



SHADOWGLADE UNICORN

Deep within the Feywild, a rare and enigmatic creature roams, casting a dark and ominous presence across the land—the Shadowglade Unicorn. This midnight-black equine with a twisted horn can corrupt spells and teleport through shadows, making it a formidable and cunning foe. The shadowglade unicorn symbolizes the darker side of the fey realm, steeped in mystery and darkness.

These creatures are solitary and intelligent, making their presence known only when intrigued or threatened. Their twisted horns can absorb and corrupt spells, causing unexpected and sinister effects that are impossible to predict. They are elusive beings that teleport through shadows, enabling them to strike at unsuspecting enemies from unexpected angles and disappear without a trace. The Shadowglade Unicorn is a rare creature that inhabits the most secluded and darkest corners of the Feywild, such as shadowy glades and ancient ruins.

Despite their sinister nature, Shadowglade Unicorns are neither inherently evil nor good. Instead, they are driven by their own mysterious motives and desires. They are apex predators in their shadowy realm, feared and respected by other creatures. These creatures are known to have an antagonistic relationship with their more benevolent unicorn counterparts. They often form uneasy alliances with other creatures of darkness to maintain the balance between light and shadow in the Feywild.

Twisted Horn. The unicorn's horn possesses the power to corrupt spells, transforming them into unpredictable and sinister versions of their original effects.

Shadow Teleportation. The unicorn can teleport through shadows, making it an elusive and cunning foe.

Dread Aura. An aura of dread and despair surrounds the unicorn, breaking the will of even the strongest of creatures.

SHADOWGLADE UNICORN

Large celestial, neutral evil

Armor Class 12

Hit Points 76 (9d10 + 27)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Dex +5, Cha +6

Skills Perception +7, Stealth +5

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus:** +3

Dread Aura. Any creature starting its turn within 10 feet of the unicorn must make a DC 14 Wisdom saving throw or suffer from a sense of dread and unease, giving them disadvantage on attack rolls and ability checks until the end of its turn.

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*, *detect magic*, *pass without trace*

3/day each: *misty step* (as a bonus action), *dispel magic*

1/day each: *counterspell*, *entangle*

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:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or contract shadowtaint. The infected creature can't regain hit points, and its hit point maximum decreases by 3 (1d6) every 24 hours. If the creature's hit point maximum drops to 0 as a result of shadowtaint, the creature dies. The disease lasts until removed by the lesser restoration spell or similar magic.

Corrupting Touch (Recharge 5-6). The unicorn touches a creature within 5 feet of it with its horn. If the target is a spellcaster, the next spell they cast within the next minute is corrupted. The GM determines the corruption's nature, such as a healing spell causing harm or a light spell spreading darkness. The target can make a DC 14 Wisdom saving throw to negate the corruption effect when casting the spell.

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

Darkness Surge (Costs 2 Actions). The unicorn emits a pulse of shadowy energy in a 20-foot radius centered on itself. Creatures within the area must succeed on a DC 14 Constitution saving throw or be blinded until the end of their next turn. This ability does not affect creatures with darkvision or the unicorn itself.

Shadows (Costs 2 Actions). The unicorn moves up to half its speed without provoking opportunity attacks. This movement must be made in areas of dim light or darkness.