

Species, Breed: Gargoyle, Acid

Type: Not applicable.

Class: Fiend (Reptile).

Align: 01-60 = Evil, 61-00 = Good

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

Level: 30 + 1-D20

Number encountered: 1

Experience points: 235 x level.

Characteristics

Awareness: 45

Charisma: 16

Constitution: 70

Coordination: 45

Dexterity: 45

Intelligence: 24

Mental-strength: 80

Strength: 140

Wisdom: 20

Movement:

Flying: 48

Grounded: 16

Swimming: 12 Excellent swimmers.

Luck: 200

Oxygen-points: 240

Blood-points: 210

Attack descriptions

Bite: 1

Damage: 1-D12 x9 +24

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x7 +24

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x8 +24

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 45 / 75 if 32nd + level

Offense: 45 / 75 if 32nd + level

Damage-Points: Roll 1-D20 x3 +24 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 14+ to have 1-D100 x9

Bronze: 16+ to have 1-D100 x8

Silver: 18+ to have 1-D100 x7

Electrum: 20+ to have 1-D100 x6

White-gold: 22+ to have 1-D100 x5

Yellow-gold: 24+ to have 1-D100 x4

Black-gold: 26+ to have 1-D100 x3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D6 +1

Legendary: 50+ to have 1-D4 +1

Description:

Annihilation Strike?: Yes.

Description: This Gargoyle is snow-white to look upon, and will, to some degree, resemble a winged human, though more thick-boned.

Eye color: White.

Eye shape: Medium-sized and slanted.

Height: 7'-0"

Length: 16'-0"

Skin color: Snow-white.

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: Water. See: "Susceptibilities"

Disposition: This Gargoyle is a seeker of alliances. It does this to manipulate power in its existence, and to keep good solid contacts. The Acid Gargoyle keeps allies and contacts within as many realms as possible, doing odd jobs here and there for favors in return. Even though this fiend is evil hearted, it knows that power only comes from the careful planning of its future.

Fears: Water. See: "Susceptibilities"

Habitat: Acid Dimension. This creature can be found in other regions of Utaemia as well, but these are rare sightings.

Immunities: Acid (all forms of acid have no effect on this creature), Breath abilities that are based upon the element of acid, Fear, Pain, Shock, Sickness.

Life-span: 9 ages (9,000 years)

Likes: Alliances, both great and small.

Needs: None.

Note: None.

Special Abilities: Dimension / Plane Travel: As the Magician's Spell, "Dimension Travel" and "Plane Travel". Note: This creature has the ability to send others into a Dimension of Plane without having to go with. If against a creatures will, an avoidance-roll vs. "Magic" will resist this ability.

Modification-points: This creature will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

Special Defenses: Resistances: This creature has the following resistances:

Ability: 15%

Consciousness: 20%

Disease: 50%

Enchantment: 15%

Fall: When grounded, if this creature attacks with a 01-02% roll, an avoidance-roll vs. "Coordination" can be attempted. If successful, this creature will not fall. However, it will lose the remainder of its turn, and cannot use luck to succeed at the avoidance-roll.

Magic: 30%

Mental-attack: 30%

Paralysis: 10%

Petrification: 15%

Poison: 40%

Stun: 50%

Special Offenses: Acid-Strike: This creature can spew a heavy mist of acid saliva from its mouth upon its enemies. All present within the "Area of Effect" must attempt to defend against a thrown attack (+20 to strike), or be burned by searing acid in 1-D6 areas of the body. Area of Effect: The space directly in front of this creature, then out 5 spaces in a V, or cone-shape, pattern. At the range of 5 spaces out, the acid-breath will cover 6 spaces across.

Susceptibilities: Water will inflict 3-D10 damage for 1-D4 turns upon this creature (this much damage would be considered as if a sudden, heavy, downpour of rain struck it. This creature can attempt to evade this attack, but the offensive roll for an "Area of Effect" attack like this would gain a +60 to strike.

Weapon susceptibility: Rank-3 (or better) enchanted weapon to harm.