

	Chevall Horse Form	Chevall Centaur Form
	Large Fey (Shapechanger)	Large Fey (Shapechanger)
Hit Dice:	7d6+14 (38 hp)	7d6+14 (38 hp)
Initiative:	+2	+2
Speed:	60 ft (12 squares)	50 ft (10 squares)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flatfooted 16	15 (-1 size, +2 Dex, +4 natural), touch 11, flatfooted 13
Base Attack/Grapple:	+3/+10	+3/+10
Attack:	Hoof +5 melee (1d6+3)	Hoof +5 melee (1d6+3) or short bow +4 ranged (1d8/x3)
Full Attack:	2 hooves +5 melee (1d6+3) and bite +0 melee (1d8+1)	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	10 ft/5 ft
Special Attacks:	Summon equines	Summon equines
Special Qualities:	Change shape, equine empathy, damage reduction 10/magic or cold iron, low-light vision	Change shape, equine empathy, damage reduction 10/magic or cold iron, low-light vision
Saves:	Fort +4 Ref +7 Will +6	Fort +4 Ref +7 Will +6
Abilities:	Str 16, Dex 15, Con 15, Int 12, Wis 13, Cha 15	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)	Disguise +7*, Handle Animal +12, Jump +11, 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	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 horses. 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 understand horses, in a language that sounds nothing more

than neighs and whinnies to a humanoid.

COMBAT

A chevall in centaur form is usually armed with a wooden club and short bow. While in horse form, it resorts to kicking and biting. A chevall is not aggressive, but will defend itself and any horses, and may resort to violence against a foe of its charges where there is no other recourse.

Summon Equines (Su): Once per day a chevall can summon 1d3 light warhorses or 1 heavy warhorse as a standard action. The horses arrive in 1d4 rounds. This ability is the equivalent of a 3rd-level spell.

Change Shape (Su): A chevall's natural form is that of a horse. In this form, a chevall may be of any color (though each individual cannot change its color), and is about the size of a light warhorse.

A chevall also assume the form of a centaur; a chevall in its centaur form always assumes the same appearance and traits, much like a lycanthrope would. A chevall's centaur form has the upper torso of a human, as with normal centaurs, and its lower body is the same as in its horse form, though somewhat smaller than the average centaur's. The centaur form's ears are pointed like an elf's.

A chevall remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the chevall revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in centaur form.

Equine Empathy (Ex): In either form, a chevall can communicate and empathize with normal horses. This gives a chevall a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack." A paladin's mount cannot be affected by this ability, as are any other equine creatures with an Intelligence of 10 or higher.

Skills: *When using its change shape ability, a chevall gets an additional +10 circumstance bonus on Disguise checks.

Carrying Capacity: A light load for a chevall is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A chevall can drag 3,450 pounds.

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.

