

Species, Breed: Gargoyle, Rokk

Type: Not applicable.

Class: Fiend (Reptile).

Align: Evil.

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

Level: 30 + 1-D8

Number encountered: 1-D4

Experience points: 60 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 16

Mental-strength: 50

Strength: 60

Wisdom: 16

Movement:

Flying: 36

Grounded: 12

Swimming: 8 Excellent swimmers.

Luck: 100

Oxygen-points: 150

Blood-points: 150

Attack descriptions

Bite: 1

Damage: 1-D12 x6 +8

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x4 +8

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x5 +8

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 50 / 80 if 32nd + level

Offense: 50 / 80 if 32nd + level

Damage-Points: Roll 4-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100

Bronze: 30+ to have 1-D100

Silver: 50+ to have 1-D100

Electrum: 70+ to have 1-D100

White-gold: 80+ to have 1-D100

Yellow-gold: 85+ to have 1-D100

Black-gold: 90+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: 50+ to have 1-D4

Rare: 70+ to have 1

Legendary: 90+ to have 1

Description:

Annihilation Strike?: Yes.

Description: Living Gargoyles come in many appearances. Usually they are hideous to look upon, with fangs and eye filled with hatred and malice.

Eye color: Red.

Eye shape: Medium-sized and slanted.

Height: 7'-0"

Length: 16'-0"

Skin color: Dark-gray.

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: Holy creatures.

Disposition: This creature roams many regions and undergrounds of a spacious nature, always prying and spying into other creatures business. At time they will make pacts with other powerful creatures, combining forces to gain more power and dominion.

Fears: Holy creatures. Their fear of that which is holy will most always drive them to destroy their fear.

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

Immunities: None.

Life-span: 1,200 years.

Likes: Power and treasure.

Needs: None.

Note: None.

Special Abilities: None.

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: None.

Susceptibilities: None.

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