

Unicorn

Large, Celestial, Lawful Good

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ARMOR CLASS

12

HIT POINTS

67 (9d10 + 18)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed Walk 50 ft.

Initiative +2

Saving Throws N/A

Skills N/A

Damage Immunities Poison

Condition Immunities Charmed, Paralyzed, Poisoned

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Celestial, Elvish, Sylvan; telepathy 60 ft.

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

Traits

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with Horn on the same turn, the target takes extra damage.

Innate Spellcasting. The unicorn casts healing and protective magic using Charisma.

Magic Resistance. The unicorn has Advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn weapon attacks are magical.

Actions

Multiattack. The unicorn makes two attacks: one with Hooves and one with Horn.

Hooves. Melee Attack Roll: +7, reach 5 ft. Hit: 11 (2d6 + 4) Bludgeoning damage.

Horn. Melee Attack Roll: +7, reach 5 ft. Hit: 8 (1d8 + 4) Piercing damage.

Healing Touch (3/Day). The unicorn touches another creature and magically restores Hit Points.

Teleport (1/Day). The unicorn magically teleports itself and willing creatures nearby.

Legendary Actions

Hooves. The unicorn makes one Hooves attack.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering magical field around itself or another creature it can see, increasing that creature's defense until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains hit points.

Regional Effects

Quenched Open Flames. Open nonmagical flames are extinguished within the unicorn's domain, though enclosed lanterns can still burn.

Sheltering Wilds. Creatures native to the unicorn's domain find it easier to hide among the natural terrain.

Perfect Healing. Healing magic used by good-aligned creatures on other good-aligned creatures restores the maximum possible hit points.

Suppressed Curses. Curses affecting good-aligned creatures are suppressed within the unicorn's domain.

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