

The Celestial Job (DRAFT)

A three-to-four hour adventure for 3rd-level characters.



Thanks for reading this one-shot D&D adventure by DM Rob and DM Matt of [Dungeon Master of None](#). Feel free to run it for your players and, if you have time, [let us know how it goes](#). Check out our podcast for more cool RPG stuff!

Adventure Summary

The players are asked by an agent of the Lady of Pain to steal a flower from heaven. The flower, a golden lotus, contains the soul of an enlightened mortal who discovered the interconnectedness and secret passages among the planes. Along the way, the PCs entertain two other offers for the soul lotus, one from the devils of hell and another from the demons of the abyss. After defeating the lotus's guardians the players must decide whether to return the lotus to the agent of the Lady of Pain, to give the lotus to the demons or the devils, or to keep the lotus for themselves.

Scene 1: Oceanus's 11

"This, gentlemen, represents the last of the petty cash." -Ray

Down on your luck, the players are drinking the last tankard of ale and eating some unappetising fisherman's soup. With little coin and no prospects for adventure, you must plan on what to do next. A server from the "Bird and Blade," drops on gilded note on your table and informs you that your bill has been paid. It reads:

Dear friends, I have a mutually beneficial proposition. An item has been stolen and needs retrieving. It is a flower of unsurpassed beauty and perfection of merely sentimental value to my mistress. Your skills make you ideal for this task. Bring this letter with you to the private dining room in the Bird and Blade's cellar and we can discuss this further.

Ms. Oceanus

The letter is actually a portal key to Sigil (see DMG) and if the PCs carry it through the Bird and Blade's cellar door they feel their ears pop and a slight change in temperature. The "cellar" is in fact a fancy dining room complete with windows (another clue that they are no longer on their home material plane) and fine meal laid on the table.

Ms. Oceanus (aasimar ex-paladin 5 of Tyr) sits at the head of the table wearing fine but practical silks. Her golden skin, silver teeth, pure white betray her celestial heritage. She will tell the PCs the following over their meal:

- If asked, she will inform the PCs that they are now in Sigil, the City of Doors, in the Concordant Domain of the Outlands, the "center" of the multiverse.
- This flower is under guard and needs retrieving and the PCs can return it to her here.

- The flower is on another plane.
 - She will pay them 1500g each as well and advance 500g of the payment if the PCs ask.
 - Her employer is very powerful and important. But she will not reveal that it is the Lady of Pain until after the players return.
 - The object they seek is a beautiful golden lotus. It belongs to her mistress. (This is only partially true, as the lotus contains the soul of a monk who reached enlightenment. However, in the Lady of Pain's view, the knowledge that this soul contains once belonged to her in a bygone age.)
 - If they agree, she hands them two objects. A porcelain doll of a monk with no arms or legs and a large glass lens. They can reach the lotus by passing under the arc of water that flows out of the mouth of cherub fountain in the Clerk's Ward of Sigil while holding the doll. They can return to Sigil by holding the lens up to the sun of their destination plane and casting a circle of bright light on the ground.
 - She will eventually and reluctantly inform players of the "catch." The Lotus is in Mt. Celestia (heaven) and in a location known as the Acropolis of Ineradicable Thought. However, as not very powerful mortals they should have no trouble (it's the first level aka low-security heaven).
 - She will be happy to return the players to their material plane once this task is done.
 - She does not disclose her mistress but she will say she is quite powerful and will owe the PCs a favor if pressed. (A persuasion check to Derrith or in Sigil tavern will reveal that Ms. Oceanus is known agent of the Lady of Pain, the supreme power in Sigil and not an entity to be crossed lightly).
- Quote: "Are you tired of hunting gnolls in stinking caves for brutish duke? This is your chance to earn your place among the multiverse's power players."

Scene 2: Mean Streets of Sigil

"You can't live in New York City and be the most important person in town; you just can't. There are too many other important people here."

— Sarah Jessica Parker

Leaving the Ms. Oceanus's lavish apartments in the Lady's Ward, the PCs are thrust onto Sigil's streets. Think Victorian London (smoggy, chaotic, and on the inside of giant floating donut). Players see mortals from hundreds of worlds and from every species, plus stranger creatures (angels, demons, centaurs, and a beholder).

A young boy, **Derrith** (air genasi rogue 1) with bright white unkempt hair approaches the PCs. He speaks in Sigil "cant" (think Cockney with lots of "Berks" "Bloods" and "Bashers" thrown in). He will offer to run errands, show them how to find the fountain portal, or take them to reputable stores for the purchase of equipment, weapons, armor, potions, or scrolls for 1gp per day. He is, in fact, an agent of his "dad," Amaris, a devil-in-disguise and agent of archdevil Glasya. However, he only wishes to signal his "dad" who waits in the courtyard of the fountain to talk to the PCs.

Let the players purchase a potion or two or any weapons they are missing before herding them along to the fountain. If players are on the lookout (DC 15 Wisdom check) they may notice Derrith signal **Amaris**. Amaris looks like a human but players with a keen sense of smell will pick up the faint scent of brimstone. A charming and agreeable person, he will tell the players that Ms. Oceanus is undervaluing the lotus, and that if when they return to Sigil and bring it to him, he can reward them a single useful magic item each in return for the Lotus. As a token of goodwill he will give the most friendly PC a magic item out of an inner pocket of his greatcoat (a modified bag of holding). Amaris is a Cambion, (MM page 36) altered to look like a human using his Alter Self ability, and not to be trifled

with. He will not fight the PCs in the open streets but if threaten will flash his true appearance. He asks that the PCs only consider his offer and requires no promises (he has dealt with mortal adventurers before and is confident their greed for powerful magic items will overcome their better judgement). He hopes that giving a single powerful item to one of the PCs will cause enough jealous and greed that the rest of the players will advocate for returning the lotus to him when they return. He knows that the lotus is very powerful but not what its exact power is. He has:

- 2 +1 fiery (add 1d4 fire damage to roles) weapons that will appeal to players.
- A hat of disguise.
- A wand of the War Mage +1
- A wand of Magic Missiles
- Sentinel Shield
- Any other uncommon magic item that may tempt the players.

Quote: "Just think about it, that's I'll I ask."

Scene 3: The Pearly Gates

"Each of the gates made of a single pearl, and the street of the city was pure gold, like transparent glass." -Revelation 21:21

After stepping through the fountain with the correct portal key, the PCs are at the literal pearly gates to the first level of Mt. Celestia (the plane of Law and Good). The PCs are standing on solid clouds, ahead is a golden fence and beyond are beautiful rolling green hills (they can spot a marble acropolis on one nearby) leading up to an impossibly tall mountain. Chaotic and evil characters have a slight headache. The fence extends 100,000 miles in either direction until the next gate (for petitioners from other material plane worlds).

At the closed gates stands a bored-looking lillend (a beautiful winged half-serpent with the torso of beautiful man with rainbow hair), and lined up waiting to enter are dozens of red-robed acolytes. A floating monk sits in lotus position nearby.

The Gatekeeper: Elpra the Lillend has been tasked with guarding the closed gate. None are allowed in through this entrance at this time. Elpra is vain and arrogant and opens up easily once flattered. If persuaded he will tell the PCs that the entrance is closed do to a minor "infection." If the PCs offer to clean up the "infection" he will agree to let them in as this will relieve him of his boring guard duty. However, he is disinterested in his job and any convincing lie or half-truth will convince him to open the gates and let the PCs enter. He can also tell the PCs this is the entrance from Bo'dawi, a world known for its monks and enlightened mortals.

The Petitioners: Are disciples of Guru Kabir, a high level monk that reached enlightenment. They have no problem waiting for the gate to be opened as their master taught infinite patience. PCs that approach they notice there are in fact two sects of monks, one wear deep saffron robes and are meditating mostly silently, the other dance in a dervish-like ecstasy. The first wear a closed lotus blossom holy symbol and the second group wears an open lotus symbol. Both group followed the teachings of the Guru in life and are waiting for the gates to open so they can go meditate in his presence as his soul gestates. (Note: petitioners are the souls of mortals and cannot be killed) They know: That their master's soul, Guru Kibir's, is ensconced in a golden lotus flower in the acropolis and as it grows their master is ascending to a new level of knowledge once the gate opens they will go and sit in its presence, Kibir preached of the inherent interconnectedness of the universe, and when he was alive could appear on a mountaintop in the morning, a temple in the afternoon, and in a city square in the evening (he was a master of teleportation).

Random petitioner names: Darwa, Rooskin, Osho, Anand, Swami, Prem

The Seeker: Sru'ak is githzerai monk and had hoped to study in the radiance of the guru, he has clues that the power of the Guru is that he could plane shift (like githzerai can) but he could appear exactly wear he wanted and was unaffected by warding spells that prevented teleportation. He is happy to explain why this is powerful to the PCs (but is only interested in this knowledge in an academic sense).

Scene 4: Almost Paradise

Once inside, the players can be overwhelmed and distracted by the beauty and grandeur of heaven. If the players have other questions about heaven or about the guru, the souls of petitioners inside can fill them in. However, conversing inside with these heavenly souls as they eat, drink, and reveal could cause weak-willed PCs to forget their quest.

Scene 5: The Mushrooms and the Bees

"Man produces evil as a bee produces honey." -William Golding

From inside the gates, the PCs can see green hill crowned with a columned temple a few miles away. This is the Acropolis of Ineradicable Thought. Only one thing mars the perfect vista. Part of hillside below the acropolis is covered in foul-smelling mushrooms. These fungi are part of the Demon Lord Zuggtmoy's corrupting influence as she seeks the Lotus for herself and the demons of the Abyss. A line of celestial worker bees steadily flies to the mushrooms. Each bee "cleans" away a bit of the fungal outgrowth before flying back to the upper levels of heaven. The PCs can tell that the bees' task will take months.

Disturbing the mushrooms is dangerous, players that attempt to destroy these mushrooms instead releases a cloud of spores. Where these spores land, more mushrooms grow and 1d4+1 **fungal dretchs** (MM page 57). Any PCs that breath in the spores (DC 12 Constitution save to avoid) are infected with the corruption of Zuggtmoy (see below) and may be vulnerable to her influence later the in the adventure. Any PC adventurous--or foolish--enough to eat one of these mushrooms automatically is infected with Zuggtmoy's corruption and several mushroom grow out of their skin (at the DM's discretion, give these PCs a "boon" see DMG and MToF).

Corruption of Zuggtmoy: Players infected with spores begin to hear the voice of Astrolex, a demon in Zuggtmoy's service. He promises power in return for the lotus but can only communicate through simple words and feelings ("power...give...lotus...etc.").

Scene 6: The Docent

"Greetings. I am the Monitor of Installation 04. I am 343 Guilty Spark." -Halo: Combat Evolved

At the top of the hill sits the Acropolis and its keeper, the **Docent of Ineradicable Thought**, a floating ball of metal, light, and runes. It communicates in a crisp, polite, and unaccented speech and is initially friendly to any visitors. Its purpose is to help souls explore the Acropolis and gain enlightenment from the souls therein as they journey up the levels of Mount Celestia.

The docent has an encyclopedic knowledge of heaven and the planes. It is happy to fill the players in on anything they would like to know, though his answers can be quite long-winded. The docent will tell the PCs that the Lotus with the guru's soul is gestating at the bottom of the Acropolis and they only need to keep journeying "down" to find it. The docent does not impede the players unless they tell it that they plan on giving the Lotus to the demons or devils.

Scene 7: The Scales of Truth

"Nothing evil can befall me in this land, in this broad hall of the Two Goddesses of What is Right, because I know the names of the gods who dwell in it." Book of the Dead, Spell 125

Four great staircases inside the acropolis lead down to a giant set of scales. The scales are 20 feet tall with two giant brass pans, one resting on the ground with a giant white feather on it and the other 10 feet up in the air with nothing on it. Searching near the pan with the feather on it reveals that the floor is hollow and a door blocked by the pan is underneath. No earthly strength or magic can move the feather or tip the pans. An inscription on the base of the scales reads, *"Let go of the ties that bind you to your mortal life. Only through sacrifice can you journey below towards enlightenment."* PCs can move the scales by climbing onto the empty pan and sacrifice something of worth or, in the case of good character, by declaring their virtue. DMs are encouraged to interpret the requirements of the scales liberally, a character could confess a past transgression or simply sacrifice an important item. The docent will also clarify the task if the players return to the entrance to ask it. Upon fulfilling the sacrifice the scales balance and the players can continue downwards.

Scene 8: Tombs of the Saints

"Hail, wayfaring stranger! Do not envy my lot." -An ancient greek gravestone

The PCs enter a massive unlit cavern at the end of the stairs. The only way down is to climb a 100 ft. tall cliff that extends as far in either direction as the players can see. As they begin to climb down the players can see that the cliff is in fact thousands of tombs set into the rock. Climbing is not difficult if the PCs proceed carefully and only call for Strength or Dexterity checks if the PCs try to move quickly or are harried.

Halfway down the cliff of tombs, players that succeed on a DC 15 perception check or that are on the lookout for such things notice spots of slime and fungi. Any PCs that fail to notice this are surprised, as few seconds later, a swarm of 3 fungal vargouilles (VGtM page 195) attack, using their shrieks and maneuverability to best the PCs.

Scene 9: Node of Corruption

At the bottom of the cliff of tombs, a final set of wide stairs leads down to Lotus. Part of the way down these stairs is a pulsating node of slime, rot, and fungi. This is the embodiment of Astrolux, a demon tasked with corrupting the Acropolis and consuming the Lotus before it finishes gestating. Astrolux can speak directly to any PCs infected with the corruption of Zugtmoy here and can transmit feelings to anyone else. He asks the PCs to return the Lotus to him in return for a great boon (see the DMG or MToF for sample boons). Unlike Amaris and the devils, Astrolux is direct. He will trade power for power and it should be quite obvious that if Zugtmoy gains the Lotus she will use it to spread her corruption throughout the multiverse. 20 points radiant or fire damage will destroy the node and cleanse the rest of the infection in this part of Mount Celestia.

Scene 10: Lotus in the Pound

At the end of the stairs the PCs enter a peaceful grotto lit with soft ambient green light. The cave is 50 ft. in diameter and is lined with soft mosses and its walls and ceiling (30 feet high) are made of the bodhi tree. A pond, 3 feet deep and 30 feet in diameter, sits in the center of the grotto and at the center of the pond is a single perfect golden lotus blossom.

As soon as the players enter, three monks, servants of the Guru in life, materialize on the far side of the room. They ask the players their purpose and are happy to guide them in meditation in the grotto but will attack if the players state their true purpose or if they remove the lotus.

At the bottom of the pool, buried in the muck (DC 12 Wisdom check to notice) is a second guardian, a celestial unifrog. The unifrog cannot speak but will attack any creature that moves the lotus beyond the plane of the pond. It is too large to fit up the stairs but will attempt to use its tongue to keep the Lotus in the room.

The Golden Lotus

Wondrous Item, unique

You immediately feel a sense of calm and oneness with the universe when holding this flower. You have advantage on all Dexterity (Acrobatics) checks, Wisdom (Insight) checks, and any check to know where you are. Once per week you may cast Plane Shift while holding the lotus and you can sense any planar connections or portals within one mile.

Scene 11: Returning to Sigil

Players that escape the monks and the unifrog can easily return to the light of Mt. Celestia to use Ms. Oceanus' second portal key to return to Sigil. Once there, it's up to your players whether they seek out Amaris and the devils, Astrolex and the fungal Zuggtmoy, or return the flower Ms. Oceanus, who will reward them as promised and is more than happy to give them another job.

Continuing the Adventure

If they players decide to keep the Lotus for themselves or to consume it so they retain its powers, the Lady of Pain will not be pleased but can't risk killing them as this would release the information back to the material plane for another soul to discover in the next generation. If the players return the Lotus as promised, the devils will pursue another scheme to gain the upperhand in the Blood War, attacking Sigil itself. If the Lotus ends up in the hands of Zuggtmoy, the multiverse itself is under threat from her corruption and rot. If the players ended up leaving or returning the Lotus to Mt. Celestia, a Lawful Good deity or Archon now realizes the power of the Lotus and begins plotting the takeover of Sigil and the Outlands.

NPCs and Monsters

Ms. Oceanus, Agent of the Lady of Pain

Medium humanoid (aasimar), lawful neutral

Armor Class 16 (chain shirt)

Hit Points 38 (5d10 + 10)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3)14 (+2)14 (+2)11 (+0)11 (+0)15 (+2)

Saving Throws Cha+5, Wis +3

Senses passive Perception 10; darkvision 60 ft.

Languages Common, Celestial, Dwarven, Elven

Challenge 2

Savvy. Ms. Oceanus has advantage on saving throws against being charmed.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Actions

Multiattack. Ms. Oceanus makes two melee attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) slashing damage.

Hand Crossbow. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

Derrith, Sigil street urchin

Medium humanoid (air genasi), true neutral

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0)12 (+1)12 (+1)10 (+0)10 (+0)12 (+1)

Senses passive Perception 12

Skills Perception +2, Thieves' Tools +2

Languages Common, Infernal

Challenge 1/8 (25 XP)

Actions

Knife. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Elpra the Lillend

Medium celestial, chaotic good

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

20 (+5)16 (+3)17 (+3)18 (+4)16 (+3)18 (+4)

Saving Throws Con +5, Wis +5, Cha +6

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages all

Challenge 3

Innate Spellcasting. The lillend's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring only verbal components:

At will: dancing lights, detect magic, mage hand

3/day each: bless, create food and water, cure wounds, lesser restoration, sanctuary, shield

1/day each: speak with animals, knock, scrying

Magic Weapons. The lillend's weapon attacks are magical.

Actions

Short sword. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) slashing damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 5 ft., one Medium or smaller creature. Hit: 9 (1d8 + 5) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the lillend can't constrict another target.

Musical Inspiration. The lillend can grant a friendly creature an inspiration die, a d4. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the inspiration die is rolled, it is lost. A creature can have only one inspiration die at a time.

Fungal Dretch of Zuggtmoy

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR DEX CON INT WIS CHA

11 (+0) 11 (+0) 12 (+1) 5 (−3) 8 (−1) 3 (−4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/4

Actions

Multiattack. The dretch makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 5 (2d4) slashing damage.

Cloud of Spores (1/Day). A 10-foot radius of disgusting tiny spores extends out from the dretch. The spores spread around corners. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 12 Constitution saving throw or be infected with the corruption of Zuggtmoy (see Scene 5).

The Docent of Ineradicable Thought

Tiny celestial, lawful good

Armor Class 13

Hit Points 7 (3d4)

Speed fly 40 ft.

STR DEX CON INT WIS CHA

5 (−3) 17 (+3) 10 (+0) 18 (+4) 10 (+0) 8 (−1)

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 10

Languages all

Challenge 1 (200 XP)

Magic Resistance. The docent has advantage on saving throws against spells and other magical effects.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Charm (1/Day). One creature of the docent's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be charmed for 1 minute.

Fungal Vargouille

Replace "Kiss" with "Implant Spores"

Implant Spores. The fungal vargouille spreads spores on one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 12 Charisma saving throw or become infected with the Corruption of Zugtmoy (see Scene 5).

The Three Monks

Medium celestial, lawful good

Armor Class 14 (unarmored defense)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR DEX CON INT WIS CHA

11 (+0) 15 (+2) 14 (+2) 10 (+0) 15 (+2) 10 (+0)

Saving Throws Dex +5, Wis +5

Skills Acrobatics +5, Perception +5, Stealth +5

Senses passive Perception 13, darkvision 60 ft.

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The assassin makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) piercing damage.

Special Actions. Each monk has additional special actions.

Te'Jaas, the Rose Monk. When Te'Jaas hits a creature with an unarmed strike, the creature must make a DC 13 Strength saving throw or be pushed back 10 feet or knocked prone (Te'Jaas's choice).

Jala, the Chrysanthemum Monk. Radiant Bolt. Ranged Weapon Attack: +7 to hit, range 100 ft., two targets. Hit: 7 (1d8 + 2) radiant damage.

Shunya, the Plum Blossom Monk.

Sneak Attack. Once per turn, Shunya deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Shunya that isn't incapacitated and Shunya doesn't have disadvantage on the attack roll.

Misty Step. As a bonus action, Shunya teleports up to 30 feet to an unoccupied space that she can see.

The Celestial Unifrog

Large celestial, lawful good

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 20 ft., swim 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 15 (+2) 11 (+0) 17 (+3) 16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands but cannot speak Celestial, Elvish

Challenge 5 (1,800 XP)

Amphibious. The unifrog can breathe air and water.

Standing Leap. The unifrog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unifrog can innately cast the following spells, requiring no components:

1/day each: calm emotions, dispel evil and good, entangle

Magic Resistance. The unifrog has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unifrog's weapon attacks are magical.

Actions

Multiattack. The unifrog makes two attacks from among its tongue, horn, and bite attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the unifrog can't bite another target.

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.

Tongue. The unifrog targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 14 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the unifrog, and the unifrog can make a bite attack against it as a bonus action.

Swallow. The unifrog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the unifrog, and it takes 5 (2d4) radiant damage at the start of each of the unifrog's turns. The unifrog can have only one target swallowed at a time. If the unifrog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Legendary Actions

The unifrog 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.

Horn. The unicorn makes one attack with its horn.

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