

# Gargoyle

written by CresthavenRPG Guru | January 3, 2020

*Uncommon | Medium | Neutral evil | Magical Beast*

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.

Armor Class	Hit Points	Move
16	<sup>16</sup> (4 Hit Dice)	fly 40 ft
Appearing	1d2	
Habitat	Any	
Negotiation	no	
Morale DC	9	
Challenge	3.9 (1,170 XP per monster)	

## Ability Scores

STR	DEX	CON	INT	WIS	CHA
1	0	2	-2	0	-1

## Combat

Has 3 attacks. Hit Bonus +4. Damage Claws (2) d4 +4, bite d6 +4 damage damage

## Special Defense

+1 or better weapon to hit

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## Treasure

**Individual:** d6 x10 GP

**Lair:** None