

Illshadow – Chaotic Unicorn Rider

		Location	Melee	Ranged	Armor	Hit Points
STR	13	R. Leg	1-4	1-3	5	6
CON	17	L. Leg	5-8	4-6	5	6
SIZ	13	Abdomen	9-11	7-10	6	6
DEX	16	Chest	12	11-15	7	7
INT	11	R. Arm	13-15	16-17	7	5
POW	15	L. Arm	16-18	18-19	2	5
CHA	7	Head	19-20	19-20	5	6
Move	7					
SR	13					
HP	16					

Mutations: feeding suckers, Necrobiotic, Tendril Trail.

Spells: Bladesharp 3, Horse Friend 3, Befuddle 2, Multimissile 4, Firearrow 2, Protection 3, Speedart 1.

Skills: Athletics 70%, Perception 60%, Ride 115%, Tracking 50%, Stealth 50%,

Languages: Yelmalian 80%, Sartarite 60%, Pelorian 60%.

Gear: Sleeved Mail hauberk, padded surcoat (chest), Open-faced helm, Scale greaves. Sabre, Lance, Unicorn Horn Bow with 14 arrows. Saddle and tack (once fine silver-studded, now with the stars removed).

Attacks	Reach	Attack	Parry	Damage	Specials
Sabre	1	70%80		1d6+2+1d4	Slash
Lance	3	85%		1d10+1+1d10	Impale
Tentacle Arm	1	75%		1d6+1d4	Feed
Unicorn Horn Bow	0	115%		1d10	Impale

Feed: If Illshadow gets a special result against a living target with a hit with her Tentacle Arm, she immediately drains 1d3 CON from the target, and Heals the same amount of Damage to herself. If she is undamaged, she can instead add the result to her own CON, or to her own POW.

Tirgas – Chaotic Unicorn

		Location	Melee	Ranged	Armor	Hit Points
STR	22	R. Hind Leg	1-3	1-2	4	11
CON	23	L. Hind Leg	4-6	3-4	4	11
SIZ	23	Hindquarters	7-19	5-9	4	13
DEX	15	Forequarters	10-13	10-14	4	13
INT	12	R. Front Leg	14-16	15-16	4	11
POW	19	L. Front Leg	17-19	17-18	4	11
CHA	13	Head	20	19-20	4	12
Move	12					
SR	15					
HP	27					

Traits: Formidable Gore, Life Sense, Night Sight; **Mutations:** Tusks, Lantern Eyes, Turn to dust on death.

Spells: Beast Call 2, Bestial Enhancement 3, Demoralize 2, Disruption 3.

Skills: Athletics 70, Evade 50, Perception 75, Stealth 50, Survival 50%,

Languages: Speaks mind to mind, only with Illshadow.

Attacks	Reach	Attack	Damage	Special
Gore	2	75%	1d10+1d8	Impale, Sunder
Kick	1	60%	1d6+1d8	Crush

Illshadow's once lovely form is grey-skinned and desiccated like a corpse, scarred in places by fire. Her left arm is covered in red, sucking orifices like a squid's tentacle, each with toothy projections that bite constantly. Illshadow can feed from these mouths or with her own, and can only eat living flesh. She wears the harness she did in life, but has removed all star symbolism of Yelorna, adopted a wine-dark sleeved surcoat, from which constantly drop writhing, yellow worms that escape the gnashing fangs of her arm mouths. She rides her unicorn mount, Tirgas, also tainted by chaos, its jagged horn matched by an equally horrid set of tusks protruding from a jaw that is distinctly neither equine nor goatlike. Eyes like smoking lanterns pierce the darkness far better than vision should. The unicorn's formerly fine white coat is stained in varying shades of red, from the remnants of Illshadow's feasts, in which Tirgas now hungrily shares.