

Mount for Commodores/Majors

Celestial Dire Horse

Size/Type:	Large Magical Beast (Augmented Animal)
Hit Dice:	13d8+81 (139 hp)
Initiative:	+1
Speed:	60 ft. (12 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+9/+19
Attack:	Hoof +14 melee (1d6+6)
Full Attack:	2 hooves +14 melee (1d6+6) and bite +9 melee (1d4+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite evil
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, and electricity 10, scent, spell resistance 18
Saves:	Fort +14, Ref +9, Will +10
Abilities:	Str 23, Dex 13, Con 22, Int 3, Wis 15, Cha 11
Skills:	Listen +8, Spot +8
Feats:	Endurance, Run, Toughness
Environment:	Any good-aligned plane
Organization:	Solitary or herd (6-30)
Challenge Rating:	7
Treasure:	None
Alignment:	Always good (any)
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	+2

Mount for Colonels/Captains

Celestial, Warbeast Dire Horse

Size/Type:	Large Magical Beast (Augmented Animal)
Hit Dice:	17d8+139 (215 hp)
Initiative:	+1
Speed:	70 ft. (14 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+12/+24
Attack:	Hoof +19 melee (1d6+8)
Full Attack:	2 hooves +19 melee (1d6+8) and bite +14 melee (1d4+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Smite evil
Special Qualities:	Combative Mount, damage reduction 10/magic, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, and electricity 10, scent, spell resistance 22
Saves:	Fort +18, Ref +11, Will +13
Abilities:	Str 26, Dex 13, Con 26, Int 3, Wis 17, Cha 11
Skills:	Listen +10, Spot +10
Feats:	Endurance, Run, Toughness
Environment:	Any good-aligned plane
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always good (any)
Advancement:	9-16 HD (Large); 17-24 HD (Huge)
Level Adjustment:	+2