



Yale

The Ethiopian yale (or ya-'el, meaning mountain goat in Hebrew) bore a resemblance to the antelope family, but Roman naturalists noted a few differences. For one thing, it had the tusks of a boar. For another, it was as big as a hippopotamus. But the yale's real distinction was his long horns which could wiggle back and forth. When fighting, the yale used one horn almost exclusively, keeping the other bent backward. Then, if the first horn was broken in battle, the yale could always produce a second weapon.

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[The yale is sadly obscure, partially because it shares a name with a major university. I pondered for quite some time how to make its moving horns actually mechanically meaningful before hitting on the idea that it could use the like manufactured weapons with iterative attacks. The flavor text of them as eccentric duelists followed suit.]

Yale

This antelope-like creature has a long tufted tail, small tusks growing from its lower jaw, and long curved horns. It turns to look at you with a gleam in its eye and its horns swivel into a strange approximation of a duelist's salute.

The intelligent beasts known as yales are stalwart crusaders against evil. A yale's most remarkable features are its two long horns, capable of swiveling and moving independently and of rotating to face any direction. A yale is a master swashbuckler using these horns, and they take the opportunity to prove their martial prowess in vigorous duels. Any creature that looks capable of defending itself is likely to be challenged by an itinerant yale. A non-evil opponent that loses a fight with a yale will be allowed the dignity of a graceful surrender, and if a yale is bested and not killed by a non-evil foe, it often responds to its opponent's honor with friendship. Yales make for valiant (if not entirely stable) companions, capable of bringing joy and bravery into the hearts of their allies. Their

headstrong natures and constant need to prove their valor often gets them into dangerous situations.

Due to this devil-may-care attitude towards mortal danger, long life spans and low fertility rates, yales are relatively uncommon in the world. Strict vegetarians, they feed on fungi, roots and tubers that they dig for with their stout tusks and cloven hooves. Due to their magical horns and intelligence, yale are suspected of being close relatives of unicorns, but the two species have little regard for each other. Yales consider unicorns to be priggish and boring; unicorns think that yales are needlessly irresponsible and violent. Unlike unicorns, yales have a great fondness for humans and will sometimes directly protect villages in great peril. Somewhat nosy, yales have even been known to play village matchmaker, encouraging young couples and giving solace to the broken-hearted.

A yale stands about three feet high at the shoulder and weighs up to 200 pounds. Their coats can be any number of colors from white to brown to black. Although most yales have curved, scimitar-like horns, a few yale bear thin straight horns instead.

Yale CR 9

XP 6,400

CG Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, Perception +9

Aura conviction (20 ft.)

Defense

AC 23, touch 17, flat-footed 16 (+7 Dex, +5 natural, +1 shield)

hp 115 (11d10+55)

Fort +12, **Ref** +14, **Will** +3 (+7 vs. mind-influencing effects)

Immune fear

Offense

Speed 50 ft.

Melee horn +18/+13/+8 (1d6+3) and 2 hooves +13 (1d3+1) or horns +16/+16/+11/+11/+6 (1d6+3) and 2 hooves +13 (1d3+1)

Special Attacks swiveling horns

Spell-like Abilities CL 11th, concentration +15

Constant—*detect evil*, *stabilize*

3/day—*cure light wounds* (DC 15), *remove fear*

1/day—*good hope*

Statistics

Str 16, **Dex** 25, **Con** 21, **Int** 11, **Wis** 10, **Cha** 18

Base Attack +11; **CMB** +14; **CMD** 31 (35 against trip)

Feats Double Slice, Improved Two-Weapon Fighting, Lunge, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +16 (+24 jumping), Diplomacy +9, Intimidate +9, Perception +9

Languages Common, Sylvan

SQ magical strike

Ecology

Environment temperate forests and hills

Organization solitary, pair, exploit (3-6) or party (1 plus 1-4 humanoid adventurers of 7th-12th level)

Treasure special

Special Abilities

Aura of Conviction (Su) A yale and all creatures within 20 feet of a yale gain a +4 bonus on all

saves against mind-influencing abilities. Even hostile creatures are affected by the aura of conviction. This ability is included in the statistics above.

Magical Strike (Su) A yale's natural weapons are treated as magic for the purposes of overcoming damage reduction.

Swiveling Horns (Ex) A yale's horns move independently and with great speed, allowing the yale to make iterative attacks with its horns as if they were two light manufactured weapons.