

Giant Sea Horse

March 8, 2023



Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d10)

Speed 0 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 15 (+2) | 11 (+0) | 2 (-4) | 12 (+1) | 5 (-3) |

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 11

Languages --

Challenge 44928 (100 XP)

Charge. If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

Actions

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage. Like their smaller kin, **giant sea horses** are shy, colorful fish with elongated bodies and curled tails. Aquatic elves train them as mounts.