

MINI UNICORN

Medium Celestial, lawful good

Armor Class 12
Hit Points 30
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Sylvan, telepathy 60 ft.
Challenge 4 (1,100 XP)

Different Horns. Each Mini Unicorn has a unique effect and/or action depending on their horn. Red Horns have resistance to fire damage, blue horns have resistance to cold damage, white horns have resistance to radiant damage, and black horns have resistance to necrotic damage.

Charge. If the unicorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 5 (2d4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 13). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *pass without trace*
1/day each: *calm emotions*, *dispel evil and good*, *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.

Teleport (1/Day). *Probably used when Comet calls for help*
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.

Healing Touch (1/Day). *CAN ONLY BE USED BY WHITE HORN*
The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Fire Horn (1/Day). *Only for Red Horn*
Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 6 (1d6 + 3) damage. If the target is a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Ice Horn (1/Day). *Only for Blue Horn*
Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 6 (1d6 + 3) cold damage, and if the creature doesn't have resistance or immunity to cold damage, it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Twisted Horn (1/day). *Only for black horn*
Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 9 (1d10 + 4) necrotic damage, damage dealt this way causes any nearby creature within 30 feet to gain that much life, creating a red like pulse to that creature.