

Species, Breed: Gargoyle, Stone

Type: Animated.

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 50 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 70

Wisdom: Not applicable.

Movement:

Flying: 20

Grounded: 10

Swimming: Can't. Can walk underwater at a rate of 8 spaces (40') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bite: 1

Damage: 1-D12 x4 +10

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x3 +10

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x3 +10

Range: 2 spaces (10')

Attack Type: Blunt.

Defense: 40

Offense: 40

Damage-Points: Roll 2-D20 +10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D100 x2

Bronze: 30+ to have 1-D100

Silver: 40+ to have 4-D20

Electrum: 50+ to have 3-D20

White-gold: 60+ to have 2-D20

Yellow-gold: 70+ to have 1-D20

Black-gold: 80+ to have 1-D12

Treasure item(s):

Common: None

UnCommon: None.

Rare: 40+ to have 1-D4

Legendary: 45+ to have 1

Description:

Annihilation Strike?: Yes.

Description: The Stone Gargoyle is created from a solid mass of rock, the choosing of its creator. Its appearance is that of a sculpted gargoyle, a humanoid with wings, whatever form the sculpture wishes it to be (i.e., hideous, beautiful, animal-like, etc).

Most animationists creatures are truly magnificent which serve faithfully, whatever the command they are given. It is said in one legend, an Animationist, who was a master sculpture, master crafted a beautiful woman statue, with bat-like wings, and cast the spell of "Gargoyle" upon it. He named her Shae`Thallin (in the dragon tongue, "beautiful"). It is written, he fell in love with her and used all his resources for many decades to attempt the impossible; give her life . . . and a soul. In one account, it is written, 'In the end, he succeeded in his design, and they vanished from all knowledge, she bearing him away withersoever he commanded.'

What became of them, no one knows. It is widely rumored he wished to spare her the prejudice and biased opinions he knew would befall her. So in love with her was he, he could not bear any pain or misery to befall her. Thus the two departed to some far away place to live out the remainder of their lives in peace.

Eye color: Gray.

Eye shape: Medium sized and sharply slanted.

Hair color: Gray (some gargoyles are created with the appearance of hair).

Height: 5'-6"

Length: 12'-0" including the tail.

Skin color: Gray (but this depends upon the color of stone used in its creation).

Skin texture: Stone.

Posture: Biped.

Weight: 400 lbs.

Wing contour: Bat-like. Wings can be fashioned by the Animationist in any manner.

Wingspan: 16'-6"

Dislikes: Not applicable.

Disposition: These animations will remain motionless and in place at all times until the directive its creator has given it has been triggered (i.e., treasure has been taken, a certain area has trespassed, it has been physically touched, etc.). It can be multiple commands (commands which are not given will not be executed by this animation).

There will be a 75% chance of this animation having no master.

Animationists use these gargoyles as sentinels, as guardians of items, places and persons.

Fears: None.

Habitat: Multiple (especially found in labyrinths).

Immunities: Only physically damaging attacks, whether they be magical or non-magical, can effect this creature unless it deals directly with the elements (i.e., elemental magician spells).

Life-span: Undying. This is a creation which has no life span.

Likes: None.

Needs: None.

Note: The damage a stone-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused.

If the caster of an Animated Stone Gargoyle dies, the Gargoyle will become "Stilled", thus attacking any creature that comes within 8spaces (40') of it.

Special Abilities: Vibration Sense: This creature has an acute sense of feeling, and is drawn to, the vibrations of surface creatures walking upon the ground within 10 spaces (50') on a successful avoidance-roll vs. "Awareness".

Special Defenses: Damage-reduction: 3

Retribution: If this creature is struck by a non-magical weapon, causing 50%+ damage, it will have a 25% chance of breaking.

See: "Immunities".

Special Offenses: Tail-Strike: If a Tail-Strike causes more than half of the maximum damage it can do, an avoidance-roll vs. "Stun" must be successful or the victim will incur the following penalties for 1-D4 turns:

50% movement reduction (rounded down)

-3-D20 on both defense and offense for the duration of the stun.

Susceptibilities: None.

Weapon susceptibility: Rank-9 (or better) magical weapon to harm.