

Bestiary

The bestiary contains a catalog of the varied and wonderful creatures that inhabit ArcWorlde. Entries are in alphabetical order. Creature rules are found in the Bestiary and in Faction Rules. Creatures without extant rules have rules provided in this section.

First, here is a summary of which creatures may be found where in ArcWorlde:

Terrain Type	Denizens
Coast	Arcanid, Death Kiwi, Fjord Dragon, Griffing, Peagryph, Skibdrage, Bull Sea Troll, Undead Leviathan
Fields	Cocklegrieff, Death Kiwi, Griffing, Peagryph, Troggle, Trollhound*, Wild Unicorn
Forest	Arcanid, Arcanid Queen, Bloodoak, Briar Elk*, Cocklegrieff, Death Kiwi, Faerie Dragon, Forest Dragon, Forest Dragon Juvenile, Griffing, Lichenhawk*, Peagryph, Spit Lizard, Troggle, Forest Troll, Jungle Troll*, Unithorn, Werewolf*, Wild Unicorn
Mountain	Arcanid, Arcanid Queen, Cocklegrieff, Fire Dragon, Griffing, Troggle, Mountain Troll, Werewolf, Wild Unicorn
Swamp	Abomination, Arcanid, Arcanid Queen, Marsh Hydra*, Peagryph, Sabre-Toothed Varmint, Swamp Critter*, Swamp Wyvern, Forest Troll, Werewolf*, Spit Lizard
Tundra	Arcanid, Bloodoak, Arcane Dragon, Arctic Dragon, Griffing, Sabre-Toothed Varmint, Skibdrage, Troggle, Bull Sea Troll, Mountain Troll, Werewolf*
Wastes	Abomination, Fire Dragon, Griffing, Hellbeast*, Manticore, Troggle, Spit Lizard

*: Faction creatures.

Scenarios played in areas with the following special rules may include these denizens when appropriate:

Special Rule	Denizens
(Extremely) Doomed	Hellbeast*
Land of the Dead	Barrow Hound*, Carrion Rat*, Crypt Bat*
River	Bull River Troll, Kelpie*, River Troll

*: Faction creatures.

Abomination			220GP	
Class	AP	Movement	Bravery	HP
Monster	8	5	*	20

Attacks:

- (2AP) Pummel: Power – 4
 - Special Rules: If the target Character is Prone and this attack successfully causes damage, you may make an immediate second Pummel attack for 0AP.
- (2AP) Weighty Smash: Power - 8
 - Special Rules: If the target is on a 40mm base or smaller, it is knocked Prone on a Critical hit.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes.

Bones

With their flesh long since gone, the Ancient Dead are proud of their gleaming bones. There are a lot of benefits to not having any skin. Any Character with this Trait may attempt an Easy Feat to ‘pull themselves together’ and regain D3HP. In addition, they count as in Cover against any Ranged Attacks. The arrows just go straight through!

Afterlife

The Ancient Dead believe they are in the afterlife promised by their long-forgotten gods, and as such have no fear of anything that might cause them harm. Characters with this Trait automatically pass all Bravery Tests.

“Although the dead were often treated with great respect in the times of the Ancient Kings, it was a customary insult to defeated enemies to deny them access to the bodies of their kin that were claimed by war. These remains were callously dumped in communal burial pits, alongside horses and the other detritus of war without ceremony or respect.

What arose from those pits once the Ancient Dead were reawakened were unspeakable, shambling horrors. Still, the Grave Kings had uses for them.”

Arcanid

Rules are in the ArcWorlde Bestiary document

Arcanid Queen

Rules are in the ArcWorlde Bestiary document

Bloodoak				900GP
Class	AP	Movement	Bravery	HP
Titan	30	4	10	100

Attacks:

- (3AP*) Infect: Power - 1
 - Special Rules: This attack costs 3AP for each remaining HP of the target Character. If this attack hits, the Character is Knocked Out.
- (2AP) Gnashing Jaws: Power – 6
 - Special Rules: If this Attack causes the target to lose 5 or more HP, the next Gnashing Jaws attack against the same Target costs only 1AP
- (2AP) Toxic Spores: Power – 2
 - Special Rules: Targets all Characters within 3". Critical hits cause d3 more hits. Ignore armor.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Flammable.

Bark Like Iron

This counts as having +1 Armor that cannot be broken. Counts as having cover against any Ranged Attacks.

Soul-Draining Aura

Characters within 6" have 1 less Bravery and take an additional D3 damage each time they take damage.

"Hailing from the murky and mysterious depths of the Mildaark Forest, the Bloodoak is a creature which has steadily made its way into the lands of the frozen North.

Starting out life as a parasitic organism, the infant Bloodoak infects a living host and steadily consumes it, leaving but a hollow husk on which it uses to move around and seek out more victims. Although on smaller creatures they are dangerous, the oldest and most powerful Bloodoaks use the carcasses of gigantic ancient monsters to lumber across the landscape, devouring their prey in a mass of tendrils and absorbing their essences. These primeval terrors, thousands of years old, tower above the ground entangled within the remains of long extinct creatures, emanating an evil aura as they drain the souls of animals and warriors alike.

With bark like iron, and the near fossilized bones of their hosts impervious to swords and spears, Bloodoaks are extremely difficult to vanquish. Entire settlements have been destroyed by the crushing weight and toxic spores of a marauding Bloodoak, and those who travel the Mildaark and beyond have learned to fear a red glow emanating from the depths of the forest."

Cocklegriff				150GP
Class	AP	Movement	Bravery	HP
Monster	5	8	7	15

Attacks:

- (2AP) Fell Swoop: Power – 6
 - Special Rules: All Characters within 2" are targeted by this Attack. If a Critical Hit is rolled, and they have a smaller base size, the target Character is Prone. Re-roll failed hits if the Cocklegriff had charged.
- (1AP) Disemboweling Spurs: Power – 5
 - Special Rules: Critical Hits ignore Armour.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Fly.

"In ArcWorlde there are many different breeds of Gryphon and the Cocklegriff is a species native to the hills and woods of Hobbleshire. They resemble, as other Gryphons, a mixture between feline and avian, the Cocklegriff having the proud head, forelegs and wings of a great fighting cock.

Cocklegriffs have been used in battle by Halflings for many years, either herded into the fray or reserved for mounts for their best generals. Although not as gifted at flight as other Gryphons, they more than make up for it with their ferocity, disembowelling their victims with vicious strokes of their razor sharp spurs. It is a great show of bravery to creep into the nest of a pair of brooding Cocklegriffs and steal a precious egg, as they can be worth great deals of money on the open market. "

Death Kiwi			80GP	
Class	AP	Movement	Bravery	HP
Beast	3	8	7	8

Attacks:

- (1AP) Rending Beak and Claws: Power - 5
 - Special Rules: This attack ignores one point of Armor

Traits & Equipment - Agile, Pack Hunter

"It is said in the sweltering jungles of Chaq-Itza that behind every tree there is something that could kill you, and the affectionately nick-named "Death Kiwis" are no exception. Equipped with razor sharp claws and a serrated beak, these flightless bird-like reptiles are in the higher echelons of the jungle food chain.

Some Gremlin tribes trek into the jungles to find Kiwi packs; stealing eggs or young and raising them as beasts of war. Some of these captured creatures have escaped however, and there have been sightings of Death Kiwi packs roaming the Mildaark forests as far north as Hobbleshire..."

Arcane Dragon			900GP	
Class	AP	Movement	Bravery	HP
Titan/Mage	30	4	10	100

Attacks:

- (Ranged) Magic Breath: Power – 4
 - Special Rules: 6" range. Requires a Medium Feat. Draw a line from this Character to the target. Any Character touched by this line is also affected by this Attack. In addition, the targets suffer D6 additional hits if they are Mage or are carrying Arcanite.
- (2AP) Tail Swipe: Power – 4
 - Special Rules: All Characters within 4" are targets of this attack. If a Critical Hit is made, the target Character is thrown D6 inches in a direction of the Dragon player's choosing. This Character is Prone.
- (1AP) Talons: Power – 6
 - Special Rules: If a Critical Hit is rolled, if the target Character is on a smaller base size they become Prone after the Attack has been made.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Gobble.

Magical Resonance

Using Arcanite within 6" of this creature provides D3 AP instead of 1.

Innate Spellcaster

At the start of the round, randomly determine a Magic School (see Wizards Faction). This dragon may cast spells from that school until the end of the round.

- | | | |
|-------------|------------|-----------|
| 1. Crimson | 3. Emerald | 5. Bronze |
| 2. Sapphire | 4. Ochre | 6. Opal |

"From the frozen wastes of the North comes a new monster for ArcWorlde - the mysterious Arcane Dragon!"

Arctic Dragon			900GP	
Class	AP	Movement	Bravery	HP
Titan	30	4	10	100

Attacks:

- (Ranged) Freezing Breath: Power – 5
 - Special Rules: 6" range. Requires a Medium Feat. Draw a line from this Character to the target. Any Character touched by this line is also affected by this Attack. In addition, roll a D6 and reduce the target's AP by that amount and add that many hits if the AP is reduced to 0.
- (2AP) Tail Swipe: Power – 4
 - Special Rules: All Characters within 4" are targets of this attack. If a Critical Hit is made, the target Character is thrown D6 inches in a direction of the Dragon player's choosing. This Character is Prone.
- (1AP) Talons: Power – 6
 - Special Rules: If a Critical Hit is rolled, if the target Character is on a smaller base size they become Prone after the Attack has been made.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Agile, Gobble.

Chilling Aura

Characters within 3" of this Creature have their max AP reduced by 1 to a minimum of 1.

Devour the Weak

This Creature's attacks have advantage when targeting Characters with 0 AP.

"The apex predator of the wilds of Njorsvald is the Arctic Dragon. A terrifying beast, it stalks the mountains and forests of the North and is able to chase, kill and consume almost any creature it comes across.

Unlike its cousin the Fire Dragon, who lives a lethargic life dwelling in caverns and underground lairs, the Arctic Dragon is an active and agile hunter. Powerful legs and splayed claws propel it across the snowy tundra, and give it purchase on crags and cliffs. They are solitary and extremely territorial creatures, however a number of female Arctic Dragons have been spotted with their young following behind them.

Arctic Dragons primarily attack their prey with their razor sharp teeth and powerful foreclaws, tearing them to pieces that can be easily swallowed. However, when threatened they are capable of spewing a remarkable liquid that instantly freezes on contact with air, making them extremely dangerous foes to encounter on the battlefield."

Faerie Dragon

Rules are in the ArcWorlde Bestiary document

Fire Dragon

Rules are in the ArcWorlde Bestiary document

Fjord Dragon				900GP
Class	AP	Movement	Bravery	HP
Titan	30	4	10	100

Attacks:

- (Ranged) Water Stream: Power – 7
 - Special Rules: 6" range. Requires a Medium Feat. Draw a line from this Character to the target. Any Character touched by this line is also affected by this Attack. In addition, the target is knocked prone and pushed 1D6" away from this dragon if their base is 60mm or smaller
- (2AP) Tail Swipe: Power – 4
 - Special Rules: All Characters within 4" are targets of this attack. If a Critical Hit is made, the target Character is thrown D6 inches in a direction of the Dragon player's choosing. This Character is Prone.
- (1AP) Talons: Power – 6
 - Special Rules: If a Critical Hit is rolled, if the target Character is on a smaller base size they become Prone after the Attack has been made.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Gobble.

Aquatic

This creature may move through water-based terrain as if it were Open Terrain. In addition, whilst in water-based terrain it gains +1" on all Movement (including Leg It rolls) and may re-roll a single dice for any Feat Attempt.

Incredibly Wet

Characters making Melee Attacks against this Creature have anything aflame (such as torches) extinguished unless it is relit with an Easy Feat.

"Amongst the largest of the draconid species, Fjord Dragons mainly hunt for fish and other creatures in the depths of the frigid oceans surrounding Njorsvald. However, when not feeding they return to the shore, lounging upon great boulders as they digest their prey.

Many sailors claim to have seen Fjord Dragons battling with great Leviathans in the open oceans, and some tell frightening tales of glimpses of dragons far larger than any seen on land. Of course these may be only stories, but one cannot help but shudder at what monstrous beasts lie in the greatest depths of our world's oceans..."

Forest Dragon

Rules are in the ArcWorlde Bestiary document

Forest Dragon Juvenile

Rules are in the ArcWorlde Bestiary document

Griffing

Rules are in the ArcWorlde Bestiary document

Manticore				150GP
Class	AP	Movement	Bravery	HP
Monster	5	7	6	15

Attacks:

- (2AP) Tail Sting: Power – 4
 - Special Rules: A Character within 2” can be targeted by this Attack. A critical hit causes D6 additional damage.
- (1AP) Sharp Claws: Power – 5
 - Special Rules: Critical Hits ignore Armour.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Agile.

Needle Sharp Spines

Any time a character attacks this Creature in melee, the attacking character takes 1 hit for every two failures in their attack roll.

“Manticores are highly dangerous creatures, thought by scholars to have originated from the twisted lands of the Dark Wastes.

They resemble great hunting cats, with the heads of men and the tails of scorpions, with which they use to spear their prey. They are agile and lithe beasts, with sharp teeth and claws, and manes full of needle sharp spines to protect themselves from attack. A Manticore is a vicious hunter of men, and as such is a deadly monster to encounter upon your adventures.”

Peagryph

Rules are in the ArcWorlde Bestiary document

Sabre-Tooth Varmint				30GP
Class	AP	Movement	Bravery	HP
Beast	3	7	7	5

Attacks

- (1AP) Chomp: Power - 4
 - Special Rules: On a Critical Hit, ignore the target's armour.

Traits & Equipment - Agile, Pack Hunter

"The Saber-Tooth Varmint is a breed of Swamp Critter that is particularly favoured amongst Ourks who venture into the Northern lands. With powerful jaws and sharp fangs they make fantastic hunting animals for chasing down prey, or for hunting foes."

Skibdrage				220GP
Class	AP	Movement	Bravery	HP
Monster	8	5	8	20

Attacks:

- (2AP) Pummel: Power - 4
 - Special Rules: If the target Character is Prone and this attack successfully causes damage, you may make an immediate second Pummel attack for 0AP.
- (Ranged) Boulder Lob: Power - 9
 - Special Rules: 12" range. Requires a Medium Feat.

Traits & Equipment - Split Activation, Fearsome, Dwindling Strength, Death Throes, Flammable.

Salted Wood

This character counts as always having +1 armor that cannot be broken.

"For thousands of years it has been customary for ships built in Njorsvald to have ornate creatures carved into their prow. Trolls, leviathans or even dragons can be seen decorating the front of Njorse vessels even to this day, in an attempt to scare off evil spirits at sea.

When calamity strikes and those vessels sink to the bottom of the ocean, the evil spirits often infest the wreckage out of spite, creating the Skibdrage. A lumbering golem of rotten wood and barnacles, they are often seen crawling back on to land to cause havoc and chaos."

Swamp Wyvern

Rules are in the ArcWorlde Bestiary document

Troggle

Rules are in the ArcWorlde Bestiary document

Bull Sea Troll				400GP
Class	AP	Movement	Bravery	HP
Monster	10	5	9	30

Attacks:

- (1AP) Weighty Smash: Power 5
 - Special Rules: If a Crit is rolled and the target is on a smaller base size than this troll they become Prone after the Attack has been made.
- (2AP) Launch: Power 5
 - Special Rules: If a Critical Hit is rolled and the target is on a smaller base size than this creature, they are thrown D6 inches in a direction of the Troll player's choosing. Afterwards, that Character is Prone.
- (2AP) Ravenous Chomp: Power 6
 - Special Rules: Ignores one point of armor. If a Crit is rolled, this creature may make a single attempt to Gobble the target for only an Easy Feat.

Traits & Equipment - Leader of the Pack, Split Activation, Dwindling Strength, Death Throes, Fearsome, Gobble

Aquatic

This creature may move through water-based terrain as if it were Open Terrain. In addition, whilst in water-based terrain it gains +1" on all Movement (including Leg It rolls) and may re-roll a single dice for any Feat Attempt.

Blubbery Hide

This creature counts as always having a shield for the sake of defense rolls.

"Sea Trolls are a species of semi-aquatic troll that live upon the beaches and frozen sea ice of the North. Covered in a thick blubber to protect against the cold, they dive to great depths to feed upon clams, mussels, and other easily caught prey.

Highly sociable creatures, they live in great colonies boasting potentially dozens of animals. At the head of these are the Bulls, gigantic and highly aggressive brutes who fight amongst themselves for territory and mates. They are armed with gigantic tusks with which they clash and scrabble, and it is common to see a particularly ancient Bull with one or more of his teeth broken. The Cows on the other hand are much smaller and less aggressive than the male Trolls. However, they are still many times larger and heavier than a man, and an enraged mother is a dangerous foe indeed when protecting their young."

Forest Troll

Rules are in the ArcWorlde Bestiary document

Jungle Troll				220GP
Class	AP	Movement	Bravery	HP
Monster	8	5	8	20

Attacks:

- (2AP) Hurl: Power – 4
 - Special Rules: If a Critical Hit is made, the target Character may be thrown D6 inches in a direction of the Troll player's choosing. This Character is Prone.
- (Ranged) Boulder Lob: Power – 9
 - Special Rules: 12" range. Requires a Medium Feat.
- (1AP) Rend: Power – 6
 - Special Rules: If a Critical Hit is rolled, re-roll failed hits.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Gobble, Agile.

Arboreal

This creature may move through tree-based terrain as if it were Open Terrain. In addition, whilst in tree-based terrain it gains +1" on all Movement (including Leg It rolls) and may re-roll a single dice for any Feat Attempt

"Dwelling amongst the huge trees of the Chaq-Itza rainforests, the Jungle Trolls are a species that have adapted perfectly to their arboreal habitat. Their arms are longer than their northern cousins', ending in curved claws which they use to clamber amongst the treetops. Although they are herbivorous, eating the leaves and fruit of the trees they live in they are highly aggressive when provoked, especially if they are protecting their young. The claws they use to climb are just as effective at tearing apart flesh, and as such a maddened Jungle Troll is yet another peril of the Chaq-Itza that one must try to avoid at all costs. Young trolls are often captured by the Jungle Gremlins and raised as beasts of war — their huge bulk smashing apart enemy lines. Their herbivorous nature also means that their victims are left uneaten, much to the glee of the hungry Gremlins!"

Mountain Troll				220GP
Class	AP	Movement	Bravery	HP
Monster	8	5	8	20

Attacks:

- (2AP) Hurl: Power – 4
 - Special Rules: If a Critical Hit is made, the target Character may be thrown D6 inches in a direction of the Troll player's choosing. This Character is Prone.
- (Ranged) Boulder Lob: Power – 9
 - Special Rules: 12" range. Requires a Medium Feat.
- (1AP) Smash: Power – 6
 - Special Rules: If a Critical Hit is rolled, if the target Character is on a smaller base size they become Prone after the Attack has been made.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Gobble.

Crystalline Hide

This Character has +2 armour

Ravenous

This Character has advantage when attempting to Gobble.

“Mountain Trolls are a highly aggressive solitary species of troll that can be found in the higher reaches of the Drakensfaal Mountain range. The crystals that form on their backs are due to the minerals they absorb when swallowing rocks to help digest their food, as they are highly omnivorous and will eat just about anything or anyone they can find.”

Bull River Troll (Old Grogg)

Rules are in the Bestiary document

River Troll				220GP
Class	AP	Movement	Bravery	HP
Monster	8	5	8	20

Attacks:

- (2AP) Hurl: Power – 4
 - Special Rules: If a Critical Hit is made, the target Character may be thrown D6 inches in a direction of the Troll player's choosing. This Character is Prone.
- (Ranged) Boulder Lob: Power – 9
 - Special Rules: 12" range. Requires a Medium Feat.
- (1AP) Smash: Power – 6
 - Special Rules: If a Critical Hit is rolled, if the target Character is on a smaller base size they become Prone after the Attack has been made.

Traits & Equipment – Split Activation, Fearsome, Dwindling Strength, Death Throes, Gobble.

Aquatic

This creature may move through water-based terrain as if it were Open Terrain. In addition, whilst in water-based terrain it gains +1" on all Movement (including Leg It rolls) and may re-roll a single dice for any Feat Attempt.

River Predator

This creature's attacks have Advantage when it is within water-based terrain.

"A semi-aquatic species, River Trolls dwell within large rivers, lakes and other such large bodies of water. One of the larger species of Troll, with their bulls often being of colossal size, their hide is covered in a thick slimy layer that deflects blows. Territorial and renown for tipping boats they are avoided by all who spot them.

River trolls usually live in family groups, a large elder Bull presiding over groups of 5 to 15 females and young. Rather than swim, river trolls tend to wallow in shallow water, their massive bulk making it impractical to swim for extended periods of time. Due to their territorial nature, massive size, and poor eyesight bull River Trolls can be extremely dangerous when provoked, charging blindly at anything that presents even the slightest threat to it's brood.

Because of this, younger males tend to live alone, sheltering under bridges and rocky outcrops until they are old enough and large enough to challenge an established bull for territory and mates. River trolls are omnivorous, devouring fish, foliage, crops and even livestock, and are more than just an annoyance for any settlers who have placed their dwellings near to their resident waterholes."

Undead Leviathan				900GP
Class	AP	Movement	Bravery	HP
Titan	30	4	10	100

Attacks:

- (1AP) Crushing Bulk: Power - 6
 - Special Rules: This attack has Advantage and score 2 hits on a critical hit if this Creature has moved prior to Attacking
- (2AP) Entangling Entrails: Power - 6
 - Special Rules: For each hit this attack inflicts, reduce the target's AP by 1.

Traits & Equipment - Split Activation, Fearsome, Dwindling Strength, Death Throes, Gobble, Fly.

Unfeeling Hulk

This Character has +2 armor against Attacks that are not particularly effective against Flammable targets.

Extremely Flammable

This Character is Flammable. In addition, if this Character is Knocked Out by an Attack that is particularly effective against Flammable targets, this Character explodes! All Characters within 6" take 6 Hits and become Prone.

Platform

Models may scale this Titan after passing an Easy Feat. While atop this Titan, they have cover from attacks by models not on this Titan.

"Sometimes when an ArcStorm is close and the very air itself bristles with energy, something truly horrific is spat forth from the ocean. The corrupting energies of the Black Coast not only affect the human corpses that litter the sea floor, but also those of more monstrous origins. The huge bloated corpses of once majestic sea beasts, whales, dragons and other unknown things have been seen breaking the surface of the boiling ocean, the foul reek of decay permeating the air around them.

The ever-cursed Undead Pirates of the Black Coast have somehow learnt to control these creatures, using them as living war machines. Although they are most often seen attacking ships in the frigid seas of the North, when ArcEnergy is thick in the air they are put to another use.

Buoyed by the rotting corpse gasses within their distended bellies and by the foul sorcery of the Undead, they are seen to float through the air, as if it were water. These living warships are crewed by Undead Pirate atop a platform built with timber wrenched from shipwrecks and hammered into the very flesh of the beast.

These unholy terrors of the deep are frightening to behold. Crossbow bolts and other projectiles seem not to bother them as they plough their way through unsuspecting ships, devouring all in their path."

Unithorn			200GP	
Class	AP	Movement	Bravery	HP
Monster	7	8	7	20

Attacks:

- (2AP) Impale: Power - 9
 - Special Rules: May only be used if a Charge was made in this Activation
- (2AP) Trample: Power - 4
 - Special Rules: If a Critical Hit is made, the target Character is Prone, and this Character may move out of combat without any penalties.
- (2AP) Gore: Power - 6

Traits & Equipment – Flammable, Agile, Split Activation, Fearsome, Dwindling Strength (Monster), Death Throes (Monster) – See Bestiary Ruleset.

Drain Lifeforce

Whenever this creature causes damage to another Character, roll D3 and heal this character up to that amount and give it that many AP. AP and HP cannot exceed this character's maximum.

"Another creature which is summoned into being by the Wild Elves is the Unithorn, a hideous monstrosity which resembles a large horse, but constructed of twisted and gnarled briars. On top of its head just a long and wickedly sharp horn, which it uses to gouge its enemies when in battle. Unlike other Elven constructs, which tend to wither away when unneeded, the Unithorn survives on, independent of its Elven masters. It sustains itself by draining the blood, and therefore the life-force of other creatures, to maintain the vast amount of energy needed to hold its form together. Its baleful cry can be heard as it hunts, and for some reason these creatures are being found more and more often in the forests of mainland ArcWorlde..."

Wild Unicorn

Rules are in the Bestiary