

Giant Seahorse

Large, Beast, Unaligned

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ARMOR CLASS**14****HIT POINTS****16 (3d10)****CHALLENGE****1/2 | 100 XP****PROFICIENCY****+2**

Speed Swim 40 ft., Walk 5 ft.

Initiative +1

Saving Throws N/A

Skills N/A

Senses Passive Perception 11

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Languages None

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

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Ram. Melee Attack Roll: +4, reach 5 ft. Hit: 9 (2d6 + 2) Bludgeoning damage, or 11 (2d8 + 2) Bludgeoning damage if the seahorse moved 20+ feet straight toward the target immediately before the hit.

Bonus Actions

Bubble Dash. While underwater, the seahorse moves up to half its Swim Speed without provoking Opportunity Attacks.

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