

**Threat**

Hard  
Complex

**Bounty**

3000 Crowns

**Armor**

0

INT	8
REF	8
DEX	10
BODY	12
SPD	14
EMP	10
CRA	3
WILL	12
LUCK	0

STUN	10
RUN	42
LEAP	8
STA	60
ENC	120
REC	12
HP	120
VIGOR	0



<b>Height</b>	Around 3 meters
<b>Weight</b>	Around 800kg
<b>Environment</b>	Usually far from people
<b>Intelligence</b>	Human-level
<b>Organization</b>	Groups up to 3

Illustration by Anna Podedworna



# Unicorns

## Commoner Superstition (Education DC:10)

*Unicorns are horse-like animals with a horn on their head. They are very fearful with humans 'cause they were hunted for many years. Nowadays they are really rare and only approach virgins. That is why only virgins can capture them.*

–Rodolf Kazmer

## Witcher Knowledge (Witcher Training DC:15)

What one can perceive as an unicorn or one-horns is in fact a member of a race of sentient multi-dimensional beings who are able to traverse the Multiverse. They are known to observe doings of less advanced species. They look like horses with a single, often spiral horn in the middle of their foreheads. They use telepathy to communicate with each other and sometimes with other races. Unicorn horns are universal antidotes to poison and can be used to detect poisons as well. They also change color with age. Unicorns tend to communicate via simple communicates like "confirmation" or "negation" and refer to members of less advanced races as "Beings". They vehemently despise those who use Power and usually kill those who they perceive as the most dangerous. There are however cases when they help or guide lesser beings in fulfilling the Destiny, though the reasons they do it are usually unknown. One such event occurred when a black unicorn led Viduka to the rock where he would later found his capital. Unicorns greatly dislike the Aen Elle who forced them to open the gates between worlds so that they might massacre humans from other worlds. They can move between parallel realities, and they may also move through time (fourth and fifth dimensions). The legends that suggest unicorns can only be captured by virgins are false. In reality, they simply despise evil and so, avoid it. They usually appear to people with a good heart.

Weapons			
Name	DMG	Effect	ROF
Hooves	5d6	Silver (4d6)	1
Horn	7d6	Bleed (50%) Armor Piercing	1

### Skills

Athletics +7
Awareness +8
Brawling +6
Courage +10
Dodge/Escape +8
Endurance +6
First Aid +8
Intimidation +7
Melee +8
Resist Magic +9
Spell Casting +12
Stealth +6
Wilderness Survival +7

### Loot

2 Random Rune
Beast Bones (1d10)
Quintessence (1d6)
Raw Meat (1d10)
Unicorn Horn
+Any Gear They Have

### Vulnerabilities

Relict Oil

### Abilities

#### Charge

If a target moves more than 10m away from an unicorn, it can take a full round to charge and make a powerful ramming attack at -2 which does 9d6 and knocks the target back 3m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

#### Telepathy

Unicorns can telepathically communicate with any one creature within 20m of them without taking an action.

### Multiversal Travel

Some beings of Elder Blood, like Ciri, unicorns and Wild Hunt Navigators are able to traverse worlds via their innate portal abilities. They do this using a modified version of the Standing Portal spell. It is a mixed element master spells with a 27 STA Cost. This spell opens a portal to a known world or with a object from the world to channel the spell.