

Additional 'Find Greater Steed' Options

The following creatures are designed for use with the spell **Find Greater Steed** from *Xanathar's Guide to Everything* (5th Edition Dungeons and Dragons). The intention of these creatures is to give more interesting flavour and utility options to players taking this spell.

Dire Bat

A high-utility steed for the edgiest of blackguards.

Dire Bat <i>Large Beast, Unaligned</i>
Armor Class 13 Hit Points 38 (7d10) S Speed 10 ft., Fly 60 ft.
STR 15 (+2) DEX 16 (+3) CON 11 (+0) INT 4 (-3) WIS 12 (+1) CHA 6 (-2)
Saving Throws Dex +5 Skills Stealth +5, Perception +3 Senses passive Perception 11, Blindsight 60 ft (blind beyond this radius) Languages None Challenge 2
Echolocation. The bat can't use its blindsight while deafened. Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.
ACTIONS
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one creature. <i>Hit:</i> (1d8 + 2) piercing damage.

Sea Lion

Beware the paladin that commands the massive, blubbery bulk of a Sea Lion.

Sea Lion <i>Large Beast, Unaligned</i>
Armor Class 12 (Natural Armor) Hit Points 52 (7d10+14) Speed 20 ft., Swim 50 ft.
STR 20 (+5) DEX 10 (0) CON 14 (+2) INT 2 (-4) WIS 10 (0) CHA 8 (-1)
Skills Athletics +7 Senses passive Perception 10 Languages None Challenge 2
Relentless (Recharges after a Short or Long Rest). If the sea lion takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one creature. <i>Hit:</i> (2d8 + 5 piercing damage).

Hippocamp

Half horse, half fish, all style.

Hippocamp <i>Large Monstrosity, Unaligned</i>
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Armor Class 13

Hit Points 52 (7d10 + 14)

Speed Swim 80 ft.

STR 18 (+4) DEX 16 (+3) CON 14 (+2) INT 3 (-2) WIS 14 (+2) CHA 10 (0)

Saving Throws Wis +4

Senses darkvision 60 ft., passive Perception 12
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Languages None

Challenge 2

Trampling Charge. If the hippocamp 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 knocked prone. If the target is prone, the hippocamp can make another attack with it's hooves against it as a bonus action.

ACTIONS

Hooves. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one creature. <i>Hit:</i> 14 (3d6 + 4) piercing damage.
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Hermit Ooze

A giant ooze that houses itself in any suitable shell it finds in its journeys.

Hermit Ooze <i>Large Ooze, Unaligned</i>

Armor Class 12 (Natural Armor)

Hit Points 51 (6d10+18)

Speed 25 ft., climb 25 f.

STR 16 (+3) DEX 6 (-2) CON 16 (+3) INT 2 (-4) WIS 5 (-2) CHA 6 (-2)

Saving Throws Con +5

Damage Immunities Acid, Psychic
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Condition Immunities blinded, deafened, prone
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Senses passive Perception 8, blindsight 60ft. (blind beyond this radius)

Languages None

Challenge 2

ACTIONS

Multiattack. The hermit ooze makes 2 pseudopod attacks, or 1 pseudopod attack and withdraws.

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

Withdraw. The hermit ooze withdraws into its shell. While in its shell the hermit ooze has 18 AC, but its movement speeds are all reduced to 5 ft. The hermit ooze may cancel this effect by spending its movement to reappear from its shell.

Giant Hercules Beetle

A non-standard flying steed option.

Giant Hercules Beetle *Large Beast, Unaligned*

Armor Class 14 (natural armor)

Hit Points 42 (5d10+15)

Speed 30 ft., fly 50 ft

STR 20 (+5) **DEX** 10 (0) **CON** 16 (+3) **INT** 2 (-4) **WIS** 8 (-1) **CHA** 8 (-1)

Saving Throws Str +7

Skills Perception +1

Senses passive Perception 11

Languages None

Challenge 2

ACTIONS

Tusk. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Sweep. The giant hercules beetle sweeps its horn violently in a 10-ft cone, attempting to knock down anyone in range. Each creature in the cone must make a DC 13 Strength saving throw or be knocked prone and take 8 (1d6+5) slashing damage.



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