

**Threat**

Medium  
Simple

**Bounty**

1000 Crowns

**Armor**

0

<b>INT</b>	1
<b>REF</b>	6
<b>DEX</b>	6
<b>BODY</b>	10
<b>SPD</b>	11
<b>EMP</b>	3
<b>CRA</b>	1
<b>WILL</b>	6
<b>LUCK</b>	0

<b>STUN</b>	8
<b>RUN</b>	33
<b>LEAP</b>	6
<b>STA</b>	40
<b>ENC</b>	100
<b>REC</b>	8
<b>HP</b>	40
<b>VIGOR</b>	0



<b>Height</b>	About 2 meters
<b>Weight</b>	About 750kg
<b>Environment</b>	Deserts and arid places
<b>Intelligence</b>	About as intelligent as a horse
<b>Organization</b>	Solitary

Illustration by Anna Podedworna

# Chironexes

## Commoner Superstition (Education DC:10)

Legend say that when a horse dies of thirst near a place of power, it's body rises again as a chironex, a demonic unicorn-like creature that is born out of heat and magic. They are very aggressive and attack every one they see in live horses seeking revenge after the horsemen that left them to die. Heh, luckily they are so rare.

—Rodolf Kazmer

## Witcher Knowledge (Witcher Training DC:15)

People usually say these beasts come from dead horses. That is not true at all. As all other necrophages, they came into our world in the conjunction. They look a lot like horses though. Especially unicorns. They are slightly bigger than your average horse, but look like a rotten one. They have big and sharp teeth and white lifeless eyes. Their horn is their most mortal weapon, right in the middle of their head. They are as fast as war horses and are deadly creatures if they can use their speed.

When fighting a chironex, you should not let them keep distance. They sure can bite and kick you, but nothing compares to them ramming you with their horn. Try to make them still while attacking. Though they can be easy to fight, if you let them have the upper hand, they can be mortal.

### Vulnerabilities

Necrophage Oil

### Abilities

#### Poison Immunity

Chironexes take no damage from poison.

#### Charge

If a target moves more than 10m away from the chironex, it can take a full round to charge and make a powerful horn attack at -4 which does 6d6+6 damage and knocks the target back 4m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

#### Night Vision

Chironexes operate in areas of dim light with no penalties.

#### Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 6.

### Skills

Athletics +6

Awareness +6

Courage +10

Dodge/Escape +6

Endurance +9

Melee +8

Stealth +2

Wilderness Survival +2

### Weapons

Name	DMG	Effect	ROF
Hooves	4d6+2	N/A	1
Bite	3d6	WA -2	1
Horn	2d6+2	Improved Armor Piercing	1

### Loot

Beast Bones (2d6)

Chironex Horn

Raw Meat (2d6)