

Species, Breed: Unicorn, Dark (Lesser)

Type: Not applicable.

Class: Enchanted (mammal).

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 200 x level.

Characteristics:

Awareness: 60

Charisma: 50 when in humanoid form. See: "Special abilities"

Constitution: 80

Coordination: 80

Dexterity: 80

Intelligence: 40

Mental-strength: 140

Strength: 200

Wisdom: 40

Movement:

Flying: 81 See: "Twilight-Wander" in the "Special abilities" section.

Grounded: 27

Swimming: 9

Luck: 600 See: "Special abilities"

Oxygen-points: 420

Blood-points: 240

Attack descriptions:

Back-kick: 2

Damage: 1-D100 x3 +36

Range: 2 spaces (10')

Attack type: Blunt

or:

Hooves: 4

Damage: 1-D100 x2 +36

Range: 2 spaces (10')

Attack type: Blunt

or:

Trample: 4

Damage: 1-D100 x4 +36

Range: 1 space (5')

Attack type: Blunt

Or:
Enchanted Horn: 1
Damage: 1-D100 x3 +36
Range: 2 spaces (10')
Attack type: Sharp

Concerning Enchanted Horn:

This type of attack can be a charge, or the Dark Unicorn can rear up and come down, attempting to skewer its opponent; the damage is the same. If the Dark Unicorn is charging its opponent, a trample will be rolled for as well.

See: "Special offenses" for spells this creature can cast.

Defense: 80

Offense: 80

Damage-Points: Roll 4-D20 +15 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: 10+ to have 1-D100 +25 x10

Yellow-gold: 10+ to have 1-D100 +20 x9

Black-gold: 10+ to have 1-D100 +15 x8

Treasure item(s):

Common: None

UnCommon: None.

Rare: None.

Legendary: 10+ to have 1-D10 +5

This creature will have a 90% chance to have 1-D4 ORACLES

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a magnificent and wondrous black stallion, yet much larger. It has a horn at the center of its forehead, from which is the origin of its abilities and magic.

Height: 9'-0"

Length: 14'

Weight: 1,400 lbs.

Hair color: Onyx-black, with an even darker and more magnificent mane.

Hair texture: Soft.

Eye color: Black

Eye shape: Medium-sized, oval

Posture: Quadruped.

Note:

When in race form, the appearance of the person this creature has shifted into will be up to the discretion of the Game Master.

Dislikes: White Unicorn. If these two creatures encounter each other, they will most likely fight to the death (10+ roll).

Disposition: This creature relishes the beauty and majesty of Enchanted Forests. From legend this magnificent horse roams far and wide.

Fears: None.

Habitat: Enchanted Forest.

Immunities: Fear.

Life-span: Immortal. This creature will never age past its prime.

Likes: Dryads, Fairies, Nymphs, Pixies, Sprites, Sylphs and other such enchanted creatures of evil or unholy align.

Needs: Basic necessities of life (food, water shelter, etc.).

Note: None.

Special Abilities: Modification-points: This creature will have modification-points as follows: 2-D10 +2 per 2 levels advanced.

These points can be used to learn any spell from the spell-caster class. These spells can be purchased without having to buy the Seeker or Trade-skill prerequisites (meaning they can learn spells directly from the Adventurer charts). G.M.: You may also choose to pick the spells quickly without rolling up modification-points (it is up to you).

Language Master: This creature knows all race languages (i.e., Dwarf, Elf, Human, Ultarian, etc.).

Night-vision: As the Psychic spell, always in effect.

Shape-Shift: Can shift into any of the known races at will. It will take 3 turns (15 seconds) to accomplish (changing back to its natural self will also take 3 turns (15 seconds)).

Spell-caster: Roll 1-D4 +1 times on "Spell-casters, Random Determination of:" in the S section of the Basic Rules Book to determine what classes this creature follows.

Transport: Can transport to any location of its choice, considering it has been there (the area the wearer can be transported to can actually be a 10 space distance from the spot it has been previously). The area of effect = Dark Unicorn and what it can carry. Time to cast: 3 turns (15 seconds). This ability can be cast at will.

Twilight-Wander: Can run upon the rays of moon-light (use its run speed). As it travels in such manner the appearance of dark-blue flames will trail from its hooves. If moonrays vanish, the Unicorn will not fall, but will slowly descend without the risk of injury.

Unicorn's Luck: Will regenerate at a rate of the unicorn's level per level. Example: If level 20, luck will regenerate at a solid rate of 20 points per turn.

Special Defenses: Resistances: Magic: 60%, Mental-attack: 30% and Spiritual-attack: 80%

Special Offenses: Banish: When this creature strikes another creature with its Enchanted Horn attack, and its offensive roll is 100+ points above the defending roll, the targeted creature must make a successful avoidance-roll vs. "Enchantment" or be forced into the Plane, "Underworld" to find its way back.

Twilight-Strike can be attempted 3 / 24 hours.

Susceptibilities: None

Weapon susceptibility: R-5 or better (enchanted) weapon to harm.