

# Species, Breed: Gargoyle, Steel

Type: Animated.

Class: Animated.

Align: None.

Gender: Not applicable.

Level: 1-D30 + 1-D8

Number encountered: 1-D4

Experience points: 90 x level.

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 90

Coordination: 50

Dexterity: 50

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 80

Wisdom: Not applicable.

## Movement:

Flying: 20

Grounded: 10

Swimming: Can't. Can walk underwater at a rate of 10 spaces (50') 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 x6 +12

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x5 +12

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x5 +12

Range: 2 spaces (10')

Attack Type: Blunt.

**Defense:** 50 / 80 if 32nd + level.

**Offense:** 50 / 80 if 32nd + level.

Damage-Points: Roll 4-D20 +10 x level.

### Treasure: %Roll needed to have money and treasure:

Copper: 14+ to have 1-D100 x4

Bronze: 24+ to have 1-D100 x3

Silver: 34+ to have 1-D100 x2

Electrum: 44+ to have 4-D20 x4

White-gold: 54+ to have 1-D20 x3

Yellow-gold: 64+ to have 1-D20 x2

Black-gold: 74+ to have 1-D20

Treasure item(s):

Common: None

UnCommon: None.

Rare: 32+ to have 1-D6 +1

Legendary: 37+ to have 1-D4 +1

# Description:

**Annihilation Strike?:** Yes.

**Description:** The Steel Gargoyle is created from a solid mass of steel, 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).

See: "Animated Stone Gargoyle" for legend.

**Eye color:** Dark-gray-blue.

**Eye shape:** Medium sized and sharply slanted.

**Hair color:** Dark-gray-blue (some gargoyles are created with the appearance of hair).

**Height:** 5'-6"

**Length:** 12'-0" including the tail.

**Skin color:** Dark-gray-blue.

**Skin texture:** Steel.

**Posture:** Biped.

**Weight:** 1,200 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 steel-based ability and/or spell inflicts will heal this creature for the damage it would have normally caused.

If the caster of an Animated Steel 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:** 6

**Retribution:** If this creature is struck by a non-magical weapon, causing 50%+ damage, it will have a 35% 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-18 (or better) magical weapon to harm.