

# Elven Horse (Yyllethyn)

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## Large Magical Beast

**Hit Dice:** 3d10+6 (22)

**Initiative:** +2

**Speed:** 80 ft. (16 squares)

**Armor Class:** 14 (−1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +3/+9

**Attack:** Hoof −1 melee (1d4+1\*)

**Full Attack:** 2 hooves −1 melee (1d4+1\*)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** -

**Special Qualities:** Low-light vision, scent, spell resistance 13, stalwart, sylvan beauty

**Saves:** Fort +5, Ref +5, Will +2

**Abilities:** Str 14, Dex 15, Con 15, Int 7, Wis 12, Cha 11

**Skills:** Listen +4, Move Silently +6, Spot +4

**Feats:** Endurance, Run

**Environment:** Temperate plains and forests

**Organization:** Domesticated

**Challenge Rating:** 2

**Treasure:** 2

**Alignment:** None

**Advancement:** Always neutral

**Level Adjustment:** -

*This white horse has a delicate appearance, with a long, flowing mane and tail. Its blue-green eyes and pale silvery pink hooves hint at a supernatural origin.*

Elves have long trained these horses for grace, elegance, and speed. Their elven name is yynlethyn, which means "sun follower".

Elven horses are most often white, though some lines are dapple gray, golden, or rarely black. With the exception of the dapple gray, these colors are always uniform, without the common socks, stars, or blazes that mark mundane horses. The elven horse is also slightly longer in the leg, neck and nose than its common cousin, giving it an almost delicate appearance.

Elven horses understand Elven, but cannot speak any languages.

## COMBAT

An elven horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries.)

**Stalwart (Ex):** Elven horses have a +4 racial bonus on saving throws against fear effects.

**Sylvan Beauty (Su):** The supernatural beauty of an elven horse protects the creature as if it were warded by a continuous sanctuary effect (Will DC 11 negates). The save DC is Charisma-based.

**Skills:** Elven horses have a +4 racial bonus on Move Silently checks.

**Carrying Capacity:** A light load for an elven horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.

## Training an Elven Horse

To be trained, an elven horse must have a friendly attitude toward the trainer. An elven horse usually has a friendly attitude toward trainers who are elves or who have elf blood (such as half-elves), provided the trainer supplies the horse with sustenance for at least a few days and has not attacked or mistreated the creature. An elven horse is indifferent (at best)

toward most other creatures. Changing an elven horse's attitude requires a wild empathy check (with the normal -4 penalty applied against magical beasts). A character can use a Diplomacy check instead, provided the character has some way to communicate with the horse, such as access to a *speak with animals* spell.

Training a friendly elven horse requires a Handle Animal check. An elf (or a creature with elf blood) can train an elven horse without penalty, but the Handle Animal DCs for any other trainer increase by 5 (in addition to the normal +5 increase to DCs for training a magical beast). The time required depends on the tricks or task the elven horse must learn, as noted in the Handle Animal skill description.

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