

Unicorn

(BL: Naes)

Type: Mystical Creature

Q/M Ratio 1:1 (QUEST)

Armour: None.

Attacks: Short sword, considered Red, as horn.

Abilities:

- 1) Heal, as per healer spell. Unlimited usage.
- 2) Teleport, unlimited usage. To Teleport, a Unicorn must pull a hood over its head. This means that the garb for a unicorn must have a hood.
- 3) The unicorn must declare a home tree. A unicorn can wander freely about the battlefield, and is not tied to this spot. Any deaths a unicorn receives will not count against its total number of lives, until home tree is destroyed.
- 4) Additional abilities gained at higher levels.
- 5) Magical Horn, short sword, considered Bladesharp. Also versus thrusts it does 2 points of damage. May only be removed after the Unicorn has been subdued or killed. May not be destroyed, but if removed the Unicorn loses all abilities. Horn may Mend item as per Mend spell (2/life). Anyone that removes the horn may use its abilities.

Garb: White Cloak and golden horn.

Description:

These magical creatures resemble a great white horse with a large spiraling horn protruding from its head. They are very kind hearted, and will usually help out a party in dire need. By this, they will always remain neutral.

Lives: 3

Levels:

- 1st As above.
- 2nd A unicorn may resurrect a dead person who is brought to their home tree (3/life).
- 3rd As above.
- 4th May cast Lost, as per healer. (1/life).
- 5th As above.
- 6th Lost (3/life).