

# Gargoyle

## Territory & Description:

Gargoyles are alchemic creations that are designed to guard a specially designated location. This location is often a building, such as a castle or church. During the creation process the alchemist creates the gargoyle in a specific location upon which he draws a circle filled with alchemic symbols. The gargoyle, once created, must always stay within 1 mile of this location. If the gargoyle is moved beyond this location he will revert from living stone to solid stone.

Gargoyles are bound to protect the location where they were created and any who rightfully own that location. Because gargoyles do not die, they can be passed down from generation to generation along with the title to the land and buildings upon it. Gargoyles will obey the commands of their masters even if it means their own deaths.

Level	6	AGL	10	Defense	Block	13	
Size	Medium	CHA	2	Bonus	Dodge	10	
Initiative Bonus	+1	CON	N/A		Perry	N/A	
Grouping	1d6	END	N/A	High Pain Threshold		N/A	
Aggressiveness	See Below	INT	2	Magic Resistance			
Movement	Biped	OBS	17	AGL	N/A	INT	N/A
	Quadruped	STR	20	CHA	N/A	OBS	N/A
Treasure	NA	WIS	2	CON	N/A	STR	N/A
				END	N/A	WIS	N/A

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Claw / Punch	+4	2d4+4	2	1	1
Bite		2d4+5			

These creatures can take any form the alchemist chooses. The alchemist must employ a master craftsman, however, to create the stone statue. Normally stones such as marble, granite or obsidian are used to create gargoyles. These creatures are normally either bipeds or quadrupeds, but any form the craftsman and alchemist choose is possible. Though these creatures can be made to have wings, they cannot fly. They are far too heavy for this.

## Special Abilities:

- 1/2 Damage: Because they are made of stone, Gargoyles receive only 1/2 from Sharp, Blunt and Piercing weapons.
- Extra HP: The fact that they are made of stone makes them much tougher to kill. Additional Hit Points reflect this.
- Non-living entity: Because this creature is not technically alive, it has no END or CON. Therefore no END or CON rolls ever need to be made and the creatures are immune to all poisons (except acids). They are also unable to heal any lost HP.

Gargoyle 1 (Biped)	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	16	47	31	23	23	39	39

Gargoyle 2 (Quadruped)	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
	Body	15	50	41	23	23	27	27

Gargoyle 3 (Biped)	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	16	47	31	23	23	39	39

Gargoyle 4 (Quadruped)	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
	Body	15	50	41	23	23	27	27

Gargoyle 3 (Biped)	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	16	47	31	23	23	39	39

<b>Gargoyle 5 (Quadruped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
	Body	15	50	41	23	23	27	27

<b>Gargoyle 6 (Biped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	16	47	31	23	23	39	39

<b>Gargoyle 7 (Quadruped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
	Body	15	50	41	23	23	27	27

<b>Gargoyle 8 (Biped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	16	47	31	23	23	39	39

<b>Gargoyle 9 (Quadruped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
	Body	15	50	41	23	23	27	27

<b>Gargoyle 10 (Biped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	16	47	31	23	23	39	39

<b>Gargoyle 11 (Quadruped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
	Body	15	50	41	23	23	27	27

<b>Gargoyle 12 (Biped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
	Body	16	47	31	23	23	39	39

<b>Gargoyle 13 (Quadruped)</b>	Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	R Leg (8)	L Leg (9)
	Body	15	50	41	23	23	27	27