

# Species, Breed: Gargoyle, Common

Type: Not applicable.

Class: Monster (mammal)

Align: %Roll: 01-50: Evil; 51-00: Good

Gender: %Roll: 01-50: Female; 51-00: Male

Level: 1-D30 (roll 1-D10: 1-5 = roll stands as is, 6-10 = +1 to the D-30)

Number encountered: 1-D4

Experience points: 120 x level.

## Characteristics

Awareness: 27

Charisma: 15

Constitution: 30

Coordination: 30

Dexterity: 30

Intelligence: 15

Mental-strength: 45

Strength: 30

Wisdom: 15

## Movement:

Flying: 30

Grounded: 10

Swimming: 5

Luck: 150

Oxygen-points: 135

Blood-points: 90

## Attack descriptions

1 Bite: 2-D12 +2 / 1 space (5') / Sharp attack

and:

2 Claws: 2-D12 +2 / 1 space (5') / Sharp attack

and:

1 Tail Strike: 2-D12 +2 / 3 spaces (15') / Blunt attack (See: "Special offenses").

Defense: 30

Offense: 30

Damage-Points: Roll 1-D10 per level.

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

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D8

Uncommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

## Description:

**Annihilation Strike?:** Yes

**Description:** Height: 5'-6", Length: 11'-0", Wingspan: 16'-6" (wings are shaped similar to that of a bat, yet made of a more sturdy membrane), Weight: 300 Lbs., Skin color: Dark-green-brown, Skin texture: Course, hard, Hair: None, Hair texture: None, Eye color: Yellow, Eye shape: Human-sized and sharply slanted, Posture: Biped.

**Dislikes:** Cowardice. Hates Humans.

**Disposition:** Gargoyles are war-like and vicious. They hunt most of the time in numbers and make no pretense on their design for cornered victims.

**Fears:** None.

**Habitat:** Cliffs, Jungle, Mountains (all), Swamp, Volcanic (Dungeons)

**Immunities:** Charm, Fear.

**Life-span:** 1,200 years

**Likes:** Power and dominance. Loves jewelry.

**Needs:** Unknown.

**Note:** Gargoyles love the seclusive life of dungeon dwellings. They love to fight, and are extremely aggressive. If a Gargoyle knows of the existence of a Healer or Druid, it will attempt to capture and make him or her its slave.

**Special Abilities:** Night-vision.

**Special defenses:** 6 Damage-reduction, Resistances: Fire: 50%, Magic: 90%, Mental-attack: 60%

**Special offenses:** If Tail-strike causes 12+ damage an avoidance-roll vs. "Stun" must be successful or victim will incur the following penalties for 1-D4 turns: 1. -3 movement, 2. - 3-D10 on both defense and offense.

**Susceptibilities:** Cold attacks slow the Gargoyle down by 50% for 1-D2 turns (Roll 1 D-6: 1-4 = 1, 5-6 = 2).

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