

Chevall Horse Form Large Fey (Shapechanger)

Hit Dice:	7d6+14 (38 hp)
Initiative:	+2
Speed:	60 ft (12 squares)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+10
Attack:	Hoof +5 melee (1d6+3)
Full Attack:	2 hooves +5 melee (1d6+3) and bite +0 melee (1d8+1)
Space/Reach	10 ft/5 ft
Special Attacks:	Summon equines
Special Qualities:	Change shape, equine empathy, damage reduction 10/magic or cold iron, low-light vision
Saves	Fort +4 Ref +7 Will +6
Abilities:	Str 16, Dex 15, Con 15, Int 12, Wis 13, Cha 15
Skills:	Disguise +7*, Handle Animal +12, Jump +15, Knowledge (nature) +10, Listen +13, Move Silently +10, Search +11, Spot +13, Survival +11 (+13 following tracks, +13 aboveground)
Feats:	Alertness, Point Blank Shot, Run (b), Track
Environment:	Temperate and warm plains, forest, and mountains
Organization:	Solitary or family (2-3)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+2

This horse is clearly different from most animals, though it is hard to say exactly why. There appears to be a faint sparkle of intelligence in its eyes.

The chevall is a magical equine creature that has the ability to assume the form of a centaur. These beings roam about in horse form, checking on the welfare of horses in the service of humans, to make sure the beasts are treated well. If a chevall finds a horse that has been neglected or that has suffered from maltreatment, it will do everything in its power to free the horse.

Obad-Hai created the Chevall with the intent of using them to be protectors of mistreated domesticated horse. Originally the chevall were native to plains, but now can be found anywhere wild or captive horses can be found.

Dogs are wary of the scent of a chevall in horse form, but horses never fear a chevall. They hate wolves, and are the instinctive blood enemies of werewolves.

Chevalls forage as they travel, and favor vegetables and grains. They also have a bit of a sweet tooth, and like fruits (particularly apples), sweet pastries, and the like. They are not vegetarians by nature, but prefer not to eat meat by choice. Chevalls will trade any treasure they acquire for food or other goods, and will bargain with centaurs, fey, elves, and other friendly creatures.

A chevall can speak Common and Sylvan while in centaur form. In either form, a chevall can speak to and

Chevall Centaur Form Large Fey (Shapechanger)

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Initiative:	+2
Speed:	50 ft (10 squares)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+10
Attack:	Hoof +5 melee (1d6+3) or short bow +4 ranged (1d8/x3)
Full Attack:	2 hooves +5 melee (1d6+3) and club +0 melee (1d8+1) or short bow +4 ranged (1d8/x3)
Space/Reach	10 ft/5 ft
Special Attacks:	Summon equines
Special Qualities:	Change shape, equine empathy, damage reduction 10/magic or cold iron, low-light vision
Saves	Fort +4 Ref +7 Will +6
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understand horses, in a language that sounds nothing more than neighs and whinnies to a humanoid.

Chevall in Mystara

The chevall race was created by an Immortal being named Zirchev to be the protector of horses in the land of Traladar.

