

Species, Breed: Gargoyle, Imperial

Type: Not applicable.

Class: Enchanted (Reptile).

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 31 + 1-D30 +1

Number encountered: 1

Experience points: 500 x level.

Characteristics

Awareness: 90

Charisma: Not applicable.

Constitution: 100

Coordination: 100

Dexterity: 100

Intelligence: 60

Mental-strength: 130

Strength: 300

Wisdom: 60

Movement:

Flying: 72

Grounded: 24

Swimming: 12 Excellent swimmers.

Luck: 600

Oxygen-points: 390

Blood-points: 300

Attack descriptions

Bite: 3

Damage: 1-D100 +56

Range: 2 spaces (10')

Attack Type: Sharp.

and:

Claws: 4

Damage: 1-D100 x2 +56

Range: 2 spaces (10')

Attack Type: Sharp.

and:

Serrated Tail: 2

Damage: 1-D100 x 3 +56

Range: 3 spaces (15')

Attack Type: Sharp.

or:

See: "Special Offenses"

Defense: 130 / 160 if 62nd level

Offense: 130 / 160 if 62nd level

Damage-Points: Roll 1-D100 +56 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x1000

Bronze: 02+ to have 1-D100 x1000

Silver: 02+ to have 1-D100 x1000

Electrum: 02+ to have 1-D100 x1000

White-gold: 02+ to have 1-D100 x1000

Yellow-gold: 02+ to have 1-D100 x500

Black-gold: 02+ to have 1-D100 x400

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 02+ to have 5-D20 +5

Note:

The Imperial Gargoyle will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

40% chance of having 1-D20 x3 Artifacts

30% chance of having 1-D12 Enchanted Armors

30% chance of having 1-D12 Enchanted Weapons

30% chance of having 1-D12 Oracles

90% chance of having 1-D100 x3 random Gems.

60% chance of having 1-D20 x3 random Special Gems.

30% chance of having 1-D12 Relics

Description:

Annihilation Strike?: Yes.

Description: This Gargoyle is one of the most power. It is huge in size . . . and deadly.

Eye color: Solid black with the appearance of a star-filled sky.

Eye shape: Large-sized and slanted.

Height: 9'-0"

Length: 24'-0"

Skin color: Silver.

Skin texture: Tough and leathery.

Posture: Avian Quadruped, though these creatures can walk on their hind legs as well.

Weight: 640 lbs.

Wing contour: Bat-like and leathery. The wings of this creature are very durable.

Wingspan: 27'-0"

Dislikes: Unknown.

Disposition: This creature is of the most dominant of all species in Utaemia, ascending to Jahtha status (62nd level) on occasion.

This creature hires out its services to others who must pay an overly high price. It set the terms and accomplished the deed . . . no questions asked.

Fears: None.

Habitat: Fearmist Region (Labyrinth), but will, at times, be found in other regions.

Immunities: Charm, Consciousness, Disease, Fear, Illusion, Mind alterations, Pain, Paralysis, Poison (all forms), Shock, Sickness.

Life-span: Immortal.

Likes: Treasure.

Needs: None.

Note: None.

Special Abilities: Divine Favors: Essence of Eternity. This must be played by the G.M. according to the house rules set by him or her for this powerful Divine Favor.

Modification-points: This creature will have modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn all abilities and spells for the class of Fate. All prerequisites must be met.

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

Special Defenses: Resistances: This creature has the following resistances:

Ability: 70%

Death: 50%

Enchantment: 50%

Fall: 50%

Magic: 70%

Mental-attack: 70%

Spiritual attack: 70%

Stun: 50%

Special Offenses: Era: This frightening ability will send its target back to the beginning of its life if it successfully pits its Mental-strength vs. its target's Mental-strength (single roll check). The victim of Era will vanish out of the current world and out of the minds of all who have encountered it.

Once Era has finished taking a creature back to the beginning of its life, that creature will forget who it was in its former life in 2-D6 hours time. Memories will fade into obscurity, and then cease completely. In essence, the target of Era must begin again.

The victim of Era must start again at the age of its youth (for a human, this would be considered 6 years old), and progress throughout life as it once did. If this creature is a dog, or another type of creature that has a relatively short life span, it will be the equivalent of a pre-adolescent youth (as is a 6 year old human).

Susceptibilities: None.

Weapon susceptibility: Rank-30 (or better) enchanted to harm.