

ATLAS GAMES AND AVALANCHE PRESS PRESENT

EVANSOAR

A Free Supplement to
Noble Steeds from Avalanche Press and *Uncommon Character* from Atlas Games

This free supplement was created specially for our internet fans to show off the compatibility of some upcoming titles. *Noble Steeds* is the definitive guide to horses and mounts for the **d20 System**. With it, every horse, pony or riding dog becomes an interesting character in its own right. To demonstrate, we've created a new steed to accompany a character in our forthcoming collection of detailed and ready-to-use personas: *Uncommon Character*. This is a wholly new work, not available in either of the booksmenioned above, and presented here for the first time.

ATLAS GAMES
(www.atlas-games.com)

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Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

EVANSOAR, FEY STEED

Evansoar is the veiled fey bard Jonelisse's horse. He was created using the rules from Avalanche Press's *Noble Steeds: the d20 Guide to Horses and Mounts*. All of the game material below is designated Open Game Content. You can find Jonelisse in *Uncommon Character*. More information about *Noble Steeds* is available at <http://www.avalancheppress.com/gameNobleSteeds.php>

Evansoar (5th-Level Palfrey [Fey Horse])

Large Fey (Earth)

Hit Dice: 4d6+20

Hit Points: 34

Initiative: +3 (Dex)

Speed: 60 feet

AC: 15 (-1 Size, +3 Dex, +3 Natural)

Attacks: 2 Hooves +4 melee (1d6+2)

Face/Reach: 5 feet by 10 feet / 5 feet

Special Attacks: Sleep Dust

Special Qualities: Low-light Vision, Lunge, Swift Hooves

Saves: Fort +3, Ref +11, Will +5

Abilities: Str 14, Dex 16, Con 12, Int 7, Wis 11, Cha 12

Skills: Hide +7, Jump +10, Listen +4, Move Silently +4, Spot +4, Wilderness Lore +4

Feats: Half Pass, Pirouette, Sole Rider, Trick Riding

Challenge Rating: 3

Alignment: Neutral Good

Evansoar is Jonelisse's faithful mount. He is a Fey Horse that she met long ago while growing up with her mother in the company of wood nymphs. She befriended him while she was only nine, and he left with her when she went with the elf Glavitalis to train as a bard.

He is in many ways Jonelisse's only true friend. He is unconcerned with her orcish features – a trait given her by her half-orc father – and he is not enchanted by her lovely voice. In this way, she can relate to him as she can no other creature. He has no expectations of her except that she love him in return and see to his needs. Consequently, Jonelisse has come to rely on him as she has no one else. These two natural loners have found that they are inseparable from each other.

Evansoar has been trained as a Palfrey, and his dextrous tricks have served Jonelisse well over the years. On more than one occasion, he has been able to nimbly sidestep danger or leap a yawning gorge, enabling her to escape. His Sleep Dust is a fine defense against some of the more terrifying foes Jonelisse has faced. She, on the other hand, is completely immune to it – a function of her half-fey nature and her years of exposure to it.

Evansoar comes when he is called, and can perform any number of silly tricks for the amusement of others. Jonelisse sometimes uses this ability when entertaining to enhance her song. However, Evansoar will not accept another rider under any circumstances. He will only accept his faithful friend, Jonelisse, on his back.

Combat

Unlike most Fey Horses, Evansoar is not frightened of combat. He is courageous and completely loyal to Jonelisse and would follow her into the depths of Hell if she asked. He has no desire to put himself in danger, but he will not back down from a fight if Jonelisse wills him forward.

He prefers to allow her to handle the fighting, but he will use his front hooves to fight if necessary. Otherwise, he focuses on keeping him and his mistress out of the way of incoming blows. His dressage training enables him to do that very well.

Lunge (Ex): Evansoar has the ability to lunge out of the way of danger. If he is endangered by any effect that normally allows a Reflex Saving Throw for half damage, a successful Saving Throw allows him to take no damage at all. This ability can only be used if he is lightly encumbered or less.

Sleep Dust (Sp): Evansoar's mane and tail contain a great quantity of Sleep Dust. When he shivers or lashes with its tail, this dust spreads out and covers an area 10 feet in diameter around him. All those in the area of effect must make a Fortitude Save (DC 18) or fall instantly asleep for 1d6 hours.

Swift Hooves (Ex): Evansoar is adept at dodging blows on the battlefield and gains a +2 Dodge Bonus when mounted and facing a single opponent (or rider and steed). This bonus increases to +3 if the foe is mounted on a steed that is not a Palfrey.

Special Steed Feats:

Half Pass: The half pass is a dressage movement and is very acrobatic in nature. With this Feat, Evansoar is capable of a sudden shift sideways while continuing forward in an open trot or canter. This sudden shift is unpredictable and can allow him to avoid blows. Both Evansoar and Jonelisse receive a +4 Dodge Bonus to Armor Class caused by Attacks of Opportunity. Circumstances which make Evansoar lose his Dexterity Bonus to Armor Class also cost him this Dodge Bonus.

Pirouette: The dangerous and difficult pirouette is a complete 360-degree turn in a steed's canter, altering the course of its direction without losing any of its speed or impact. As a result of possessing this Feat, Evansoar's charge does not have to be in a straight line, so long as it covers the requisite distance.

Sole Rider: Evansoar is exceptionally loyal and has attached himself very faithfully to Jonelisse. She gets an additional +4 Synergy Bonus to her Ride Skill checks while mounted on Evansoar. Any other riders must make a Ride check at DC15 or be thrown. He cannot be sold except for stud because once this Feat is purchased the steed will never be an effective riding horse for anyone save the Sole Rider that it has chosen.

Trick Riding: This feat encompasses all sorts of minor tricks – spinning, rearing, acrobatic abilities – but has no real bonus. It allows Evansoar to perform any number of small tricks (such as coming when whistled for, pawing numbers on the ground, or other feats of seeming intelligence) with ease on Jonelisse's command.