

Stone Horse

(from Unearthed Arcana)

All items of this nature appear similar. Each is a full-sized, roughly-hewn statue of a horse, carved from some type of hard stone. The dweomer of an item of this nature is activated by speaking a command word. This word brings the steed to animation, enables it to carry a burden, and even to attack as if it were a warhorse. There are two sorts of these steeds:

Courser: This stone horse travels at the same movement rate as a light horse (24") and attacks as if it were a medium warhorse (3 attacks for 1-6/1-6/1-3). It is armor class 3 and has 18 hit points. It makes saving throws versus all applicable attack forms as if it were "Metal, hard."

Destrier: This stone horse travels at the same movement rate as a medium horse (18") and attacks as if it were a heavy warhorse (3 attacks for 1-8/1-8/1-3). It is armor class 1 and has 26 hit points. It makes saving throws versus all applicable attack forms as if it were "Metal, hard."

A stone horse can carry 1,000 pounds tirelessly and never need to rest or feed. Damage inflicted to it can be repaired by first using a *stone to flesh* spell, thus causing the stone horse to become a normal horse. If allowed to graze and rest, the animal will heal its wounds at the rate of 1 point per day, and when it is fully healed it will automatically revert to its magical form.

	XP Value	GP Value
Courser:	2,000	12,000
Destrier:	3,000	15,000

