

Species, Breed: Gargoyle, Rune

Type: Not applicable.

Class: Enchanted (Reptile).

Align: 01-50 = Evil, 51-00 = Good

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 120 x level.

Characteristics

Awareness: 45

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: 30

Mental-strength: 60

Strength: 30

Wisdom: 30

Movement:

Flying: 30

Grounded: 10

Swimming: 5 Excellent swimmers.

Luck: 200

Oxygen-points: 180

Blood-points: 120

Attack descriptions

Bite: 1

Damage: 1-D12 x3 +2

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x2 +2

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x3 +2

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 30 / 60 if 32nd + level

Offense: 30 / 60 if 32nd + level

Damage-Points: Roll 1-D12 x2 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x2

Bronze: 30+ to have 1-D100 x2

Silver: 50+ to have 1-D100 x2

Electrum: 70+ to have 1-D100 x2

White-gold: 80+ to have 1-D100 x2

Yellow-gold: 85+ to have 1-D100 x2

Black-gold: 90+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D4

Legendary: 60+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: This Gargoyle is very different from others of a non-spell-casting nature. They look very similar, but for the hundreds of silver runes that tattoo their body from the head to the tip of their tail.

Eye color: Silver.

Eye shape: Medium-sized and slanted.

Height: 7'-0"

Length: 16'-0"

Skin color: Black

Skin texture: Tough and leathery.

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

Weight: 320 lbs.

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

Wingspan: 21'-0"

Dislikes: Holy spell-casters.

Disposition: This creature is a master mind and plotter, always scheming up ideas to gain more power and to throw down other powers. Once in a great while, the Rune Gargoyle will send forth all its servants into the lands outside its labyrinth home to gather information, and to take what they can to bring back to the labyrinth . . . whether it be the spoils of war, or people to use as slaves.

Fears: Holy spell-casters. The Rune Gargoyle will not confront a holy spell-caster, but will plot and scheme and watch them . . . until the perfect time to strike presents itself.

Habitat: Cliffs (Labyrinth), but will roam into many other regions.

Immunities: None.

Life-span: 2,400 years.

Likes: Power and treasure.

Needs: None.

Note: None.

Special Abilities: Modification-points: Each will have modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any spell or ability 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: Myriad Defenses: This creature has the following resistances:

Consciousness: 50%
Death: 10%
Disease: 70%
Enchantment: 10%
Fall: 30%
Fear: 50%
Magic: 40%
Mental-attack: 30%
Pain: 80%
Paralysis: 20%
Petrification: 90%
Poison: 40%
Shock: 50%
Sickness: 90%
Stun: 80%

Special Offenses: See: "Special abilities"

Susceptibilities: None.

Weapon susceptibility: Rank-1 (or better) enchanted weapon to harm.