roman leaders learned from their gods that elephants feared and loathed pigs. This made a certain amount of sense, as the Romans believed the elephant to be a giant relative of the pig. And so special volunteer "pig soldiers" ventured forth with a pig in a sack. When the elephants came near, they would pull out the pig and show it

to the elephant, which was supposed to panic the animal. Instead, the elephants smashed the pig soldiers flat.

Frustrated, the Romans doused the pigs with pitch, set them alight, and sent the flaming pigs squealing toward the Greek elephants. This had some effect, but only the heroism of Gaius Numicus (the only private soldier of the period whose name has survived to the present) saved Rome's army. Gaius charged the elephants alone and lopped off the trunk of Pyrrhus' lead elephant with his sword. This gave the Romans new heart to stand up to the Greeks, and eventually Pyrrhus abandoned his campaign in Italy.

Alexander, the Great encountered the elephant as far east as India, where they were used – none too effectively – by his opponent King Porus, in the Battle of the Hydaspes River in 326 BC. Other generals also used these titanic beasts as

walking siege engines, placing high towers of wood on their backs and using archers from that protected position. These "elephant towers" were difficult to build and to place on the elephant's back, and the creature had to be carefully trained to walk with such an unwieldy structure on its shoulders. They were also used to attack high castle walls, providing a mobile ladder system that would deposit several men on top of the wall in order to fight the enemy and possibly gain a foothold within the fortress.

Another use for elephants in battle was to make them into a living battering ram, using their massive bulk, incredible strength, and their tusks to destroy wooden gates and portcullises. An elephant possesses incredible strength and can simply lean against metal or wooden gratings and destroy them. They are capable of tearing down stone walls with a directed charge and of shattering even thick oaken gates with their tusks and front legs. Elephants can be trained to rear up like a horse, placing their front legs against the wall or gate and then pressing forward in a rocking motion to lever the door down. Of course, this is dangerous for the animal since it is in the direct attack range of castle defenders' boiling oil and archery.

There are two primary types of elephant: the African and the Indian. They are different in size and weight, but their temperaments are very similar. The two types of elephant are equally difficult to train as war-beasts, but both make very solid riding animals if their handler is adept and knowledgeable about the creature. Typically, a driver known as a "mahout" guides the animal from a position just behind the elephant's ears. In warfare, the mahout drove the animal while an archer and a lance-armed infantryman sat behind him on the arch of the great beast's wide spine.

The elephant is a difficult creature to train for war because its mental attitude is far too docile and peaceful to knowingly cause harm to those who have not incited it. It is extremely shy, very temperamental, and too happy-go-lucky to respond well to such activity. The most difficult part of training an elephant is, of course, the simple fact that, if an animal that large does not wish to do something that's requested of it, no human being is going to change its mind.

Elephants eat roots, grasses, leaves, fruit, and bark. They use their tusks and trunk to get food. Bulls can eat up to 300-600 pounds of food each day, making it very difficult to feed an elephant during the course of long travel – the sheer bulk of food required to sate the huge beast is immense. The African Elephant is an herbivore that favors bamboo, berries, mangoes, bananas, shrubs, tree foliage, wood, apples, wild rice, and coconuts. Since their bodies only make use of half of the food they consume, the elephant must eat between 330 and 350 pounds of food each day. In addition, it drinks 22 to 30 gallons of water each day. To maintain this huge rate of consumption, an elephant must constantly travel to new areas in search of food and water.

Indian Elephants prefer thick forests with an abundant supply of food and a large amount of shade. They are not desert creatures, and they require an immense amount of water in order to survive. They live near very watery or muddy areas so they can cool off during the hot summer months.

The elephant has no natural enemies. Fully-grown specimens are so incredibly large that they can easily crush most predators (one reason they were so eagerly taken by armies to become war beasts). As a result, lions, hyenas, and tigers attack only the very youngest elephants that have strayed away from a herd.

Although elephants are not vicious creatures, they can become violent when necessary. During mating season, bull elephants battle for stud rights to the herd. They can become very dangerous and will attack anything large that comes near their herd, including wagons, horses, and other animals. The bull elephant is willing to give its life for the herd, defending its mates and children with great ferocity. Female elephants can be dangerous opponents, as well, although they rarely attack unless their children (or the other young elephants in the herd) are in danger.

Female elephants can start breeding at age 12. Once a female becomes pregnant, the baby will be born between 630 to 660 days later. This is the longest gestation period of any

Communication

Capable of a great multitude of sounds, the elephant uses very particular calls to communicate to its herd. These sounds are very distinctive and can be understood by anyone who deals with elephants on a regular basis.

The most common sound is a loud trumpeting noise used to gather a herd. An elephant will also make this call when it is frightened or has been separated from the body of its companions (either human or elephant).

A second, often-made sound is a hollow resonant noise produced by tapping the trunk "backhanded" on a hard surface. When the elephant makes this sound, the tip of its trunk is turned upward, snorting. The resultant snort/thump sound appears to be a warning or alarm signal to all those in the area. Elephants have a large repertoire of growls, roars, grunts, trumpeting, and snorts that they use for warnings, greetings, distress, and other signaling.



Indian Elephant

Size:	Huge Animal
Hit Dice:	11d8+55 (104 Hit Points)
Initiative:	+0 (Dex)
Speed:	40 feet
AC:	15 (-2 Size, +7 Natural)
Attacks:	Slam +16 melee (2d6+10), 2 Stamps +11 melee (2d6+5), or Gore +16 melee (2d8+15)
Face/Reach:	10 feet by 20 feet / 10 feet
Special Attacks:	Trample
Special Qualities:	Scent
Saves:	Fort +12, Ref +7, Will +4
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 6
Skills:	Listen +10, Spot +6
Feats:	None
Climate/Terrain:	Warm Forests and Plains
Organization:	Solitary or Herd (6-30)
Challenge Rating:	8
Treasure:	None
Alignment:	Always Neutral
Advancement:	12-16 HD (Huge)

Trample (Ex): An Indian Elephant can, as a Standard Action each turn, run over an opponent that is of Large Size or smaller, dealing 2d8+15 points of damage. A Reflex Save at DC 25 halves the damage. Trampled creatures may forego the Saving Throw to make an Attack of Opportunity on the elephant but suffer a -4 penalty on the attack roll.



gray-brown skin that is almost hairless. They have small eyes, a slender tail and have no canine teeth at all, possessing only molars and (in males) a pair of powerful tusks.

Elephants have poor vision. Their small eyes can only see 30 to 60 feet. They make up for their poor sight with keen senses of hearing and smell. An elephant's large ears amplify sounds, letting it hear things that other animals cannot. The ears not only hear well, but also help the elephant lose excess heat, as hot blood flows near the surface. Its sense of smell is thought to be superior to any other land animal. It also has an excellent sense of touch. For such a large creature, the elephant is very deft and has a good sense of balance, using these abilities to rise on two legs if necessary to reach leaves in a tree. It also shows its incredible balance when lifting large objects in its trunk, counterbalancing the object against the fulcrum of its trunk in order to aid the elephant with its task.

Elephants walk at a pace of about 4 miles per hour but can charge at speeds of 30 mph. They cannot jump and so cannot pass barriers too wide or too high to step over. Elephants do swim well and are very adept in the water.

Indian Elephant

The Asian Elephant (also known as the Indian Elephant) is a huge land animal that is indigenous to India, Malaysia, Sumatra, and Sri Lanka. Most of the elephants in that area have been domesticated, and they are used extensively for labor; very few are left in the wild. Indian elephants are generally docile and gentle creatures; capturing them is not difficult so long as the bull is not nearby to protect his herd. There is a thriving business in India that revolves around the capture, training, and sale of these animals for work purposes. Those with a significant amount of money can always find at least two or three elephants in Indian cities that are for sale at a reasonable price.

It is difficult to say exactly when the art of capturing and training the Indian elephant began. For at least 3,000 years, the Indian elephant has been in the service of human beings. Crafts, paintings, pottery, and other archaeological evidence show that elephants were used for many centuries and that their labor helped to build many of the palaces and temples in India and Malaysia. In fact, in India and the surrounding environs, animals taken from the wild are preferred to those born in captivity. The former are better adjusted and more docile, and they possess easier tempers and are more amenable to training. Even experienced elephant trainers cannot explain why this is so, but it is a well-known and documented fact. Due to this, most of the elephants in India's cities are taken from the wild and subsequently tamed. A certain number of calves are born to domesticated cows living in forest conditions, usually but not exclusively sired by wild bulls; but their number is insignificant, at least in India, compared to the number culled from the wild.

land animal. The baby elephant, called a calf, weighs about 200 to 250 pounds and is able to walk only two hours after it is born.

Elephants are very intelligent animals. They possess very good problem-solving skills and are capable of taking care of themselves in most situations. They have thick, wrinkled,

The Indian elephant is significantly shorter than the African elephant and measures only about eight feet at the shoulder. Many Indian elephants are too small to carry a tower and are popularly ridden like horses when they go to war. They are still useful for ramming, attacking walls, and other such tasks, but they cannot carry the massive siege engines that the larger elephants can. Male Indian elephants weigh up to six tons; females average about four. Only males have the broad ivory tusks for which elephants are famous; females never develop them.

Indian elephants are social animals, having a great variety of community laws, rules, and regulations, a marked discipline, and many well-established customs. Their herds – whether in the wild or formed of the elephants with which they congregate after their captivity – are very insular and affectionate with one another. These animals are gregarious and, in the wild, roam about in herds of 15 to 30 individuals led by an older female. Usually the members of a herd are related to one another. Such social units are composed chiefly of females, children, and one mature bull.

The Persians and Greeks (including Alexander's successors the Seleucids and Pyrrhus) used Indian elephants in their armies, obtained in trade from the Gupta Empire.

African Elephant

Although African and Indian elephants, despite the disparity in size, appear similar at first glance, they have numerous differences in both temperament and physical features that make them distinguishable.

African elephants prefer savannah grasslands, where their food is most plentiful. They also live in thick forests with an abundant supply of food and a large amount of shade. Unlike Indian elephants, they do not often have the luxury of living in watery or muddy areas and must make due with the shade offered by forested lands.

African elephants are significantly larger overall than their Indian cousins, weighing roughly six tons. Males are much larger than females and can be distinguished among a herd by their larger size. Both males and females of this species have ivory tusks that jut out significantly from beneath their tusks. Both sexes have thick, wrinkled, gray-brown skin that is almost hairless and is somewhat darker than that of Indian elephants.

Females usually reach a height of nine to 10 feet tall at the shoulder; males grow to 10 to 12 feet tall at the shoulder and are much broader in the chest. Females mature at approximately 10 years of age and begin foaling sometime shortly thereafter. The result of an elephant pregnancy is usually a single calf although twins are not unknown. The calf is born after a 20- to 22-month gestation and is nursed for 5 years.

Hannibal's elephants were smaller relatives of the African elephant, the forest elephant. Until the mid-1990's the

forest elephant was considered identical to the African elephant, but has since been classed separately. These beasts were probably caught in modern Ethiopia and shipped northward in the regular elephant trade between Carthage and East Africa. The Ptolemaic kingdom of Egypt (Greek descendants of Alexander's general Ptolemy, a dynasty

African Elephant

Size: Huge Animal

Hit Dice: 17d8+102
(178 Hit Points)

Initiative: +0 (Dex)

Speed: 40 feet

AC: 15 (-2 Size, +7 Natural)

Attacks: Slam +21 melee
(2d6+11), 2 Stamps
+16 melee (2d6+5), or
Gore +16 melee
(2d8+16)

Face/Reach: 10 feet by 20 feet /
10 feet

Special Attacks: Trample

Special Qualities: Scent

Saves: Fort +16, Ref +11,
Will +6

Abilities: Str 32, Dex 10, Con 21,
Int 2, Wis 13, Cha 6

Skills: Listen +12, Spot +6

Feats: None

Climate/Terrain: Warm Forests and Plains

Organization: Solitary or Herd (6-30)

Challenge Rating: 13

Treasure: None

Alignment: Always Neutral

Advancement: 18-22 HD (Huge)

Trample (Ex): An African Elephant can, as a Standard Action each turn, run over an opponent that is of Large Size or smaller, dealing 2d8+19 points of damage. A Reflex Save at DC 29 halves the damage. Trampled creatures may forego the Saving Throw to make an Attack of Opportunity on the elephant but suffer a -4 penalty on the attack roll.



Camel

Size:	Large Animal
Hit Dice:	3d8+9 (22 Hit Points)
Initiative:	+3 (Dex)
Speed:	50 feet
AC:	13 (-1 Size, +3 Dex, +1 Natural)
Attacks:	Bite +5 melee (1d4+6)
Face/Reach:	5ft by 10ft/5ft
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 16, Con 17, Int 1, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	None
Climate/Terrain:	Any Desert, Hill, and Mountains
Organization:	Solitary
Challenge Rating:	1
Alignment:	Always Neutral
Advancement:	--



ending with the famous Cleoptra) also used forest elephants from the Ethiopian and used them in battle. Indian and African elephants fought each other at the Battle of Raphia in 217 BC.

Camel

Camels are popular steeds in desert and wasteland regions because they need little food or water in order to travel great distances. Popular in Arabia, North Africa, and other southern regions, the camel is relied upon heavily for its abilities to carry large loads, travel great distances with a rider, and to understand simple tasks. Although it is not as beautiful or as elegant as the horse, the camel is more than a match in both speed over distances (though not in a short sprint) and in stamina.

A camel can continue normally for as long as a week with little or no food and water and can lose a quarter of its body weight without impairing its normal functions. Camels prefer to eat dates, grass, and grains such as wheat and oats,

but a camel traveling across an area where food is scarce can easily survive on thorny scrub or whatever it can find — bones, seeds, dried leaves, or even scrub-brush. Further, camels have a three-compartmented stomach and are capable of regurgitating and re-chewing ingested forage in order to get the most out of their feed. In fact, they are more efficient at feed conversion than almost any other animal known; they are able to extract protein and energy even from poor quality forage. A camel is capable of drinking 30 gallons of water in just 10 minutes.

Camels are often called dromedaries. The term is derived from the original word, "dromos," (Greek for "road") and thus traces the camel's use back into Greek and Roman times. Before the horse, the camel was the predominant riding-beast of the Iberian and African regions, and it still continues to be the choice of many tribes in the Middle East.

The finest breed of camel is the Batiniyah, which are bred and raised primarily in the city of Oman. They have exquisite features: small head, long ears, and large eyes. The most important asset of any camel is its extraordinary stamina, something which the Batiniyah breed possesses in great supply. A good camel, legends boast, could cross the Sahara Desert with only one drink of water before leaving and could make it back with another on the other side. Of course, that is little more than Bedouin bragging, but the Batiniyah camels do possess exceptional stamina.

After a gestation period of 13 months, a camel cow usually bears a single calf, and occasionally twins. The calves walk within hours of birth but remain close to their mothers until they reach maturity at five years of age. Baby camels are born without a hump because the layer of fat does not develop until they can at last eat solid food. The normal life span of a camel is 40 years, although a working camel retires from active duty at 25.

When selecting a camel for riding, one should keep in mind that a good camel looks much like a fine greyhound — lean, with taut muscles and good body tone. It should have a long, thin neck, a very deep chest, and a small hump. Checking the camel for narrow flanks, a slim waist, and muscular legs with small pads will ensure that the beast is a good runner and has a gentle stride. Camels are very agile and dainty when on the move, but a hob-kneed or short-legged camel can be a disaster to ride for long distances, shaking its rider across its back so vigorously that it will cause bruises. A buyer should check the motion of the animal when it walks, runs, or trots by standing ahead of it and behind it to see if it is knock-kneed or bow-legged in movements, if the gait is flowing or awkward, and how it picks up its feet when it moves.

Camels have a woolly, brown coat that often looks shaggy from seasonal shedding. This coat can come in every shade of brown, from cream to almost black. Peasants often cut this coat short, using the hair to weave clothing or blankets

for the cold winter months. Male camels are considerably larger than females and have an inflatable soft palate which they use to attract females. When this palate is inflated, the throat of the camel looks much like the swell of a bullfrog.

There are two distinct types of camel, the one-humped camel (*Camelus dromedarius*) is found in the Arabian deserts, while the two-humped camel (*Camelus bactrianus*) is found in more Asiatic lands. They are similar creatures, with few differences outside of the visible humps. Both male and female camels have these humps; there is no obviously discernable gender difference other than size and genitalia. Unpredictable at best, camels have the reputation of being bad-tempered and obstinate creatures that spit and kick. In reality, they tend to be good-tempered, patient, and intelligent unless they are uncomfortable or are ill-treated. The moaning and bawling sound they make when they're loaded up and have to rise to their feet is like the grunting and heavy breathing of a weight-lifter in action, not a sign of displeasure at the work.

Normal speed for a walking camel is three miles per hour; a working camel will typically cover 25 miles a day. Racing camels can reach 12 mph at a gallop. A fully-grown camel can weigh over 1500 lbs.

Charioteering

The Egyptians didn't invent the chariot, but they did improve upon the idea. The first reported chariot comes from about 2000 BCE in Mesopotamia. The chariots of the Egyptians are better designed than their Assyrian predecessors, and the Egyptians used it both for transportation and war. They designed the vehicle with the driver standing directly over its axle.

This innovation put less stress on the animal pulling the chariot.

Not all chariots were pulled by horses. Various designs included

other animals, from the camel to the ox to the donkey. However, the most famous (and most popular) chariots are the one- and two-horse styles. A chariot is a small wooden vehicle, wide enough to hold two standing men. It rests on an axle, the ends of which are fastened with two strong wooden wheels. The strongest, fastest animal was placed on the right-hand side to make it easier to control around sharp racing turns (which were almost always to the right). The horses were branded with a hot iron on the hoofs or thighs, either with the Greek letter, kappa, which labeled them as *koppaties* (right-hand horses), or with the letter sigma, which labeled them as *samphores* (left-hand horses).

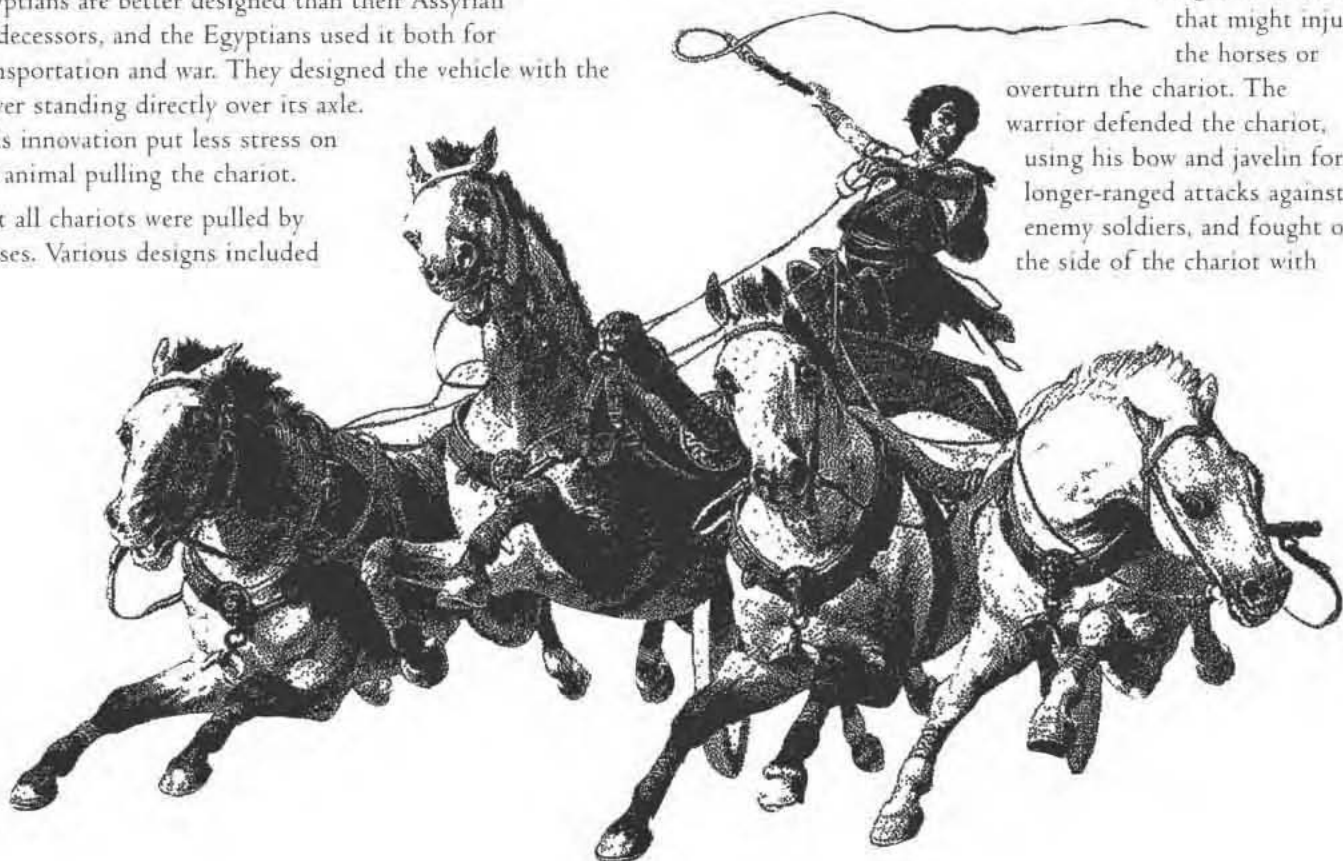
Most Roman charioteers (called *aurigae* or *agitatores*) began their careers as slaves. Those who were successful soon accumulated enough money to buy their freedom. Slaves were sometimes commanded to become charioteers simply because their near-certain deaths would be a spectacular event for the audience to see. Because of these frequent and deadly accidents and wrecks, chariot races became nearly as bloody and violent as gladiatorial combats.

War

War chariots are the smallest and most agile of their kind. Designed to race across a battlefield and lend physical support to the infantry, a true war chariot only carried two men – the charioteer and the warrior. The charioteer's jobs were to direct the steeds, run down unarmed enemies, and keep away from dangerous opponents as well as to avoid

dangerous terrain that might injure the horses or

overturn the chariot. The warrior defended the chariot, using his bow and javelin for longer-ranged attacks against enemy soldiers, and fought off the side of the chariot with



either a sword or mace in order to add the speed and impact of the chariot's rush to his blow.

Fighting in a chariot is a difficult task. Firstly, driver and warrior must drive across the battlefield at top speed, turning haphazardly in all directions in order to find the weak points in the enemy's line. The warrior generally throws his weapons and attempts to break the ranks of the opposition. Using the almost religious dread that most primitive peoples felt towards thundering horses and spinning chariot wheels, warriors attempted to capitalize on breaks in the formation. When they found a location in the enemy lines weakened and falling apart, they leaped from their posts and engaged the enemy soldiers on foot.

The driver of the chariot, meanwhile, withdrew a short distance from the battle. His duty was to carefully watch the action and be prepared to rush back into the open fray if their masters need them. In order to do this, the chariot team had to be trained to remain calm. Such teams and drivers were trained to move from standing to full speed within seconds and to return from a racing pace to a standstill in nearly the same amount of time. They had to be able to turn in an instant and also to use their hooves and teeth to defend themselves while still in the traces. It is a very demanding task, both for horse and driver, and many died while fighting their way to their masters.

Racing

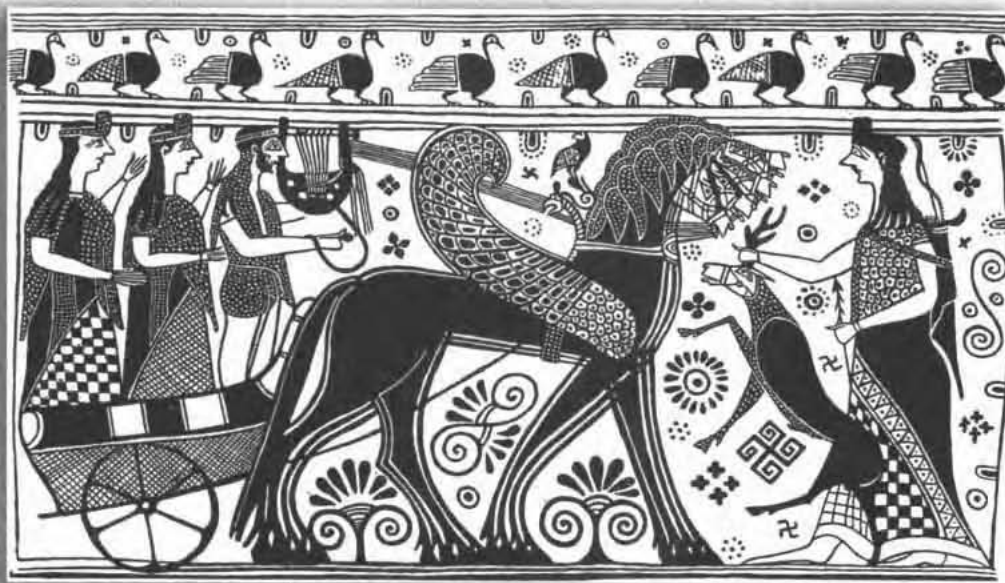
Possibly the oldest spectator sport in Rome, chariot-racing dates back at least to the 6th Century BCE. It was quite popular among the Etruscans and contributed greatly to many aspects of Roman civilization. Depictions of chariot-racing among the Lucanians of Sicily date back as far as the 5th Century BCE. Chariot races are often associated with funeral games, and in Rome they are heavily tied to religion, particularly to the chariot-driving deities, Phoebus (the sun) and Diana (the moon).

Though a true war-chariot carried two men, both the four-horse and the two-horse chariots used in the races only had a driver. During the race, the charioteer was concerned with using the inside of the hippodrome so as to cover the shortest distance. All charioteers strove to do this, which caused many accidents and collisions at the turning-post. This also reveals the skill and technique of the good charioteer, as well as the strength and speed of the horses.

The rules varied with each race and arena. Typically, they included the following: no striking other riders with the whip, no swerving in front of others unless to prevent a collision, no additions or modifications to the chariot that were not directly approved by the judges' staff. A successful racer had to be able to drive the chariot without swerving, which was difficult while using four horses of different strengths. He also needed to know how to use the whip and hold the reins securely. He needed to avoid such things as collisions and falling out of the chariot at the turning points. It was extremely common for drivers to die during chariot races – other riders would often strike their opponent's horses, or deliberately slam the two chariots together in order to overturn their opponent onto the sand. Such mishaps were often fatal, and even if the rider survived the initial accident, he then had to live through the rest of the charioteering pack as it passed him by – or drove directly over him.

Most of the diehard Roman race fans could rattle off the names and pedigrees of the lead horse on their favorite team, even if they could not remember the name of the slave who drove the chariot. Since chariot races were long and grueling, stamina and responsiveness to commands were more important than absolute speed. A great many inscriptions commemorating charioteers also include the names of winning horses, and some horses even merited their own inscribed tombstones, one of which commemorates an African courser named Speudusa ("Hasty") who was "speedy as the wind." Other records of the races record the names and ages of every steed entered into the lists for that racetrack; many of the horses were named after mythological heroes, such as Diomedes and Hercules.

Part 5: Steeds of Legend



Many of the most famous legends about heroes include their magnificent steeds – from Pegasus and Bellephron to the ocean horses of Poseidon, from the Aughisky of Ireland to the giant Roc of the Arabian tales. Without these famous beasts, heroic tasks could never be accomplished and dangers never faced. Their contributions are great; and those heroes who are capable of capturing or taming such creatures should be lauded for their bravery and their ingenuity as well as blessed of the gods.

Having a legendary steed is both a wondrous and a difficult thing. There are many who would wish to steal such a beast for themselves. Providing for it presents numerous challenges: in what barn does one house a Pegasus, and how can it be tethered? The constant amounts of meat necessary to feed a Roc or a Nightmare would be incredible but easier than gathering the deep ocean grasses a Selkie needs.

Capturing these magnificent animals almost always requires a great quest of some sort. They are not common animals, and many of them are far more intelligent than the normal horse or pony. Others are protected by the gods themselves or by tremendous dangers. And certainly, both steed and rider will need a great amount of training in order to work together in any difficult or dangerous circumstances; if the rider of a Pegasus is not prepared when it suddenly dives, there are likely to be some messy results.

Pegasus

Legends of the Pegasus describe a beautiful, silver horse with golden wings, capable of flying directly to the mountain of the gods. The first Pegasus, progenitor of the breed, sprang from the head of Medusa when she was at last destroyed by the hero, Perseus. This magnificent beast bred with mortal horses and created a herd of his kind before he was captured by the hero, Bellephron in order to enter into combat with the horrible chimera.

But Bellephron did not know his place in the world, and, after the defeat of the chimera, he attempted to ride Pegasus to Mount Olympus to claim a place among the gods. Zeus sent a stinging fly to bite Pegasus, and the steed bucked, throwing Bellephron off his back and leaving him to fall to his death far below. Afterwards, Pegasus found sanctuary on the sacred



Why the Idea of a Riding Dog Is Idiotic

Riding dogs? The concept seems strange enough, but, when it is coupled with the anatomical problems, the mythical "riding dog" is even more ludicrous. Unlike horses, dogs have a very loosely structured back and shoulder, and a heavy rider atop their backs would certainly cause long-term difficulty and strain. A dog's gait is also not meant for a rider: the head drops too low, and the shoulders race too high above the spine, knocking an erstwhile rider to the ground quite easily. Further, while dogs are very trainable and quite loyal, they do not have the sheer stamina to hold a rider aloft for hours at a time. Dogs trained as a sled team, working together to pull a heavy load? Yes. Dogs trained with saddle and bridle, racing with a rider to battle or into a tournament? You must be kidding!



mountain where the gods lived. There, he carried Zeus's thunderbolts into battle and was ridden on peaceful days by Eos, the goddess of the dawn.

The offspring of the noble Pegasus bear his name and are known for their beauty, grace, and complete perfection among steeds. They are the ideal horse, built lightly with the grace of an Arabian and the sturdiness of the Barb in perfect combination. Beyond this, they possess the ability to fly, and their tremendous golden wings can serve both to lift them into the heavens and to buffet their enemies and drive them to the ground.

Breaking and riding a Pegasus are extremely difficult tasks. Teaching a Pegasus to bear a rider requires an area where the horse can be ridden at first on the ground, and then in the air in order to train the steed to cope and maneuver with the extra weight.

The Pegasus has a light body structure and a relatively delicate build, similar to that of an Arabian. Its bones are lighter and more fragile than those of the common horse. A grown Pegasus may weigh on the average 800lb. A similarly sized Barb or Spanish horse would weigh more than 1000 pounds. It has a light horse's features and a sloping bone structure, although its build is clean and very pleasant to the eye. The back is curved, and, while it fits a saddle well, most conventional saddles have no room for the action of a Pegasus's wings. A very advanced cobbler or

Pegasus Base Statistics

Size:	Large Beast
Hit Dice:	4d10+8 (30 Hit Points)
Initiative:	+1 (Dex)
Speed:	60 feet, Fly 120 feet (Average)
AC:	13 (-1 Size, +1 Dex, +3 Natural)
Attacks:	2 Hooves +2 melee (1d4+1 each)
Face/Reach:	5 feet by 10 feet / 5 feet
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 13, Dex 13, Con 15, Int 4, Wis 12, Cha 15
Skills:	Listen +7, Spot +7
Feats:	None.
Climate/Terrain:	Any Temperate
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Usually Good
Advancement:	5-10 HD (Large)

Note that this version of Pegasus is intended to replace the one from the standard game.



leatherworker could modify an existing saddle, but even that would eventually cause rubbing and chafing against the bone of the wing and shoulder. Saddles that are built for a Pegasus have an entirely different girth mechanism, designed to allow for both ease of movement and for the rider to remain stable even during complex maneuvers in the air.

The Pegasus is a small steed, usually standing between 14 and 16 hh. While dark-colored Pegasi are known to exist, the breed usually contains only grey, white, palominos, and the occasional yellow dun. Pegasi rarely possess markings, but, when they do, they are almost always even and pleasant to the eye.

Gryphon

Also known as the griffin or griffon, this fabulous animal has the head and wings of an eagle and the body and hind quarters of a lion. The Greeks believed they inhabit Scythia and guard the gold of ancient kings. The Gryphon's noble bearing and unusual beauty make it attractive, but its ravenous and vicious nature makes it a difficult steed for all but the most legendary heroes.

Gryphons live to be approximately 30 years old but may be ridden as early as 5 years of age. Their life cycle matures at 3 years, and they may begin to create offspring before they have reached their full growth. From nose to tip of their lion-like tail, an adult gryphon measures from eight to 10 feet long and has a wingspan of approximately 25 feet or more. Females are slightly smaller than males and have less brilliant coloration.

Gryphons are almost always golden and brown in color, resembling the shades of a lion or golden eagle. Some are occasionally black or white, but those are rare and are driven out of wild herds before they reach maturity. The gryphon has powerful front and rear legs with claws capable of cutting flesh, and their primary attack is a swoop-and-grab much like the assault of a hunting hawk.

The adult gryphon resembles a heavy horse more than it does a light animal, and often reaches 17–18 hands high, while a few larger specimens stand as high as 19 hands. They are tall animals with a definite smoothness of stride on the ground that matches well with their heavy maneuverability in the air. Unlike Pegasi, gryphons are not particularly acrobatic fliers and prefer direct charges and attacks to maneuverability and dodging in the air. Mature gryphons range in weight from 1300 pounds to 2000 pounds and can be heavier if they are taller than usual.

These animals are extremely difficult to train, but once broken to a rider, they are extremely loyal. Their fierce battle-rage awakens only if they smell fresh blood, and in all other instances they are docile and protective companions. Once the rider has been accepted as a member of the "pack," gryphons do not need to be hobbled or otherwise tied down and will not seek freedom. They are immensely loyal to their pack mates and will not leave them in any circumstance. Most riders train their animals to a special whistle whose high-pitched call is difficult to hear. When it is sounded, the gryphon's keen hearing will focus on it, and the creature comes easily to the rider's side.

Gryphons feed on horseflesh. It is their favorite food. Thus, a character cannot have such a gryphon as a mount if his or her fellows own horses.

Aughisky

Aughisky are water-horses of Ireland and the Celtic lands. They are dangerous creatures, difficult to capture and prone to carrying their riders into the sea and leaving them in the

Gryphon Base Statistics

- Size:** Large Beast
Hit Dice: 6d10+12
(45 Hit Points)
Initiative: +1 (Dex)
Speed: 40 feet, Fly 80 feet
(Poor)
AC: 13 (-1 Size, +1 Dex,
+3 Natural)
Attacks: 2 Claws +4 melee
(1d6+4), Bite -1 melee
(1d8+2)
Face/Reach: 5 feet by 10 feet / 5 feet
Special Attacks: Pounce, Rake
Special Qualities: None
Saves: Fort +7, Ref +6,
Will +3
Abilities: Str 18, Dex 13, Con 15,
Int 3, Wis 12, Cha 9
Skills: Listen +15, Spot +15
Feats: None
Climate/Terrain: Any Temperate
Organization: Solitary, Pair, or
Pack (5-12)
Challenge Rating: 4
Treasure: Standard
Alignment: Always Neutral
Advancement: 7-10 HD (Large)

Pounce (Ex): A gryphon that dives or leaps on an opponent in the first round of combat may make a Full Attack even if it has already moved that round.

Rake (Ex): If the gryphon Pounces on its target, it may make two additional attacks with its hind claws as +8 melee for 1d6+2 points of damage each.



depths to drown. These steeds were once the horses of the Irish Selkie, but a curse upon the Selkie turned them all into seals. Now, their horses roam free in the ocean's waves and entice the unwary to drown.

Aughisky live in the sea and rarely come up to roam the land above. They are perfectly capable of living both in and out of the water, but the ocean is their natural home. During the

night of the full moon and on holidays such as Samhain and Beltaine, the Aughisky rise out of the sea and gallop along the shore or through the fields near the ocean.

Anyone who can catch one and lead it away from the shore can use it as a mount, but these creatures must be caught

Aughisky

- Size:** Large Beast
Hit Dice: 3d10 (16 Hit Points)
Initiative: +2 (Dex)
Speed: 60 feet, Swim 60 feet
AC: 11 (-1 Size +2 Dex)
Attacks: Bite +4 melee (1d6+3)
Face/Reach: 5 feet by 10 feet / 5 feet
Special Attacks: None
Special Qualities: Call of the Ocean,
Low-light Vision
Saves: Fort +3, Refl +5,
Will +2
Abilities: Str 14, Dex 14, Con 10,
Int 2, Wis 12, Cha 8
Climate/Terrain: Any Underwater
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Usually Neutral Evil
Advancement: 4-8 HD (Large)

Call of the Ocean (Ex): Whenever the Aughisky can hear or see the ocean, it will attempt to return to the water. Thus, capturing and maintaining one of these beasts is extremely difficult. The get it away from the water it must be captured or ridden away. To perform the latter, the character who would do so must mount the Aughisky and then succeed at three consecutive Ride Skill checks at DC 17. Each time the character fails, the Aughisky moves at its maximum speed towards the waters.

Likewise, a previously broken Aughisky will attempt to return to the ocean if it can hear or see the waves. The rider must succeed at three consecutive Ride Skill checks at DC 17 or the beast will move inevitably towards the sea. Each failed check moves the Aughisky its maximum speed closer.



Aughisky (cont'd)

Once the creature has made contact with the water, it cannot be stopped. It will move unabated out to the depths of the ocean. To dismount, the character must succeed at a Reflex Save at DC 22. He or she can continue to attempt to save each round, but each failure moves the character the Aughisky's maximum Speed out into the ocean. After the second round, the monster submerges completely and keeps swimming further out. Rules for Holding Breath and Drowning immediately come into play.

Status: If you are using the Status rules from Avalanche Press's *CELTIC AGE*, an Aughisky mount gains the character 5 Status Points.



and tamed like any other wild horse. Although they can live equally well above and below the water, they are no more intelligent or capable than other horses. They are, however, excellent short-distance runners and have incredible sprinting speed – nearly twice that of a normal light horse. The danger of such a steed is that it may return to the ocean any chance it gets, and it is particularly prone to fight for its freedom if within sight or sound of the sea. Inexperienced riders, or those not strong enough to control the Aughisky's violent struggles may find themselves thrown or, worse, taken with the beast as it plunges into the waves and swims deep into the ocean.

To own an Aughisky one must first catch or surprise it, and then lead it away from the ocean. So long as it cannot see or hear the waves, it will be as docile as any horse and may be trained like one. However, Aughisky are not horses, and they are not herbivorous, feeding instead on the meat of cows, fish, and other small animals. They are not dangerous in the presence of other horses or large animals, although they may attack and attempt to kill foals or calves if they see an opportunity to do so.

Aughisky are grey and white, pale-colored steeds with bluish hooves and faintly luminous skin. They stand 14 to 15 hands high, and are very sturdy horses with long legs and smooth, almost ethereal movements. Their bone structure is heavy, and they weigh proportionally more than most light horses while not achieving the thick body shape or size of a heavy steed. The profile of an Aughisky or an Aughisky-descended steed is very straight, with slender, almost slitted nostrils and a heavy mane and tail that resembles a thick mass of kelp.



Unique or Exceptional Steeds

The following unique or exceptional steeds are more obscure creatures of legend and are extremely difficult to acquire, even in a truly fantastic campaign. While legends of these beasts can be found across Europe and Asia, few adventurers are able to confirm their existence.

Golemic Steeds

Many cultures around the world create golemic steeds for ritual or sacrificial purposes. The Iron Horses of Japan and India are well-known for their rugged strength, and China's



Unicorns

Unicorns are too intelligent to be considered "steeds," and do not fall under the guidelines presented in this book. They are as intelligent as humans, and they can learn classes and feats from both this book and from the standard game. Although unicorns will accept riders under extraordinary circumstances, they are never used as beasts of burden, nor are they "owned" any more than any other sentient creature may be, outside of slavery.

Unicorns occasionally choose to work with Wizards or Paladins in a partnered relationship as equals. They never wear saddles or bridles, and commands are communicated to them either via leg movements or vocally.

The same can be said for the Unicorn's Chinese equivalent, the Ki-rin. The unique and solitary Ki-rin personifies all that is good, pure, and peaceful in Chinese history. It lives in paradise and only visits the world at the birth of a wise philosopher. The Ki-rin can live to become one thousand years old and is portrayed as a deer with one horn, the tail of an ox, the hooves of a horse, and a body covered with the scales of a fish.

Iron Horse

- Size:** Large Construct
Hit Dice: 15d10 (82 Hit Points)
Initiative: +0
Speed: 40 feet
AC: 21 (-1 Size, +12 Natural)
Attacks: Bite +16, melee (1d4+6); 2 Hooves +11 melee (1d6+3)
Face/Reach: 5 feet x 10 feet / 5 feet
Special Attacks: None
Special Qualities: Construct, Damage Reduction 10/+1
Saves: Fort +5, Ref +5, Will +5
Abilities: Str 22, Dex 11, Con —, Int —, Wis 11, Cha 1
Skills: None
Feats: None
Climate/Terrain: Any Land
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always Neutral
Advancement: 16-30 HD (Large), 31-45 HD (Huge)

An Iron Horse is a tremendously large animal, standing exactly 18 hh and weighing over 4600 pounds. Its body is forged of the finest articulated alloys, with jeweled eyes and enameled hooves, tail, and mane. Its features are mechanically perfect, with no flaws or imperfections in the smooth lines of the "musculature."

Iron Horses cannot speak or make any sound, and they only understand simple (one word) verbal commands. They can be controlled by reins and saddle like any other horse and will continue running in a single direction until given the stop command, either verbally or through the reins and saddle.

Terra Cotta Steeds are used in the ritual burial of Emperors and other rulers. These golemic steeds have much in common with "normal" golems, including their resilience, single-mindedness, and strength. They follow instructions explicitly and are completely emotionless. Unlike mortal steeds, golemic creatures do not get tired, nor do they need to eat or sleep. However, they are not as fleet as mortal horses. Golems do not require breathable air and are immune to most forms of energy and therefore can be taken to the bottom of the ocean or into high mountain passes with equal ease, making them exceptional steeds for long or dangerous journeys.

Iron Horse (cont'd)

Combat

Although Iron Horses make formidable opponents, they are not created to be war-steeds. They can defend themselves or even attack opponents if directed to do so by their owners, however. When attacking, the Iron Horse does so with a double strike from front or rear hooves and an additional Bite attack to those immediately in front of it.

Construct (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to Critical Hits, Subdual Damage, Ability Damage, Ability Drain, or Level Drain. Cannot be affected by anything that requires a Fortitude Save unless it also works on objects. Not at risk from Death from Massive Damage, but, when an Iron Horse is reduced to 0 Hit Points, it is immediately destroyed.

Construction

An Iron Horse's body is sculpted from 4000 pounds of pure iron. The golem costs 80,000 gold to create, including jewels for the eyes and enameling for the hooves, mane, and tail. Assembling the body requires a successful Craft (Armorsmithing) check at DC 23. The Iron Horse is very articulated for ease of movement and, therefore, very difficult to make.

The creator of an Iron Horse must be at least 14th Level and able to cast arcane spells, including Geas/Quest, Limited Wish, and Polymorph Any Object. Completing this ritual drains 1,500 Experience from the creature's creator.



Terra Cotta Steed

- Size:** Large Construct (Earth)
Hit Dice: 8d10 (44 Hit Points)
Initiative: +1 (Dex)
Speed: 40 feet
AC: 24 (-1 Size, +1 Dex, +14 Natural)
Attacks: Bite +9 melee (1d4+4);
2 Hooves +4 melee (1d6+2)
Face/Reach: 5 feet by 10 feet / 5 feet
Special Attacks: Berserk
Special Qualities: Construct, Damage Reduction 15/+2, Etherealness, Regeneration 4
Saves: Fort +2, Refl +3, Will +2
Abilities: Str 19, Dex 13, Con —, Int —, Wis 10, Cha 1
Skills: None
Feats: None
Climate/Terrain: Any Land
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always Neutral
Advancement: 9-16 HD (Large), 17-24 HD (Huge)

The Chinese believe that the horse symbolizes strength, perseverance, and success. They associate the death-tribute of a horse as one of the highest honors a person can receive at his or her funeral, and these terra cotta steeds were created to follow a rich or powerful ruler into the grave. Made from solid clay and the blood of a noble steed, terra cotta horses are loyal and noble, designed to defend the tomb against any who would dare disturb it. Its secondary purpose is to bear the spirit of the deceased into the heavens, returning only to guard the remains.

Terra cotta steeds are not usually designed for long travel, nor are they sturdy enough to bear the rigors of a heavy load. They are strong and stalwart fighters, and they are unceasing in their vigilance.

Terra Cotta Steed (cont'd)

Combat

A terra cotta horse cannot be dissuaded from the defense of the grave it guards and will not leave once it has been interred. It makes a formidable opponent and will fight until completely destroyed in order to keep grave-robbers from its ward. When attacking, it does so with a double strike from front or rear hooves, and an additional bite attack to those immediately in front of it.

Berserk (Ex): When a terra cotta steed enters combat, there is a slight chance (2% cumulative) each round that the earth elemental inhabiting the steed will break free and go berserk. If this occurs, then the golem will go on a rampage, attacking the nearest living creature or smashing any object within the tomb that is nearby. Once Berserk, the terra cotta steed cannot be controlled and will only recover its sensibilities after five rounds of frenzied activity.

Construct (Ex): Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to Critical Hits, Subdual Damage, Ability Damage, Ability Drain, or Level Drain. Cannot be affected by anything that requires a Fortitude Save unless it also works on objects. Not at risk from Death from Massive Damage, but, when a terra cotta steed is reduced to 0 Hit Points, it is immediately destroyed.

Etherealness (Su): This ability functions just like the spell of the same name as if cast by a 20th Level Sorcerer. The Terra Cotta Steed may carry up to two riders along with it when it turns ethereal. If these riders depart the creature's back before it reforms in the physical world, they are trapped in the ethereal plane.

Construction

A terra cotta steed's body is sculpted from a single block of clay weighing no less than 2,000 pounds. The golem costs 60,000 gold to create, including the sacrifice of a stallion of great size and noble breeding. Assembling the body requires a successful Craft (Sculpting or Masonry) check at DC 21. The ritual must be cast by a divine caster of no less than 16th level, who can cast Animate Object, Bless, Commune, Prayer and Summon Monster III. The last is used to summon a small earth elemental to inhabit the golem.



Fey Horses

Fey Horses are magical creatures that live in the depths of enchanted woods. Their legend has traveled from the wilds of Russia and China all the way to Greece and France. Their habits are very solitary, and rarely are more than one or two of these creatures seen at one time. They are very shy, preferring to shun human habitation and civilization.

Fey Horses are immortal, having no life span other than death by accident or violence, and they are largely immune to disease, sickness, and other problems. They live freely in the wild woods and enjoy simple pleasures and amusements. While they are not as intelligent as the average human, they are far more so than normal horses.

A Fey Horse is a lovely creature, very graceful and gentle. Its body is a little smaller than an Arabian, marking it as a horse but just a few hands shy of being a pony. It is always white with golden markings, and its body is delicate and lightly-boned. Such steeds have large blue eyes, arched necks, and flowing golden manes and tails. They walk as if on air, making no sound and leaving no trace.

Part 6: Steed Creation



Steeds serve their masters, toiling thanklessly beneath heavy burdens in order to reach their daily grain at the end of the day. But not all of them are given thankless tasks, and some are even trained and cared for like kings. These extraordinary beasts are capable of learning a steed "profession," complete with Feats, Level Bonuses, and Attack Bonuses. This section of the book is designed to help you create your own unique steeds for the campaign. All of the material in Part 6 is designated Open Game Content for license purposes.

Fey Horse

- Size:** Large Fey (Earth)
Hit Dice: 4d6+4 (18 Hit Points)
Initiative: +3 (Dex)
Speed: 60 feet
AC: 15 (-1 Size, +3 Dex, +3 Natural)
Attacks: 2 Hooves +2 melee (1d6+2)
Face/Reach: 5 feet by 10 feet / 5 feet
Special Attacks: Sleep Dust
Special Qualities: Low-light Vision
Saves: Fort +2, Ref +7, Will +4
Abilities: Str 14, Dex 16, Con 12, Int 5, Wis 10, Cha 10
Skills: Hide +4, Jump +7, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +4
Feats: None
Climate/Terrain: Temperate Forest
Organization: Solitary
Challenge Rating: 1
Treasure: Standard
Alignment: Usually Good
Advancement: 5-8 HD (Large), 9-12 HD (Huge)

Combat

Frightened of combat, a Fey Horse will almost always choose to run rather than face an opponent. It uses its Sleep Dust to cause predators or opponents to sink into a deep slumber, giving it time to flee and escape. If cornered or if the lives of its foals are in danger, a Fey Horse will fight for its life.

Sleep Dust (Sp): A Fey Horse's mane and tail contain a great quantity of Sleep Dust. When the horse shivers or lashes with its tail, this dust spreads out and covers an area 10 feet in diameter around the creature. All those in the area of effect must make a Fortitude Save (DC 18) or fall instantly asleep for 1d6 hours.



Animal Husbandry

Characters with 10 Ranks in the Animal Husbandry Skill can train a steed up to 1st Level without diverting any experience of their own. This requires three months of constant, uninterrupted training between steed and master, during which the rider cannot adventure, travel, or be away from the horse for more than one day at a time, or four days total over the three months.

Individuals with 20 Ranks in Animal Husbandry may train a steed to Level 2 for free by spending eight months engaged in the task, and those with Animal Husbandry of 30 may train a steed to Level 3 in one year.



Steed Experience

Steads gain experience by having it diverted to them by their owners. A character may choose to divert up to 10% of his or her experience to the mount. Experience may only be diverted to the steed at the time it is awarded by the GM, and no more than 10% may be diverted into any one steed. If a PC has three mounts, he or she may choose to divert 10% of his or her experience to each of the horses.

Mounts can gain experience on their own, but only if they are in the wild. Such creatures may gain only Feats that require no rider or trainer to learn.

A Paladin receives an additional bonus to the experience diverted to his or her steed if it benefits the character's Special Mount. For every 2 points of experience that the Paladin gives to his or her mount, the steed automatically gains 1 point for free. Thus, a Paladin that earned 900 experience and diverted 10% of it to his or her steed would see the animal gain 135 experience instead of 90. The Paladin still cannot divert more than 10% of his or her experience to the horse.

Steads may choose from any one of the following classes listed below. They cannot multi-class in any fashion and may have only classes listed as available for steeds. A horse, simply put, cannot be a Fighter/Destrier, nor can it be a Destrier/Palfrey. The steed is trained to one class and remains so for the rest of its life.

When a steed is killed, sold, or lost, the experience it has gained goes with it and does not return to its former owner. Steeds of higher levels are accordingly

bought and sold at higher prices than standard mounts. Once a steed has transferred owners, it is that owner's prerogative (and no one else's) to divert experience gained to it. Thus, a 2nd Level Fighter (if incredibly wealthy) could purchase a 7th Level Courser. Said character could not draw from the horse's pool of experience, but he or she could divert 10% of his or her own experience to the animal to help it progress to 8th Level.

Building a Steed

To create a steed, there are four steps: choose a classification, choose a breed, choose a Class, and select Feats. Each is detailed below.

Choosing a Classification

First, choose your classification. These are Light Horse, Heavy Horse, Pony, Elephant, Camel, or one of the legendary ones (Pegasus, Gryphon, Aughisky, etc.). Note that creating a steed by using one of the basic classifications listed above replaces the horses found in the standard game.

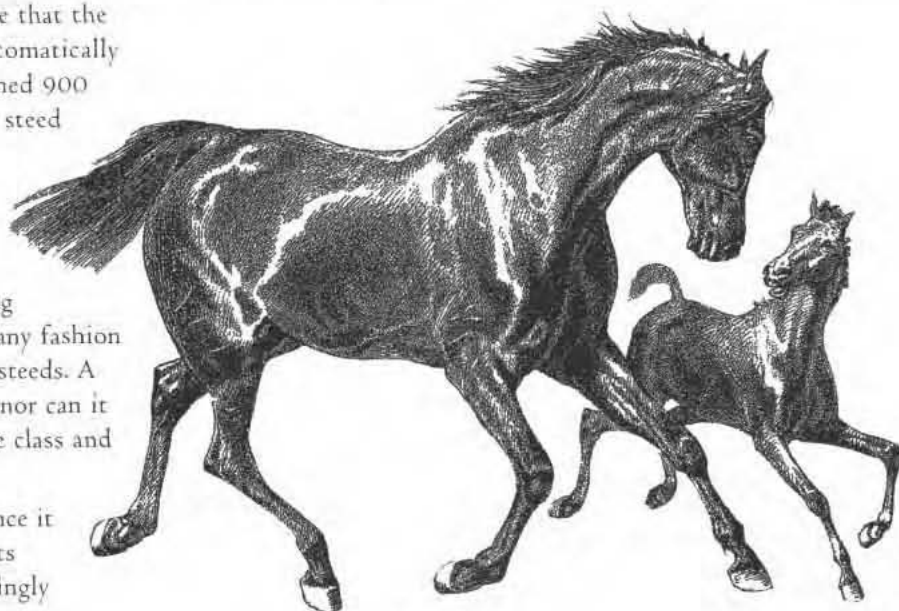
Choosing a Breed

Select one breed within your classification. Add this breed's bonuses to the basic statistics of the classification. Table 6-2 lists the breeds by classification.

Choosing a Class

A steed that acquires a class (through the course of rigorous training) is a unique and exceptional creature. Upon gaining the new Class, it immediately becomes 1st Level and gets the Hit Points and other bonuses available to members of the selected Class.

Table 6-3 details the experience required for a steed to advance in levels. Level-dependent benefits are also shown. The table applies to all steeds regardless of the class chosen. The maximum level to which a mount can advance is 10th.



Selecting Feats

Steeds gain one Feat when they reach 1st Level. Additional ones are gained according to Table 6-4: Steed Feat Progression.

Note that steeds are restricted in which Feats they can choose. They can select any of those found in this book but only a few of those from the standard game. The reason is that most of the Feats were designed with human beings in mind. Thus, most of them are not appropriate to mounts. A complete list of which Feats a steed can choose can be found on Table 6-8.

Steed Classes

Courser (Race Horse)

While the destrier and palfrey excel in power and comfort, they are not fast horses. The need for a fast messenger between armies or kingdoms gave rise to the courser, the ancestor of the race horse. Coursers are strong, lean horses with hot (Turkish, Arabian, or Barb) blood in their veins. A principal source of coursers in the early years of the Bronze and Middle Ages was Naples. The Neapolitans acquired horses from Africa and bred them to European stock. The result was an extremely fast horse sought by kings from as far away as England who wanted to add speed to their stables.

Requirements: Dexterity 14+, Constitution 15+

Dexterity and Constitution are critical to the speedy Courser. It is trained to be a long-running and fast horse, created to carry messages from one end of a kingdom to the other as quickly as possible. Those horses trained in this class have the benefits of speed and stamina.

Class Features: Coursers gain Class Features at a rate shown on Table 6-5. They are described below.

Increased Movement (Ex): The horse can add 10 extra feet to its speed when hustling or running (x3 or x4). This is an addition to the horse's speed that occurs after any multiplication of the base speed.

Increased Movement II (Ex): The horse can add 20 extra feet to its speed when hustling or running (x3 or x4). This is an addition to the horse's speed that occurs after any multiplication of the base speed.

Increased Movement III (Ex): The horse can add 30 extra feet to its speed when hustling or running (x3 or x4). This is an addition to the horse's speed that occurs after any multiplication of the base speed.

Table 6-1: Purchase Prices

The table below lists the average purchase price for each kind of steed. Prices are given in gold for typical specimens, purebreds, and exceptional animals. However, prices may vary from market to market.

Type	Typical	Purebred	Exceptional
Arabian	350	500	1000
Ariegeois	35	50	200
Barb	75	100	300
Brabant	400	1000	1500
Breton	300	800	1000
Camel	40	80	120
Elephant	8,000	—	12,000
Norwegian Fjord	40	60	200
Percheron	300	850	1200
Shetland	30	50	150
Shire	450	1200	1800
Spanish Andalusian	525	1400	1800
Aughisky*	3000	—	10,000
Gryphon*	9000	—	25,000
Pegasus*	4000	—	12,000

* - These animals cannot be purchased at market. The prices listed are the amount for which they can be sold.

Typical steeds follow all statistics and modifiers regarding their breed. Purebred animals gain an additional +2 Charisma for their unique beauty and perfect structure. Exceptional steeds gain the +2 Purebred Bonus and also roll d10 instead of d8 for Hit Points.



Destrier (Warhorse)

The Destrier is the proud war-steed of battle, carrying knights and other heavily armed soldiers into war. They are stoic, proud horses with titanic muscles and broad backs, trained to be ready for war. Many heavy horses are given this training, although some are simply used for carts, plowing, or other strength-related tasks. Those that are trained to be Destriers (whether light or heavy horses) are capable of fighting on their own behalf as well as carrying their riders into battle.

Requirements: Strength 16+, Constitution 15+

Strength is the primary ability for warhorses, and they rely on their physical prowess to carry heavy burdens (such as knights in armor) and to fight bravely despite the weight of barding, weapons, or the mire of the battlefield.

Constitution is only slightly less important since a fighting steed requires a good deal of Hit Points to be able to survive the brutality of battle.

Table 6-2: Breeds by Classification

Light Horse	Beast of Burden
Arabian	Camel
Barb	Elephant
Spanish Andalusian	Legendary Steed
Pony	Aughisky
Ariegeois	Fey Horse
Norwegian Fjord	Gryphon
Shetland	Iron Horse
Heavy Horse	Pegasus
Brabant	Terra Cotta Steed
Breton	
Percheron	
Shire	



duty" knight. Instead, soldiers who are not planning to enter battle ride a palfrey; a short-legged, long-bodied horse that has a gentle gait and a beautiful appearance. The smooth ride afforded by the palfrey also makes it a suitable mount for the wounded or aged who are unable to mount or ride a taller horse. Palfreys are often the horse of choice for ladies and nobles, due to their great beauty and their flowing, smooth gait.

Palfreys are more acrobatic than other horses, using their high dexterity and greater intelligence to learn tricks and intricate dressage movements.

Requirements: Dexterity 16+, Intelligence 3+

Class Features: Palfreys gain Class Features at a rate shown on Table 6-7.

Lunge (Ex): At this level, palfreys gain the ability to lunge out of the way of danger. If the horse is endangered by any effect that normally allows a Reflex Saving Throw for half damage, a successful Saving Throw allows the horse to take no damage. This ability can only be used if the steed is lightly encumbered or less.

Swift Hooves (Ex): Palfreys are not fighters, but they are adept at dodging blows on the battlefield and gain a +2 Dodge Bonus when mounted and facing a single opponent (or rider and steed). This bonus increases to +3 if the foe is mounted on a steed that is not a Palfrey.

Preternatural Awareness (Ex): Beginning at 8th Level, the Palfrey gains the ability to react to danger even before it

Class Features: Destrier Class Features are added at a rate described on Table 6-6. Descriptions follow.

Bonus Hit Die (Ex): Destriers gain one additional d8 for Hit Points at 1st Level.

Bonus Battle Feat (Ex): Destriers must choose their Bonus Feats from those that are classified as Battle Feats.

Threaten (Ex): The horse with this ability threatens a Critical Hit on a roll of 19 or 20 on the attack roll.

Threaten II (Ex): The steed now threatens a Critical Hit on rolls of 18, 19, or 20 on the attack roll.

Palfrey (Trick Horse)

The Destrier is the horse of battle but is not a comfortable mount for the "off

Table 6-3: Experience and Level-Dependent Benefits

Steed Level	Experience	Ability Increases*	Bonus Hit Points
1	200	+4	+4
2	400	—	—
3	800	—	+4
4	1200	+1	—
5	2400	—	+8
6	3600	—	—
7	4800	—	+8
8	6200	+1	—
9	7800	—	+12
10	10,000	—	—

* - At 1st Level a steed gains four extra points to be distributed across its Ability Scores however its owner sees fit. At 4th and 8th Levels, it gets one additional point to be used in the same fashion.



Table 6-4: Steed Feat Progression

The chart below details the rate at which steeds gain Feats based on their classification:

Level	Light Horse	Heavy Horse	Pony	Beast of Burden	Legendary
1	+1	+1	+1	+1	+1
2	—	—	—	—	—
3	+1	+1	+1	—	—
4	—	—	—	+1	+1
5	—	—	—	—	—
6	+1	+1	+1	—	—
7	—	—	—	—	—
8	—	—	—	+1	+1
9	+1	+1	+1	—	—
10	—	—	—	—	—



has fully sensed its presence. The horse retains any Dexterity Bonus to Armor Class even if it is caught Flat-Footed or struck by an invisible attacker.

Steed Feats

Horses and ponies receive one additional Feat every three levels, beginning at Level 1. Non-horse or unusual steed types receive one additional Feat every four levels. Each class gains additional Feats as well.

Steed Feats come in six classifications: General, Battle, Dressage, Elephant, Camel, Flight. The last are only available to those animals capable of independent flight. Elephant and Camel Feats can only be taken by those animals. These new Feats may only be taken by the steeds themselves; they are not available to non-steed characters.

Steeds may also choose from a small number of the General Feats in the standard game. A complete list of the Feats available to steeds and their classifications

can be found on Table 6-8: Feats Available to Steeds.

Battering Ram [Elephant]

Prerequisite: Elephant

Benefit: With this feat, the elephant may use its charge attack against a door, wall, or other stationary object. The elephant deals 3d10 plus its Strength Bonus in damage to the object per round of the assault. It also adds any other bonuses derived from attacking an immobile object.

Table 6-5: Courser Class Features

Level	Attack	Fort	Ref	Will	Class Features
1	+0	+2	+0	+0	Increased Movement
2	+1	+3	+0	+0	
3	+2	+3	+1	+1	Bonus Feat
4	+3	+4	+1	+1	Increased Movement II
5	+3	+4	+1	+1	
6	+4	+5	+2	+2	
7	+5	+5	+2	+2	
8	+6	+6	+2	+2	Increased Movement III
9	+6	+6	+3	+3	Bonus Feat
10	+7	+7	+3	+3	



Desert Direction Sense [Camel]

Prerequisite: Camel

Benefit: By concentrating, the camel can sense direction, even in the shifting desert sands. A Camel with this Feat never gets lost in the desert and, if left to choose its own path, will always find its way to safety. This, of course, does not stop its master from driving it in a different direction.

Fearless [Battle]

Benefit: This steed is not spooked by loud noises, fire, the smell of blood or other battle hazards. It suffers no penalties to its actions on the battlefield for unusual circumstances of this nature. Additionally, it is immune to Fear effects.

Fight in Harness [Battle]

Benefit: Despite the dangers of fighting while harnessed to a chariot, wagon, or cart, sometimes a steed must defend itself on the battlefield or from natural predators under such circumstances. With this Feat, the steed takes no negative penalties for fighting in a harness.

Normal: An animal attempting to fight in a harness without

Table 6-6: Destrier Class Features

Level	Attack	Fort	Ref	Will	Class Features
1	+1	+0	+2	+0	Bonus Battle Feat, Bonus Hit Die, +1 Initiative
2	+2	+0	+3	+0	Threaten
3	+3	+1	+3	+1	
4	+4	+1	+4	+1	Toughness Feat
5	+5	+1	+4	+1	Bonus Battle Feat
6	+6	+2	+5	+2	Threaten II
7	+7	+2	+5	+2	
8	+8	+2	+6	+2	
9	+9	+3	+6	+3	Bonus Battle Feat
10	+10	+3	+7	+3	Toughness Feat



this Feat suffers a -4 penalty to all attack rolls, loses its Dexterity Bonus, and must make a Reflex Save each round it attempts to fight. Failure causes its to take 1d6 points of damage in addition to any harm done it by its attacker.

Flying Lead Change [Dressage]

Prerequisites: Dexterity 14+, Sure-Footed

Benefit: The flying lead change is an intricate movement performed while the horse is in full motion. When done every stride it looks like the horse is skipping, leaping from one place to another on shifting ground and seeking

purchase. This Feat is used to avoid treacherous terrain, adjusting the horses' stride as it runs in order to seek solid ground amid dangerous obstacles. Steeds using this Feat ignore any penalties for rough or dangerous terrain.

Great Leap [General]

Benefit: The horse has a +4 Bonus to all Jump checks, and the ability to Take 10 whenever jumping mundane obstacles.

Table 6-7: Palfrey Class Features

Level	Attack	Fort	Ref	Will	Class Features
1	+0	+0	+2	+0	Bonus Feat, Trick Riding
2	+1	+0	+3	+0	
3	+1	+1	+3	+1	Lunge
4	+2	+1	+4	+1	
5	+2	+1	+4	+1	Swift Hooves
6	+3	+2	+5	+2	Bonus Feat
7	+3	+2	+5	+2	
8	+4	+2	+6	+2	Preternatural Awareness
9	+4	+3	+6	+3	
10	+5	+3	+7	+3	Bonus Feat



Half Pass [Dressage]

Prerequisites: Dexterity 15+

Benefit: The half pass is a dressage movement and is very acrobatic in nature. With this Feat, the steed is capable of a sudden shift sideways while continuing forward in an open trot or canter. This sudden shift is unpredictable and can allow the animal to avoid blows. The steed and its rider receive a +4 Dodge Bonus to Armor class caused by Attacks of Opportunity. Circumstances which make the steed lose its Dexterity Bonus to Armor Class (if any) also cost it this Dodge Bonus.

Heavy Burden [General]

Benefit: This animal is used to the burdens of life and has been trained to bear them with as little trouble as possible. A steed with this Feat understands how to economize its movements and use its stamina most effectively, even on long trips or when overburdened. The steed can carry half again its normal burden without penalty.

Improved Charge [Battle]

Benefit: The horse does not suffer a penalty to its Armor Class for charging. It and its rider may both attack from the same charge.

Increased Stamina [General]

Benefit: When the horse takes this Feat, it can ride up to two hours longer per day without suffering any negative effects. This Feat can be taken twice. Its effects are cumulative.

Massive Blow [Battle]

Prerequisites: Improved Charge

Benefit: By hurling its entire body upon its attacker, the mount is able to knock its opponent off guard, pushing the target back with incredible force as per a Bull Rush. This attack does not require a charge but does count as a Full Attack Action. When the steed performs a Massive Blow, it does not provoke an Attack of Opportunity from the defender, and it may push the target back 10 feet rather than 5.

Pirouette [Dressage]

Prerequisites: Half Pass

Benefit: The dangerous and difficult pirouette is a complete 360-degree turn in a steed's canter, altering the course of its direction without losing any of its speed or impact. If the steed possesses this Feat, its charge does not have to be in a straight line, so long as it covers the requisite distance.

Rear Kick [Battle]

Benefit: If the steed is stationary, it can kick with its hind feet, making a single attack at +1 to hit. This kick deals 2d8 + the Strength Bonus of the animal in damage. The target of a successful rear Kick must make a Fort Save at DC 15 + the Strength Bonus of the steed or be knocked back 15 feet.

Table 6-8: Feats Available to Steeds

The list below indicates which Feats steeds may choose and their classification.

New Feats

<i>Feat</i>	<i>Classification</i>
Battering Ram	Elephant
Desert Direction Sense	Camel
Fearless	Battle
Fight in Harness	Battle
Flying Lead Change	Dressage
Great Leap	General
Half Pass	Dressage
Heavy Burden	General
Improved Charge	Battle
Increased Stamina	General
Massive Blow	Battle
Pirouette	Dressage
Rear Kick	Battle
Safe Haven	Battle
Shoulder In	Dressage
Snatch	Flight
Sole Rider	General
Sure-Footed	General
Swoop Attack	Flight
Titanic Charge	Elephant
Tower-Bearing	Elephant
Trick Riding	General
Water-Finding	Camel
Way Home	General

Feats from the standard game.

<i>Feat</i>	<i>Classification</i>
Alertness	General
Dodge	General
Endurance	General
Great Fortitude	General
Improved Initiative	General
Iron Will	General
Lightning Reflexes	General
Mobility	General
Run	General
Toughness	General



Safe Haven [Battle]

Benefit: The horse has an instinctive grasp of its rider's condition and can carry him or her to safety even if the rider is unconscious or otherwise unable to control the steed's actions. The horse will carry a rider to a place where the horse feels safe (a barn, a nearby grotto or house where the horse was treated well), taking its passenger off the battlefield before he or she can be killed.

Shoulder In [Dressage]

Prerequisite: Improved Charge

Benefit: With this Feat, the steed performs a slanted lateral movement with the shoulder leading. While running or trotting, it uses its weight and momentum to pass against its attacker, keeping his or her weapon tied up so that it cannot harm the steed or its rider. The Shoulder In Feat allows the steed to move through an area without provoking an Attack of Opportunity. The steed's opponent in that area takes 1d4 points of damage if a successful attack roll is made by the steed.

Snatch [Flight]

Prerequisite: Flight, Strength 17+

Benefit: The steed has the ability to snatch flightless opponents off the ground and carry them into the sky. When attacking from the air, the animal makes a normal attack with its natural weapon. This attack must enable the steed to carry off the opponent. Thus, it must be a bite, a claw, or some other attack that would enable the steed to get ahold of its opponent. If the attack is successful, the steed may immediately make a Grapple check as a Free Action and without provoking an Attack of Opportunity. If the Grapple is also successful, the steed snatches the target off the ground and may carry it away. The target of this attack must be at least one size smaller than the creature making the Snatch.

Sole Rider [General]

Benefit: The steed is exceptionally loyal and has attached itself very faithfully to one rider. That rider gets an additional +4 Synergy Bonus to his or her Ride Skill checks while on this horse. Any other riders must make a Ride check at DC15 or be thrown. This horse cannot be sold except for stud because once this Feat is purchased the steed will never be an effective riding horse for anyone save the Sole Rider that it has chosen.

Sure-Footed [General]

Benefit: With this Feat, the steed no longer needs to make Dexterity checks to perform simple maneuvers on difficult terrain. It can simply Take 10 on all low jumps, flat-out runs, or other common maneuvers while on even marshy or rocky terrain.

Swoop Attack [Flight]

Prerequisite: Flight, Dex 15+

Benefit: This flying steed is extremely agile and knows how to use its maneuverability and dexterity to assault opponents. When making an attack from flight against a land-bound opponent, the flighted steed may move both before and after the attack, provided that the total distance moved is not greater than its speed.

Titanic Charge [Elephant]

Prerequisites: Elephant, Improved Charge, Massive Blow

Benefit: The elephant may carry out a truly massive charge, driving the force of a single Bull Rush against many defenders. If the elephant's first Bull Rush is successful, it gets an immediate, extra Bull Rush Attack against another creature in the immediate vicinity. The elephant may take a 5-foot step immediately after the first Bull Rush in order to target its next opponent. The additional attack is made with the same bonuses as the original attack.

Tower-Bearing [Elephant]

Prerequisite: Elephant

Benefit: This feat allows the elephant to move normally under the weight of a heavy wooden tower and with as many as three people aboard its back. The elephant receives no penalties for movement and is considered to be carrying a Light Load for Encumbrance purposes. Those inside the tower receive Full Cover.

Normal: An elephant carrying a tower without this Feat is considered to be carrying a Medium Load.

Trick Riding [General]

Benefit: This feat encompasses all sorts of minor tricks – spinning, rearing, acrobatic abilities – but has no real bonus. It will allow the steed to perform any number of small tricks (such as coming when whistled for, pawing numbers on the ground, or other feats of seeming intelligence) with ease, on the rider's command (or without a rider, if given hand signals from nearby).

Water-Finding [Camel]

Prerequisite: Camel

Benefit: Camels have an instinctive ability to find water, even if it is beneath rocks or other natural barriers. A camel with this Feat can be given a command to find water and will then proceed to the nearest source of freshwater (within one day's travel).

Way Home [General]

Benefit: If this horse is ever stolen, lost, or deliberately left in safe haven, it will eventually find its way home to its master (wherever he or she may be). This is not a magical teleport skill, but it does allow the horse uncanny tracking powers

and the ability to sense its master. Within two to four weeks, the horse will track its owner down and be reunited. Horses that are mistreated or legitimately sold will not use this ability to “find the way home.”

Part 7: Outfitting a Steed



This portion of *NOBLE STEEDS: THE D20 GUIDE TO HORSES, COURSES, AND MOUNTS* is given over to equipment for your mount. It deals with Tack and Barding and includes some special magical items just for steeds. All of the material in the “New Magic Items” section is designated Open Game Content for license purposes. The rest is Product Identity unless it appears in the special Open Content sidebars.

Tack and Barding

Without basic riding equipment, humanity would still be jostling along on the back of the horse, clinging feebly to its mane with both hands. The invention of bridles, saddles, stirrups, and other equipment have vastly increased the partnership between rider and steed. Although bridles and simple bits were in use during the early years of domestication, the saddle was not invented until approximately 600 BCE, and the stirrup did not come

about until probably the 4th Century CE. Other equipment, from spurs to barding, was invented as the horse began to take more and more of a role in both peace and war. The horse's needs were critical to many victories, and keeping a good steed alive in the press of battle could easily make the difference between a rider's life and death.

Bit and Bridle

The stronger the horse, the more difficult for a rider to make his or her wishes known when the steed is excited or acting difficult. Good riders require a bridle to have firmness across the mount's cheeks and forehead so that their steed will feel the commands and respond even in the intensity of battle. Bits used on destriers possessed long cheeks or shanks and high ports since these would provide greater leverage on the curb that exerted pressure on the horse's mouth. The reins were covered with metal plates to protect them from being cut by an opponent's sword.

Saddles

The saddle is the most altered piece of equipment, changing its shape, structure, and usage through the ages as the horse's uses changed in society. The first saddles provided comfort for both horse and rider, allowing the human's tailbone to be padded and the rider's legs not to rub against the horse's sides. Later, the saddle became more curved at each end, helping the rider remain mounted on long journeys and providing hooks to hang weapons, bags, and other small items upon the saddle. In the Middle Ages, the extremely high-backed saddle used by knights in warfare and jousting gave the knight greater leverage and kept him in his seat when he charged his opponent. The impact of the lance, which was up to 15 feet in length, could be immense due to the weight of the destrier propelling it forward, and, without a saddle, the rider would certainly have fallen to the ground.

Pegasus Saddle

The Pegasus saddle is designed for riders of beasts with wings. It is shaped specifically so that it will not impede the action of wings at the shoulder and is designed with a strap that buckles across the rider's upper thighs in order to keep him or her safe despite aerial maneuvers. These saddles can be made to fit gryphons, Pegasi, or other winged creatures. *Riders mounted on airborne steeds gain a +2 Circumstance Bonus to their Ride checks while using a Pegasus saddle, but they also receive a -2 Penalty to their attack rolls.*

Stirrups

It is believed that the first true stirrup was developed not to increase the stability of the rider but to provide an easier and safer method for mounting the horse. The mounting stirrup did not come in pairs, and was attached to only one side of the saddle. The earliest depiction of a pair of riding stirrups was discovered on a pottery horse at a tomb near Nanjing dating from 322 CE. The stirrups shown on the

Table 7-1: Tack and Barding

Item	Cost	Weight
Barding		
Leather	40 gold	60 lbs
Chainmail	600 gold	120 lbs
Splint Mail	800 gold	180 lbs
Plate Mail	2500 gold	200 lbs
Bit and Bridle	2 gold	1 lb
Camel Tack	15 gold	16 lbs
Caparison	15 gold	7 lbs
Chariot		
Racing	30 gold	75 lbs
War	50 gold	100 lbs
Saddle		
Riding	10 gold	25 lbs
War	25 gold	35 lbs
Pegasus	60 gold	20 lbs
Stirrups	2 gold	2 lbs
Spurs	5 gold	1 lb



Nanjing horse were triangular, and very unlike those with which most Western riders are familiar. These stirrups were initially used only to mount the steed, but as the invention progressed and developed, the stirrup was used more and more as a tool for balance and stability while atop the horse. They are essential in allowing the rider to remain on the horse when swinging a sword or thrusting a lance.

Spurs

Spurs are not often used in actual horseback riding but are considered a status symbol, particularly among the knightly orders of England and France. A knight's spurs have long necks and small, sharp ends that are designed to pierce the horse's side when the rider kicks his heels against his steed. The long neck of the spur allows the rowel (the sharp, circular element) to reach the horse's flanks. Ornate spurs were bestowed on a young man in a colorful ceremony when he was ready to become a knight to symbolize his readiness for chivalric tournaments and other popular events. The material of which spurs were made also indicated the owner's rank: a knight's spurs were made of gold, a squire's of silver, and a man-at-arms' of iron or brass.

Barding

Barding is armor for horses or other steeds, covering the body from the shoulder down to the withers and often with

articulated areas to cover neck, head, and ankles from attack. Typical barding hangs from the shoulders and back of the horse in sweeps, covering the legs and chest without inhibiting movement. Horses wearing barding are slowed by its weight, as seen on the Table 7-2.

There are three basic categories of barding: open, full, and blanket. Open style barding is a decorated or decorative breeching and breast collar, with or without decorated bridles and reins. Barding that provides full coverage often extends beyond the steed's shoulders to cover the head and neck. It also provides armor to the rump, flanks and the shoulders of the horse. Occasionally, full coverage barding provides a ridge of leather or flap of chain that protects the legs of the rider as well. The lightest form of barding, known as a blanket, is really nothing more than an extended saddle blanket designed to protect the steed from arrow and sword assaults but little else. This form of barding might be simply a moderate large blanket of thick cloth with a fancy that lies across the back of the horse and can extend as far as the ground. Extended saddle blankets are often combined with barding of other types.

Caparison

A knight's horse was often covered with a large ornate cloth called a caparison. This cloth went beneath the saddle (and was made specifically to accommodate the saddle's girth).

Good Luck Horseshoes

Why do many people place a horseshoe over their door to ward off evil? In the Middle Ages, there lived a blacksmith named Dunstan. One day, according to legend, the Devil came to Dunstan's forge to have his cloven hooves shod. Dunstan agreed to make the Devil's shoes, but instead he tricked Lucifer into sitting on his anvil to make sure it was sturdy. Quickly, Dunstan strapped the Devil to the anvil and began to beat him with his hammer. The Devil begged for mercy, but Dunstan would not release him until the Devil promised never to visit a door where a horseshoe hung. The Prince of Darkness quickly agreed. Since then, blacksmiths and others have placed a horseshoe over their doors to ensure that the Devil cannot plague them. The horseshoe must be placed with the toe down, like a "U" so that the belly of the horseshoe can catch goodness from heaven. As for Dunstan, he became the Archbishop of Canterbury and was made a saint after his death.



Table 7-2: Barding Specifications

Barding	AC	Max Dex Bonus	Speed: (60 ft)	(50 ft)	(40 ft)
Leather	+2	+4	60 ft	50 ft	40 ft
Chainmail	+5	+0	50 ft	40 ft	30 ft
Splint Mail	+6	+0	40 ft*	30 ft*	20 ft*
Plate Mail	+7	+0	40 ft*	30 ft*	20 ft*

Flying creatures may not wear barding. The extra weight and movement restrictions make it impossible for them to get aloft.

* - Mounts in these types of barding may only triple their Speed when running instead of quadrupling it.

khezam is tied through a small hole in the camel's nose; from it a string is attached. The cord is pulled as a single bridle-rein and is gently used to direct the animal when riding. The ordinary saddle used in Arabia is different from those used in other parts of the world. It is called a khorj, and is specifically designed to fit the camel's uneven, oddly shaped back. In racing, many camel-riders are tied down to the racing

saddle so they don't fall off when the camel shifts into its uneven gaits. There are no stirrups to a camel's saddle, only a set of straps to hold the rider in place.

New Magic Items

Magic items for steeds are very rare but extremely useful.

Armor and Barding

Enchanted barding comes in leather, chain, splint, or plate

The ornamental designs on the caparison corresponded to the knight's heraldic patterns and served as a form of identification both on the tournament field and (more importantly) on a hectic battlefield. The caparison is often complimented by the knight's tabard, flag, squire's garb, and the painted heraldry on the knight's shield.

Chariots

Roman racing chariots were designed to be as small and lightweight as possible. Unlike military chariots, which were larger and often reinforced with metal, racing chariots were made of wood and afforded little support or protection for the charioteer, who basically had to balance himself on the axle as he drove.

Camel Tack – Rassan

Camels are not controlled with a typical bridle, nor will a horse's saddle fit their unusual dromedary backs. They have their own tack specifically designed for their different natures. A camel's harness, known as a rassan, includes the reins, saddle and strapping required to keep the rider aboard the camel while it runs. First, a small peg known as a

Table 7-3: Enchanted Barding

Roll d% and consult the chart below.

Minor	Medium	Major	Item	Market Price
01-60	01-05	—	+1 barding	+5000 gold
61-70	06-10	—	+2 barding	+15000 gold
71-80	11-20	01-05	+3 barding	+20,000 gold
81-90	21-30	05-10	Arrow deflection	x2 price modifier
91-95	30-50	11-20	Cold resistance	x3 price modifier
95-99	51-70	21-30	Heat resistance	x3 price modifier
00	71-80	31-40	Etherealness	x4 price modifier
—	80-90	41-60	Beautiful	x2 price modifier
—	91-95	60-80	Spell Resistance (15)	x3 bonus
—	96-99	80-90	Featherlight	x3 bonus
—	00	91-95	Spell Resistance (17)	x4 bonus
—	—	96-99	Shadow	x4 bonus
—	—	00	Roll twice	—

Table 7-4: Random Barding Type

Roll d% and consult the chart below.

Barding	Die Roll
Leather	01-40
Chain	41-70
Plate	91-00



mail, and follows the rules for enchanted armor creation in the standard game. Table 7-3 may be used to determine the power and abilities of enchanted barding or any special qualities retained by the armor. If you wish to randomly determine what type of barding is found, use Table 7-4.

Special Armor Types

Beautiful: Beautiful mail, Beautiful Plate, or other Beautiful barding has an unusual intrinsic quality. It never rusts, grows dirty, or rips. It always appears to be in top condition, regardless of the damage it has taken. This barding must still be repaired, but it never shows signs of wear and tear as usual armor does. Any damage it takes is carefully hidden by glamour and illusion and can only be seen by the individual repairing it.

Caster Level: 5th

Prerequisites: Craft Magic Arms and Armor, Alter Self, Charm Person

Market Price: x2 price modifier

Featherlight: Featherlight armor has no weight. It is as light as normal tack and does not in any way encumber the animal that wears it.

Caster level: 10th

Prerequisites: Craft Magic Arms and Armor, Feather Fall

Market Price: x3 price modifier

Bronze Horseshoes

The Bronze Horseshoes are a creation of Celtic origin and often have intricate Celtic designs on the flat plates of the shoe. They can be shod to any horse or other hoofed steed, but, once attached, their magic will run out in a

year and a day and the horseshoes will become normal, non-magical items. While the steed wears them, its hooves will radiate with a faint gleam of fire. Attacks from this creature are considered to come from a Flaming weapon (providing an additional 1d6 flame damage to all attacks). The steed and its rider take only half damage from all flame-based attacks.

Caster level: 7th

Prerequisites: Craft Wondrous Item, Flame Blade, Flame Strike or Fireball and Endure Elements.

Market Price: 10,000 gold

Caparison of the Sun

This magnificent golden caparison fits any steed, and does not hamper wing movements on flying animals. While wearing it, both steed and rider add +2 to their Charisma Bonuses due to the caparison's great beauty and golden threading. The markings on the caparison alter automatically to suit whoever is riding the steed, revealing his or her chosen house colors and heraldry. If the rider has no heraldry, the caparison reverts to a simple, magnificent, almost liquid-looking gold fabric.

Caster level: 10th

Prerequisites: Craft Magic Arms and Armor, Change Self, Hypnotic Pattern

Market Price: 3000 gold

Earring of the Keen Whisper

This earring is a cuff, rather than a pierced, earring, and was initially created by a tribe of Mongols in order to communicate with their magnificent steeds. It is designed to snap gently onto the horse's ear. While the horse is wearing this earring, it can understand normal speech. This item does not grant the horse any particular intelligence, but it makes it much easier for simple commands to be given, even if the rider is controlling the horse without tack.

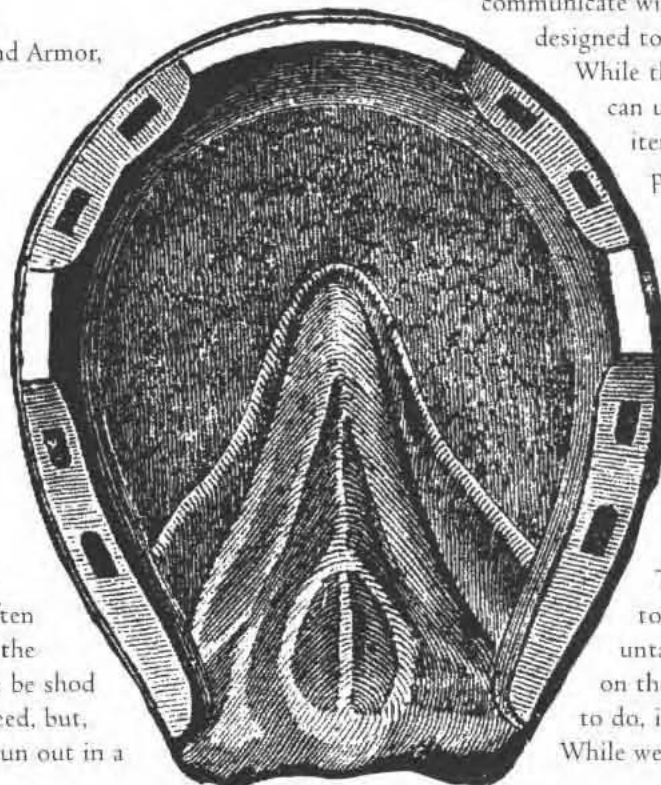
Caster Level: 6th

Prerequisites: Forge Ring, Comprehend Languages

Market Price: 6,000 gold

Golden Bridle

This magical bridle allows a rider to control even the most wild and untamable steed. Simply by placing it on the animal's head (a difficult thing to do, in many cases), the beast is tamed. While wearing this bridle, the steed becomes



passive, gentle, and able to bear a rider. It is so passive, in fact, that it loses its ability to fight at all and cannot be relied upon as a war-steed. The animal will bear its riders as directed, but when the bridle is removed, it becomes completely wild again and may turn upon its former "master" in anger and hatred.

Caster Level: 10th

Prerequisites: Craft Wondrous Item, Animal Trance

Market Price: 5,000 gold

Golden Cuffs

This set of four magical golden cuffs is designed to be placed around a horse's hooves as if they were boots for the hard part of the hoof. Once on the horse, a command word must be given. At that point, the Golden Cuffs shift and join with the horse's own hooves, creating golden stockings in the hair of the horse that rise to its knees. Any horse wearing the Golden Cuffs may run at astounding speeds, making any lengthy journey – no matter how long – in only a single day's ride. They may be removed by speaking another command word and rolling them off of the horse's hooves.

Caster Level: 15th

Prerequisites: Craft Wondrous Item, Teleport

Market Price: 15,000 gold

Horseshoes of Solid Ground

These horseshoes must be shod upon a horse or other hoofed steed. Once placed on the animal, they will retain their magic for one year and one day before becoming normal horseshoes with no further magical properties. While the horse wears them, no shifting of terrain affects the steed. It is capable of running fluidly across the most treacherous ground, including bodies of water, as if it were solid land.

Caster Level: 7th

Prerequisites: Craft Wondrous Item, Resist Elements, Levitate

Market Price: 12,000 gold

Mane and Tail Ribbons

These beautiful ribbons usually come in boxes or cords of 10 to 20, and each is separately usable as if it were a charge from the item. When a single ribbon is taken from the box and woven into a steed's mane or tail, the beast receives the benefit of that ribbon for 24 hours, after which time the ribbon fades to a dull grey and its magic is lost. A ribbon cannot be braided into a steed's hair and then unwoven; once placed within a steed's mane or tail, it is activated. Removing it then releases all its magic, and it becomes useless. Only one ribbon may be braided to a steed at any time.

Ribbon of Speed: A long, light blue ribbon with silver tassels. While this ribbon is braided into the steed's hair, it receives

a bonus +10 to its base speed.

Ribbon of Balance: A soft green ribbon with golden tassels. This ribbon conveys an exceptionally smooth-gait and balance. All Ride checks made while upon this steed gain an additional +3 Magical Bonus.

Ribbon of Protection: A dark blue ribbon with golden tassels. The Ribbon of Protection grants a bonus +1 to the horse's AC.

Ribbon of Assault: A scarlet ribbon with golden tassels. While this ribbon is braided into the steed's hair, it gains a +2 Magical Bonus attack and damage rolls.

Ribbon of Masking: A brown ribbon with golden tassels. This ribbon causes the steed to appear as nothing more than a simple riding-horse, completely bland and hardly worthy of notice. Any armor or weapons on the animal are covered by the masking, and the steed's rider will also seem to be nothing more than a simple, unrecognizable peasant riding a common horse.

Caster Level: 12th

Prerequisites: Craft Magic Arms and Armor and Ribbon of Speed; Haste; Ribbon of Balance; Cat's Grace; Ribbon of Protection; Shield; Ribbon of Assault; Bull's Strength; Ribbon of Masking; Alter Self

Market Price (per box of 20 assorted): 15,000 gold

Saddle of Occum

While wearing this saddle, the horse is almost unnoticeable by anyone other than its owner. Unless it is obviously in use (being ridden), the horse does not attract any attention. Even in use, the horse is not marked, and viewers will not remember its coloration, breed, or other characteristics. If it is not being ridden, the horse is completely bland, and normal viewers or other animals will ignore it completely.

Caster level: 10th

Prerequisites: Craft Wondrous Item, Invisibility, Nondetection

Market Price: 8,000 gold



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