



“Hey y’all what if we made unicorns a bit scarier” © [@steph-is-coolaf-btw](#). Accessed at their page [here](#)

[“These is a beast dwelling here whose form resembles a horse but with a white body, black tail, a single horn and tiger’s teeth and claws. It makes a sound like a drum and is called the Bo.”

We’re heading back to China, for more of the creatures appearing in the *Guideways Through Mountains and Seas*. One of the things I find particularly interesting about that book is that, even for the kind and friendly creatures, it tells you what diseases they cure or other benefits you gain by eating them.]

Bo

This creature looks like a muscular horse, except that it has a single horn growing from its head, and the clawed forepaws of a predatory beast. Its hindquarters bear stripes, and it has a black mane and tail.

The bo is a feral kin to the unicorn, less intelligent, but stronger and more bestial. Despite their carnivorous nature, they are goodly creatures. A bo’s favorite meat is that of other predatory creatures, and they help to keep the populations of animals and magical beasts low enough to support villages in the forests and plains they call home.

A bo is among the fastest of all beasts, although they can reach their top speed only for short bursts. Their hide turns away weapons, and this quality is coveted by warriors of all kinds. The unscrupulous and cruel will kill bo to make armor or ointments that grant damage reduction, but a bo will also share its protection with a goodly rider. They can be persuaded to join an army if the cause is just and if they are well fed (the meat of big cats is a particular favorite).

Bo vary in size as horses do, but tend towards large and muscular forms. Although their teeth are sharp, they prefer to fight with their horns, biting at enemies only if they are held in the front claws or during feeding.

Bo **CR 5**

XP 1,600

NG Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +9

Defense

AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural)

hp 52 (7d10+14)

Fort +7, **Ref** +8, **Will** +4

DR 5/magic

Defensive Abilities share ward

Offense

Speed 60 ft.

Melee gore +10 (2d4+4), 2 claws +10 (1d6+4 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, powerful charge (gore, 4d4+8), rake (bite +10, 1d6+4)

Spell-like Abilities CL 5th, concentration +7

At will—*detect evil*, *detect good*

1/day—*expeditious retreat*

Statistics

Str 19, **Dex** 13, **Con** 15, **Int** 4, **Wis** 14, **Cha** 14

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 23 (27 vs. trip)

Feats Alertness, Lightning Reflexes, Nimble Moves, Run

Skills Acrobatics +6 (+18 when jumping), Perception +9, Sense Motive +5, Stealth +2

Languages Common (cannot speak)

Ecology

Environment temperate plains and forests

Organization solitary, pair or pride (3-8)

Treasure none

Special Abilities

Share Ward (Su) If it chooses, a bo can grant a creature riding it DR 5/magic. This benefit lasts as long as the creature rides the bo.