

# Species, Breed: Gargoyle, Air

Type: Not applicable.

Class: Fiend (Reptile).

Align: 01-10 = Evil, 91-00 = Good

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

Level: 30 + 1-D20

Number encountered: 1

Experience points: 200 x level.

## Characteristics

Awareness: 50

Charisma: 16

Constitution: 65

Coordination: 45

Dexterity: 45

Intelligence: 27

Mental-strength: 70

Strength: 100

Wisdom: 25

## Movement:

Flying: 48

Grounded: 16

Swimming: 12 Excellent swimmers.

Luck: 190

Oxygen-points: 210

Blood-points: 195

## Attack descriptions

Bite: 1

Damage: 1-D12 x8 +16

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x6 +16

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x7 +16

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 45 / 75 if 32nd + level

Offense: 45 / 75 if 32nd + level

Damage-Points: Roll 1-D12 x4 +16 x level.

**Treasure: %Roll needed to have money and treasure:**

**Copper:** 16+ to have 1-D100 x9

**Bronze:** 18+ to have 1-D100 x8

**Silver:** 20+ to have 1-D100 x7

**Electrum:** 22+ to have 1-D100 x6

**White-gold:** 24+ to have 1-D100 x5

**Yellow-gold:** 26+ to have 1-D100 x4

**Black-gold:** 28+ to have 1-D100 x3

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 32+ to have 1-D6 +1

**Legendary:** 52+ to have 1-D4 +1

# Description:

**Annihilation Strike?:** Yes.

**Description:** This Gargoyle is semi-transparent to look upon, and will, to some degree, resemble a winged human, though more thick-boned.

**Eye color:** Like clear Glass.

**Eye shape:** Medium-sized and slanted.

**Height:** 7'-0"

**Length:** 16'-0"

**Skin color:** Semi-transparent (which a whitish' tinge, like a wisp of white cloud).

**Skin texture:** Tough and leathery.

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

**Weight:** 350 lbs.

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

**Wingspan:** 21'-0"

**Dislikes:** Unknown.

**Disposition:** For the most part, this creature is good natured, yet reclusive and aloof from most all factions outside its own species. Though this creature has been known to create alliances with others not of its own species, this is rare, for this creature's trust is not easily gained.

**Fears:** None.

**Habitat:** Air Dimension.

**Immunities:** Air (all forms of Air have no effect on this creature), Breath abilities that are based upon the element of Air. Also, Fear, Pain, Shock, Stun and Sickness have no effect.

**Life-span:** 23 ages (23,000 years)

**Likes:** Unknown.

**Needs:** None.

**Note:** The cured and tanned hide of this creature can fetch around 200 black-gold (if the skin is in prime condition). An adult skin can create approximately 2 full sets of dragon-hide quality leather armor (humanoid armor).

If master tanned, this leather will retain ½ its resistances. For every level it is master tanned, above 1, it will retain an added 2% to its current magic-resistance.

**Special Abilities: Dimension / Plane Travel:** As the Magician's Spell, "Dimension Travel" and "Plane Travel". Note: This creature has the ability to send others into a Dimension of Plane without having to go with. If against a creatures will, an avoidance-roll vs. "Magic" will resist this ability.

**Modification-points:** This creature will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any air-based spells or abilities from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

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: 15%

Consciousness: 20%

Disease: 50%

Enchantment: 15%

**Fall:** When grounded, if this creature attacks with a 01-02% roll, an avoidance-roll vs. "Coordination" can be attempted. If successful, this creature will not fall. However, it will lose the remainder of its turn, and cannot use luck to succeed at the avoidance-roll.

Magic: 30%

Mental-attack: 30%

Paralysis: 10%

Petrification: 15%

Poison: 40%

Stun: 50%

**Special Offenses: Air-Strike:** This creature can omit an incredible burst of air from its mouth upon its enemies. All present within the "Area of Effect" must pit their strength against the Gargoyle (single roll check), or be knocked back violently 1-D10 spaces, causing tumbling damage of 1-D4 per 2 levels of the gargoyle in 1-D6 areas of the body. If a target strikes something (i.e., a wall, rocks, etc.), x2 damage will be inflicted. **Area of effect:** The space directly in front of this creature, then out 5 spaces in a V, or cone-shape, pattern. At the range of 5 spaces out, the Air-breath will cover 6 spaces across.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-4 (or better) enchanted weapon to harm.