

MONSTERS

The following monsters are primarily advanced versions of those found in the *Monster Manual* and other creature supplements. They have had templates applied, hit dice increased, or have otherwise been modified according to the rules provided in the *Monster Manual*. Others are entirely new, occasionally based off of an existing monster, other times designed around a new idea.

GARGOYLE, ADVANCED (3 HD)

Large Monstrous Humanoid (Earth)

Hit Dice: 7d8+42 (76 hp)

Initiative: +1

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armor Class: 17 (+1 Dex, +7 natural, -1 size), touch 10, flat-footed 16

Base Attack/Grapple: +7/+21

Attack: Claw +13 melee (1d6+6)

Full Attack: 2 claws +13 melee (1d6+6) and bite +11 melee (1d8+3) and gore +11 melee (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., freeze

Saves: Fort +8, Ref +6, Will +5

Abilities: Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7

Skills: Hide +4*, Listen +5, Spot +5

Feats: Multiattack, Toughness, Improved Grapple

Environment: Any

Organization: Solitary, pair, or wing (5–16)

Challenge Rating: 6

Treasure: Standard (2000 gp worth for 1)

Alignment: Usually chaotic evil

Advancement: 8–12 HD (Large)

Level Adjustment: +5

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gargoyles speak Common and Terran.

Combat

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

