

Gargoyle:

This race appears as a winged, reptilian-like humanoid. There seems to be swirling stars within the Gargoyle's eyes.

Abilities:

Base Defense:

8.

Body Weapons:

Attacks per turn: 3 (claw, claw, bite).

Damage: Claw: 1-D6, Claw: 1-D6, Bite: 1-D12.

Note: Claw damage will increase by 1-D6 per 5 levels advanced above level #1.

Bite damage will increase by 1-D12 per 5 levels advanced above level #1.

Flying:

This creature can fly at will. It's flight speed is that of a warhorse at full gallop.

Life-points:

This race will begin with 60 life-points at level #1.

Life-points per level advanced: 1-D8.

Magic Resistance:

This race will have a +5 to avoid any form of magic: