

Encounter type: **Gargoyle, Void**

Encountered: 1-D4 per 3 players.

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Claws: 1-D12 x4, 1 Bite: 1-D12 x6

D20 roll needed to have Gold / # of gold coins found: 15+ / 1-D12 x4

D20 roll needed to have Silver / # of silver coins: 14+ / 1-D12 x6 +6

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1-D8 +1 Check for each to have treasure.

Defense: 16

Experience: 100

Life-points: 200

Offense: +2

Region: Volcanic Wilderland Dungeon of Shadows

Special: Void: When this creature is struck by a weapon or spell, there will be 2 in 6 chances the strike will do nothing more than simply pass through it. Roll a D6 (a 1 or 2 will indicate the strike will pass through this creature harmlessly).