



DUSKRIDER

Large fiend, neutral evil

Armor Class 14 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 3 (700 XP)

Proficiency Bonus: +2

Confer Necrotic Resistance. The duskrider can grant resistance to necrotic damage to anyone riding it.

Keen Hearing and Sight. The duskrider has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Hypnotic Breath (Recharge 5-6). The duskrider exhales hallucinogenic gas in a 15-foot cone that causes its victims to see haunting visions of their worst fears. Each creature in that area must make a DC 13 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save and becoming Paralyzed with fear, or half as much damage on a successful one and not being paralyzed. A paralyzed creature can repeat this saving throw at the beginning of their turn, taking 7 (2d6) psychic damage on a failed save, or ending the paralyzed condition on a successful one.

DUSKRIDER

A favorite steed of demonic warriors, duskriders are twisted creatures born from darkness and despair. Thick, coarse fur covers their bodies, and their cloven feet make them highly agile mounts. Hypnotic gas seeps from their mouths, and their pupilless, glowing red eyes are soul-piercing.

Mounts. While difficult to control, duskriders make excellent mounts for those brave enough to ride them. They only accept riders that are as savage as themselves.

Feeding on Fear. A duskrider diet consists of fresh raw meat and fear. They delight in tearing into a creature caught in the throes of their fear-inducing hallucinogenic gas breath.

Bonding a Duskrider. The bond between rider and mount is forged in savagery and the blood of worthy sacrifices. Once paired, a duskrider accepts only one rider in its lifetime.

ART CREDIT: SHUTTERSTOCK