

# MOON RABBIT

*Blessed Mixer of the Elixir of Life*



There are many tales throughout history of a humble rabbit that earned their place amongst the gods in the heavens, their form reflected on the surface of the moon. It is said that a hungry traveler asked the beasts around them for food, and the beasts offered their usual meals. But the kind-hearted rabbit knew the traveler could not eat their meal of grass. The compassionate creature offered themselves as food for the traveler, leaping into their campfire, but the rabbit found themselves unharmed. The traveler revealed themselves as a great deity and bestowed the noble rabbit with a place with them on the moon, where their visage would shine down as a testament to their selflessness.

## LUNAR LAPIN

The Moon Rabbit is an ascended celestial beast of great power despite their small stature. Blessed by the gods themselves, it possesses incredible speed, divine magic, and regenerative abilities, making it a formidable foe when provoked. However, the beast is content to toil away at their work, pummeling the ingredients to their various healing mixtures into tasty treats.

## MYSTIC MALLET

Beyond their own abilities, the Moon Rabbit possesses a tool of great power. This mystical mochi mallet is used to grind and pummel the various ingredients needed for the fabled Elixir of Life. Sequestered in the sky, the draft is kept far from mortal hands, but many still seek the elusive rabbit for a taste of eternal life. As the guardian of its secrets, the Moon Rabbit is more likely to offer one of their tasty treats than such a powerful concoction.

## HEALING HARE

As the maker of the Elixir of Life, the Moon Rabbit is an adept healer. Desperate adventurers looking for cures to normally incurable illnesses have been known to seek the elusive creature. Though often sequestered on the moon, the rabbit has been known to return to the earth occasionally, if only to stock up on more ingredients. Those wishing for their assistance should take care not to insult the tiny creature, lest it demonstrate their hidden power to teach the taunters a lesson in humility.

# Moon Rabbit

Small Celestial, Neutral Good

Armor Class 21 (natural armor)

Hit Points 148 (27d6 + 54)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	24 (+7)	14 (+2)	22 (+6)	26 (+8)	22 (+6)

Saving Throws DEX +13, WIS +14

Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Skills Acrobatics +13, Medicine +14

Senses Passive Perception 16

Languages Celestial, Common

Challenge 18 (20,000 XP)

Proficiency Bonus +6

**Detect Maladies.** The Moon Rabbit is always under the effects of the Detect Poison and Disease spell.

**Moonlight Absorption.** If the Moon Rabbit is in direct moonlight at the start of its turn, it regains 30 hit points.

**Standing Leap.** The Moon Rabbit's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

**Beast Speech.** The Moon Rabbit can comprehend and verbally communicate with any Beast.

**Unusual Nature.** The Moon Rabbit doesn't require air.

**Innate Spellcasting.** The Moon Rabbit's innate spellcasting ability is Wisdom. The Moon Rabbit can innately cast the following spells, requiring no material components (spell save DC 22, +14 to hit with spell attacks):

*At will:* blink, moonbeam

*3/day:* arcane hand, dispel evil and good, greater restoration

*1/day each:* heal, holy weapon, regenerate

**Legendary Resistance (3/day).** If the Moon Rabbit fails a saving throw, it can choose to succeed instead.

**Lunar Blessing (Mythic Trait; Recharges after a Short or Long Rest).** When the Moon Rabbit is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains 148 hit points as it is bathed in brilliant moonlight.

Additionally, the Moon Rabbit can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 20,000 XP (40,000 XP total) for defeating the Moon Rabbit after its Lunar Blessing activates.

**Elixir of Life.** If the Moon Rabbit dies, it revives with all of its hit points 1d8 days later in an unoccupied space within 5 feet of its mallet unless the mallet has been destroyed.

## Actions

**Multiattack.** The Moon Rabbit makes two attacks.

**Kick.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d8) bludgeoning damage plus 12 (1d8 + 8) radiant damage.

**Mallet.** *Melee Spell Attack:* +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) bludgeoning damage plus 18 (4d8) radiant damage. This attack deals double damage to creatures with the Amorphous trait.

**Moon Landing (Recharge 5-6).** The Moon Rabbit smashes the ground beneath it with its mallet. Each other creature on the ground within 20 feet of the Moon Rabbit must make a DC 20 Constitution saving throw. On a failed save the target takes 20 (4d10) bludgeoning damage and 20 (4d10) thunder damage on a failed save and is stunned until the end of the Moon Rabbit's next turn. On a successful save the target takes half as much damage but suffers no other effect. The area of effect turns into difficult terrain.

## Bonus Actions

**Moon Jump.** The Moon Rabbit jumps up to its maximum height or distance without provoking opportunity attacks.

## Legendary Actions

The Moon Rabbit 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 Moon Rabbit regains spent legendary actions at the start of its turn.

**Attack.** The Moon Rabbit makes one Kick or Mallet attack.

**Cast a Spell (Costs 2 Actions).** The Moon Rabbit casts a spell.

**Move.** The Moon Rabbit moves up to half its speed without provoking opportunity attacks.

## Mythic Actions

If the Moon Rabbit's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Lunar Blessing.

**Pound (Costs 2 Actions).** The Moon Rabbit makes two Mallet attacks. If both attacks hit the same creature, it must succeed on a DC 20 Constitution saving throw or become stunned until the end of the Moon Rabbit's next turn.

**Moon Landing (Costs 3 Actions).** The Moon Rabbit recharges Moon Landing and uses it.

**Read Out.** It takes you a moment to process the curious site before you. What looks like a brilliantly white rabbit stands before a small pot, continuously hammering at the contents within with a long, glowing mallet. Their ear twitches at your approach but they do not take their eyes off their work, displaying an unexpected confidence for such a beast. They wear simple garb with decorative silver accents, and stand surrounded by small delicious-looking pastries. Continuing their work, the beast yells out "Well, don't just stand there gawking. What do you need?"