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CAVALRY STATUE

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 189 (17d12 + 85)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	3 (-4)	13 (+1)	4 (-3)

Saving Throws Str +11

Skills Athletics +11

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft., passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 14 (11,500 XP)

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

Immutable Form. The statue is immune to any spell or effect that would alter its form.

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

Magic Weapons. The statue's weapon attacks are magical.

Monolithic. The statue is constructed of a single piece of animated stone. The rider and horse depicted are a single creature for the purposes of targeting, and the rider can't be dismounted. If knocked prone, the statue can't move until it stands back up, and doing so costs an amount of movement equal to the statue's speed.

Actions

Multiattack. The statue makes two attacks with its pike.

Pike. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Forceful Jab. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage, and the target must succeed on a DC 19 Strength saving throw or be pushed 10 feet and knocked prone.

Spectral Javelin. Ranged Weapon Attack: +11 to hit, range 120 ft., one target. *Hit:* 19 (3d12) force damage. This attack ignores half and three-quarters cover.

Reactions

Hold the Line. When an enemy the statue can see moves to within 15 feet of it, the statue makes a single Forceful Jab attack against that creature.