

BESTIARY RULES (MAY 2022)

Warbands aren't the only ones who roam the wilds of ArcWorlde, as many dangerous beasts also call this most dangerous of realms home. From the depths of the Mildaark Forest, to the Drakensfaal Mountains, or even terrorising the lands of civilised folk, “here be monsters” can be applied pretty much everywhere on the map.

Creatures are a core part of the ArcWorlde game. They can be played on their own, as wild hunting packs or lone monsters, or ‘tamed’ as part of a Faction-based Warband. There are many Creatures to choose from, and their rules are found within this document.

BESTIARY SPECIFIC RULES:

Tamed Beasts

It is extremely common for Warbands to tame creatures to fight alongside them. Whether raised from eggs or captured in the wild, the monsters of ArcWorlde are often seen marching to battle.

When constructing your Warband, you may use Characters from the Bestiary list.

Bestiary Warband

You may construct a Warband entirely from Beasts, Monsters and Titans from the Bestiary.

Pack Hunter

Up to three of the same Character with this Trait may be Activated at the same time. In addition, they may re-roll a single failed Hit each if they attack the same target.

Fly

The Character may move over terrain features unhindered.

Leader of the Pack

Some larger monsters hold a natural sway over their smaller kin. A Character with this Trait may allow Beasts within 8” to use their Bravery stat.

Split Activation

A Character with this Trait can spend their AP across multiple Activations. The player may choose to end the Character's Activation and Activate them again after any of their opponent's Activations. This may happen multiple times within a Round until all the Character's AP have been spent.

The Character may only make their free movement once per Round. In subsequent Activations the Character may move again, but only by using Leg It rolls. Each Leg It roll difficulty progression starts afresh each Activation.

Dwindling Strength

Characters with this Trait can be a struggle to bring down, but wounds eventually take their toll.

If a Monster loses half of its original HP, they also lose D3 of their total AP for the rest of the game. If the Monster is healed and no longer at half HP or less, they regain their lost AP.

Each time a Titan loses a quarter of its original HP, their total AP is reduced by D3. If the Titan is healed, they regain their lost AP at the same rate.

Death Throes

A creature is at its most dangerous when it is mortally wounded. When a Character with this Trait is reduced to 20% of its HP or less, they may re-roll one dice per Activation.

Fearsome

Any enemy Character on a smaller base size within 3” of this Character must take an automatic Bravery Test.

Gobble

Many creatures in ArcWorlde are carnivorous and relish any opportunity for an easy meal. A Character with this Trait may attempt to swallow a Character in base contact whole!

Monsters may Gobble any Character on a 30mm base. Titans may Gobble any Character on a 30mm or 40mm base.

Roll a Medium Feat. If successful, the Gobbled Character takes 6 Hits and is removed from the game board.

When the Gobbled Character is next Activated, they must immediately attempt a Medium Feat to try to escape.

On a success, the Gobbled Character is coughed back up onto the battlefield. They may continue their Activation as normal, if not a little traumatised.

If this Feat is failed, the Gobbled Character takes an additional 3 Hits and their Activation ends. The next time they are Activated they can try again, but each time the Feat difficulty is increased by 1.

If a Gobbled Character is Knocked Out or fails a Legendary Feat to escape, they are fully digested, removed from the game, and the Gobbler regains 1D6 HP. Delicious!

GRIFFLING – 22GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
BEAST	2	6	6	4

ATTACKS:

- **(2AP) Dive Bomb: Power – 7**
Special Rules: May target Characters within 2". After this Attack, move this Character in base contact with the target. If more Failures are rolled than Successes to Hit, this Character is Knocked Out.
- **(1AP) Peck: Power – 3**

Traits & Equipment – Fly, Pack Hunter.

Chocks Away!

If a Griffing makes a movement over an enemy Character, it may attempt an Easy Feat to have a ‘sudden case of nervousness’. If successful, the unfortunate target Character may not move or make any Ranged Attacks in their next Activation. This Ability may only be used once per game.

“Griffings are one of the more common creatures that can be found in Upper ArcWorlde, from the cities of the civilised lands to the mountains and forests of the wild. A lesser member of the Gryphon family, they resemble a curious amalgamation between small fowl and house cats.

In the plentiful forests of Mildaark, Griffings often grow larger than their urban cousins. Vast flocks can be seen flitting between the trees and many who dwell there keep them as pets. Although not naturally aggressive, their beaks and claws are sharp and their propensity to messily relieve themselves when startled can cause enough of a distraction to change the course of a fight.”

TROGGLE – 30GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
BEAST	2	5	5	5

ATTACKS:

- **(2AP) Dig Attack: Power – 6**
Special Rules: Must be performed whilst Burrowed. The Troggle comes out of its burrow after this Attack has taken place.
- **(1AP) Scrabble: Power – 3**

Traits & Equipment – Pack Hunter.

Burrower

This creature is a skilled tunneller and can dig burrows quickly. This Character may attempt to Burrow into the ground on an Easy Feat. Whilst Burrowed, the Character cannot be targeted by Melee or Ranged Attacks, does not need to take Bravery tests and may move underneath other Characters.

Whilst Burrowed, the Character may not pick up Items or engage in scenario activities. They may also not Attack, unless Special Rules dictate otherwise. A Character may come out of their burrow at any point and act as normal until they Burrow again.

A Character may only Burrow into soil, sand, or any other soft material on the battlefield. Use your common sense to dictate where a creature may Burrow – remember the Gentlefolk’s Code of Conduct!

“Troggles are a small subspecies of Troll that can be found throughout Upper ArcWorlde. They are notorious pests - their keen sense of smell and nimble fingers often leading them to ransack food stores and refuse heaps. They are also excellent diggers, and many an ArcWorlde resident has awoken in the night to find a host of Troggles escaping down a burrow dug into their (now empty) larders.

Troggles are opportunistic and follow larger Creatures on raids and hunting excursions. Adventurers in Mildaark must be wary, lest the smell of their cooking fires attract unwanted attention. They may wake one morning to find their provisions, or their party, considerably more depleted than when they went to sleep...”

ARCANID – 60GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
BEAST	3	7	7	7

ATTACKS:

- **(2AP) Sting: Power – 7**
Special Rules: A Critical Hit ignores Armour.
- **(1AP) Bite: Power – 4**

Traits & Equipment – Pack Hunter, Agile, Flammable.

Web Spray

This Character may attempt a Medium Feat to target a single enemy Character on a 60mm base or less within 8”. If successful, this causes no damage, but the Movement of the target is halved for the rest of the Round. The effects of this Trait stack.

Web Spinner

Whilst in Open Terrain, this Character can attempt a Medium Feat to turn a radius of 3” into Difficult Terrain. If this Character is in Difficult Terrain it may attempt a Hard Feat to turn it into Impassable Terrain. This effect lasts until the end of the Round.

Living Arcanite

Chunks of precious Arcanite grow out of the body of Arcanids. If this Character is Knocked Out, place one Arcanite Token on the board where they fell.

“Arcanids are terrifying creatures that resemble large spiders the size of ponies, with glittering Arcanite growing out of their backs. Often living in family groups ruled over by a Queen, they are lightening quick and hunt in packs for fresh meat.

An Arcanid nest is an extremely dangerous place, and many adventurers have lost their lives trying to clear them out. However, the lure of Arcanite harvested from a slain Arcanid can be enough of prize to try.”

PEAGRYPH – 80GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
BEAST	3	8	7	8

ATTACKS:

- **(2AP) Featherblade: Power – 6**
Special Rules: This Attack may be made against targets up to 2” away, even if they aren’t in base contact. Attacks may still be made if there is a friendly Character between this Character and the target..
- **(1AP) Piercing Screech: Power – 1**
Special Rules: Affects all Characters within 6” and ignores Armour and Shields. On a Critical Hit, the target’s Move stat is halved for this Round. This does stack.

Traits & Equipment – Agile.

“Peagryphs are a flightless species of Gryphon that are often trained and kept as luxurious but deadly pets. Without the need to fly, male Peagryphs have evolved large, flamboyant tails with which they impress mates and deter rivals.

Although beautiful, the feathers on these tails are razor sharp and can be whipped around at lightning speed to lacerate foes. Male Peagryphs are incredibly territorial and can make fantastic guard dogs and beasts of war if trained correctly.”

FAERY DRAGON – 100GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
BEAST	4	8	7	14

ATTACKS:

- **(2AP) Blinding Light: Power – 1**
Special Rules: Affects all Characters within 6” and ignores Armour and Shields. On a Critical Hit, the target’s AP is reduced by 1 for their next Activation. This does stack.
- **((1AP) Bite: Power – 5**

Traits & Equipment –Fly, Agile.

Glittering Scales

The light that reflects off the scales of the Faery Dragon makes it very difficult to see clearly. All Ranged Attacks against it are at +1 Feat difficulty.

Healing Song

The call of the Faery Dragon is said to have magical healing properties. On an Easy Feat, the Faery Dragon restores 1HP to every Character within 6”.

“Although for many years it was believed impossible for a Dragon to fly, a newly discovered species has shed new light on the matter. The Faery Dragon is a small Dragon native to the deeper regions of the Mildaark forest. It achieves the miracle of flight by beating wing-like scales on its back, allowing it to take to the air with surprising grace and agility.

It’s mirror-like scales glitter with an intense light, and it can focus that light to dazzle and blind attackers. Although rarely seen, it’s sweet song can be heard for miles as it basks in the light of the rising sun.”

JUVENILE FOREST DRAGON – 150GP

CLASS	AP	MOVEMENT	BRAVERY	HP
MONSTER	5	6	7	15

ATTACKS:

- **(2AP) Poison Bite: Power – ***
Special Rules: The target receives a number of Hits equal to the amount of HP they are below their starting HP.
- **(2AP) Tail Swipe: Power – 4**
Special Rules: All Characters within 2” are targeted by this Attack. If a Critical Hit is rolled, and they on a smaller base size, the target Character is Prone..
- **(1AP) Sharp Claws: Power – 5**
Special Rules: Critical Hits ignore Armour.

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

Fungal Regeneration

Forest Dragons are covered in mushrooms and other fungi which heal the wounds of their host. If this Character is not in base contact with an enemy Character at the end of a Round, it regains D6 HP.

“Forest Dragons grow throughout their lives, taking a hundred years or more to reach truly titanic sizes. As such, many of the Dragons encountered in Mildaark are Juveniles, who are much more common than their massive parents.

Juvenile Dragons are much more active than their fully grown kin, and actively hunt and chase down prey. Their poisonous bite is lethal, and Juveniles can wait days for their victims to succumb to the toxins before delivering the killing blow.”

FOREST 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.

Fungal Regeneration

A Forest Troll is covered in mushrooms and other fungi which heal the wounds of their host. If this Character is not in base contact with an enemy Character at the end of a Round, it regains D6 HP.

Ambush

At the start of the game, secretly select one piece of scenery on the board that isn’t in your opponent’s deployment zone and write it down. This Character is hidden here and cannot be targeted by any Character on the board. At any point during the game, you may choose to reveal the Character, which is Activated immediately after the Active Character’s Activation has ended.

“Trolls are common monsters in ArcWorlde and have evolved to thrive in almost every habitat imaginable. Their great size and strength make them dangerous foes, and raids upon outlying settlements by hungry Trolls are commonplace.

In the Mildaark, the Forest Troll is amongst the most dangerous creatures for adventurers to encounter. Their hides are covered in moss and lichen, and a fellow may not see a Forest Troll until they are on top of them. Many a traveller has fallen prey to their ravenous hunger, and Forest Trolls can easily swallow a man whole if they are hungry enough.”

FOREST DRAGON – 900GP

CLASS	AP	MOVEMENT	BRAVERY	HP
TITAN	30	4	10	100

ATTACKS:

- **(Ranged) Noxious Breath: Power – 2**
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 a number of Hits equal to the amount of HP that they are below their starting HP.
- **(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.

Advanced Fungal Regeneration

A Forest Dragon is covered in mushrooms and other fungi which heal the wounds of their host. If this Character is not in base contact with an enemy Character at the end of an Activation, it regains D3 HP.

Ambush

At the start of the game, secretly select one piece of scenery on the board that isn’t in your opponent’s deployment zone and write it down. This Character is hidden here and cannot be targeted by any Character on the board. At any point during the game, you may choose to reveal the Character, which is Activated immediately after the Active Character’s Activation has ended.

“Forest Dragons can be found in the depths of the Mildaark, their warty hides camouflaged under layers of lichen, moss and woodland detritus. They are ambush predators and lie in wait for weeks at a time for animals or adventurers to venture close enough to succumb to the poisonous fumes they exude. Any survivors are far from safe, as Forest Dragons are armed with both wickedly sharp horns, claws and a poison tipped tail to finish off any who escaped the noxious vapours.

Although their camouflage is surprisingly convincing, the wily Mildaark adventurer can generally spot a hiding Forest Dragon by noticing the large piles of bones surrounding any seemingly innocuous mound in the undergrowth.”

ARCANID QUEEN – 900GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
TITAN	28	5	10	80

ATTACKS:

- **(2AP) Horrible Sting: Power – 4**
Special Rules: If a Critical Hit is rolled, an extra Hit is taken by the target the next time they Activate. If the target fails to Defend it, another Hit is taken in their next Activation, and so on. These additional Hits ignore Armour and Shields.
- **(2AP) Grasp: Power – 5**
Special Rules: If a Critical Hit is rolled, the Arcanid Queen may Gobble the target on an Easy Feat during this Activation.
- **(1AP) Mandibles: Power – 5**
Special Rules: Critical Hits break 1 Armour.

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

Arcanite Carapace

The Arcanite Queen is covered in a thick chitinous shell, studded with protruding chunks of Arcanite. +1 Armour. Every time the Arcanid Queen loses AP due to Dwindling Strength, place 1 Arcanite Token in base contact.

Web Spray

This Character may attempt a Medium Feat to target a single enemy Character on a 60mm base or less within 8". If successful, this causes no damage, but the Movement of the target is halved for the rest of the Round. The effects of this Trait stack.

Spiderwitch

The Arcanid Queen may cast Spells from the Lore of Spiders. However, if a Spell Overpowers the Arcanid Queen loses 2D6HP, the Activation ends, and the Spell is not cast:

SPELL LIST – THE LORE OF SPIDERS

Arcanid Queens are imbued with a cunning intelligence, and the vast quantities of Arcanite within their bodies gifts them the ability to wield magical power.

SPELL NAME	REQUIRED DRAW	DESCRIPTION
CHITTERING SWARM	14	The Arcanid Queen calls forth a horde of spiders, who bite at any exposed flesh. All enemy Characters in base contact take 1 Hit.
SUMMON ARCANID	18	With a gesture, the Arcanid Queen calls forth another of her children to replace those fallen on the battlefield. Replace one Knocked Out Arcanid at full HP on a table edge of your choice
SILKEN SALVE	20	The Arcanid Queen coats her wounds in Arcanite laced web, and broken skin and carapace start to knit back together. The caster regains D6 HP

“At the heart of an Arcanid nest sits the bloated Queen surrounded by her chittering children. Grown fat and massive on the prey brought by her brood, some Queens rival Dragons in size and power.

Arcanid Queens can live for hundreds of years and plot incessantly ways to grow their dominion. Sending their children far and wide to hunt, an Arcanid Queen can spread her sinister influence over vast areas of land. They are intelligent, fast and wield a corrupted form of magical power; it will take a very prepared Warband to take one down.”

SWAMP WYVERN – 900GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
TITAN	30	4	9	100

ATTACKS:

- (5AP) Thunderous Dive: Power – 10**
Special Rules: May only be used if the Swamp Wyvern is Airborne. Pick an area on the board. All Characters within 3” of this Attack are hit by this Attack. After the Attack has been made, place the Swamp Wyvern on the board in the area the Attack was made. It also takes a Power 10 Attack, and its Activation immediately ends. Rearrange any Characters that have not been Knocked Out by this Attack in base contact with the Swamp Wyvern..
- (2AP) Crushing Jaws: Power – 6**
Special Rules: If this Attack causes the target to lose 5 or more HP, they may be Gobbled in this Activation on an Easy Feat..
- (1AP) Stomp: Power – 4**

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

Magical Spores

The fungi that grow upon the Swamp Wyvern’s back are enriched with Arcanite, and the effects of their noxious spores can be wildly unpredictable.

When a Character is Activated within 3” of the Swamp Wyvern, they must pass an Easy Feat to resist breathing in the magical spores. If this is Failed, or if they choose to breathe in the spores, roll a D6:

- 1 – The swirling spores have a powerful soporific effect, and the Character is put straight to sleep. They become Prone.
- 2 – Breathing in the spores cause the Characters’ limbs to seize up, and movement is difficult. The Character may not move this Activation.
- 3 – The spores make the Character feel sick, and cough up glittering phlegm. The Character loses 1HP, and loses another 1HP if they end their turn within 3” of the Swamp Wyvern.
- 4 – The spores invigorate the Character with a giddy burst of energy. They gain +1AP for this Activation.

5 – When inhaled, the spores cause the Character to tap into the unseen energies of the world and are filled with a sense of power and purpose. This Character may re-roll failed Feats this Activation.

6 – The magical spores truly connect with the Character, their minds opening like they have never felt before. This Character may cast one Spell from their Faction Ruleset. If the Character is already a Mage, they may cast an additional Spell for free.

Airborne

The Swamp Wyvern has gigantic leathery wings and, although not a competent flier, it can haul its bloated form off the ground with a great effort.

At any point in its Activation, the Swamp Wyvern can take flight for a Legendary Feat. Replace the miniature on the board with a token. Whilst Airborne it gains +3 Move, it cannot Attack or be targeted by Melee Attacks, and Ranged Attacks require a Medium Feat to hit and are aimed at the Token.

The Swamp Wyvern may land on any area of the board that its 120mm base can fit. If the Swamp Wyvern takes flight whilst in base contact with an enemy Character, the normal rules for leaving combat apply.

“Wyverns are a sub-species of Dragon that have large, membranous wings in place of their front legs. Although most Wyverns are much smaller than their larger kin, the Swamp Wyvern is a great exception to the rule. Huge and bloated, they are mainly found half submerged in bogs and other waterlogged areas where they prey upon anything that is unlucky enough to find themselves there.

One of the more remarkable features of Swamp Wyverns are the colonies of large, Arcanite-enriched mushrooms that sprout from their hides. Their intoxicating spores subdue potential prey, and in return the Wyvern provides nutrients to the fungi and protects them from damage. It isn't sure how long this symbiotic relationship has occurred, or who benefits the most, but the spores and flesh of these magical mushrooms are highly prized by the Dreameaters of the Ourks for concocting their magical brews.”