

THE KNIGHTS STEEDS

CURD, THE INDOMITABLE

Medium beast, Chaotic Neutral

Armor Class 14 (Chain Armour)

Hit Points 42

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	5 (-3)	9 (-1)

Saving Throws Str +9, Con +9, Dex +5

Damage Resistances Cold, Fire, Lightning, Thunder, Poison, Acid, Necrotic, Radiant, Force, Psychic

Senses passive Perception 7

Languages —

Proficiency Bonus +4

Unstoppable Charge. If Curd 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 15 Strength saving throw or be thrown 20 ft in a straight line away from Curd, on a successful save it moves 5ft instead.

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6 + 4 Bludgeoning damage

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d4 + 4 Piercing damage, the target must make a DC 14 Strength saving throw or become grappled.

BONUS ACTIONS

Stubborn form of Immovability. Until his next turn, Curd becomes an immovable rock,

- Curds speed becomes 0, and no effect can move Curds position unwillingly.
- Any grappled creature cannot use its action to try to escape
- Curds damage resistances become damage immunities
- He gains a damage threshold of 10.

This action cannot be used if Curd has moved this turn.

PEDRO, THE ETHEREAL

Large beast, Lawful Good

Armor Class 13 (Natural Armour)

Hit Points 26

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	10 (+0)	3 (-4)	14 (+2)

Saving Throws Dex +8, Cha +6

Senses passive Perception 15

Languages Understands Common

Proficiency Bonus +4

Banishment Charge. If Pedro 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 15 Charisma saving throw or is banished to a harmless demiplane.

While there, the target is incapacitated. The target remains there until the end of its next turn, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6 + 4 Bludgeoning damage

Blink. (3/Short Rest). Pedro magically blinks, along with any equipment it is wearing or people it is carrying, up to 60 feet to an unoccupied space it can see. Before or after teleporting, it can make one Hooves attack.

Teleport. (1/Day). Pedro instantly transports himself and up to eight willing creatures that he can see within 20ft, or a single object that he can see within range, to a destination he selects. If you target an object, it must be Large or smaller, and it can't be held or carried by an unwilling creature.

The destination chosen must be known to Pedro, and it must be on the same plane of existence as Pedro. His familiarity with the destination determines whether you arrive there successfully. The DM rolls 1d100 and consults the Teleportation Outcome table and the explanations after it.

REACTIONS

Phase Dodge. (2/Short Rest) When attacked, before the attack dice has been rolled, Pedro can temporarily phase out of the material plane. If there is an ally within 5 ft of pedro, the attack is redirected towards them, otherwise the attack automatically misses.



CANTERLOPUS, THE BRAVE

Large beast, Neutral Good

Armor Class 18 (Plate Armour)

Hit Points 30

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	4 (-3)	18 (+4)	7 (-2)

Saving Throws Con +6, Wis +8

Damage Resistances Radiant

Senses passive Perception 16

Languages Speaks Squirrel

Proficiency Bonus +4

Shattering Charge. If Canterlopus moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, each creature in a 10 ft. cone centered on the target must succeed on a DC 15 Constitution saving throw or take 2d8 thunder damage and be knocked prone.

Magic Resistance. Canterlopus has advantage on saving throws against spells and other magical effects.

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6 + 4 Bludgeoning damage

Defensive stance. All allies within 5 ft. get a +2 bonus to their AC and all saving throws until Canterlopus' next turn.

BONUS ACTIONS

Healing Spirit. (2/Day) Until Canterlopus' next turn, whenever an ally moves within 10 ft. of Canterlopus for the first time on a turn or starts its turn there, Canterlopus restores 2d4 hit points to that creature (no action required). This cannot heal constructs or the undead.

JIT, THE PROFESSOR

Large beast, Chaotic Good

Armor Class 15 (Natural Armour)

Hit Points 30

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	6 (-2)	11 (+0)	7 (-2)

Saving Throws Dex +9, Con +6

Senses passive Perception 10

Languages –

Proficiency Bonus +4

Exposing Charge. If Jit moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, the creature must make a DC 15 dexterity saving throw or get -4 to its AC until the target leaves Jit's threatened area.

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d6 + 4 Bludgeoning damage

Chained Strikes. Melee Weapon Attack: reach 5ft., one target.

Jit declares a number of attack rolls it would like to make (between 1 and 4), each gets +6 to hit.

Each successful attack deals 1d6 Bludgeoning damage.

Additionally, all effects from 1 to the number of successful attacks happens as described in the table below.

Number of successful attacks

attacks

1	Opening Strike. No extra effect.
2	Follow-uppercut. Target is Dazed until the end of its next turn.
3	Distracting Flourish. All allies within 60 ft. may immediately move 10 ft., this movement does not provoke opportunity attacks.
4	Impressive Crescendo. All allies within 60 ft. that can see Jit gain 1 inspiration point.

For each unsuccessful attack, Jit deals 1d4 damage to itself and all allies within 5ft.

If all attacks miss, Jit's rider is thrown from the mount 5 ft. in a random direction and becomes prone.

REACTIONS

Fleet Foot. When a creature within 5 feet of Jit misses them with a melee attack, Jit can move up to half their speed, this movement does not provoke opportunity attacks.

