

EASTER BUNNY

Tiny • Celestial • Chaotic Good

Armor Class 16

Initiative +10 (20)

Hit Points 70 (20d4 + 20)

Speed 40 ft., climb 30 ft.



STR

3 (-4)

DEX

23 (+6)

CON

13 (+1)

INT

12 (+1)

WIS

17 (+3)

CHA

17 (+3)

Saving Throws Dex +10, Wis +7, Cha +7

Skills Investigation +5, Perception +7, Stealth +10

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages understands all but can't speak

CR 10 (XP 5,900 or 7,200 in lair; PB +4)

Avoidance. If the bunny is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Legendary Resistance (1/Day). If the bunny fails a saving throw, it can choose to succeed instead.

Immutable Form. The bunny can't shape-shift.

Rebirth. If damage reduces the bunny to 0 hit points, it becomes encased in a colorful egg shell and drops to 1 hit point instead. It then gains 60 temporary hit points, becomes incapacitated, and has its speed reduced to 0. At the start of its next turn, the bunny emerges from the egg, ending these effects, regaining all hit points, and losing all remaining temporary hit points. If the bunny uses this ability again before it finishes a long rest, it instead of 60 temporary hit points gains an amount equal to the temporary hit points when it last left the egg. If the temporary hit points are reduced to 0 before the bunny emerges, it dies.

Standing Leap. The bunny's long jump is up to 30 feet and its high jump is up to 15 feet with or without a running start.

Undying Spirit. If it dies, the bunny returns to life in 1d100 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Without A Trace. Unless the bunny wishes so, it leaves behind no tracks or other traces of its passage, can't be targeted or detected by any divination magic, or perceived through magical scrying sensors.

ACTIONS

Barrage of Kicks. Dexterity Saving Throw: DC 18, one creature within 5 feet of the bunny that it can see. *Failure:* 26 (8d4 + 6) bludgeoning damage. *Success:* Half damage.

Easter Egg. Ranged Spell Attack: +7, range 30 ft. *Hit:* The target becomes affected by a random effect of the *prismatic spray* spell.

BONUS ACTIONS

Spellcasting. The bunny casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (save DC 15):

At will: *bless*, *color spray*, *create food and water*, *hypnotic pattern* (targeting only one creature), *lesser restoration*

REACTIONS

Uncanny Dodge. *Trigger:* The bunny takes damage from a creature it can see. *Response:* The bunny halves the damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the bunny can expend a use to take one of the following actions. The bunny regains all expended uses at the start of each of its turns.

Flying Kick. The bunny moves up to half its speed toward a hostile creature. *Strength Saving Throw:* DC 18, the target. *Failure:* 10 (1d6 + 6) bludgeoning damage, and the target is knocked prone.

Barrage. The bunny uses its Barrage of Kicks. The bunny can't take this action again until the start of its next turn.

Scatter. The bunny magically summons a herd of rabbits that immediately scatter in all directions. The ground in a 20-foot emanation originating from the bunny counts as difficult terrain until the start of the bunny's next turn. The bunny then immediately takes the Hide action and moves up its speed. The bunny can't take this action again until the start of its next turn.

EASTER BUNNY — WEAKER

Armor Class 15

Initiative +8 (18)

Hit Points 70 (20d4 + 20)

Speed 40 ft., climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
3 (-4)	21 (+5)	13 (+1)	12 (+1)	17 (+3)	17 (+3)

Saving Throws Dex +8, Wis +6, Cha +6

Skills Investigation +4, Perception +6, Stealth +8

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages understands all but can't speak

CR 7 (XP 2,900 or 3,900 in lair; PB +3)

Avoidance. If the bunny is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Legendary Resistance (1/Day). If the bunny fails a saving throw, it can choose to succeed instead.

Immutable Form. The bunny can't shape-shift.

Rebirth. If damage reduces the bunny to 0 hit points, it becomes encased in a colorful egg shell and drops to 1 hit point instead. It then gains 40 temporary hit points, becomes incapacitated, and has its speed reduced to 0. At the start of its next turn, the bunny emerges from the egg, ending these effects, regaining all hit points, and losing all remaining temporary hit points. If the bunny uses this ability again before it finishes a long rest, it instead of 60 temporary hit points gains an amount equal to the temporary hit points when it last left the egg. If the temporary hit points are reduced to 0 before the bunny emerges, it dies.

Standing Leap. The bunny's long jump is up to 30 feet and its high jump is up to 15 feet with or without a running start.

Undying Spirit. If it dies, the bunny returns to life in 1d100 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Without A Trace. Unless the bunny wishes so, it leaves behind no tracks or other traces of its passage, can't be targeted or detected by any divination magic, or perceived through magical scrying sensors.

ACTIONS

Barrage of Kicks. Dexterity Saving Throw: DC 16, one creature within 5 feet of the bunny that it can see. *Failure:* 20 (6d4 + 5) bludgeoning damage. *Success:* Half damage.

Easter Egg. Ranged Spell Attack: +6, range 30 ft. *Hit:* The target becomes affected by a random effect of the *prismatic spray* spell.

BONUS ACTIONS

Spellcasting. The bunny casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (save DC 14):

At will: *bless*, *color spray*, *create food and water*, *hypnotic pattern* (targeting only one creature), *lesser restoration*

REACTIONS

Uncanny Dodge. *Trigger:* The bunny takes damage from a creature it can see. *Response:* The bunny halves the damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). *Immediately after another creature's turn, the bunny can expend a use to take one of the following actions. The bunny regains all expended uses at the start of each of its turns.*

Flying Kick. The bunny moves up to half its speed toward a hostile creature. *Strength Saving Throw:* DC 16, the target. *Failure:* 7 (1d4 + 5) bludgeoning damage, and the target is knocked prone.

Barrage. The bunny uses its Barrage of Kicks. The bunny can't take this action again until the start of its next turn.

Scatter. The bunny magically summons a herd of rabbits that immediately scatter in all directions. The ground in a 15-foot emanation originating from the bunny counts as difficult terrain until the start of the bunny's next turn. The bunny then immediately takes the Hide action and moves up its speed. The bunny can't take this action again until the start of its next turn.

EASTER BUNNY — STRONGER

Armor Class 17

Initiative +12 (22)

Hit Points 110 (20d4 + 60)

Speed 50 ft., climb 40 ft.



STR	DEX	CON	INT	WIS	CHA
3 (-4)	25 (+7)	16 (+3)	14 (+2)	19 (+4)	19 (+4)

Saving Throws Dex +10, Wis +7, Cha +7

Skills Investigation +5, Perception +7, Stealth +10

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages understands all but can't speak

CR 13 (XP 10,000 or 11,500 in lair; PB +5)

Avoidance. If the bunny is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Legendary Resistance (2/Day). If the bunny fails a saving throw, it can choose to succeed instead.

Immutable Form. The bunny can't shape-shift.

Rebirth. If damage reduces the bunny to 0 hit points, it becomes encased in a colorful egg shell and drops to 1 hit point instead. It then gains 80 temporary hit points, becomes incapacitated, and has its speed reduced to 0. At the start of its next turn, the bunny emerges from the egg, ending these effects, regaining all hit points, and losing all remaining temporary hit points. If the bunny uses this ability again before it finishes a long rest, it instead of 60 temporary hit points gains an amount equal to the temporary hit points when it last left the egg. If the temporary hit points are reduced to 0 before the bunny emerges, it dies.

Standing Leap. The bunny's long jump is up to 30 feet and its high jump is up to 15 feet with or without a running start.

Undying Spirit. If it dies, the bunny returns to life in 1d100 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Without A Trace. Unless the bunny wishes so, it leaves behind no tracks or other traces of its passage, can't be targeted or detected by any divination magic, or perceived through magical scrying sensors.

ACTIONS

Barrage of Kicks. Dexterity Saving Throw: DC 20, one creature within 5 feet of the bunny that it can see. *Failure:* 32 (10d4 + 7) bludgeoning damage. *Success:* Half damage.

Easter Egg. *Ranged Spell Attack:* +9, range 30 ft. *Hit:* The target becomes affected by a random effect of the *prismatic spray* spell.

BONUS ACTIONS

Spellcasting. The bunny casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (save DC 17):

At will: *bless*, *color spray*, *create food and water*, *greater restoration*, *hypnotic pattern* (only 1 round duration)

REACTIONS

Uncanny Dodge. *Trigger:* The bunny takes damage from a creature it can see. *Response:* The bunny halves the damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the bunny can expend a use to take one of the following actions. The bunny regains all expended uses at the start of each of its turns.

Flying Kick. The bunny moves up to half its speed toward a hostile creature. *Strength Saving Throw:* DC 20, the target.

Failure: 14 (2d6 + 7) bludgeoning damage, and the target is knocked prone.

Barrage. The bunny uses its Barrage of Kicks. The bunny can't take this action again until the start of its next turn.

Scatter. The bunny magically summons a herd of rabbits that immediately scatter in all directions. The ground in a 30-foot emanation originating from the bunny counts as difficult terrain until the start of the bunny's next turn. The bunny then immediately takes the Hide action and moves up its speed. The bunny can't take this action again until the start of its next turn.