

HOOF & REIN



DUNGEON BREW

Hoof & Rein

A rider is only as good as the horse beneath them. A merchant's stubborn old mule may save his life on treacherous roads. A warrior's warhorse can mean the difference between victory and death. A noble's gilded stallion speaks volumes of their rider's place and privilege before they utter a word. Not every mount is a prize steed, and not every rider seeks one. Some look for reliability. Others want speed, endurance, or sheer brute strength. Some just need whatever will carry them the next mile.

This system isn't just about rolling up a horse, it's about creating a companion. Your mount has a history, strengths, weaknesses, and quirks. It might be spirited and fast, or it might bite at strangers. Maybe it's unbreakable in battle, or maybe it just refuses to move faster than a canter. Every roll shapes its personality, making each mount more than just a stat block, it makes them part of the journey.

Using This System

This system provides a structured approach to generating unique horses through a series of rollable tables. While the sheer number of tables may seem daunting at first, the process is straightforward: each table feeds into the next, ensuring logical and engaging results without unnecessary complexity.

Players:

- If you are purchasing or acquiring a horse, your GM may either roll randomly or allow you to roll using this system.
- If a horse is part of your starting equipment, the GM may adjust the results to fit your background.
- Horses with rare traits or exceptional abilities may come at a premium price, or with attached narrative consequences.

Game Masters:

- Use this system to generate horses in advance or on the fly.
- For stables, auctions, or breeders, roll multiple horses and let players choose between them.
- If a mount has particularly rare or valuable traits, consider tying it to a quest, noble house, or infamous rider.
- Adjust or reroll as needed to fit your setting and campaign tone.

A Primer on Horses

Not all horses are created equal. Some are bred for war, trained to charge into battle with fearless determination. Others are raised for labor, pulling carts and plows with steady endurance. Some are simply bred for speed, prized for their ability to carry a rider far and fast. If you're choosing a horse, it helps to understand what you're getting into.

STALLIONS, MARES, AND GELDINGS

Horses fall into three main categories based on sex. This distinction matters for training, temperament, and the roles they serve.

A stallion is an uncastrated male horse. Powerful and aggressive, stallions require experienced handling. They are the natural choice for warhorses because their strength and drive make them suited for combat. However, they can be unpredictable, especially around other horses. Many riders choose stallions when they need speed, endurance, and force, but controlling one takes skill.

A mare is a female horse. Mares tend to be more even-tempered than stallions, but they can be just as stubborn. They are reliable mounts for travel, work, and riding, making up the bulk of horses used by merchants, messengers, and everyday riders. However, mares are rarely chosen for war. Their steadiness makes them ideal for long-distance travel, but they lack the aggression needed for combat.

A gelding is a castrated male horse. They are calmer, steadier, and easier to train than stallions, making them ideal for everyday use. Most common riding horses are geldings because they are predictable and safe for less experienced riders. However, geldings are never warhorses. The same process that makes them manageable also removes the aggression and drive needed for combat.

This is why warhorses are always stallions in this system. While mares and geldings may be trained for riding, labor, or even racing, war demands something more. A warhorse must have fire and ferocity, traits that only stallions maintain.

d12	Horse Gender	Mount Type	Horse Colors	Horse Age
1–4	Gelding	Roll on <i>Horse Type</i> , <i>Other</i>	Roll on <i>Horse Appearance</i>	Roll on <i>Horse Age</i> , <i>Gelding</i>
5–8	Mare	Roll on <i>Horse Type</i> , <i>Other</i>	Roll on <i>Horse Appearance</i>	Roll on <i>Horse Age</i> , <i>Female</i>
9–12	Stallion	Roll on <i>Horse Type</i> , <i>Male</i>	Roll on <i>Horse Appearance</i>	Roll on <i>Horse Age</i> , <i>Male</i>





Horse Types: Understanding Your Mount

The type of horse you ride determines more than just speed and carrying capacity. It affects temperament, handling, and how well it serves in different situations. Below is a breakdown of the horse types found in this system, from the stubborn mule to the warhorse bred for battle.

DONKEY OR MULE

Donkeys are small, sure-footed, and durable, often used for short-range hauling or travel through tight or unstable terrain. They are slow but steady, with a calm temperament.

Mules, bred from a male donkey and female horse, are larger and stronger. They combine the endurance of a donkey with the size and gait of a horse. Mules are valued for their ability to carry heavy loads over long distances with minimal upkeep.

- Recommended to use official published stat block.

DRAFT HORSE

Draft horses are large, muscular, and bred for heavy labor. While not as fast as other horses, they are unmatched in sheer strength and endurance. They can carry heavy loads, pull wagons, and even serve as mounts for larger riders. However, they lack the agility of lighter breeds and are not suited for fast-paced combat.

- See included stat block.

PONY

Ponies are smaller than full-sized horses but are often just as strong relative to their size. While ponies can be excellent mounts for smaller riders, they sometimes have stubborn personalities that make them challenging to handle.

- Recommended to use official published stat block.

RIDING HORSE

Riding horses are the most common type of horse used for travel. They are bred for speed, endurance, and reliability, making them a preferred choice for merchants, travelers, and messengers. While they lack the strength of draft horses or the aggression of warhorses, they are well-rounded, dependable mounts.

- Recommended to use official published stat block.

WAR HORSE, HEAVY

The largest and most powerful warhorse, bred for battle and capable of carrying a heavily armored rider into the thick of combat. These horses are fearless, aggressive, and bred to trample enemies underfoot. While they are slower than lighter breeds, they are unmatched in raw power.

- See included stat block.

HORSE TYPE, OTHER

d10 Horse Type

1–2	Donkey or Mule
3–4	Draft Horse
5–6	Pony
7–10	Riding Horse

HORSE TYPE, MALE

d12 Horse Type

1	Wild Horse
2–3	Donkey or Mule
4–5	Draft Horse
6–7	Pony
8–9	Riding Horse
10	Light War Horse
11	Medium War Horse
12	Heavy War Horse

HORSE APPEARANCE

d20	Horse Appearance	Next Table (if applicable)
1	Jet Black	—
2	Fading Black	—
3	Seal Brown	—
4	Brown	—
5–6	Horse Color (Bay)	Rolls on Bay Subtable
7–8	Horse Color (Chestnut)	Rolls on Chestnut Subtable
9–10	Horse Color (Gray)	Rolls on Gray Subtable
11–12	Horse Color (Dun Dilute)	Rolls on Dun Dilute Subtable
13–14	Horse Color (Cream Dilute)	Rolls on Cream Dilute Subtable
15–16	Horse Color (Champagne Dilute)	Rolls on Champagne Dilute Subtable
17–18	Horse Color (Silver Dilute)	Rolls on Silver Dilute Subtable
19	Horse Color (Dilute Combination)	Rolls on Dilute Combination Subtable
20	Horse Patterns	Rolls on Horse Patterns Table

WAR HORSE, LIGHT

A light war horse is trained for combat but remains faster and more maneuverable than heavier warhorses. These mounts are well-suited for skirmishers, scouts, and archers who need to remain mobile in battle. While they can carry an armored rider, they are not as well-protected or intimidating as larger warhorses.

- See included stat block.

WAR HORSE, MEDIUM

A medium war horse strikes a balance between speed and strength. These horses are trained for battle, capable of charging through enemy lines while still maintaining some mobility. Knights and cavalry often rely on these well-bred warhorses.

- See included stat block.

WILD HORSE

A wild horse is untrained, unpredictable, and wary of people. These horses must be broken before they can be ridden, and even then, they may resist commands or bolt under stress. While some wild horses have impressive stamina and spirit, their untrained nature makes them a risky choice for anyone who needs a reliable mount.

- See included stat block.

HORSE AGE, GELDING

1d8 Age Category Years Old Next Table: Horse Traits

1–2	Gelding Colt	[2d2]	Rolls on Horse Traits, Young
3–6	Gelding	[2d8+2]	Rolls on Horse Traits, Adult
7	Aged	[8d4]	Rolls on Horse Traits, Old
8	Crowbait	[10d4]	Rolls on Horse Traits, Old

HORSE AGE, FEMALE

1d8 Age Category Years Old Next Table: Horse Traits

1	Foal	>1	Roll on Horse Traits, Young
2	Filly	[1d3+1]	Roll on Horse Traits, Young
3–4	Dam	[3d6+2]	Roll on Horse Traits, Adult
5–6	Mare	[3d6]	Roll on Horse Traits, Adult
7	Aged	[8d4]	Roll on Horse Traits, Old
8	Nag	[10d4]	Roll on Horse Traits, Old

HORSE AGE, MALE

1d8 Age Category Years Old Next Table: Horse Traits

1	Foal	>1	Roll on Horse Traits, Young
2	Colt	[1d3+1]	Roll on Horse Traits, Young
3–4	Stud	[3d6+2]	Roll on Horse Traits, Adult
5–6	Stallion	[3d6]	Roll on Horse Traits, Adult
7	Aged	[8d4]	Roll on Horse Traits, Old
8	Crowbait	[10d4]	Roll on Horse Traits, Old

HORSE COLOR (BAY)

d6	Bay Color
1	Blood Bay
2	Copper Bay
3	Dark Bay
4	Faded Bay
5	Gold Bay
6	Mahogany Bay

HORSE COLOR (CHESTNUT)

d6	Chestnut Color
1	Sorrel
2	Liver Chestnut
3	Cherry Chestnut
4	Golden Chestnut
5	Honey Chestnut
6	Black Chestnut

HORSE COLOR (GRAY)

d10	Gray Color	Next Table (if applicable)
1	Gray	—
2	Dapple Gray	—
3	Rose Gray	—
4	Iron Gray	—
5	Dark Gray	—
6	Mulberry Gray	—
7	White Gray	—
8	Fleabitten Gray	Reroll on Horse Appearance Table
9	Watermark Gray	Reroll on Horse Appearance Table
10	Horse Color (Roan)	Rolls on Roan Subtable

Horse Appearance

Horse appearance is a combination of base coat color, dilution genes, and patterns. While some horses are solid-colored, many have a wide variety of natural variations from color tones to markings. These combinations reflect lineage, regional breeding, and rarity.

JET BLACK

A deep, glossy black coat without any fading or highlights. Rare and striking.

FADING BLACK

Appears black in winter but fades to brown or rusty tones in the sun. Often mistaken for brown horses.

SEAL BROWN

Nearly black with subtle reddish or mahogany highlights, especially around the flanks and muzzle.

BROWN

A solid brown coat, typically uniform with no black points. Common among working horses.

BAY

Bay horses have a reddish-brown coat with black points (mane, tail, legs). Variants range from pale copper to deep mahogany.

CHESTNUT

Chestnut horses have reddish coats with no black points. Color ranges from pale sorrel to deep liver. Mane and tail usually match or are lighter.

GRAY

Gray horses lighten with age. Coats may begin dark and slowly become white or silver. Includes dapple, iron, and fleabitten variants.

DUN DILUTE

Duns have a diluted coat color with a distinct dorsal stripe, leg barring, and primitive markings. Usually dusty or muted in tone.

CREAM DILUTE

Cream dilution creates palominos, buckskins, and other light golden coats. Often results in blue or hazel eyes.

CHAMPAGNE DILUTE

Creates soft gold, amber, or pinkish coats with freckled skin and light eyes. Foals are born bright and darken with age.

SILVER DILUTE

Primarily affects black pigment, lightening manes and tails to silver or white. Rare and mostly seen in darker base coats.

DILUTE COMBINATION

A mix of multiple dilution genes. Produces rare and complex coat colors with layered effects like cream over dun or silver over grulla.

HORSE PATTERNS

Overlays of color or markings that appear on top of base coats. Patterns may be subtle or bold depending on genetics.

- Basic Patterns are natural variations that subtly alter a horse's coat, such as darkening, lightening, or unusual mane and tail coloration.
- Pinto Patterns are characterized by large, irregular patches of white over a base coat, often dramatic and high-contrast.
- Appaloosa Patterns involve mottling, spots, and blankets of color, typically centered on the hindquarters and often linked to specific breeds.
- Other Markings include rare or unusual features such as freckling, marbling, or lace-like patterns that are not tied to traditional coat genetics.

HORSE COLOR (DUN DILUTE)

d20	Dun Dilute Color
1-2	Peach Dun
3-4	Red Dun
5-6	Copper Dun
7-8	Bronze Dun
9-10	Liver Dun
11-12	Classic Dun
13-14	Buttermilk Dun
15	Slate Dun
16	Blue Dun
17	Silver Dun
18	Coyote Dun
19	Wolf Dun
20	Olive Dun

HORSE COLOR (CREAM DILUTE)

2d6	Cream Dilute Color
2	Golden Palomino
3	Caramel Palomino
4	Cremello
5	Smoky Black
6	Smoky Cream
7	Buckskin
8	Buttermilk Buckskin
9	Golden Buckskin
10	Bronze Buckskin
11	Perlino
12	Black Buckskin

HORSE COLOR (DILUTE COMBINATION)

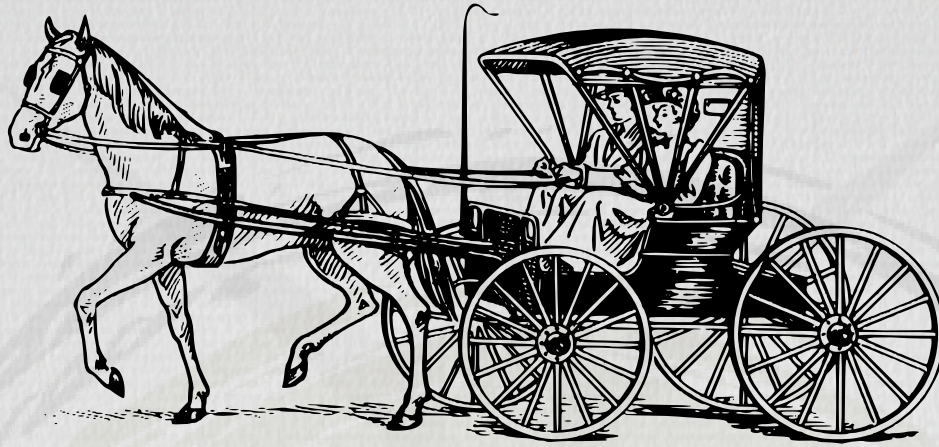
d100	Dilute Combination Color
1-5	Yellow Dun
6-10	Cream Dun
11-14	Gold Cream
15-18	Ivory Champagne
19-22	Gold Dun
23-26	Smoky Black Dun
27-30	Smoky Cream Grulla
31-34	Silver Smoky Black
35-38	Smoky Black Champagne
39-43	Classic Dun Champagne
44-46	Silver Dapple Grulla
47-51	Classic Silver
52-55	Silver Dapple Smoky Grulla
56-60	Dunskin
61-65	Dun Perlino
66-70	Silver Buckskin
71-75	Amber Cream
76-80	Amber Dun
81-84	Amber Silver
85-88	Brown Dunskin
89-92	Sable Cream
93-96	Sable Dun
97-100	Pearl

HORSE COLOR (CHAMPAGNE DILUTE)

d10	Champagne Dilute Color
1-2	Gold Champagne
3-4	Amber Champagne
5-6	Champagne Black
7-8	Sable Champagne
9-10	Dark Gold Champagne

HORSE COLOR (SILVER DILUTE)

d4	Silver Dilute Color
1	Silver Dapple
2	Chocolate Silver
3	Red Silver
4	Blue Silver



HORSE COLOR (ROAN)

d10	Roan Color	Next Table
1–2	Strawberry Roan	Reroll on Horse Appearance Table
3–4	Blue Roan	Reroll on Horse Appearance Table
5–6	Red Roan	Reroll on Horse Appearance Table
7–8	Lilac Roan	Reroll on Horse Appearance Table
9–10	Honey Roan	Reroll on Horse Appearance Table

HORSE PATTERNS TABLE (1d4)

d4	Pattern Type	Next Table
1	Basic Patterns	Rolls on Basic Patterns (2d4)
2	Pinto Patterns	Rolls on Pinto Patterns (1d10)
3	Appaloosa Pattern	Rolls on Appaloosa Patterns (1d12)
4	Other Markings	Rolls on Other Markings (1d6)

HORSE BASIC PATTERNS

2d4	Basic Pattern	Next Table
2	Rabicano	Reroll on Horse Appearance Table
3	Sooty	Reroll on Horse Appearance Table
4	Lemonsilla	Reroll on Horse Appearance Table
5	Mealy	Reroll on Horse Appearance Table
6	Flaxen	Reroll on Horse Appearance Table
7	Brindle	Reroll on Horse Appearance Table
8	Reverse Brindle	Reroll on Horse Appearance Table

HORSE OTHER MARKINGS

d6	Other Marking	Next Table
1	Birdcatcher Spots	Reroll on Horse Appearance Table
2	Chubari Spots	Reroll on Horse Appearance Table
3	Grease Spots	Reroll on Horse Appearance Table
4	Manchado	Reroll on Horse Appearance Table
5	Lacing	Reroll on Horse Appearance Table
6	Mosaic	Reroll on Horse Appearance Table

HORSE PINTO PATTERNS

d10	Pinto Pattern	Next Table
1	Minimal Tobiano	Reroll on Horse Appearance Table
2	Tobiano	Reroll on Horse Appearance Table
3	Extreme Tobiano	Reroll on Horse Appearance Table
4	Medicine Hat	Reroll on Horse Appearance Table
5	Full Head Tobiano	Reroll on Horse Appearance Table
6	Frame	Reroll on Horse Appearance Table
7	Sabino	Reroll on Horse Appearance Table
8	Splash White	Reroll on Horse Appearance Table
9	Tovero	Reroll on Horse Appearance Table
10	Pinto, Appaloosa, and Appearance Subtables	Roll on Pinto Patterns (1d10) & Appaloosa Patterns (1d12) & Horse Appearance Table

HORSE APPALOOSA PATTERNS

d12	Appaloosa Pattern	Next Table
1	Minimal Blanket	Reroll on Horse Appearance Table
2	Blanket	Reroll on Horse Appearance Table
3	Extended Blanket	Reroll on Horse Appearance Table
4	Leopard	Reroll on Horse Appearance Table
5	Semi-Leopard	Reroll on Horse Appearance Table
6	Marble	Reroll on Horse Appearance Table
7	Frost	Reroll on Horse Appearance Table
8	Snowflake	Reroll on Horse Appearance Table
9	Snowcap	Reroll on Horse Appearance Table
10	Ghost	Reroll on Horse Appearance Table
11	Halo Spots	Reroll on Horse Appearance Table
12	Appaloosa, Pinto, and Appearance Subtables	Roll on Appaloosa Patterns (1d12), Pinto Patterns (1d10), and Horse Appearance Table

Traits

Horse Traits are physical and behavioral qualities that reflect how a horse performs, behaves, and handles under stress. Some are beneficial, others are liabilities, and many are just quirks that come with the breed, training, or the life the horse has lived. These traits are determined randomly and vary based on the horse's age. A horse might be easy to train, prone to biting, quick on its feet, or refuse to carry anyone but one rider. Traits have mechanical effects, but they also serve as narrative cues that define how a horse feels in play.

TRAINING

Some Bad or Neutral traits can be removed through consistent training. Tricks can also be taught in the same way. At the end of each week of downtime spent training a horse, a character may attempt one DC 15 Animal Handling check. After 4 total successes, the trait is removed or the trick is learned. After 4 total failures, the trait becomes permanent or the horse can no longer learn that trick. Only one trait or trick may be trained at a time. Trainable options are noted in their respective tables.

HORSE TRAITS (YOUNG)

d100	Bad Traits	Neutral Traits	Good Traits	Cost Modifier
1–10	2x Bad Traits Subtable	—	—	-75%
11–20	Bad Traits Subtable	—	—	-50%
21–35	Bad Traits Subtable	Neutral Traits Subtable	—	-25%
36–50	—	Neutral Traits Subtable	—	Normal
51–60	—	2x Neutral Traits Subtable	—	Normal
61–75	—	Neutral Traits Subtable	Good Traits Subtable	25%
76–90	—	—	Good Traits Subtable	75%
91–100	—	—	2x Good Traits Subtable	125%

HORSE TRAITS (ADULT)

d100	Bad Traits	Neutral Traits	Good Traits	Cost Modifier
1–10	2x Bad Traits Subtable	—	—	-75%
11–20	Bad Traits Subtable	—	—	-50%
21–30	Bad Traits Subtable	Neutral Traits Subtable	—	-25%
31–50	—	Neutral Traits Subtable	—	Normal
51–60	—	2x Neutral Traits Subtable	—	Normal
61–70	—	Neutral Traits Subtable	Good Traits Subtable	25%
71–90	—	—	Good Traits Subtable	75%
91–100	—	—	2x Good Traits Subtable	125%

HORSE TRAITS (OLD)

d100	Bad Traits	Neutral Traits	Good Traits	Cost Modifier
1–20	2x Bad Traits Subtable	—	—	-75%
21–30	Bad Traits Subtable	—	—	-50%
31–50	Bad Traits Subtable	Neutral Traits Subtable	—	-25%
51–60	—	Neutral Traits Subtable	—	Normal
61–70	—	2x Neutral Traits Subtable	—	Normal
71–80	—	Neutral Traits Subtable	Good Traits Subtable	25%
81–90	—	—	Good Traits Subtable	75%
91–100	—	—	2x Good Traits Subtable	125%

HORSE BAD TRAITS

d10 Bad Trait	Trainable	Effect
1 Lame	No	Horse has an injury that makes it unsuitable for riding above a walk or pulling vehicles.
2 Biter	Yes	Horse will often (50%) try to bite (1d4 + STR) anyone within 5 feet.
3 Bucker	Yes	Horse will often (50%) attempt to buck anyone on its back.
4 Kicker	Yes	Horse will often (50%) attempt to kick anyone within 5 feet.
5 Rears	Yes	Horse will often (50%) rear in combat. A DC 15 Animal Handling check must be made to stay in the saddle.
6 Rough String	Yes	Horse will bite, buck, or kick every time they are saddled.
7 Stubborn	Yes	Disadvantage on Animal Handling checks.
8 Untrained	Yes	Horse has never known a rider and must be trained.
9 Won't Gallop	Yes	Horse refuses to travel faster than a canter (Speed x2).
10 Neutral Traits Subtable	—	Rolls on Horse Neutral Traits (1d8).

HORSE NEUTRAL TRAITS

d8 Neutral Trait	Trainable	Effect
1 Chews Fences	No	Horse may cause damage when stabled but gains a bite attack (1d4 + STR) as a bonus action.
2 Cob	No	Horse is shorter than average but has a 10% increased carrying capacity.
3 Green	Yes	Horse is untrained but has no negative traits.
4 Hard Keeper	No	Horse costs 2x as much to feed but can travel 2x as long without tiring.
5 Headstrong	Yes	Disadvantage on Animal Handling checks, but the horse has advantage on Wisdom saving throws vs. fear.
6 Single Rider	Yes	Horse will not accept any other rider.
7 Steps on Feet	No	Horse may step on feet when near but deals an extra 2 damage on hoof attacks.
8 Good Traits Subtable	—	Rolls on Horse Good Traits (1d8).

HORSE GOOD TRAITS

d8 Good Trait	Trainable	Effect
1 Charger	No	Horse has advantage on Wisdom saving throws vs. fear and +2 to attack and damage rolls when charging.
2 Easy Keeper	No	Horse does not consume much; feed costs are halved.
3 Fast	No	Speed increases by 15 feet.
4 High-Spirited	No	+1 to attack rolls, damage rolls, and Speed +5 feet.
5 Knows Trick	Yes	Rolls on Horse Trick Subtable (1d6).
6 Leaper	No	A riding check is not needed for obstacles up to 5 feet or gaps up to 20 feet.
7 Strong	No	Carrying capacity is increased by 15%.
8 Good Traits Subtable x2	—	Rolls twice on this table.

HORSE TRICK SUBTABLE

d6 Trick	Trainable	Effect
1 Bow	Yes	Horse will bow when prompted so long as it is under its Max Canter Weight.
2 Whistle	Yes	Horse will come to your whistle when within hearing distance.
3 Wait	Yes	Horse will wait in a 30-foot radius when instructed for up to 2d4 hours.
4 Fetch	Yes	Horse will fetch one item that you predetermine. Can be changed once per week.
5 Trick Riding	Yes	Rider has advantage on Animal Handling checks involving tricks.
6 Lie Down	Yes	Horse will lie down when commanded for up to 1 minute.

Horse, Draft

Large Beast, Unaligned

AC 10

Initiative +0 (10)

HP 15 (2d10 + 4)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	DEX	10	+0	+0	CON	14	+2	+2
INT	2	-4	-4	WIS	11	+0	+2	CHA	6	-2	-2

Senses Passive Perception 10

Languages —

CR 1/2 (100 XP; PB +2)

TRAITS

Beast of Burden. The draft horse counts as one size larger for the purposes of carrying capacity and push/drag/lift limits.

ACTIONS

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage.

Horse, Wild

Large Beast, Unaligned

AC 12

Initiative +2 (12)

HP 19 (3d10 + 3)

Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+0	+0	CON	12	+1	+1
INT	2	-4	-4	WIS	13	+1	+3	CHA	5	-3	-3

Senses Passive Perception 11

Languages —

CR 1/4 (50 XP; PB +2)

TRAITS

Wary. The horse has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 3) bludgeoning damage.

Warhorse, Light

Large Beast, Unaligned

AC 12

Initiative +2 (12)

HP 13 (2d10 + 2)

Speed 70 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	14	+2	+2	CON	12	+1	+1
INT	2	-4	-4	WIS	12	+1	+1	CHA	6	-2	-2

Senses Passive Perception 11

Languages —

CR 1/4 (50 XP; PB +2)

ACTIONS

Multiattack. The horse makes one Hooves attack and one Bite attack.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Warhorse, Medium

Large Beast, Unaligned

AC 11

Initiative +1 (11)

HP 24 (3d10 + 6)

Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	12	+1	+1	CON	14	+2	+2
INT	2	-4	-4	WIS	12	+1	+3	CHA	6	-2	-2

Senses Passive Perception 11

Languages —

CR 1/2 (100 XP; PB +2)

ACTIONS

Multiattack. The horse makes one Hooves attack and one Bite attack.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage. If the horse moved at least 20 ft. straight toward the target before hitting, the target must succeed on a DC 13 Strength saving throw or fall prone.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Warhorse, Heavy

Large Beast, Unaligned

AC 10

Initiative +0 (10)

HP 32 (4d10 + 8)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	10	+0	+0	CON	14	+2	+2
INT	2	-4	-4	WIS	12	+1	+3	CHA	6	-2	-2

Senses Passive Perception 11

Languages —

CR 1 (200 XP; PB +2)

TRAITS

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and hits it with a hoof attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage and must succeed on a DC 14 Strength saving throw or fall prone.

ACTIONS

Multiattack. The horse makes one Hooves attack and one Bite attack.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

