

# Unicorn

March 8, 2023



Large celestial, lawful good

**Armor Class** 12

**Hit Points** 67 (9d10 + 18)

**Speed** 50 ft.

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

**Saving Throws**

**Skills**

**Damage Resistances**

**Damage Immunities** poison

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 13

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

**Challenge** 5 (1800 XP)

**Charge.** If the unicorn 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 15 Strength saving throw or be knocked prone.

**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: " ", " ", " " 1/day each: " ", " ", " "

**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.

**Healing Touch (3/Day).** 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.

**Teleport (1/Day).** The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet 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.

**Shimmering Shield (Costs 2 Actions).** The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

**Heal Self (Costs 3 Actions).** The unicorn magically regains 11 (2d8 + 2) hit points.