

D&D 5E MOUNT EXPANSION

MORE MOUNTS FOR EXPERIENCED HEROES AND VILLAINS

Horse, Hot-Blooded (CR 1)

War-bred: Mastiff (CR 1), **Camel** (CR 2), **Pony** (CR 2)

Warhorse: Rouncey (CR 2), **Charger** (CR 3), **Destrier** (CR 4)

Celestial Mount (Template)

Fey Mount (Template)

Fiendish Mount (Template)

Mount Feats

Nightmare, Abyssal (CR 6)

Nightmare, Nessusian (CR 9)

Pegasus, Lord (CR 4)

Pegasus, Olympian (CR 8)

Unicorn, Winged (CR 7)

Unicorn, Royal (CR 10)

By “SCOTTOMIR” METZGER



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. THIS WORK IS PRODUCED IN ACCORDANCE WITH THE COMMUNITY CONTENT AGREEMENT FOR THE DUNGEON MASTERS GUILD.

©2017 WIZARDS OF THE COAST LLC, PO BOX 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UxBRIDGE, MIDDLESEX, UB11 1ET, UK.

ADVANCED MOUNTS

The camel, mastiff, pony, riding horse, and warhorse included among the Miscellaneous Creatures in Appendix A of the *Monster Manual* represent the basic, most common form of rideable beasts. Through breeding and training, more specialized and durable variants can be developed.

The beasts below are highly desired by experienced adventurers as mounts. These mounts sometimes cannot be bought for money and may be available only as a gift or reward. The DM may even allow a basic mastiff, camel, pony, riding horse, or warhorse to be “advanced” into a variant below through experience, just like an adventurer.

HOT-BLOODED HORSE						
<i>Large beast, unaligned</i>						
Armor Class 13 Hit Points 26 (4d10 + 4) Speed 70 ft.						
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	8 (-1)	
Saving Throws Dex +5 Skills Athletics +5 Senses passive Perception 10 Languages — Challenge 1 (200 XP)						
Nimble. The horse can take the Disengage action as a bonus action on each of its turns.						
Actions						
Hooves. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (2d4 + 3) bludgeoning damage.						

A **hot-blooded horse** is bred for spirit and speed. Ideal for racing and couriers, a “hot-blood” can be cajoled to brave limited dangers by a skilled rider. A price of 150 gp is typical for a hot-blood.

A **war-bred camel** is bred from hefty stock trained for the rigors of battle. It is inured to the hardships of deserts, steppes, and rocky plains. A price of 400 gp is typical for a war-bred camel.

WAR-BRED MASTIFF						
<i>Medium beast, unaligned</i>						
Armor Class 12 Hit Points 32 (5d8 + 10) Speed 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	8 (-1)	
Saving Throws Str +4, Con +4 Skills Athletics +4, Perception +3 Senses passive Perception 13 Languages — Challenge 1 (200 XP)						
Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.						
Actions						
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.						

A **war-bred mastiff** is a massive dog bred for combat. It also can be trained to bear a small rider in battle, as halflings are known to do. A price of 100 gp is typical for a war-bred mastiff.

WAR-BRED CAMEL						
<i>Large beast, unaligned</i>						
Armor Class 10 Hit Points 45 (6d10 + 12) Speed 50 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	10 (+0)	16 (+3)	2 (-4)	8 (-1)	6 (-2)	
Saving Throws Str +6, Con +5 Skills Survival +1 Senses passive Perception 9 Languages — Challenge 2 (450 XP)						
Hardy Traveler. The camel ignores difficult terrain in dry or rocky environments and has advantage on saving throws and ability checks against extreme heat.						
Actions						
Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) bludgeoning damage.						

WAR-BRED PONY

Medium beast, unaligned

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	8 (-1)

Saving Throws Str +5, Dex +4, Con +4

Skills Athletics +5

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Sure-Footed. The pony has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

A **war-bred pony** is bred from more muscular stock originating in harsh steppe or dry plains. It is actually a stout little horse, surefooted and naturally inured to the rigors of combat. A price of 240 gp is typical for a war-bred pony.



ROUNCEY WARHORSE

Large beast, unaligned

Armor Class 13

Hit Points 37 (5d10 + 10)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	2 (-4)	13 (+1)	8 (-1)

Saving Throws Dex +5, Con +4

Skills Athletics +6

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Nimble. The horse can take the Disengage action as a bonus action on each of its turns.

Actions

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

CHARGER WARHORSE

Large beast, unaligned

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	13 (+1)	10 (+0)

Saving Throws Str +6, Dex +4, Con +5

Skills Athletics +6

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Trampling Charge. If the horse 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 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

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

A **rouncey** is a warhorse bred for speed and endurance. It is the premier light-cavalry mount. A price of 800 gp is typical for a rouncey.

A **charger** is a warhorse bred to balance speed, strength, and endurance. It is the premier medium-cavalry mount. A price of 1,200 gp is typical for a charger.

DESTRIER WARHORSE <i>Large beast, unaligned</i>					
Armor Class 11 Hit Points 66 (7d10 + 28) Speed 50 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	2 (-4)	13 (+1)	12 (+1)
Saving Throws Str +7, Con +6 Skills Athletics +7 Senses passive Perception 11 Languages — Challenge 4 (1,100 XP)					
Trampling Charge. If the horse 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 horse can make another attack with its hooves against it as a bonus action.					
Actions					
Hooves. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d6 + 5) bludgeoning damage.					

A **destrier** is a warhorse bred for strength and endurance at the expense of speed. It is the premier heavy-cavalry mount. A price of 1,600 gp is typical for a destrier.

MOUNT TEMPLATES

Another way to distinguish a special mount is through otherworldly origins. Some beasts descend from stock or themselves come from another dimension beyond the material plane. Celestial, fey, and fiendish mounts possess advantages over their material-plane counterparts that make them desirable to adventurers.

The **templates** below can be applied to any beast to turn it into one of these otherworldly mounts. They also are useful for mounts summoned by the *find steed* spell.

CELESTIAL MOUNT TEMPLATE

Celestial mounts have their origins in the higher Outer Planes—Mount Celestia, Bytopia, Elysium, the Beastlands, or Arborea. When the celestial template is applied to a mount, it retains all of its statistics except as noted below.

Senses. The celestial mount gains darkvision with a radius of 60 feet.

Celestial Resistance. The celestial mount has resistance to necrotic and radiant damage.

Heightened Intelligence. The celestial mount's Intelligence increases to 6.

Languages. The celestial mount understands Celestial and Common but cannot speak.

FEY MOUNT TEMPLATE

Fey mounts have their origins in the Feywild—the Plane of Faerie parallel to the material dimension. When the fey template is applied to a mount, it retains all of its statistics except as noted below.

Fey Step. Three times per day as a bonus action, the fey mount can teleport up to 30 feet to an unoccupied space it can see, along with its rider. These three uses are regained daily at dawn.

Heightened Intelligence. The fey mount's Intelligence increases to 6.

Languages. The fey mount understands Sylvan and Common but cannot speak.

FIENDISH MOUNT TEMPLATE

Fiendish mounts have their origins in the lower Outer Planes—the Nine Hells of Baator, the demonic Abyss, or Gehenna. When the fiendish template is applied to a mount, it retains all of its statistics except as noted below.

Senses. The fiendish mount gains darkvision with a radius of 60 feet.

Fiendish Resistance. The fiendish mount has resistance to fire damage.

Heightened Intelligence. The fiendish mount's Intelligence increases to 6.

Languages. The fiendish mount understands Abyssal and Infernal but cannot speak.

MOUNT FEATS

Special mounts also can be distinguished by giving them feats. Whether feats are allowed, and how many or how often they are acquired, should be carefully controlled by the DM. One way to handle this is to give a special mount (or possibly allow its controlling player to choose) a new feat whenever the character it serves gains an Ability Score Improvement (4th, 8th, 12th, 16th, and 19th—ignoring the bonus levels at which fighters and rogues gain improvements).

Alternatively, the DM may allow a mount to forego a feat and instead take an Ability Score Improvement (+2 to one score or +1 to two) instead. However, it is advised not to allow a mount to raise any ability score by more than 4 (two improvements) from its baseline.

Several feats in the *Player's Handbook* (see pp. 165-170) are also appropriate for mounts:

Alert
Durable
Lucky
Mage Slayer
Mobile
Resilient
Savage Attacker

A number of new feats (some based on character feats that need to be modified) available only to mounts are provided below.

BARDING MASTER

Bludgeoning, piercing, and slashing damage the mount takes from non-magical weapons is reduced by 1 while wearing light armor barding, by 2 while wearing medium armor barding, or by 3 while wearing heavy armor barding.

CHARGE

Whenever the mount uses its action to Dash, it can use its bonus action to make one melee attack or to shove a creature. This attack must happen at the end of the mount's movement.

If the mount moves at least 10 feet in a straight line immediately before taking this bonus action, it either gains a +5 bonus to the attack's damage roll (if it chose to make a melee attack and hit) or pushes the target up to 10 feet away (if it chose to shove and succeeds).

If the mount moves at least 10 feet in a straight line and doesn't attack or shove, its rider gains advantage on his or her first attack roll and a +5 bonus to the damage roll, provided this is a melee weapon attack.

EVASIVE

Prerequisite: Dexterity 13 or higher

The mount can take the Dodge action as a bonus action on each of its turns, if it does not make any attack of its own. This Dodge immediately ends if the mount makes an opportunity attack.

TOUGHNESS

The mount's hit point maximum is increased by an additional 2 hit points for each hit die it possesses.

TRAMPLE

Prerequisite: Trampling Charge feature

If the mount's Trampling Charge feature knocks a creature prone, after making the bonus attack with its hooves the mount can move through that creature's space and keep moving the rest of its speed unimpeded. This movement does not provoke an opportunity attack from the creature.

WARLIKE

When a rider controls the mount, the mount may take the Attack action to use its own attacks. When the mount does this, the rider must either use his or her bonus action to allow it or not make any attacks of his or her own that round.

OVERRUN

Prerequisite: Strength 17 or higher

The mount can use its action or bonus action to attempt to overrun an adjacent creature. The mount makes a Strength (Athletics) check contested by the target's Strength (Athletics) check. The mount has advantage on its check if immediately previously it moved at least 10 feet straight toward the target, or if it is larger than the target, but disadvantage if it is smaller than the target. If the mount wins, the target is knocked prone and the mount moves through that creature's space and keeps moving the rest of its speed unimpeded. This movement does not provoke an opportunity attack from the creature.

NIGHTMARE

Nightmares (*Monster Manual*, p. 235) are created from tortured pegasi transformed and driven to evil by a dark ritual in the Lower Planes. Most common nightmares come from wild pegasi dragged from the material plane to one of the lesser Lower Planes and sent transformed back to the material plane to serve the forces of evil.

Occasionally, however, a lordly pegasus is seized from the material plane or even one of the Upper Planes and taken to a deeper level of the Abyss or the Nine Hells. There a demon-prince or archdevil can turn the unfortunate creature into a nightmare of truly epic horror.

ABYSSAL NIGHTMARE

When a pegasus lord from the material plane or a wild pegasus from the Upper Planes is dragged deep into the Abyss for torment, it is transformed into an Abyssal nightmare. Wreathed in flame and tougher than a common nightmare, an Abyssal nightmare is a willful fiend that will submit only to a rider of even greater strength and evil power. Abyssal nightmares often will make their way to the material plane and wreak havoc until subdued by a suitable master—regardless of whether they are in service to the Abyss or some other evil.

Even though an Abyssal nightmare is itself Large size, it is big enough to carry a rider of up to Large size. Glabrezu demons, death knights, and cambions are among the dark beings known to bend Abyssal nightmares to their will.

Similar **hellish nightmares** are produced in the Nine Hells by pit fiends or archdevils lower ranking than Asmodeus.

ABYSSAL NIGHTMARE

Large fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	10 (+0)	13 (+1)	15 (+2)

Skills Athletics +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 6 (2,300 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

Actions

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

NESSUSIAN NIGHTMARE

When a lordly pegasus from the Olympian Glades of Arborea is captured by devils of the Nine Hells, it is inevitably taken to the lowest layer and brought before the Archduke of Nessus. Asmodeus himself conducts the dark ritual that transforms the once-noble creature into an ultimate servitor of evil. Always few in number, a Nessusian nightmare is fit to be ridden only by a general of the Nine Hells or a villain of great power in league with the fiendish archdukes.

Even though a Nessusian nightmare is itself Large size, it is big enough to carry a rider of up to Large size too. Erinyes, ice devils, and pit fiends all have been known to ride Nessusian nightmares at times, often more for effect than necessity.

Similar **diabolical nightmares** are produced in the depths of the Abyss by the mightiest demon lords, such as Baphomet, Graz'zt, or Orcus.

NESSUSIAN NIGHTMARE

Large fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	10 (+0)	13 (+1)	15 (+2)

Skills Athletics +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 9 (5,000 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

Actions

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 14 (4d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

PEGASUS

Pegasi (*Monster Manual*, p. 250) are winged horses that trace their ancestry to the Olympian Glades of Arborea in the Upper Planes. Even a common pegasus makes a rare and special mount, but the greatest of pegasi are exceptional creatures that will serve only the noblest and mightiest of heroes.

PEGASUS LORD

Nesting in high, secluded places and soaring far above the land, the territory of a herd of pegasi can be quite extensive. Among the herd is a lineage of especially strong, dominant individuals that have protected the group across this vast expanse. When one such pegasus lord arises, common pegasi recognize it as their leader.

Given the vastness of a pegasus herd's territory, there may be only a single pegasus lord in a whole country at any given time.

PEGASUS LORD

Large celestial, chaotic good

Armor Class 13
Hit Points 85 (10d10 + 30)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	10 (+0)	15 (+2)	15 (+2)

Saving Throws Dex +5, Con +5, Wis +4, Cha +4
Skills Athletics +7, Perception +6
Senses passive Perception 16
Languages understands Celestial, Common, Elvish, and Sylvan but can't speak
Challenge 4 (1,100 XP)

Flyby. The pegasus doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

OLYMPIAN PEGASUS

The mightiest of pegasi have bred generation after generation in the Olympian Glades of Arborea where they dwell in the presence of the Seldarine, the pantheon of elven gods. The gods select the lords among these pegasi to serve them personally. These blessed pegasus lords are known as Olympians. These pegasi are sometimes gifted to other deities of the Upper Planes, and Olympians can be found circling Mount Celestia.

When an Olympian pegasus appears in the material plane, it is usually at the will of a god.

OLYMPIAN PEGASUS

Large celestial, chaotic good

Armor Class 13
Hit Points 133 (14d10 + 56)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +6, Con +7, Wis +5, Cha +5
Skills Acrobatics +6, Athletics +8, Perception +8
Senses passive Perception 18
Languages understands Celestial, Common, Elvish, and Sylvan but can't speak
Challenge 8 (3,900 XP)

Flyby. The pegasus doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Speed Burst. As a bonus action, the pegasus can perform the Dash or Dodge action. It can use this ability again after a short or long rest.

Sonic Boom (Recharge 6). If the pegasus flies its full speed and then uses its action to Dash, as a bonus action it can move up to its fly speed and create a colorful sonic boom. At the end of this movement, the space that is occupied when starting the bonus action becomes the center of the effect. Every creature within 15 feet of that space in every direction must make a Constitution saving throw (DC 13). A creature takes 5d8 thunder damage on a failed save, or half as much on a successful one.

Actions

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

UNICORN

Unicorns (*Monster Manual*, pp. 293-294) are celestial creatures placed by good deities in sylvan realms to ward away evil and protect sacred places. Even a common unicorn is a powerful and special creature in the material plane, but in the Upper Planes dwell more and greater kinds of unicorns. They are sent to the material plane very infrequently, when good deities feel that the noblest and mightiest of clerics or paladins in their service need and deserve celestial aid.

WINGED UNICORN

Soaring above the pastoral woodlands of the Twin Paradises of Bytopia, the Wilderness of the Beastlands, and the Olympian Glades of Arborea, winged unicorns are among the most graceful and breathtaking creatures in all of creation. Winged unicorns tend to be a little proud and willful like a pegasus, at least compared to a common unicorn, but they are still inherently good celestial entities.

During times of crisis, and often at the behest of an angel or deity of the Upper Planes, winged unicorns are known to appear in the material plane to join the struggle against forces of evil.

WINGED UNICORN

Large celestial, lawful good

Armor Class 13

Hit Points 93 (11d10 + 33)

Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	12 (+1)	18 (+4)	17 (+3)

Saving Throws Con +6, Wis +7

Skills Athletics +8

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 7 (2,900 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature it must succeed on a DC 15 Strength saving throw or be knocked prone.

Flyby. The unicorn doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *mage hand*, *pass without trace*

1/day each: *calm emotions*, *dispel evil and good*, *entangle*, *locate object*

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

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

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Healing Touch (3/day). The unicorn touches another creature with its horn. The target magically regains 16 (3d8 + 3) hit points. In addition, the touch removes all diseases and neutralizes all poisons.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 10 miles away.

Legendary Actions

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 16 (3d8 + 3) hit points.

ROYAL UNICORN

The most powerful winged unicorns dwell in the highest of the Upper Planes, the Seven Heavens of Mount Celestia. Possessing strong magical ability, these beings are the kings and queens of unicorns. Often personal companions to good deities, royal unicorns can be quite proud of their status, and rightfully so, but they also are unfailingly devoted to upholding all that is good, just, and sacred.

When a royal unicorn assents to leave the Seven Heavens to serve in the material plane, it is due to the intervention of a deity or a terrible evil is threatening the world. A royal unicorn would be humiliated to serve a rider of less stature than an angel, so only the most renowned of mortal heroes would be considered.

ROYAL UNICORN					
<i>Large celestial, lawful good</i>					
Armor Class 13 Hit Points 133 (14d10 + 56) Speed 50 ft., fly 90 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	20 (+5)	19 (+4)
Saving Throws Con +8, Wis +9, Cha +8 Skills Acrobatics +7, Athletics +9 Damage Immunities poison Condition Immunities charmed, paralyzed, poisoned Senses darkvision 60 ft., passive Perception 15 Languages Celestial, Elvish, Sylvan, telepathy 60 ft. Challenge 10 (5,900 XP)					
Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature it must succeed on a DC 15 Strength saving throw or be knocked prone.					
Flyby. The unicorn doesn't provoke an opportunity attack when it flies out of an enemy's reach.					
Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 16). The unicorn can innately cast the following spells, requiring no components: At will: <i>detect evil and good</i> , <i>druidcraft</i> , <i>mage hand</i> , <i>pass without trace</i> 1/day each: <i>calm emotions</i> , <i>dispel evil and good</i> , <i>entangle</i> , <i>locate object</i> , <i>telekinesis</i> , <i>sunbeam</i>					
Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.					

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

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Healing Touch (3/day). The unicorn touches another creature with its horn. The target magically regains 22 (4d8 + 4) hit points. In addition, the touch removes all diseases and neutralizes all poisons.

Teleport (1/Day). The unicorn magically teleports up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, and itself too if it so wishes, to a location the unicorn is familiar with, up to 100 miles away.

Legendary Actions

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 22 (4d8 + 4) hit points.