

[Previous](#)[Next](#)

arthon noble warhorse

**2500 x 3235**  
↔ ↕

Image Dummy

---

## Arthon

**Young Adult Horse**

**Lawful Good**

**Level 5 Civilian N/A**

---

**Pronouns -**

he/him

**Occupations -**

Steed

**Armor Class -**

21

**Hit Points -**

103 (TODO Hitdice)

**Speed -**

70.

---

**STR**

22 (+6)

**DEX**

13 (+2)

**CON**

17 (+4)

**INT**

9 (0)

**WIS**

12 (+1)

**CHA**

11 (+1)

---

**Saving Throws -**

**Skills -**

{ "Horse Abilities"=>[ { "Trampling Charge"=>"If Arthon mvoes at least 20 feeet straight towards a creature and hits with a hoof attack, it must make a DC18 Strength Save or be knocked prone", "Hoof Attack"=>"Reach 5 feet, two attacks doing 2d6+4 bludgeoning damage each" } ], "Spellcasting"=>"Can cast Crusader's Mantle, Guiding Bolt, Sacred Flame and Sunburst at Level 5 with a DC16" }

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Draconic Horse

**Adjectives -**

Calm, Intelligent, Attentive,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**The Dead Hunters**

Role: *The Phantoms Steed*

---

**2500 x 3235**



Image Dummy

**Roleplaying**



**Introduction**

With a whinny, the massive, armored horse rears up on its hind legs and smashes through the barred door.

**Appearance**

A massive white warhorse in full horse plate armor

**Expressions**

*Whatever you say Boss, Unlike you, I'm getting hungry Boss, Whut are you stupid?.... I mean...Neigh!*

**Mannerisms**

He's a horse

**Motivations**

exterminating the undead and protecting his master

**Passions**

Carrots

**Secrets**

he's a very intelligent talking horse



**Arthon**

**Young Adult Horse**

**Lawful Good**

**Level 5 Civilian N/A**



**Pronouns -**

he/him

**Occupations -**

Steed

**Armor Class -**

21

**Hit Points -**

103 (TODO Hitdice)

**Speed -**

70.

**STR**

22 (+6)

**DEX**

13 (+2)

**CON**

17 (+4)

**INT**

9 (0)

**WIS**

12 (+1)

**CHA**

11 (+1)

**Saving Throws -**

**Saving Throws -**

**Skills -**

{ "Horse Abilities"=>[{ "Trampling Charge"=>"If Arthon mvoes at least 20 feeet straight towards a creature and hits with a hoof attack, it must make a DC18 Strength Save or be knocked prone", "Hoof Attack"=>"Reach 5 feet, two attacks doing 2d6+4 bludgeoning damage each"}], "Spellcasting"=>"Can cast Crusader's Mantle, Guiding Bolt, Sacred Flame and Sunburst at Level 5 with a DC16"}

**Proficiencies -**

**Languages -**

Common Draconic Horse

**Adjectives -**

Calm, Intelligent, Attentive,

**Special Abilities**

-

**Special Equipment**

-

-

**Combat Tactics**

Will only fight if directly attacked or if told to by his master

Actions

-

Factions

The Dead Hunters

Role: *The Phantoms Steed*

Roleplaying

---

Introduction

With a whinny, the massive, armored horse rears up on its hind legs and smashes through the barred door.

Appearance

A massive white warhorse in full horse plate armor

Expressions

*Whatever you say Boss, Unlike you, I'm getting hungry Boss, Whut are you stupid?.... I mean...Neigh!*

Mannerisms

He's a horse

Motivations

exterminating the undead and protecting his master

Passions

Carrots

Secrets

he's a very intelligent talking horse

Background Story

---

Arthon, Noble Warhorse is the Steed of The Phantom, founder and leader of The Dead Hunters. He comes from a line of incredibly well bred horses. He is also the most recent of The Phantom's steeds. All of his steeds have been blessed by his patron gods, given much higher intelligence than a regular warhorse along with the ability to speak and cast a few spells.