

Warhorse

March 8, 2023



Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 11

Languages --

Challenge 44928 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus

action.

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage.