



BLACK HORN

Black horns look like black horses with a single black horn. For this reason, they are often confused with unicorns. The main difference, however, is their origin. The first black horns were created by the Striped Conjurors of Karmithyash as mounts during the Siege of Brasolet in 532 AT. After the fall of Presson's Enclave, the Conjurors abandoned the black horns in favor of the more intelligent and less chaotic nightmares (whose vile temperament also appealed to the rakshasas.)

The virtue offered by a black horn is its ability to cover long distances in short periods of time. However, only a rare few can ride the beasts without being thrown from their backs or left abandoned in some distant location. The most famous black horn riders are the Knights of the White Pillar who train at an early age to bond with their steeds. Still, most White Pillar youths die young, often as a result of the intense training regimen required of them. The few who survive, however, are some of the deadliest and most respected warriors in all Omeria.

BLACK HORN

Large fiend, chaotic neutral

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	7 (-2)	10 (+0)	16 (+3)

Skills Perception +2

Damage Resistances necrotic

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and Infernal but cannot speak

Challenge 4 (1,100 XP)

Charge. If the black horn 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 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

Actions

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

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

Horn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) necrotic damage.

Teleport (1/Day). The black horn magically teleports itself and up to two willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the black horn is familiar with, up to 1,000 miles away.

Summon Shadows (1/Day). Up to three shadows appear in unoccupied spaces within 30 feet of the black horn and remain for 1 hour or until destroyed. Shadows summonsed in this way roll initiative and act in the next available turn. The black horn can have up to three shadows summonsed by this ability at a time.