MOON-HORSE

Large Magical Beast

Hit Dice: 4d10+8 (30 hp)
Initiative: +1 (Dex)
Speed: 50 ft
AC: 13 (-1 size, +1 Dexterity, +3 natural)
Attacks: 2 hooves +5 melee
Damage: Hoof 1d6+2
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Spell-like abilities
Special Qualities: Immunities, Scent, darkvision 60 ft, low-light vision
Saves: Fort +6, Ref +5, Will +4
Abilities:
Str 15, Dex 13, Con 15, Int 11, Wis 12, Cha 11
Skills: Listen +7, Spot +7, Sense Motive +7, Wilderness Lore +7
Feats: Iron Will

Climate/Terrain: Any land
Organization: Herd (5-20)
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic good
Advancement: 5-12 HD (Large)

Moon-horses are a race of intelligent horses thought by some to be domesticated by elves.

A moon-horse appears as a large horse with a silvery-gray or white coat. Its mane is black or white and its eyes are sapphire in color.

Moon-horses speak Elven and Common.

COMBAT

A moon-horse attacks using its hooves.

Spell-Like Abilities: A moon-horse can use one of the following spells, once per day. Each is as the spell cast by a 6th-level sorcerer (save DC 10 + spell level). Roll 1d10 and consult the table below.

<table>
<thead>
<tr>
<th>1d10</th>
<th>Spell</th>
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<tbody>
<tr>
<td>1</td>
<td>Color spray</td>
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<tr>
<td>2</td>
<td>Magic missile</td>
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<tr>
<td>3</td>
<td>Shield</td>
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<tr>
<td>4</td>
<td>Sleep</td>
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<tr>
<td>5</td>
<td>Fog cloud</td>
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<tr>
<td>6</td>
<td>Knock</td>
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<tr>
<td>7</td>
<td>Ray of enfeeblement</td>
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<tr>
<td>8</td>
<td>Stinking cloud</td>
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<tr>
<td>9</td>
<td>Summon swarm</td>
</tr>
<tr>
<td>10</td>
<td>Web</td>
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</tbody>
</table>

Immunities (Ex): Moon-horses are immune to the special attacks of undead creatures. They take normal damage, but do not suffer any additional effects (paralysis, level drain, for instance).

The Moon-Horse first appeared Elves of Evermeet (Anthony Pryor, 1994).