



SCIONS OF STONE

SIX NEW
GARGOYLE
PLAYER RACES



PATHFINDER[®]

ROLEPLAYING GAME COMPATIBLE

SCIONS OF STONE

CREDITS

Designed & Written by: Bernie McCormick

Additional Content by: Brian Berg

Cover Design: Brian Berg

Layout: Jay Wallis

Artwork: Daniel Kamarudin, Bernie McCormick, Mike McMahon

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CONTACT US

Official Site: www.TPKGames.com

Facebook: [Facebook.com/TPKGames](https://www.facebook.com/TPKGames)

Twitter.com/tpkgames

Feedback: Necro@TPKGames.com



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INTRODUCTION

Gargoyles are a part of real-world culture and art in a way which has always mystified me. They are frequently associated with places of worship, and occasionally serve utilitarian purposes in architecture and drainage. In fantasy, gargoyles have had many instantiations, but in RPG's they generally are delegated to the role of a mindless horrible monster.

This changes now.

Somewhere between the Gargoyles animated series, the Gargoyle's Quest series of video games (which Capcom built off of a model rendered for their genre-changing Ghosts N' Goblins game), there seemed to be an opportunity for growth in the monster's depth.

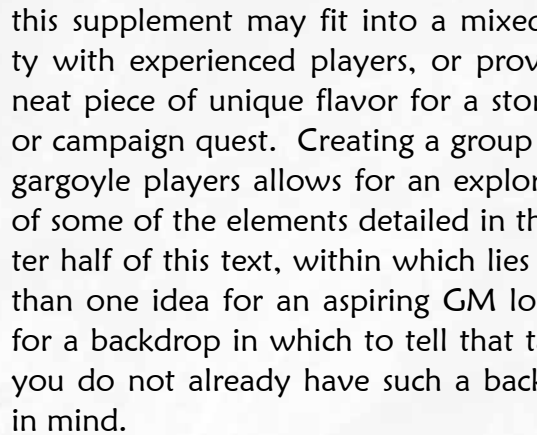
The ever-revered and oft-reviled Tomb of Horrors featured a four-armed gargoyle illustration plate, created by David A. Trampier. This became a seeding point for me. If gargoyles were naturally occurring, why all the strange anatomy and behavior? It made sense to me that gargoyles were runaway constructs, but if they were, how would they reproduce? This was the gist of a wonderful B reel from the early 1970's entitled Gargoyles (recommended with caution). It made an impression on me in my youth, and crossed over into my world building as it evolved. I developed an entire campaign around gargoyles, their creators, and how immortality crossed with soullessness and a drive for companionship and the ability to reproduce.

My monstrous gargoyles are very nasty, evolving not just cunning, but deadly, mutations and horrible abilities as they grew old-

er. One of them, Orlock (in a very different instantiation than you will read about later) became a demigod after discovering a set of bagpipes cursed by a banshee, which was intended to age the player to death, but for the gargoyle, became a source of near-endless power. When he was confronted by my then-campaigning playgroup in the pinnacle of an arc, he had six arms, each with a sharpness attack, and could stun with his wing buffet. The fourth round of combat, after the party fighter had had both his arms taken off, I permanently traumatized one of my players by having the gargoyle hone in on him, and rather than dispatching him quickly with his obsidian claws, he beat the character to death wielding the severed limbs of the fighter as improvised bludgeoning weapons.

This book, however, goes in an opposite direction from all that. There is a potential for a rich social and cultural tapestry built around gargoyles, who seem trapped somewhere between an infernal creation, a runaway construct, and a weird earth-based race that flies for some unimaginable reason. You will see flavor and ideas lifted from many places, but my hope is that what you are left with is a unique spin on what is often used as a fairly cookie-cutter monster.

As a word around mechanics to players and GM's alike – gargoyles are powerful (~ a 20 point monstrous humanoid race, via the creation rules outlined in the ARG), but they have a sharp backswing. As all monstrous characters do, they have the distinct disadvantage of being targeted as a foe at first glance. These elements are a challenge for the GM and the player alike, and they should be carefully considered before hitting the table. The gargoyles outlined in



this supplement may fit into a mixed party with experienced players, or provide a neat piece of unique flavor for a story arc or campaign quest. Creating a group of all gargoyle players allows for an exploration of some of the elements detailed in the latter half of this text, within which lies more than one idea for an aspiring GM looking for a backdrop in which to tell that tale, if you do not already have such a backdrop in mind.

I hope you enjoy.

-Bernie McCormick

BLOQ AND TAKEL

By Rick Cox

Old Mays Culpepper shifted in his chair before the fire. His rapt audience of children watched with undisguised excitement. Every year, Mays told the story of the Ruins of Lock's End and how the holiday known as The Making started. The Making started out as a local holiday, but in the past few decades, developed a following, and even had pilgrims that came each year. It became a festival of sorts, with all the pilgrims wearing large coats and oversized hats, with masks underneath. Old Mays was there for the First Making, or so he tells all the children.

Mays shifted in his seat and sighed theatrically. He looked around the taproom at all the children (and goodly amount of adults, too) that crowded the Bloq and Takel inn. Mays was known for his playful grouchiness about the town, and since he retired as innkeeper, he would sit around the taproom and tell story after story. The only story he

never told but once a year was of the First Making.

Mays had been telling the story for almost sixty years, and more than a few whispers wondered if this would be his last. Even more wondered whether there was truth to the story. Mays was easily the oldest person in Lock's End, and seemed to be as permanent a fixture as the Ruins outside of town.

The old man picked up his pipe and tamped in a ball of tobacco. He lit the pipe with a match. He patted his vest and pockets absently, as if looking for something.

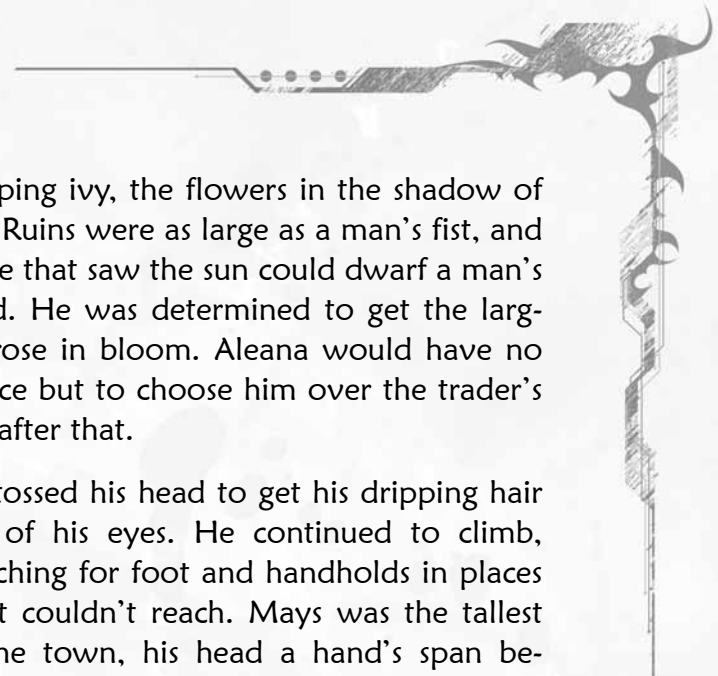
"Now where did I put my glasses?" Mays used his stage whisper, watching the children giggle. He saw the grins of the gathering audience. There were maybe thirty people in the taproom already. He had his oldest boy, Warrick, move some of the tables out to make room for his audience. Mays smiled and shot a wink to the children sitting on the floor around him.

His old eyes caught movement by the door and his smile faltered. A towering figure in an overly large hat and cloak had come in. The echoes of soft rain crept through the door. More of the pilgrims show up each year for his story. Tonight, there were at least a dozen, holding to the shadows.

Right on time, Mays thought. Each year, it rained at exactly the same time on The Making. No one, save Mays, knew why, and he wasn't going to tell.

A small figure had added itself onto the back of the gaggle of children. A heavy brown robe was draped over its short body; the hood peaked on its head. Mays smiled.

The children, misunderstanding his smile,



giggled and inched closer. Mays looked once again at the broad figure with the large hat. An almost imperceptible nod was his response. Mays sighed. He was glad that his sweet Aleana had passed seven winters ago. It had been too long since he'd looked upon her fair face.

He took a deep drink of his mulled wine, and started his last telling of the story of The Making.

“Back when I was just a lad, I decided I was going to marry the fairest lass in the area. First, though, I had to get just the right gift to win her heart...”

The rocks were slick beneath Mays fingers. The steady rain had turned the dust to mud, crumbling away beneath his tenuous grip. His hand slipped, and he hung, suspended over the opening for a long moment. He swung back and caught a grip a bit farther down. His heart beat in his throat. Had he fallen, he would have smashed to the ground below, dying instantly if he was lucky.

Mays was climbing the interior of The Ruins, the crumbling remains of a tower or castle. The Ruins had sat on the outskirts of Lock's End for as long as the town could remember. All the teenagers in the town came to The Ruins to see the strange and wondrous remnants left behind. The central chamber of the Ruins was filled with amazing flora and fauna whose colors ran across the rainbow. No one could identify what some of the flowers were, and those that were recognizable grew to such gigantic proportions they were considered unnatural.

Today, Mays was reaching for a rose. A rose bush grew alongside and up the tower like

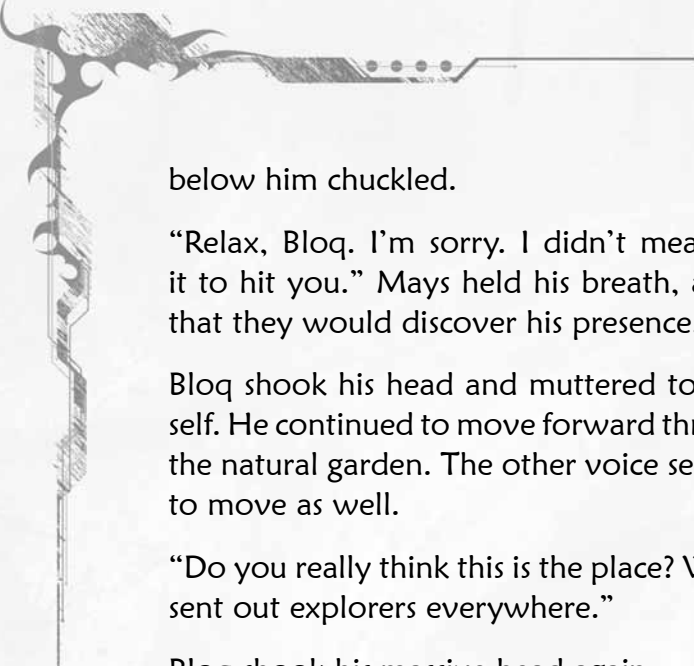
creeping ivy, the flowers in the shadow of The Ruins were as large as a man's fist, and those that saw the sun could dwarf a man's head. He was determined to get the largest rose in bloom. Aleana would have no choice but to choose him over the trader's son after that.

He tossed his head to get his dripping hair out of his eyes. He continued to climb, searching for foot and handholds in places most couldn't reach. Mays was the tallest in the town, his head a hand's span beneath seven feet. With an explosive burst of breath, he hauled himself onto an outcropping of stone. Flat on his back, he let the light rain spiral downward onto his face. His muscles ached, but his mind flew. He had climbed higher than anyone else ever had, and he could keep going!

Mays rolled over onto his belly and looked over the edge. The patterns along the outside of the ruins marked the remnants of stairs. He was easily fifty feet off the ground. Here the roses that peeked through the walls were large, but not large enough.

He caught movement down below, weaving through the brush. The figure moved slowly, its large shape struggling to slip through the foliage without disturbing anything. A large hat covered its features and gloved hands moved stems and branches away. A high, piercing whistle sounded and a rock skipped down from below Mays to glance off the other figure's shoulder.

“Liant curse you! Why must you always play games!” The voice boomed and echoed throughout the stone. The figure turned its head up and Mays gasped. The figure had an ugly, twisted face. It pointed a finger up, and Mays' heart almost stopped. A voice



below him chuckled.

“Relax, Bloq. I’m sorry. I didn’t mean for it to hit you.” Mays held his breath, afraid that they would discover his presence.

Bloq shook his head and muttered to himself. He continued to move forward through the natural garden. The other voice seemed to move as well.

“Do you really think this is the place? We’ve sent out explorers everywhere.”

Bloq shook his massive head again.

“Look at the flowers here, Tak. The residual magic is strong enough to warp nature. The energy that courses through these plants is life magic, and very powerful. I think we are on to something here. Keep an eye out for any Stone.”

Mays heard the inference in the words. He continued to watch. He saw a smaller figure below him moving with ease over the rough and broken stone. The figure hit a dead end.

“Nothing else up here, Bloq. Watch out below!”

The small figure leapt off into the open air, and started to plummet. Mays bit back a scream. The poor fellow was going to splatter all over the ground!

The figure fell for a few feet then spread its arms. The sound of leather snapping taut echoed. Flaps of skin beneath the smaller figure’s arms caught the air, allowing him to glide down. The figure banked to the left, and started a slow spiral down to the ground.

Mays couldn’t contain his surprise. A gasp

escaped his lips and leapt into the open air as well. Bloq’s head turned up sharply towards the sound. Mays locked eyes with him for a second and knew he was caught. He pulled his head back and stood up.

Panicked, he started to move, looking for a place to hide. He moved through the partial structure of a hallway that led into a previously undiscovered area of the Ruins.

“A human!” Bloq cried from below.

To Mays’ panicked ear, he heard a violent growl punctuate the simple statement. Blood pounding in his ears, Mays moved without thinking, winding deeper into the structure. When his fear died down, Mays found himself in front of a rotted wooden door. He pushed on the door, and with a sharp crack, he fell inward.

Mays found himself in a large chamber. There were no windows, but a soft golden light shone through. Small piles of golden rock lay strewn about, covered with dust and moss.

Gold! Mays’ mind cried out, and he ran to the nearest pile. He dropped to his knees and started to wipe the moss and grime away. His heart fell as he realized that he wasn’t holding gold or any riches untold. It was a smooth stone, with veins of gold and silver shot through it. Mays frowned as he realized it was warm to the touch.

“By Orlock’s wisdom, look at this.” The voice of the smaller figure, Tak, said from the doorway. Mays stood up, clutching the stone.

“Peace, boy. We mean you no harm.” Tak stepped forward slowly. “You hold something very dear to me and mine in your

hands. Please be careful with that.

Mays looked at the figure closely. The features were a little off. Tak looked like a Halfling, but not quite. Mays examined Tak as he got closer. Tak's hands were outstretched, reaching for the rock in Mays' hands. He could see the membranes that stretched between the arm and torso of the smaller creature.

Tak removed the rock gently from Mays' still hands.

"What are you?" Mays whispered.

The smaller figure smiled.

"I'm a Gargoyle, boy. A Crenelet to be exact."

"A Crenelet?"

"Yes. A Crenelet. That's my tribe. I am Inspector Takel."

Mays sank to the ground slowly. He needed to sit down.

"Inspector?"

Takel moved around the room, running his fingers along the moss covered stones. Each finger stroke uncovered more of the soft glow.

"My people were born here, centuries ago. Or at least, that's what some of us think. These rocks? They're called lifestones. They allow my people to procreate."

"Procreate?" Mays was having some trouble thinking straight.

"I'm not going to give you the 'goblins and gnomes' speech. If you don't know what procreation is, ask your father." Takel smirked.

A howl echoed through The Ruins.

"Tak! Guardians!"

Takel sprung to his feet as a roar shook the room. He bolted out of the room. Mays, in a daze, followed.

Mays found himself down a different corridor. He was soon looking out on the central chamber again. Down on the ground, Bloq was fighting with a large beast. Two lay on the ground around him.

"Run, boy! Get somewhere safe!" Takel shouted, as he fended off a beast resembling a wolf, only carved out of stone. Mays watched in horror as the beasts' jaws snapped only inches away from the smaller figure's face.

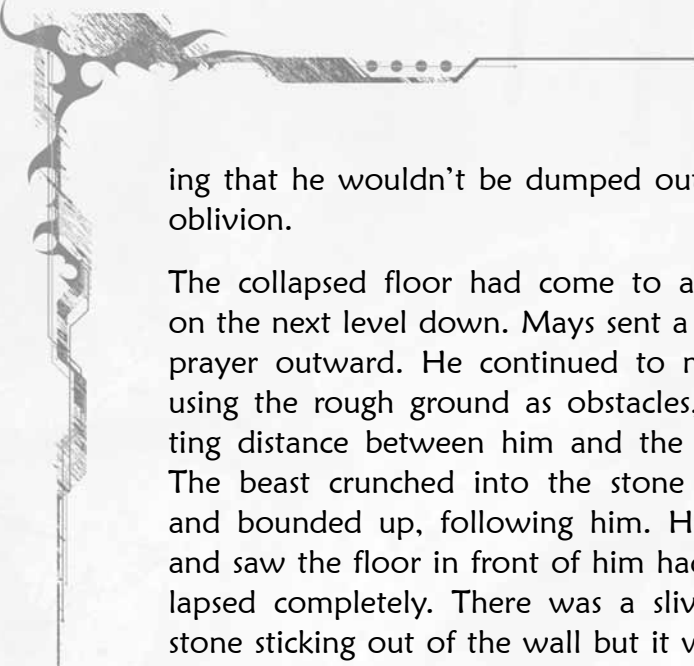
Tak threw himself backward out of the way. Using his momentum he moved up the wall and jumped off, landing himself on the stone wolf's back. Two hand axes flashed, and the stone wolf howled.

The two rolled and struggled, each trying to gain an advantage over the other. Tak grunted in pain, the wolf rolled up to its feet. Tak was slow moving, and seemed to be a sitting target for the wolf.

"Hey! Hey! Over here!" Mays yelled at the wolf, getting its attention away from the stunned Tak.

It leveled its gaze at Mays, and lowered itself into a pouncing position. Mays turned and ran.

He heard the stone wolf crash down where he was standing, and scabble along the stone floor after him. Mays ran around towards a collapsed floor that led downward. He threw himself into a feet-first slide, hop-



ing that he wouldn't be dumped out into oblivion.

The collapsed floor had come to a stop on the next level down. Mays sent a silent prayer outward. He continued to move, using the rough ground as obstacles, putting distance between him and the wolf. The beast crunched into the stone floor and bounded up, following him. He ran and saw the floor in front of him had collapsed completely. There was a sliver of stone sticking out of the wall but it would require a near perfect jump. Mays picked up speed and ran towards the end of the floor. The wolf, now on a clear path, picked up speed and started to gain on Mays. He risked a glance over his shoulder and saw the wolf in a hunter's lope, preparing to pounce. Closing his eyes and sending another prayer out into the darkness, Mays dropped to the ground. His speed carried him over the edge of the broken floor. His fingers grasped and caught the edge. The wolf, surprised at Mays' movement and in mid jump, flew over the hanging boy and fell, crashing to the floor two stories below.

Hanging over the edge, Mays watched the beast shatter. He bunched up his muscles to pull himself up, and the stone crumbled beneath his hands. He was momentarily weightless, and then the ground came rushing up to meet him.

**

Mays floated in a gray waste. The fog shifted and spun, providing glimpses of dreams. He saw multiple figures of all shapes and sizes hovering around him, their grotesque faces moving. He heard noises, but no words. The world filled with a golden light, and then...nothing.

**

"Is he going to be ok?" Takel asked. He was standing over the unconscious human.

"I believe so. You broke enough of his fall by catching him in mid-air. He would have died if you had missed."

Bloq leveled a look at his short companion. "That was a foolish thing to do, Takel. You could have--"

"He drew the guardian away from me, Bloq. It had me, and he gave me time to catch my breath. It was the least I could do."

"But still, Tak, to risk your life for a single--"

"Did you forget that he lead us to the chamber of lifestones?"

"Is that what those gold rocks are?" Mays asked weakly, his eyes unfocused.

Both gargoyles looked at the prone man. Bloq knelt down, still looming over Mays.

"What they are, human, are very important items that are vital to the survival of my race."

Bloq planted a thick finger in Mays' chest.

"We have no choice but to leave them here right now. You are the only person that knows of their existence and location. You have one minute to convince me that I don't need to kill you to keep that secret."

A panicked look crossed Mays' face.

"I...uh...I won't tell anyone! No one climbs the tower because it's not safe! No one even knew that anything was left in there! All I wanted was a rose!"

Both gargoyles turned their heads.

"A rose?" Takel asked, a slight snigger in his voice.

Mays' blushed.

"There's a girl...Aleana. If I can get her one of those roses, she will know how much I love her."

Bloq and Takel looked at each other for a long moment, their faces unreadable.

Tak left without a word, leaving Mays in the hands of Bloq.

"You live here? In this town?"

Mays nodded.

"My dad runs the inn, The Roost. We see all people that come through this area."

Bloq leaned closer.

"The human's way is the son takes over for the father when the father ages, correct?"

Mays nodded quickly.

"Then listen well, human. You will guard this secret with your life. From time to time, our people will come through. You will give them instructions on how to get to this chamber. You will never come up here again, nor will you tell anyone else. If you break this promise, I will find you and kill you. Do you understand?"

Mays swallowed loudly. "I understand, sir."

"Good." Bloq stood up and turned his back on Mays. He exchanged whispers with Takel. Bloq turned around again, and in his hands was the biggest rose in the Ruins. He placed it on the ground next to Mays.

"Go now and win your mate. We shall meet again."

"And so, those two pilgrims, Captain Bloq and Inspector Takel, were the first to travel here for The Making. The next year, they brought friends. And each year from that day, more and more pilgrims came to pay their respects at the base of The Ruins. They say it rains every day on The Making because the angels that look over the pilgrims are crying in joy."

Mays took a drink of his ale as the applause washed over him. The crowd dispersed as children ran to their parents and adults ordered more drinks. Bloq moved through the crowd towards him, and Takel moved through the throng of children. Mays exchanged warm handshakes with the two gargoyles.

"Your story gets better every year, my friend." Tak said.

"It gets better because the details are getting foggier, so I have to improvise." Mays laughed, his eyes on Captain Bloq.

"We have discovered another chamber of lifestones, Mays. We thought you would like to know. The Making pilgrimage will continue for some time."

Mays nodded, looking around the taproom.

"Walter! Walter, come here!" Mays called, waving a young man over to his side.

"Walter, these are two very good friends of mine. Captain, Inspector, this is my oldest son, Walter. Son, there are things we need to talk about. First, I think you might need a drink."

A HISTORY OF GARGOYLES

As a race, gargoyles have a sordid history, riddled with mystery and false leads, made even more complex by a lack of a written language of their own. It does not help that the general opinion of most other sentient beings is that they are horrible monsters who should be slain on sight. The reality is that Gargoyles are far more complex than any black-and-white monster story, with more than a little truth to the claims of their monstrous history.

All living gargoyles descend from the one-time gargoyle guardian construct of the Archmagus Arcturis Maqon. Maqon crafted his guardian, Orlock, of obsidian and adamantium, diamond and bloodstone. The Archmagus spent a lifetime refining and perfecting his guardian's ability to keep watch over his tower and its precious contents. After centuries of faithful service, Orlock gained sentience, and confronted his master over his forced servitude. Maqon was horrified at the unintended awakening of his construct, and whelmed all of his power to attempt to destroy Orlock. The Archmagus' work had been too prolific - he failed to destroy his guardian before his guardian destroyed him.

Eager to ease the loneliness of his newly liberated home, Orlock delved deep into the library of secret tomes Maqon had kept - the very books he had been crafted to defend. In his creator's research, he discovered the rites and rituals used in creating more of his kind, as well as a means to instill his creations with soul and sentience. For years, he toiled at the creation of the

First of the five tribes. These, his sons and daughters, Orlock taught the skills of life-stone and Making and set them to create more of their kind. Before long, the children of the five tribes were too numerous to be contained within Orlock's tower, so they were set free, to roam the world.

While Orlock toiled, and the First of the clans explored the Tower, Liant, the apprentice of Maqon, attempted many times to contact his master for guidance. While it was not unusual for such sendings to go unanswered while the Archmagus traveled between the spheres of reality, after nearly a decade Liant assumed something must be wrong, and set to scrying his master's tower. Through his silvered pool of farseeing, the apprentice observed from afar the exodus of gargoyles from his master's demesne. After significant effort and the hiring of several failed expeditions of mercenaries, adventurers, and even extra planar servants, the wizard was finally able to access his master's sanctum, and discovered what had transpired there.

Liant's discovery of Orlock's betrayal, combined with the many years of futile seeking of his master sent the apprentice into a fury. Liant slew Orlock, and scattered his remains across all the planes of existence. The Apprentice bound the First of each of the five tribes, and enslaved whatever of their children remained within the tower to guard its treasures - Liant's treasures, now that his master was dead.

Those few gargoyles who escaped Liant's wrath eventually caught up with those of their brethren who had left the tower before Liant's arrival. They told of the slaughter and enslavement of the First, as well as the

fate of Orlock, their first father. Many, but not all of the survivors attempted to re-take the tower from Liant, and were slain in the process by the First and the other gargoyles Liant had twisted with his magic. Though the foray ended in failure, all of the First were slain, and Liant was gravely wounded. Anticipating possible future attempts on his lair and life, Liant crafted a masterful enchantment, which magically transported his tower to a new location every sundown. Though this prevented the gargoyles from overwhelming its defenses en-masse, the tower's enchantment only carried it to cities, where the tower might meld into the skyline and remain unnoticed.

It is for this reason that most gargoyle rookeries are based in tall places with good views, overlooking cities until sundown so they might gain access to Liant's tower, and avenge the death of their progenitor.

THE AWAKENED GARGOYLE



Creating a Gargoyle PC

In order to create a gargoyle character, use the 'Awakened Gargoyle' as a template, and then choose any clan. Each clan has optional racial abilities that are exchanged.

"I've been working with stone and chisel every day since me beard came in, and I never been more proud than the work I did for Lewyn, the local waggly-fingers, about two centuries back. Carved him up a bunch of basalt monsters – wings, fangs, claws and tails – he showed me a picture on some crumbly scroll of what he wanted. Weirdest thing though, was that the pieces had to be made in parts, then fitted together, rather than carved solid. I made six of 'em, and the coin from those weeks of work paid for this shop, and my Guild dues for almost a century!

You can imagine my surprise when yesterday, one of me own carvings comes walking into me shop asking me to teach it the ways of crafting stone! I never been one to turn down gold for teaching, but my new student “Chalkmin” is a first for me, at an age where I’d think I’d pretty much run out of firsts. The hardest part so far has been getting him to stop gouging clawmarks into the hammer handles.”

-excerpt from an interview with Agate Blackchisel, Master Stonecarver of Illian’s Run

I Just Want To Play A Gargoyle!

Gargoyles, as they are presented in this supplement, are a complex race, with a base racial archetype, five custom clans (bloodlines), and four tribes (though more are rumored to exist in moldy tomes and bardic legends). When playing a deep gargoyle character, you are picking more than a simple stereotypical racial identity. A gargoyle’s heredity – their clan and tribe, greatly alters choices like alignment, community, and motivation. If you don’t want to delve too deeply into these details, use the Awakened Gargoyle race (the most “stereotypical” gargoyle). This leads to the simplest backstory for a gargoyle adventurer, who may or may not have any ties to kin or lair. If multiple PC’s are going to be playing gargoyles, GM’s should consider carefully the clan/rookery/tribe details offered later in this text, and keep the details in mind when PC’s are working up character concepts. Players are encouraged to do so as well, to more fully embrace the depth of the racial elements of the character they are choosing to play.

INTRODUCTION

Most gargoyles are created by magic, in a means similar to the creation of a construct. The race breakdown below reflects one of these gargoyles – they are asexual, cunning, and dangerous. A member of the gargoyle race is soulless (created via craft construct to create a guardian gargoyle) and gains sentience due to age, or through magical intervention by an extra planar being or other magical effect. These gargoyles cannot procreate, and their awakening has removed much of their construct-based invulnerability, but remnants of those powers linger. The “age” of a gargoyle (below) relates to their awakening, as opposed to physical age.

Awakened Gargoyle Starting Ages

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
10 year	1d6 years	+2d4 years	+2d6 years

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Awakened Gargoyle Racial Traits

Type: Gargoyles are monstrous humanoids with the Earth subtype.

Size: Gargoyles are medium creatures.

Slow Speed: Gargoyles move at a 20’ rate and are never slowed down by encumbrance or armor.

Physically Specialized: Awakened gargoyles get +2 to Strength, Dexterity and Constitution, -4 to Intelligence, and -2 to Wisdom and Charisma.

Languages: Gargoyles begin play speaking Common and their own language - a pidgin of Terran and Infernal. Gargoyles can take any other language their creator(s) might imbue them with, or that they learned in life, but they are always illiterate. Awakened Gargoyles with high Intelligence scores can spend a language slot to gain literacy in any language they can speak, or they can choose from the following as a bonus language: Draconic, Terran, Elven, Dwarven, Celestial and Infernal. See the Linguistics skill page for more information about these languages.

Agelessness: Gargoyles are immortal insofar as they never die of old age, though they can be slain as any other creature by magic, disease, poison, or physical damage. Gargoyles do not lose physical statistic points as a result of aging. Instead, for every century they endure, they gain either an additional racial trait, or a +2 to Intelligence, Wisdom or Charisma.

Climb: Gargoyles have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.

Gliding Wings: Gargoyles take no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair gargoyles can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A gargoyle with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

Awakened Gargoyle Offensive Racial Traits

Claws: Gargoyles receive two claw attacks. These are primary natural attacks. The damage is based on the creature's size.

Size	Damage
Small	1d3
Medium	1d4
Large	1d6

Awakened Gargoyle Defensive Racial Traits

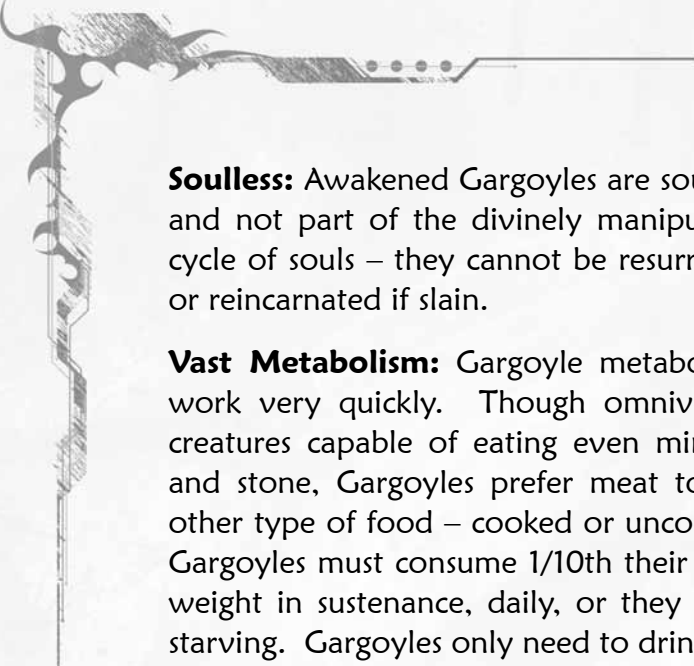
Natural Armor: Gargoyles gain a +2 natural armor bonus to their Armor Class.

Spell Resistance: Gargoyles possess spell resistance equal to 5 plus their class levels. Against magic from divine sources, double the effectiveness of this resistance. Gargoyles cannot drop magic resistance against any clerical magic which is disrupted by spell resistance, even beneficial magic, though they can choose to do so for arcane spells. An Awakened Gargoyle must bypass its own spell resistance to use divine magic items, or cast divine spells.

Awakened Gargoyle Weakness Racial Traits

Stony Hide: Gargoyles stony skin makes them vulnerable to bludgeoning attacks. Gargoyles take +1 damage per die dealt of bludgeoning damage.

Slumbering Vulnerability: While in their Stony Slumber form, gargoyles take double damage from bludgeoning weapons. This weakness stacks with the Stony Hide vulnerability.



Soulless: Awakened Gargoyles are soulless, and not part of the divinely manipulated cycle of souls – they cannot be resurrected or reincarnated if slain.

Vast Metabolism: Gargoyle metabolisms work very quickly. Though omnivorous creatures capable of eating even minerals and stone, Gargoyles prefer meat to any other type of food – cooked or uncooked. Gargoyles must consume 1/10th their body weight in sustenance, daily, or they begin starving. Gargoyles only need to drink half as often as other creatures.

Awakened Gargoyle Other Racial Traits

Stony Slumber: An Awakened Gargoyle holds itself so still that it appears to be a statue while it sleeps. A gargoyle that enters Stony Slumber can take 20 on Stealth checks to hide in plain sight as a stone statue while sleeping. A gargoyle must fall asleep naturally to use this ability – magical sleep or sleep-inducing toxins or diseases prevent the gargoyle from striking an effective enough pose to pass as a statue. Once asleep in this manner, the gargoyle will always sleep for eight hours, unless physically awakened or attacked.

Prehensile Tail: Awakened Gargoyles have a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action.

Physical Description

Awakened Gargoyles are nearly indistinguishable from their monstrous cousins. They are carved from stone, and have dis-

tinutive monstrous features. They have sharp clawed hands and feet, thin tails, bat or dragon like wings, and bestial or beaklike faces with horns or shocks of carved mane.

Awakened Gargoyles are too heavy to fly properly, but are adept at gliding.

Society

Awakened Gargoyles are often solitary creatures, unless they form bonds with other humanoids, or manage to find a means to awaken other guardian gargoyles. They are obsessed with finding a means to procreate and identify themselves as sapient beings, like other species, but acutely aware of how unlike them they are. Most gargoyle wings will cluster around the eldest, or the gargoyle who awakened them. Awakened gargoyles are frequently territorial, a remnant of their specific-purpose origins.

Relations

Awakened gargoyles are often mistrustful of other races, assuming they seek to enslave, subvert, or harm them. This semi-xenophobic attitude often works against them, since members of other races often assume that Awakened Gargoyles are monsters, who should be attacked or destroyed. Occasionally, these differences can be overcome, particularly if the social grouping of gargoyles has a wise or experienced leader, in which case a clan of gargoyles can make a steadfast and incredibly powerful ally.

Bêtes – Awakened Gargoyles are very uncomfortable about the implications of the Bêtes. The idea that something could come to sentience, then revert to a more animalistic nature is highly disconcerting to creatures who just gained sapience themselves. Bêtes sense this, and are often skittish

around Awakened Gargoyles, particularly young ones.

Crenelet – With their diminutive features and heightened intelligence, awakened gargoyles look upon crenelet with fondness, much the way a human might relate to a halfling. Crenelet see awakened gargoyles as dull siblings, who have a chance at potential, but are more often a target of pranks and ridicule.

Dwarves – With their master proclivity to work stone, Awakened Gargoyles often have great respect bordering on reverence for dwarves. More often than not, however, this feeling is met by a sense of revulsion, or outright hostility, if the dwarf believes the Awakened Gargoyle to be a monster.

Elves – As a long-lived race, elves respect some of the challenges Awakened Gargoyles must face with their nature. However, as they are creatures outside the natural order, elves are often highly distrustful of Awakened Gargoyles, viewing them more as non-dangerous runaway golems as opposed to actual living beings.

Feyborn – As creatures born of and obsessed by the natural order, Feyborn view Awakened Gargoyles as aberrations, and are immediately distrustful, with a sneering prejudice bordering on hostility. Awakened gargoyles, on the other hand, are amazed by the natural beauty and pervasive aura of life and rebirth most Feyborn carry about them.

Gnomes – Gnomes tend to be inclined to try and “help” or “fix” Awakened Gargoyles. This sentiment is often initially met with matched enthusiasm which gradually evolves into dread.

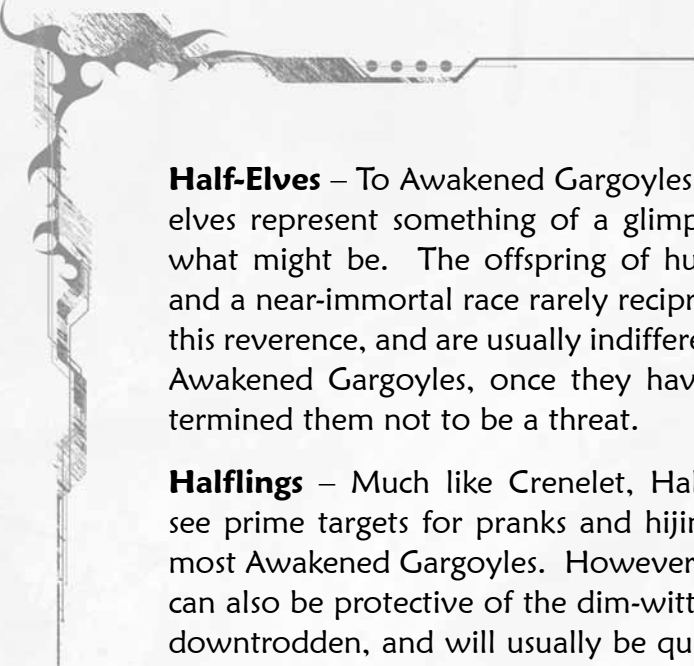
The Five Clans

There are five distinct bloodlines or “clans” of gargoyles, each of which have their own physical traits and features. Unlike Awakened Gargoyles, which are asexual, clan gargoyles have gender and sex, and have learned how to procreate, in a method quite dissimilar from most other biological species. Where most biological entities depend on eggs, gargoyles use a substance called lifestone, which is formed from the body of one parent, and carved by the other. As a result, over time, specific pockets of population have come to share traits, in a manner similar to the shared traits normally observed in biological reproduction. Some gargoyles continue to awaken from constructs crafted by magic users, which does create a continuing population of monstrous gargoyles, as well as the generic gargoyles, outlined above.

Gargoyle societies are often ranked by age first, then number of children. A gargoyle cannot procreate again until the offspring they collaborated in dies or matures. This makes them a very slow-growing race, but given their natural semi-immortality, that is not necessarily a bad thing.

Nearly all members of the clans live amongst other members of the same or other clans in small societies called wings. Wings are like large extended families, who contain members of many clans who gravitate around some sort of central leadership, and often stick to a general geographical location or physical structure. Wings tend to ally themselves in larger hierarchies tied to a philosophical governance and higher leadership, known as a tribe. There are four tribes outlined in this text, but absolutely no reason there could not (or should not) be more.

When creating a gargoyle character of a clan bloodline, start with the template for an Awakened Gargoyle, then alter per the blocks below. Gargoyles are an advanced race (each clan around 20 points) and should be considered +1 character level for parties below 6th level.



Half-Elves – To Awakened Gargoyles, half-elves represent something of a glimpse of what might be. The offspring of humans and a near-immortal race rarely reciprocate this reverence, and are usually indifferent to Awakened Gargoyles, once they have determined them not to be a threat.

Halflings – Much like Crenelet, Halflings see prime targets for pranks and hijinks in most Awakened Gargoyles. However, they can also be protective of the dim-witted or downtrodden, and will usually be quick to see past a gargoyle's beastly façade.

Half-Orcs – Awakened Gargoyles see half-orcs as staunch allies. Often mistaken for monsters, and dealing with hostility often, the kinship is often easily distinguished by both sides, leading to mutual respect and friendship.

Humans – Awakened Gargoyles are mystified by the curiosity and adventurous spirit of humanity. Humans, on the other hand, are wary of anything which is physically immortal, and are apt to share the elven view of Awakened Gargoyles as “runaway constructs”. Unlike the elves, however, humans are able to change their view much more easily, if the Awakened Gargoyle is capable of proving they are more than just a “smart golem”.

Lesene – Awakened Gargoyles view their wingless cousins with not-inconsiderable disdain, and more than a little fear. The decision to forsake the skies, as well as magical protection in exchange for some magical abilities seems like a poor choice to most awakened, and most Lesene, already aloof and sulky, are more than happy to let the misunderstanding be.

Trumeau Awakened Gargoyles represent both the best and the worst to Trumeau, who mirror the sentiments precisely. Awakened Gargoyles see the “human-ness” about their cousins, but also the danger in bargaining with extra-planar powers so evident in their features. Trumeau see Awakened Gargoyles as creatures who can be taught the ways of clan and hierarchy, and be brought into a larger society, but who are prone to make mistakes and lack identity until they grow.

Voussoi – Awakened Gargoyles often make fast friends with the otherwise sullen Voussoi, in part because of their dullard nature, in part because next to a Voussoi, an Awakened Gargoyle looks genteel. Voussoi likewise enjoy the company of Awakened Gargoyles, who they feel superior to mentally, instead of just physically, as they do with most other gargoyles.

Alignment and Religion

Awakened Gargoyles are neutral. They have no motivations or governing factors beyond those that they make for themselves. Between this mental outlook, and their innate resistance to divine magic, few find themselves under the sway of divine entities, though some will take on the role of protectors of churches or temples for faiths which support the balance of living things, or faiths with clergy willing to help them try and achieve a means of reproduction.

Adventurers

Awakened Gargoyles can be anything, though it is very difficult for them to become clerics, paladins, and inquisitors, due to their innate resistance to divine magic.

Favored Class Options

Alchemist – Awakened gargoyles occasionally dabble in the arts of alchemy. They frequently use alchemical bombs to overcome the dense flesh of other gargoyle rivals. They are most often of the Beastmorph, Crypt Breaker or Grenadier archetypes.

- ❖ Add +1/2 to the alchemist's bomb damage.

Bard – While also rare, the mournful, mysterious song of an awakened gargoyle has chilled the bones of many passersby. Awakened gargoyles are often of the Arcane Duelist, Daredevil, Sandman, Soundstriker or Thundercaller archetypes.

- ❖ Add 1/4 to any Bardic Knowledge checks.

Fighter – Awakened gargoyles, much like all gargoyles, make exceptional fighters. They use their natural features to great success in combat. Awakened gargoyle fighters are most frequently of the Archer, Brawler, Mobile Fighter, Unarmed Fighter or Unbreakable archetypes.

- ❖ Add +1/4 to CMB for bull rush or overrun maneuvers.

Magus – As creatures of magic themselves, awakened gargoyles mix their combat prowess and magical abilities well, and make for uncommonly good magi. Awakened gargoyles are often of the Hexcrafter, Spellblade, Spire Defender and Tovenaar archetypes.

- ❖ Add +1/4 to the magus's arcane pool.

Monk – At its heart, the monk is a disciplined and enlightened warrior. Some awakened gargoyle have mastered these abilities to devastating effect. Most awakened gargoyle monks are of the Martial Artist, Monk of the Empty Hand, Monk of the Sacred Mountain and Terra-Cotta Monk archetypes.

- ❖ Add +1/4 damage to unarmed attacks made with the gargoyle's natural attacks.

Ranger – While most awakened gargoyles are born of urban areas, this makes them no less capable of learning the ways of the world. Often, they are pushed away from civilization, and must exist on the fringe, and the way of the Ranger suits them well. Those who do take up the mantle of the Ranger are often of the Falconer, Skirmisher or Urban Ranger archetypes.

- ❖ Add a +1/2 bonus on wild empathy checks to influence avian animals and magical beasts.

Rogue – As secretive creatures, the awakened gargoyle is predisposed towards the way of stealth. They are most often of the Burglar, Chameleon, Roof Runner, Scout and Thug archetypes.

- ❖ Add +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.

Shadow Assassin – Unknown to most of the world is that there exist secretive rookeries of gargoyle assassins. These killers are dangerous in the extreme, able to exist nigh-undetected in urban settings.

- ❖ Add +1/6 additional shadow styles.

*The Shadow Assassin can be found in the *Adventurer's Handbook: Genius Guide Volume 1*. © 2010, Super Genius Games.

Sorcerer – Awakened gargoyles are creatures made purely of stone, and given sentience. The residual magics within them often come forth as sorcerous bloodlines, usually the Arcane or Stone bloodlines. Awakened gargoyles are most often of the Seeker archetype.

- ❖ Select one bloodline power at 1st level that is normal/ly usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner – Awakened gargoyles who choose the path of the Summoner are not unheard of. They can be very dangerous with flight-giving eidolons and packs of summoned avian creatures. They are most frequently of the Broodmaster and Synthesist archetypes.

- ❖ Add DR 1/2 magic to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic).

Witch – Some awakened gargoyles give in to strange elemental energies, or make pacts with extraplanar forces for the opportunity to glean new powers. Awakened gargoyles are frequently of the Dimensional Occultist archetype.

- ❖ Add +1 hp to the witch's familiar.

Wizard – Despite their fateful origin and dislike of wizards, some awakened gargoyles do take up wizardry. Those that do find the path painful, but the rewards immeasurable. They frequently choose the Arcane Bomber or Primalist archetypes.

- ❖ Add +1/2 to the number of uses per day of arcane school powers. This increase only applies to arcane school powers available at 1st level and normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier.

Names

Female Names: Chadastsya, Iskast, Sondirra, Thiemjaskda

Male Names: Konjakos, Tachmarkarr, Jadmar, Rhaokjachim

Sever, Awakened Gargoyle Barbarian

Sever was the longtime guardian of the Oracle Niantalus, whose visions brought all manner of adventurers and scoundrels seeking answers. When Niantalus felt age was beginning to wear too heavily upon him, he began a regimen of fasting and drinking the milk of the black lily. After nearly ten years of this, Niantalus went into a trance, ordering Sever to entomb him, and guard his resting place. A century later, Niantalus emerged a greater mummy, and Sever was ordered to continue guarding his master, as the undead oracle continued to delve the mysteries of the future. Centuries passed, and Sever gradually began to awaken from his construct state – as he did so, he began to experience boredom for the first time. To combat this, the awakened gargoyle would explore the barren mountaintop on which his master's barrow lay.

One day, while he was out exploring, a mated pair of fire drakes determined that Niantalus' barrow would make a splendid nest, and thoroughly incinerated the mummified oracle in the process of moving in. When returning to the barrow, Sever was repelled by the new occupants, and his career as an itinerant warrior began.

Sever does not worry about anyone other than himself. He has served for many decades as a mercenary and caravan guard out of the port of Freehold Bremen, and his prowess with the falchion, combined with his great strength has shown him many victories. Though Sever finds the constant activity of mercenary work interesting, lately a hollowness within him has been distracting him – he longs to find others of his kind, and has heard rumors of great cities and deep caverns where other gargoyles congregate. Slow, but not completely foolish, he is looking to take on a role as a courier, protector of a courier, or caravan guard which is heading in the direction of one of these rumored places.

Sever's stat block includes adjustments for Rage and Power Attack.

Sever, the Awakened Gargoyle CR7

XP 3200

Male Awakened Gargoyle Barbarian 8

CN Medium Monstrous Humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 17, touch 10, flat-footed 15 (+5 armor, +2 Dex, +2 natural, -2 Rage)

hp 113 (8d12+56)

Fort +12, **Ref** +5 (+2 bonus vs. traps),

Will +5 (+2 when enraged)

Defensive Abilities improved uncanny dodge (lv \geq 12), trap sense; DR 3/—

Offense

Speed 30 ft., climbing (20 feet), gliding wings

Melee +1 Mimetic Falchion +13/+8 (2d4+20/18-20/x2)

Claw x2 (Claws) +12 x2 (1d4+7/x2)

Special Attacks rage (21 rounds/day), rage powers (increase damage reduction, knockback [1/round], quick reflexes)

Tactics

Sever will use his superior strength to try and remove the weapons or armor of any melee combatants, in that order. He relies on his damage resistance, rage, and magic resistance to hold off ranged and magical foes until martial ones can be dispatched, once their equipment is destroyed.

Statistics

Str 24, **Dex** 15, **Con** 20, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +8; **CMB** +15 (+19 Sundering); **CMD** 25 (27 vs. Sunder)

Feats Greater Sunder, Improved Sunder, Power Attack -3/+6, Toughness +8

Skills Acrobatics +6, Appraise +0, Climb +18, Escape Artist +1, Fly +1, Handle Animal +4, Intimidate +3, Knowledge (nature) +6, Perception +9, Ride +1, Stealth +1, Survival +9, Swim +10

Languages Common, Gargoyle

SQ fast movement +10, mimetic, prehensile tail

Other Gear Masterwork Chain shirt, +1 Mimetic Falchion, Belt of giant strength +2, Cloak of resistance +1, Climber's kit, 50 GP

Special Abilities

Climbing (20 feet) You have a Climb speed.

Damage Reduction (3/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Gliding Wings (Ex) DC 15 Fly check to fall safely from any height. DC 15 to glide laterally 5ft per 20 ft fallen.

Greater Sunder When destroying an item, extra damage is transferred to the wielder.

Improved Sunder You don't provoke attacks of opportunity when sundering.

Improved Uncanny Dodge (Lv >=12) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 12+.

Knockback (1/round) (Ex) While raging, can bull rush in place of an att, dealing a little dam.

Mimetic Hit foe with elemental resist/imm. to gain resist 10 for 1 rd (max 30).

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Prehensile Tail (Ex) Your tail can retrieve small objects on your person as a swift action.

Quick Reflexes (Ex) While raging, you may make one additional attack of opportunity per round.

Rage (21 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Soulless: Awakened Gargoyles are soulless, and not part of the divinely manipulated cycle of souls – they cannot be resurrected or reincarnated if slain.

Stony Hide: Gargoyles stony skin makes them vulnerable to bludgeoning attacks. Gargoyles take +1 damage per die dealt of bludgeoning damage.

Slumbering Vulnerability: While in their Stony Slumber form, gargoyles take double damage from bludgeoning weapons. This weakness stacks with the Stony Hide vulnerability.

Stony Slumber: An Awakened Gargoyle holds itself so still that it appears to be a statue while it sleeps. A gargoyle that enters Stony Slumber can take 20 on Stealth checks to hide in plain sight as a stone statue while sleeping. A gargoyle must fall asleep naturally to use this ability – magical sleep or sleep-inducing toxins or diseases prevent the gargoyle from striking an effective enough pose to pass as a statue. Once asleep in this manner, the gargoyle will always sleep for eight hours, unless physically awakened or attacked.

Trap Sense +2 (Ex) +2 bonus on reflex saves and AC against traps.

Vast Metabolism: Gargoyle metabolisms work very quickly. Though omnivorous creatures capable of eating even minerals and stone, Gargoyles prefer meat to any other type of food – cooked or uncooked.

Gargoyles must consume 1/10th their body weight in sustenance, daily, or they begin starving. Gargoyles only need to drink half as often as other creatures.

weight in sustenance, daily, or they begin starving. Gargoyles only need to drink half as often as other creatures.

ADDITIONAL DETAILS

When not raging, the barbarian's statistics are **AC** 19, touch 12, flat-footed 17; **hp** 97; **Fort** +10, **Will**+3; no bonus vs. spells and spell-like or supernatural abilities; **Melee** +1 Mimetic Falchion +11/+6 (2d4+17/18-20/x2) Claw x2 (Claws) +10 x2 (1d4+5/x2), including Power Attack.

Unless facing a foe with superior armor class which cannot be sundered, Sever will always power attack.

CLAN TRUMEAU



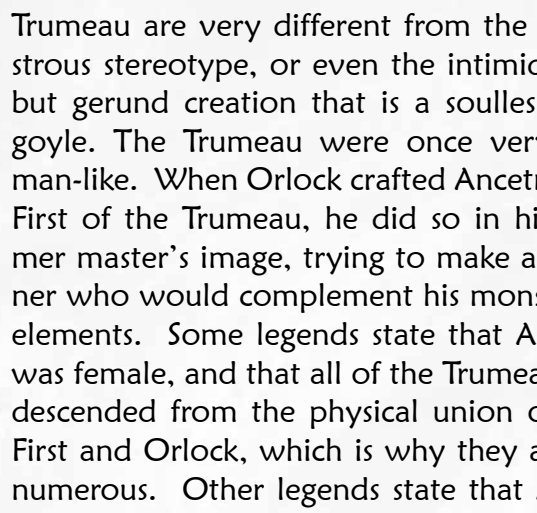
“Slow to anger, but deadly in fury, the Trumeau are often the leaders of gargoyle societies. On a whole, the clan presents an acute paradox. They are driven to unite, yet their power and blood is tied to beings of division and strife. They long to find places where they and their kin might shelter and prosper, yet their greatest proclivities lie in destruction and warfare. There is nobility, even in their corruption, and beauty, even in their monstrous characteristics. If not for the all-consuming guilt and grief over Sad-amant’s taint, they would be a formidable race indeed.”

-from the Scrollmind of the Shadewizard Li-ant

Introduction

When most adventurers and common folk think of a gargoyle, they think of a stony humanoid who most resembles a winged devil. This is very much a byproduct of the fact that many humanoids who come in contact with gargoyles are in fact coming into contact with monstrous gargoyles, or generic created gargoyles (above). Many “monstrous” gargoyles are in fact Trumeau (or their progeny) who have been driven mad by infernal meddling into their nature, or created as corrupt facsimiles of Trumeau as a temporary shell for a devil to inhabit as a punishment by a sorcerer, summoner, or wizard.

Complicating these misconceptions is the fact that the Trumeau clan is the most populous of any of the existing clans – overall outnumbering the others nearly 10:1, sometimes twice that in more secluded environs.



Trumeau are very different from the monstrous stereotype, or even the intimidating but gerund creation that is a soulless gargoyle. The Trumeau were once very human-like. When Orlock crafted Ancetri, the First of the Trumeau, he did so in his former master's image, trying to make a partner who would complement his monstrous elements. Some legends state that Ancetri was female, and that all of the Trumeau are descended from the physical union of the First and Orlock, which is why they are so numerous. Other legends state that Ancetri and Orlock were capable of deciphering texts which Orlock alone had never been able to fathom, and in them, unlocked the secret of creating birthstone in large quantity.

Regardless of the lost legends of the clan's origins, there is one story which no member seems to doubt or question, which is directly tied to both the language of the gargoyles, and the physical appearance of the Trumeau. In the times after the First were ejected from the Tower, but before they were slain trying to retake it, Ancetri's first son, whose name is never spoken and whose memory is much maligned, sought the aid of the Archdevil Sadamant to assist in the assault on Liant's tower.

Seeing the opportunity to use the soulless shells of gargoyles as pawns in their infernal game, Sadamant and his lesser devils made great promises to the clan, imbuing them with infernal powers, but also forcing them into servitude in exchange for the boons.

It is said that the early Trumeau fell prey to Sadamant's manipulations at the moment of victory – ordered by the arch devil to spare Liant near the moment of victory, when the first son of Ancetri could have easily slain him.

Trumeau Height and Weight

Gender	Base Ht.	Ht. Mod.	Base Wt.	Wt. Mod.
Male	5'8"	+2d8"	220 lbs.	+2d8 x 5 lbs.
Female	5'6"	+2d8"	200 lbs.	+2d8 x 5 lbs.

Trumeau Racial Traits

Physically Specialized: Trumeau gain +2 Str, +2 Con, -2 Wis. Trumeau gargoyles are strong and durable like other gargoyles, and due to their fiendish heritage more cunning and persuasive.

Flight: Trumeau have a fly speed of 30 feet with clumsy maneuverability. This trait replaces the Gliding Wings and Climb abilities of an Awakened Gargoyle.

Trumeau Defensive Racial Traits

Infernal Blood: Trumeau have cold resistance 5, and acid resistance 5. This replaces the Natural Armor bonus and Stony Hide traits of an Awakened Gargoyle.

Trumeau Magical Racial Traits

Infernal Ancestry: Trumeau sorcerers with the Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities. Regardless of character class, Trumeau take +1 damage per die from good or holy sources. This replaces the Prehensile Tail trait of the base gargoyle.

Physical Description

Like the “stereotypical” gargoyle, these winged humanoids are made of rocklike flesh, with clawed hands and feet. Unlike their monstrous cousins, Trumeau have humanlike faces adorned with devil-like horns. Their coloration ranges from jet black to pinkish-grey. Some are a deep red or blue – a byproduct of infernal influence on the bloodline. Though the majority are hairless, Trumeau are capable of being created with hair. Trumeau lack tails, and have limbs proportionate to the rest of their body, in a standard humanoid configuration.

Trumeau are the only clan of gargoyles capable of true flight from creation. Their wingspan is usually twice their height, and they can carry up to their medium encumbrance (based on their strength) and still fly normally

Society

Trumeau are the most populous of the gargoyles, sometimes living in wings which contain no other clans, often the majority within a rookery, and on very rare occasions, they are loners, or the solitary member of a rookery. Regardless of population, Trumeau are even-headed, and the most gregarious of the gargoyle clans. They tend to share what they can with other members of their rookery, and tend toward following the rules of the group, looking out for others, and avoiding trouble.

Relations

Trumeau have the most external contact with other races of any other kind of gargoyle, due in part to their ability to masquerade as one. Trumeau are capable of folding their

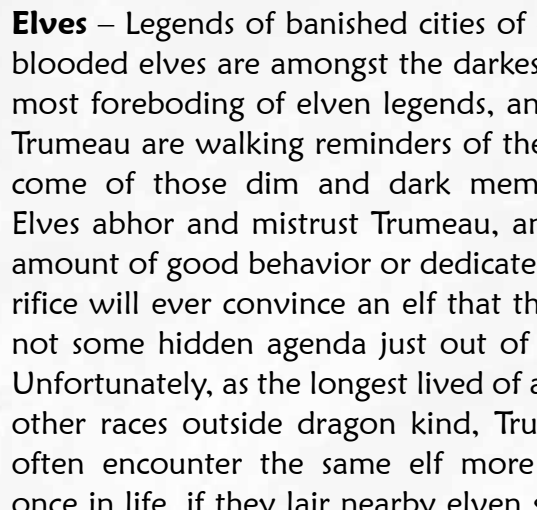
wings about their backs like cloaks and, with a broad hat and oversized gloves and boots, they might pass for a large human or half-orc, and can easily pass as a tiefling. Because of their sizeable majority in the population, gargoyles who seek adventure, or those who come in non-combat contact with intelligent humans and demi humans are usually Trumeau. Trumeau often work hard to gain the trust of those around them, and are frequently maligned and mistrusted by others until they have proven themselves different from the “monsters” most people associate them with.

Awakened Gargoyles – Trumeau see awakened gargoyles as lost children, who must be brought into the fold, protected, and raised properly.

Bêtes – Always on the lookout for those who can strengthen a rookery, Trumeau often appreciate the company of their bestial cousins, though they often make the mistake of overlooking their intelligence and emotional range, viewing them more as intelligent guard dogs.

Crenelet – Trumeau are wary of these chaotic pranksters, though inwardly they can be amused and sometimes inspired by their jokes and antics.

Dwarves – Respecting dwarves for their craft and long life, Trumeau often try to make peace with dwarves, whom they hold in high esteem, but who rarely return the favor. However, dwarves who can see past the end of their beards to note the Trumeau’s dedication to clan and family and who can get past the whole “looks like a monster” aspect, often find themselves reciprocating the Trumeau’s respect.



Elves – Legends of banished cities of devil-blooded elves are amongst the darkest and most foreboding of elven legends, and the Trumeau are walking reminders of the outcome of those dim and dark memories. Elves abhor and mistrust Trumeau, and no amount of good behavior or dedicated sacrifice will ever convince an elf that there is not some hidden agenda just out of sight. Unfortunately, as the longest lived of all the other races outside dragon kind, Trumeau often encounter the same elf more than once in life, if they lair nearby elven settlements.

Feyborn – Like elves, Feyborn mistrust Trumeau inherently. However, unlike their stalwart cousins, they understand what it is to be born of magic, so they can gradually shift their views, so long as the Trumeau is good-hearted.

Gnomes – Gnomes appreciate Trumeau for their bearing and dedication to clan, but mistrust their magical resistance, and infernal bloodline too much to make easy friends. Trumeau see gnomes as a curiosity, rarely understanding them, and often ignoring them as a result.

Half-Elves – Trumeau hold half-elves in much the same light as elves, and are often delighted that half-elves are usually more flexible than their pureblood forbearers in regards to how they perceive Trumeau.

Halflings – Trumeau can be quite wry and witty, though they often have a stoic bearing in their delivery. Halflings love Trumeau as willing straight men in their jokes and songs, and unwilling straight men, if the Trumeau is disinclined to participate.

Half-Orcs – Trumeau understand the plight of half-orcs, and view them as near-brethren, and worthy of protection. Half-orcs often recognize this, and return the respect.

Humans – Trumeau often interact with humans – and view their mutability and inquisitive natures as their greatest strengths, but see the dangers in their shortsightedness and destructive - sometimes self-destructive - behavior.

Lesene – Of all the other gargoyle clans, Trumeau mistrust Lesene the most. They see the bargain and changes the Lesene made as a might-have-been, and are bitter and sometimes jealous that their ancestor was not capable of making a similar arrangement.

Voussoi – Trumeau view Voussoi in a manner similar to a Bêtes, with slightly more respect for the intelligence and potential a Voussoi is capable of attaining.

Alignment and Religion

Trumeau are almost always some type of lawful, obeying authority and hierarchy, instilled from creation with reverence for historical traditions which govern clan, rookery, and tribal society. Trumeau gargoyles are distinctly nonreligious, having a clear sense of their non-divine origins, and having no place in the cosmology of the divine beings. Gargoyles can occasionally fall under the sway of infernal forces, which is where their “monstrous” reputation often stems from, but there are also rumors of Ivorandei, gargoyles who have fallen under the sway of celestial powers, instead of infernal.

Adventurers

Most Trumeau adventurers are self-taught, though some benefit from the experience of elders within a rookery or tribe. For obvious reasons, Trumeau gravitate towards martial classes, but they are eligible for nearly any class, save a god-devoted cleric, which they are unable to take without considerable extenuating circumstances.

Alchemist – Trumeau gargoyles are well-versed in the alchemical arts. Some rookeries hold smoking towers dedicated to this craft. They are most often of the Beastmorph, Grenadier, Visionary Researcher or Reanimator archetypes.

- ❖ Add one extract formulae from the alchemist's list to the character's formulae book. This formulae must be at least one level below the highest formulae level the alchemist can create.

Antipaladin – Trumeau gargoyles frequently hold the blood of fiends within their stony forms. This corruption mixed with their physical prowess lends itself well toward the Antipaladin, despite their aversion to divine spellcasting.

- ❖ Add +1/4 to the Antipaladin's effective level in regards to calculating his fiendish boon.

Bard – Trumeau gargoyles are well-known as lorekeepers. It is getting to their rookeries and surviving that keeps most from seeking their aid. Trumeau gargoyles are often of the Arcane Duelist, Archivist, Magician or Thundercaller archetypes.

- ❖ Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Fighter – Trumeau gargoyles, much like all gargoyles, make solid fighters. They use their natural features to great success in combat. With the ability to fly, Trumeau gargoyles often take advantage of that fact in combat. They are most frequently of the Archer, Crossbowman, Lore Warden, Mobile Fighter, Polearm Master or Tactician archetypes.

- ❖ Add +1/2 to damage dealt on a flying charge attack.

Magus – Some trumeau gargoyles mix their combat prowess and magical abilities, blending eldritch energy with competence of blade. Trumeau gargoyles are often of the Bladebound, Hexcrafter, Spellblade, Spire Defender and Staff Magus archetypes.

- ❖ Add one of the following weapon special abilities to the list of weapon special abilities the magus may add to his weapon using his arcane pool: defending, ghost touch, merciful, mighty cleaving, vicious; allying, conductive, corrosive, corrosive burst, menacing. Once an ability has been selected with this reward, it cannot be changed.

Rogue – Trumeau gargoyles are already a secretive lot, keeping many schemes and plots. They are most often of the Acrobat, Burglar, Chameleon, Poisoner, Roof Runner, Scroll Scoundrel, Sniper and Spy archetypes.

- ❖ Add a +1/4 bonus when making Reflex saving throws while in flight.

Shadow Assassin – Trumeau gargoyles hold many of the mysteries of the shadow assassin. They excel at their dark art, combining fiendish cunning with deadly form.

- ❖ Add a +1/2 bonus to attack rolls made to confirm critical hits with dagger shadow weapons.

*The Shadow Assassin can be found in the Adventurer's Handbook: Genius Guide Volume 1. © 2010, Super Genius Games.

Sorcerer – Trumeau gargoyles are creatures of living stone, but also mixed with the diabolical blood of the lower planes. The residual magics within them sometimes come forth as sorcerous bloodlines, usually the Arcane, Infernal or Stone bloodlines. Trumeau gargoyles are most often of Seeker and sometimes False Priest archetypes.

- ❖ Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Summoner – Trumeau gargoyles are master summoners. Their diabolic blood reaches out to the lower planes with great ease. They are most frequently of the Evolutionist, Master Summoner and Synthesist archetypes.

- ❖ Add +1/2 bonus hp to any fiendish or evil creature summoned.

Witch – The Trumeau take no issue with bargaining with fiendish lords for power. As such, it is not uncommon to find Trumeau Witches. They are most frequently of the Dimensional Occultist archetype.

- ❖ Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard – As keepers of lore and diabolical secrets, the Trumeau are no strangers to arcane magic. They frequently choose the Scroll Scholar or Shadowcaster archetypes.

- ❖ Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

Names

Female Names: Biva, Eukne, Lgogr, Qitre, Vuhoc

Male Names: Abidruzae, Dasar, Ositlereo, Sepot, Risralenon

Ixiven, Trumeau Gargoyle Sorcerer

Ixiven is the son of a great leader of the Rattlepit Sept, in the ruined city of Ank-Pashar, deep in the Silversand Desert. Marked strongly by his infernal blood with sweeping horns and reddish skin, Ixiven found life in the Sept quite unbearable, particularly given his father's predilection towards negotiation and non-violent conflict resolution. As soon as Ixiven was able to convince some others to form a wing and take

flight, he did so, only to face disaster. Not three weeks out of Ank-Pashar, the neonate wing set up to camp the night over a behir's lair. In the night, the beast managed to dispatch all but Ixiven, who, alone, was at a total loss on how to proceed.

Flying aimlessly through the desert, the gargoyle happened upon a band of adventurers, and managed to catch the curiosity of their wizard, a tiefling named Vasilios. Vasilios initially intended on enslaving and studying Ixiven, instead he found a student of the arcane arts. Though Ixiven's magical proclivities lie in a different direction from his master, now long since retired as an adventurer, and settled in the oasis city of Myr, he has doted on Ixiven as a son, providing him with tutors and instruction where he can.

Ixiven is his master's prodigal son, and a well-known protector of the city of Myr. When bandits or other dangers of the sands rear their heads against Myr, Ixiven is on the front lines, blasting foes with wave after wave of destructive fire. Recently, a caravan was all but destroyed by a creature the lone survivor described in a manner leaving little doubt that it was a behir. For the first time in decades, Ixiven is thinking of leaving his master and the city, and hunting the danger in the sands, hoping beyond hope it is the same beast who slew his fellows, that he might finally know revenge.

Ixiven, Trumeau Sorcerer CR 6

XP 2400

Male Trumeau Gargoyle Sorcerer 7

LN Medium Monstrous Humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 17, touch 12, flat-footed 15

(+4 armor, +2 Dex, +1 natural)

hp 38 (7d6+11)

Fort +5, **Ref** +6, **Will** +6; +2 bonus vs. poison

Resist cold 5, acid 5, fire 5, infernal blooded

Offense

Speed 20 ft., flight (30 feet, clumsy)

Melee Claw x2 (Claws) +5 x2 (1d4+2/x2)

Ranged Masterwork Heavy crossbow +6 (1d10/19-20/x2)

Sorcerer Spells Known (CL 7):

3 (5/day) *Haste*, *Suggestion* (DC 16), *Fireball* (DC 17)

2 (7/day) *Stone Call*, *False Life*, *Scorching Ray*, *Glitterdust*

1 (7/day) *Magic Missile*, *Protection from Good*, *Mage Armor*, *Ray of Enfeeblement* (DC 14), *Burning Hands* (DC 15), *Bungle* (DC 14)

0 (at will) *Ray of Frost*, *Bleed* (DC 13), *Read Magic*, *Flare* (DC 14), *Light*, *Detect Magic*, *Dancing Lights*

Tactics

Before Combat Ixiven casts *false life* and *mage armor*.

During Combat Ixiven casts *haste* before targeting foes with *fireball* or *scorching ray*. Unless facing flying foes, the sorcerer will take to the air and bombard with spells, avoiding melee.

Ixiven is slow to anger, but vicious and dangerous when provoked.

Statistics

Str 15, **Dex** 14, **Con** 12, **Int** 14, **Wis** 8, **Cha** 17

Base Atk +3; **CMB** +5; **CMD** 17

Feats Craft Construct, Craft Magic Arms & Armor, Craft Wondrous Item, Eschew Materials, Improved Initiative, Spell Focus (Evocation)

Skills Acrobatics +2 (-2 jump), Craft (stonemasonry) +8, Diplomacy +8, Intimidate +7, Knowledge (arcana) +10, Knowledge (history) +6, Perception +5, Spellcraft +11, Use Magic Device +8

Languages Common, Draconic, Gargoyle, Infernal

SQ bloodline (infernal), corrupting touch (3 rds) (6/day), prehensile tail

Combat Gear Potion of cure moderate wounds, Wand of burning hands

Other Gear Crossbow bolts (10), Masterwork Heavy crossbow, Amulet of natural armor +1, Cloak of resistance +2, 2225 GP

Special Abilities

Agelessness: Gargoyles are immortal insofar as they never die of old age, though they can be slain as any other creature by magic, disease, poison, or physical damage. Gargoyles do not lose physical statistic points as a result of aging. Instead, for every century they endure, they gain either an additional racial trait, or a +2 to Intelligence, Wisdom or Charisma.

Corrupting Touch (3 rds) (6/day) (Sp) Melee touch attack leaves target shaken and radiating evil for 3 rounds.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Flight (30 feet, clumsy)

Infernal Bloodline: +2 DC on Charm spells.

Infernal Blood: Trumeau have cold resistance 5, and acid resistance 5.

Prehensile Tail (Ex) Your tail can retrieve small objects on your person as a swift action.

Spell Focus (Evocation) Spells from one school of magic have +1 to their save DC.

Spell Resistance: Gargoyles possess spell resistance equal to 5 plus their class levels. Against magic from divine sources, double the effectiveness of this resistance. Gargoyles cannot drop magic resistance against any clerical magic which is disrupted by spell resistance, even beneficial magic, though they can choose to do so for arcane spells. The gargoyle must bypass its own spell resistance to use divine magic items, or cast divine spells.

Soulless: Awakened Gargoyles are soulless, and not part of the divinely manipulated cycle of souls – they cannot be resurrected or reincarnated if slain.

Vast Metabolism: Gargoyle metabolisms work very quickly. Though omnivorous creatures capable of eating even minerals and stone, Gargoyles prefer meat to any other type of food – cooked or uncooked. Gargoyles must consume 1/10th their body weight in sustenance, daily, or they begin starving. Gargoyles only need to drink half as often as other creatures

CLAN VOUSSOI



“Now, I hate gargoyles as much as the next faithful, but I am starting to wonder if they are all as evil as the redes say they are. Yesterday, the Inquisitor took two other initiates and me to follow up on a report from a woodsman. After a few hours, we come across an odd pair, roaming aimlessly down the logging road. One was small and greenish, the other looked like someone slapped a pair of wings on a crossbreed between an ogre and a warthog. The little one chirped out something about welcomes and being lost, and hops up on the big one’s shoulder like some sorta mutant ape. Well, the Inquisitor doesn’t say anything, and pulls on his holy symbol and points it at the little green one, and I’ll be damned if it didn’t shatter like a piece of cheap crockery.”

The big one was stunned for a minute. The Inquisitor tries the same trick again, and nothing happens. That big one let out a howl that was half fury, and half sorrow – the only thing I’ve ever heard like it was out of mothers at funerals. It whips up its huge wings and charges the Inquisitor - breaks his horse’s neck with one punch. When the horse went over, the Inquisitor got trapped underneath it, so it was me, Len and Gravis facing off against this monster. I’d say we didn’t last three heartbeats. By the time I regained my senses, Len and Gravis was dead, and the Inquisitor was hollering for me to get over to him to get his horse off of him. I could barely hear him over the deafening sobs from the big one, trying to pick up all the pieces of that little green one as he held what he collected in his other huge hand.”

-from journal of Rojo Beridger, Brother-Initiate of the Soulless Heresy

Introduction

Voussoi are huge and broad in height and stature, with sweeping flared wings, and cruelly chiseled features. They are incredibly strong and large, and dwarf any other of the clans in weight and brutality. Despite their physical prowess, Voussoi tend to be very dim-witted and clumsy-tongued. Though they can be insightful at times, Voussoi tend to solve their problems with roars and claws, rather than words and manners.

Bok, the First of the Voussoi, was apparently even more sizeable than the Voussoi alive today. According to one legend, Bok was a great mother, whose children were charged with guarding every doorway and entrance to the Tower. In another, Bok was made greater in size by Orlock to confront a drag-

on hired by Liant to try and steal from the library of the Tower – she was allowed to keep her stature as a reward for her victory, and some of her essence has passed down to those who share some of her stone.

Voussoi Height and Weight

Gender	Base Ht.	Ht. Mod.	Base Wt.	Wt. Mod.
Male	7'8"	+2d8"	550 lbs.	+ 5d10 lbs.
Female	7'6"	+2d6"	520 lbs.	+5d8 lbs.

Voussoi Standard Racial Traits

Strength Paragon: Voussoi are incredibly strong, but slow in mind and reflexes. They gain +4 Strength, -2 to Dexterity and -4 to intelligence

Size, Large: Voussoi gargoyles gain a +2 size bonus to Strength and a -2 size penalty to Dexterity. Large races take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.

Base Speed: Voussoi have a base speed of 30 feet.

Vestigial Wings: Voussoi are too big and heavy to glide, much less properly fly. Their wings do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly checks. Replaces the **Gliding Wings** trait of an Awakened Gargoyle.

Voussoi Offensive Racial Traits

Slapping Tail: Voussoi tails are longer and more powerful than smaller gargoyles. They can use them to make attacks of opportunity with a reach of 5 feet. The tail is a natural attack that deals 1d10 points of damage plus 1-1/2 times the Voussoi's Strength modifier. If a Voussoi gains reach with natural attacks, so does this attack. This replaces the Natural Armor and Stony Hide racial traits of an Awakened Gargoyle.

Voussoi Weakness Racial Traits

Bottomless Stomach: Voussoi need to consume 1/4 their body weight in food daily.

Physical Description

Voussoi have ogriish faces, often with beaks, tusked jaws, snouts, or wicked curved fangs jutting past thick lips. Unlike their less ugly cousins, Voussoi often have skins patterned with scales, warts, and sometimes spikes. Their coloration is dark, mottled, and stone like, but Voussoi have a love of pigments and paints, which they use to decorate their bodies in garish patterns. In groups where more than one Voussoi is present, they will often use the blood of victims slain in combat, instead of paint. Voussoi have very large ears, which they decorate with jewelry when they are humanoid, and paint when they are more beastlike. Voussoi tails are thicker than most gargoyle tails, and end in a bony spade.

Voussoi wings are usually bat like and small, protruding from their shoulder blades in a nearly comical manner, far too small to provide lift to their huge blocky bodies.

Society

Voussoi are frequently the defenders and enforcers of a rookery of gargoyles. Voussoi are almost never leaders, and rarely voice much in political disputes. They tend to follow orders, so long as they like or respect the person giving them.

Voussoi eat a tremendous amount, in part out of a need to fuel their bulk, but in part because they are gluttonous by nature. Voussoi have nearly bottomless stomachs, and because of this, are rarely found in numbers – the lack of forage from such a long-term solution would inevitably cause problems.

Relations

Voussoi are certainly monstrous, but they are very keen on drawing a distinction between themselves and their “monster” cousins. They are usually amiable, in a gullible way, and can sometimes be misdirected by people with bad intentions. In gargoyle society, they are a force to be reckoned with, second only to Bêtes when it comes to the security and physical manifestation of authority of a rookery.

Awakened Gargoyles – Though often repelled by the more monstrous aspects of a Voussoi, Awakened Gargoyles often appreciate the plight of their giant brethren, who are sometimes even duller than they are, but more advanced in other ways. Voussoi are usually indifferent towards Awakened Gargoyles.

Bêtes – Voussoi love Bêtes, if only because they seem more sophisticated and intelligent at a glance, which is rarely true in the full analysis. Bêtes tend to trust Voussoi im-

plicitly, either because of their childlike gullibility, or because they most resemble them physically.

Crenelet – When being friendly, Voussoi see Crenelet as little creatures who might need to be protected or defended. When Crenelet are being pranksters or know-it-alls, Voussoi will tend to look at them as pests they wished they were quick enough to swat.

Dwarves – Dwarves frequently mistake Voussoi as some sort of giant, whom they hate universally, and Voussoi tend to not like being hit with weapons. If the two can be prevented from killing each other, they will find much common ground in the love of battle, meat, and mead.

Elves – Elves see Voussoi as a dangerous by-product of uncontrolled magic. They will frequently try to fetter Voussoi, both to weaken nearby gargoyle communities, and to “improve” the plight of the poor dumb beasts. Voussoi do not like being called poor dumb beasts, and they like even less being enslaved for their own protection.

Feyborn – Despite the prejudices between the Feyborn and gargoyles in general, most children of the dream respect the guilelessness of Voussoi, and the way they follow orders from individuals they trust. Voussoi like bright shiny things, and lights, which most Feyborn can produce with both amazing alacrity and volume around a Voussoi.

Gnomes – Gnomes are often intimidated by Voussoi, to the point where they will consider them a threat if provoked in any way. Voussoi usually don't see gnomes until after they have stepped on them.

Half-Elves – Voussoi view half elves based on their actions as individuals, rather than any sort of preconceived notion of racial stereotype. Most half-elves believe Voussoi to be monstrous and disdainful, but admire their tenacity and honesty, if they survive getting to know them.

Halflings – Soft-hearted halflings can do no better than to befriend and stand up for a dullard Voussoi, and often a Voussoi is more than happy to befriend a diminutive guardian who can shore up their weaknesses verbally and socially. In the case where a non-soft-hearted Halfling mistakes a Voussoi for a monster, most Voussoi focus on trying to determine the most aerodynamic way to launch Halflings the furthest for maximum damage.

Half-Orcs – Voussoi and Half-Orcs have mutual respect for each other's cosmetic distinctions and bestial natures. Conversation is usually brief, and friendships are often determined through physical contests, but overall, the two are the most compatible pairing between gargoyle and demi human possible.

Humans – Voussoi treat Humans in much the same way as Half-Elves. Being shorter lived, and more given to short-term gains, Humans are often duplicitous with Voussoi, using them in schemes and manipulations which take maximum advantage of the Voussoi's strength and lack of intelligence.

Lesene – Voussoi and Lesene have a complete lack of understanding of each other, and tend to avoid each other, unless one decides to make fun of the other, at which point they will usually beat each other senseless, particularly if wings were mentioned in the jibe.

Trumeau – Members of the “leading” clan view it as their duty and honor to defend and illuminate their giant dullard brethren. Voussoi tend to like Trumeau dedication to their cause, so long as it is accompanied by lots of food and drink.

Alignment and Religion

Voussoi are generally neutral good - soft hearted and simple natured, until provoked or cajoled into violence. Voussoi have a hard enough time understanding the complexities of social interactions with sapient beings around them, much less the ethos and teaching of invisible people and their clergy.

Adventurers

Voussoi are, literally, built to be bruisers. Barbarian, Warrior, and Fighter are where they most obviously gravitate, though elder Voussoi have been known to multiclass in Monk or Ranger, with the addition of centuries of Wisdom.

Alchemist – Rare is the vossoui Alchemist, but a small few do exist. These crazed gargoyles drink magical elixirs to transform themselves into even greater hulking beasts. They are most often of the Beastmorph, Internal Alchemist or Ragechemist archetypes.

- ❖ Add +1/4 alchemical bonus to Strength when using a mutagen.

Barbarian – Voussoi can frequently be found on the fringe of societies, and their wild tempers are legend. It is not surprising that many of this clan give in to their rage and become Barbarians. Awakened gargoyles are often of the Breaker, Brutal Pugilist, Hurler, Invulnerable Rager or Titan Mauler archetypes.

- ❖ Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Fighter – Voussoi, of all gargoyle types, are the most suited to be Fighters. Their sheer size and strength preclude most other occupations. Voussoi gargoyle fighters are most frequently of the Brawler, Mobile Fighter, Thunderstriker, Two Handed Fighter, Unarmed Fighter and Unbreakable archetypes.

- ❖ Add +1 to the fighter's CMD when resisting a combat maneuver of the character's choice.

Monk - The Voussoi were created as monstrously powerful warriors, gifted with natural weapons, and as such make excellent Monks. Most awakened gargoyle monks are of the Martial Artist, Monk of the Empty Hand, Monk of the Sacred Mountain, Tetori and Terra-Cotta Monk archetypes.

- ❖ Add +1/5 effective monk levels when determining unarmed damage.

Ranger – Voussoi are more commonly base warriors than Rangers, but it is not unheard off. Those who do take up the mantle of the Ranger are often of the Falconer, Skirmisher or Urban Ranger archetypes.

- ❖ Add +1/6 additional combat style feats.

Summoner – Surprisingly, there are a number of voussoi Summoners. While they do not connect terribly well with their other gargoyle peers, they form unexpectedly deep bonds with their spirit eidolons. Some voussoi gargoyles are of the Evolutionist Summoner archetype, but the vast majority are Synthesists.

- ❖ Add +1/4 evolution point to the eidolon's evolution pool.

Names

Female Names: Aldm, Clat, Lyel, Oesty, Zhear

Male Names: Bauld, Emosy, Sooz, Taim, Undt

Griga, Voussoi Gargoyle Gunslinger

Griga is an ancient Voussoi, and a deadly foe to any who would cross her master and savior, the dwarven diviner Horbradin Vol. Griga is ancient, even by gargoyle standards, spending centuries in stasis after falling to an imprisonment spell, fighting against an underlich of the Shadewizard Liant. Since her awakening, Horbradin has put her in contact with alchemists and tinkers in his community who have augmented Griga's formidable physical threat. She has taken it upon herself to defend the dwarves of the Bloodstone Kiln, a society of esoterics, alchemists and tinkers seeking to unlock the mysteries of the artifact, and the society which once used it.

Though Griga remembers very little from before her imprisonment, she does recall vividly that she was the last of the members of her wing to fall to the underlich, who had fooled them all into thinking he was a simple human wizard before turning on all of them. As much as Griga is beholden to Horbradin for saving her, she seethes with a desire to destroy the underlich, though she cannot recall any details of his name, or whereabouts.

Griga, the Thundering Terror CR 7

XP 3600

Female Voussoi Gargoyle Gunslinger 8

CG Large Monstrous Humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 22, touch 11, flat-footed 20 (+9 armor, +2 Dex, -1 size, +2 natural)

hp 52 (8d10)

Fort +7, **Ref** +9, **Will** +4

Offense

Speed 20 ft., climbing (20 feet)

Melee +1 Thundering Warhammer musket +13/+8 (1d8+6/x3)

or

Claw x2 (Claws) +12 x2 (1d6+5/x2)

Ranged +1 Thundering Warhammer musket +9/+4 (2d6+3/x4+3d8 sonic + deafened)

Space 10 ft.; Reach 5 ft.

Special Attacks slapping tail (1d10+7)

Statistics

Str 20, **Dex** 14, **Con** 11, **Int** 8, **Wis** 13, **Cha** 11

Base Atk +8; **CMB** +14; **CMD** 26

Feats Armor Proficiency (Heavy), Armor Proficiency (Medium), Extra Grit, Gunsmithing, Intimidating Prowess, Opening Volley, Quick Draw

Traits Bully, Killer

Skills Acrobatics +5 (+1 jump), Bluff +7, Climb +16, Craft (firearms) +6, Escape Artist -2, Fly -2, Handle Animal +4, Heal +5, Intimidate +11, Knowledge (dungeoneering) +1, Perception +10, Ride -2, Sense Motive +3, Sleight of Hand +3, Stealth -6, Survival +5, Swim +1; Racial Modifiers +4 Fly

Languages Common, Gargoyle

SQ deed: covering shot, deed: dead shot, deed: deadeye, deed: gunslinger initiative, deed: gunslinger's dodge (+2 ac), deed: pistol-whip, deed: quick clear, deed: startling shot, deed: targeting, deed: utility shot, grit, gun training +2 (warhammer musket), prehensile tail, thundering (dc 14)

Other Gear +1 Mithral Agile half-plate, +1 Thundering Warhammer musket, Belt of incredible dexterity +4, Cloak of resistance +1, 297 GP

Special Abilities

Bottomless Stomach: Voussoi need to consume 1/4 their body weight in food daily.

Climbing (20 feet) You have a Climb speed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Deed: Covering Shot (Ex) Use 1 grit, entangle missed foe for 1 round.

Deed: Dead Shot (Ex) Use 1 grit, all att rolls vs 1 foe, hit if any of them do, higher dam with more hits.

Deed: Deadeye (Ex) Use 1 grit per extra range increment to make a touch attack beyond the first.

Deed: Gunslinger Initiative (Ex) While you have Grit remaining, you can use a free hand to draw a non-hidden firearm as part of the initiative check.

Deed: Gunslinger's Dodge (+2 AC) (Ex) Use 1 grit, immediately move 5 ft/drop prone to gain 1x/2x bonus to AC vs ranged attack.

Deed: Pistol-Whip (Ex) Use 1 grit, melee attack with firearm gains enh. bonus and free CMB check to knock prone.

Deed: Quick Clear (Ex) While you have grit remaining, you may remove the effects of a misfire. Use 1 grit to do this as move action.

Deed: Startling Shot (Ex) While you have Grit remaining, you may use a standard action to make an attack that makes your opponent flat-footed until your next turn but no dam.

Deed: Targeting (Ex) Use 1 grit, full rd action to choose body part to hit for specific effects.

Deed: Utility Shot While you have grit remaining, you gain a variety of useful tricks with a firearm.

Grit (Ex) Gain a pool of points that are spent to fuel deeds, regained on firearm crit/killing blow.

Gun Training +2 (Warhammer musket) (Ex) On a misfire with chosen firearm type, misfire values only increase by 2 (instead of 4).

Gunsmithing You can use a gunsmithing kit to craft/repair firearms and ammo.

Killer Add weapon's critical modifier to its critical bonus damage.

Opening Volley Successful ranged attack grants +4 on next melee attack roll

Prehensile Tail (Ex) Your tail can retrieve small objects on your person as a swift action.

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Slapping Tail (1d10+7) (Ex) Can make attacks of opportunity with tail, dealing listed damage.

Slumbering Vulnerability: While in their Stony Slumber form, gargoyles take double damage from bludgeoning weapons. This weakness stacks with the Stony Hide vulnerability.

Spell Resistance: Gargoyles possess spell resistance equal to 5 plus their class levels. Against magic from divine sources, double the effectiveness of this resistance. Gargoyles cannot drop magic resistance against any clerical magic which is disrupted by spell resistance, even beneficial magic, though they can choose to do so for arcane spells. The gargoyle must bypass its own spell resistance to use divine magic items, or cast divine spells.

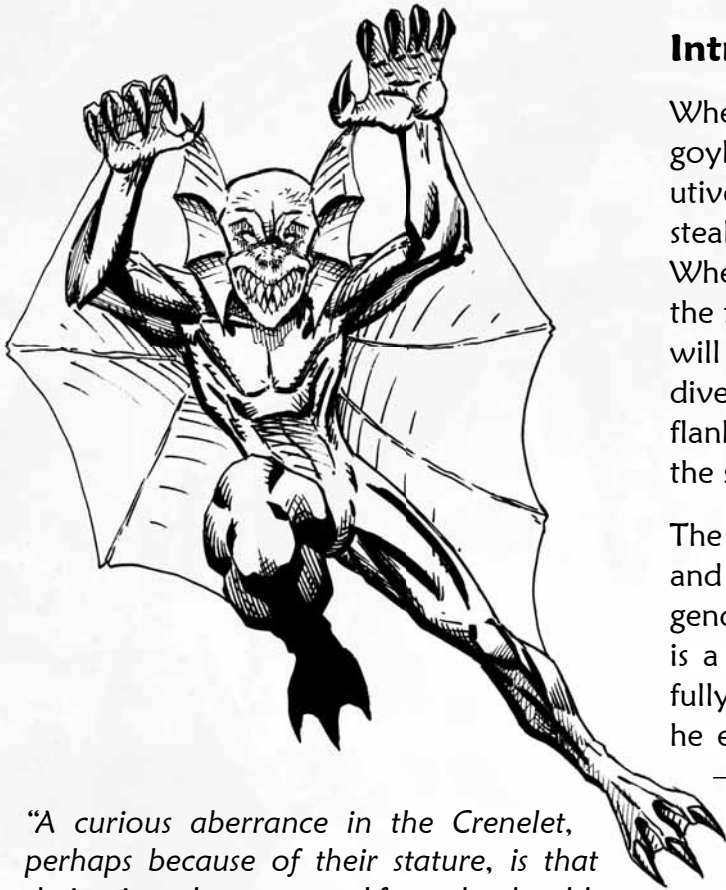
Soulless: Gargoyles are soulless, and not part of the divinely manipulated cycle of souls – they cannot be resurrected or reincarnated if slain.

Stony Slumber: An Awakened Gargoyle holds itself so still that it appears to be a statue while it sleeps. A gargoyle that enters Stony Slumber can take 20 on Stealth checks to hide in plain sight as a stone statue while sleeping. A gargoyle must fall asleep naturally to use this ability – magical sleep or sleep-inducing toxins or diseases prevent the gargoyle from striking an effective enough pose to pass as a statue. Once asleep in this manner, the gargoyle will always sleep for eight hours, unless physically awakened or attacked.

Thundering (DC 14) On a critical hit, foe is permanently deafened (Fort neg).

Vestigial Wings: Voussoi are too big and heavy to glide, much less properly fly. Their wings do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly checks.

CLAN CRENELET



“A curious aberrance in the Crenolet, perhaps because of their stature, is that their wings do not extend from the shoulder blades, as they do with all other gargoyles, but rather from beneath their arms, like some species of flying lizard. If into this form you pour the intelligence and craftiness of gnomes with the agility and coordination of halflings, you get something which approximates the rudiments of the average Crenolet. However, to this formula you would have to blend in the prankster nature of the most malicious sprite, the proclivity for artifice and alchemy seen only in the most learned of dwarves, and the endless exuberance of a four year old child before you really got close to the whole picture. Crenolet are the blessing and bane of gargoyle communities – they ensure that the local population is always on their toes, but sometimes they do so by setting them on fire.”

-excerpt from “The Rambles of Roweena Ninefingers; A Bard Amongst Buildingtops”

Introduction

Where Voussoi are the giants of the gargoyle clans, Crenolet are the most diminutive. They are the survivors, and the stealthy – the smart, and the opportunistic. Where any other gargoyle might wade into the fray to test claw against foe, a Crenolet will hang back from the fracas, and only dive in for a well-executed blind strike or flanking maneuver, then duck back out to the shadows.

The First of the Crenolet was named Gynix, and legends do not speak of Gynix in any gender – male or female. In one tale, Gynix is a beautiful yet petite creature – a carefully wrought familiar of Orlock’s, whom he eventually gave life and independence – though the great gargoyle supplemented Gynix with brains and speed in the stead of brawn and durability. In another tale, Gynix was one of the few survivors on the first assault to retake the tower from Liant. Gynix escaped to carry word of their failure, then slunk back into the tower in an attempt to assassinate the Wizard, leaving lifestone in the hands of those to whom it delivered the message.

Regardless of the truth of their origins, the characteristics of the members of the Crenolet bloodline are easily distinguishable visually, so long as the Crenolet allows the observer a clear glimpse of its features and intent before swooping down from the shadows.

Crenelet Height and Weight

Gender	Base Ht.	Ht. Mod.	Base Wt.	Wt. Mod.
Male	2'6"	+2d4"	50 lbs.	+ 2d10 lbs.
Female	2'8"	+2d4"	60 lbs.	+2d12 lbs.

Crenelet Standard Racial Traits

Crenelet are incredibly fast, and smart, but tend to be brash and a bit more fragile than any other kind of gargoyle. Crenelet get +4 to Dexterity and Intelligence, and -2 to Strength, Constitution and Wisdom.

Size: Crenelet are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Base Speed: Crenelet have a base speed of 20 feet.

Crenelet lose the Climb and Wing Attack abilities of an Awakened Gargoyle. In exchange, they gain the abilities below:

Craftsman: Crenelet get a +2 bonus on Craft checks related to crafting metal or stone.

Stealthy: Crenelet get a +2 bonus on Stealth checks and stealth is always considered a class skill.

Crenelet Defensive Racial Traits

Cat's Luck: Once per day when a Crenelet makes a Reflex saving throw, it can roll the saving throw twice and take the better result. It must decide to use this ability before the saving throw is attempted.

Physical Description

Crenelet seem like a hybrid between an Awakened Gargoyle and a Halfling. Unlike their awakened brethren, Crenelet do not sport wings from their back or shoulders, but rather have a thin membrane which extends from their wrists to the edge of their ribs. This membrane provides them with the equivalent of gliding wings, but allows them to pass as many forms of diminutive humanoid while on the ground without additional clothing alterations (so long as they are wearing a cloak or robe and a hat).

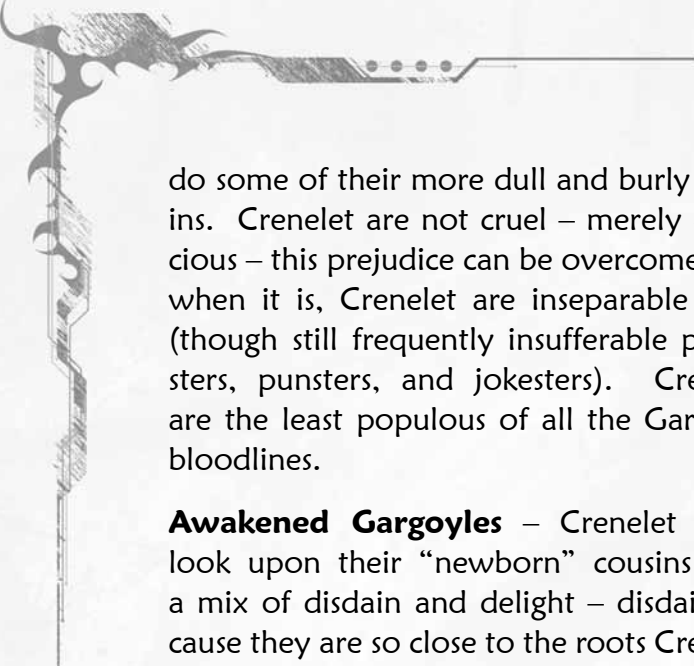
Crenelet tend to be brownish or greenish, and are nearly always hairless. They have goblin like facial features, with overlarge eyes, and finlike ears which extend from their jawbones and flair out toward the backs of their skulls. Crenelet tend to be on the wiry side, lacking the bulk and brawn of any of their cousins, but make up for that with their excellent speed and wit.

Society

Crenelet are pranksters at their core. They are usually smarter and quicker than any other members of a wing or rookery, and use these abilities to wreak nonlethal havoc for their own amusement. Crenelet's natural proclivities toward tinkering and arcane magic actually make them formidable opponents, despite their diminutive frame, and they often serve as advisors or architects to the leaders of rookeries and clans.

Relations

Crenelet are very insular, viewing Gargoyles on a whole as a superior race to any other humanoid, and tending to view other humanoids with even more disdain than they



do some of their more dull and burly cousins. Crenelet are not cruel – merely capricious – this prejudice can be overcome, and when it is, Crenelet are inseparable allies (though still frequently insufferable pranksters, punsters, and jokesters). Crenelet are the least populous of all the Gargoyle bloodlines.

Awakened Gargoyles – Crenelet often look upon their “newborn” cousins with a mix of disdain and delight – disdain because they are so close to the roots Crenelet feel themselves so far removed from, but delight because Awakened Gargoyles are often prone to all manner of pranks and misdirection.

Bêtes – Bêtes and Crenelet make fast friends. The two complement each other well, and Crenelet often serve as translators or representatives from the frequently non-vocal Bêtes, while the Bêtes serve as bodyguards and defenders for the weaker Crenelet. Coming between a Bêtes and Crenelet who have formed a kinship is less wise than coming between a mother bear and her cubs.

Dwarves – Crenelet respect dwarven workmanship, and their ability to craft metal and stone. Of all the humanoid races, Dwarves have the greatest chance of proving themselves to Crenelet through skill in craft alone, though most Dwarves do not suffer the pranks and antics of Crenelet long enough before attacking them out of frustration for this to occur.

Elves – Crenelet see Elves as a pompous and overly insular group. They find elves’ proclivity to ignore stonework and complex mechanics as backwards and overly conservative, and are frequently vocal

about such opinions. As a result, few elves tolerate the jibes or company of a Crenelet for very long.

Feyborn – Crenelet often ally with Feyborn, on the basis of their trickster natures, though they are also very competitive with the natives of the Dreamwild. This can sometimes escalate into wars of pranks and misdirection which can become lethal to subjects of those episodes.

Gnomes – With their love of illusion and mechanical things, many Crenelet have a reserved and unspoken respect for Gnomes, which is frequently expressed by complex jokes and pranks. These signs of grudging respect are almost universally misinterpreted, leaving a wide array of cultural disdain for Crenelet by Gnomes (to say nothing of the goblin like features of the most diminutive of Gargoyles)

Half-Elves – Crenelet rarely distinguish Half-Elves from Humans in their pranks. If accused of cultural insensitivity for this attitude, Crenelet will often respond to a half-elf with an attitude normally reserved for Elves.

Halflings – Of all the races, Crenelet are the most likely to see eye-to-eye with Halflings (literally). However, the mischievous flip nature of Crenelet is enough to drive even a Halfling to frustrated oaths. Amongst Crenelet, this process is known as “bowling for Halflings”, whereby the Crenelet perpetrates ten pranks against the Halfling in the hope of getting them to explode in a fury. If a Halfling manages to survive the ten pranks and not lose their temper, they are revered by Crenelet as the “pink, fur-footed gods” of humanoids. This rarely happens.

Half-Orcs – Half-Orcs often view Crenelet with suspicion, which will often rapidly give way to verbal or physical hostility when they inevitably become the target of Crenelet pranks. Crenelet are wary of Half-Orc fury, but that just makes them all the more cunning and cautious when proving their superiority in mental and physical hijinks.

Humans – Crenelet admire the ephemeral freedom of human souls, but are fast outspoken about the frequently shortsighted goals and obsessions of most humans. The regular criticisms rarely lead to strong friendships, aside from those humans who seek kinship via trying to outprank the diminutive Crenelet ruining their lives. Humans, generally speaking, are the only race reckless enough to ouprank a Crenelet.

Lesene – The serious and somber Lesene rarely tolerate being the target of the playful antics of Crenelet, which often drives a Crenelet all the more to try and win over the friendship and admiration of their wingless kin. This cycle rarely plays out well.

Trumeau – Though they usually respect the intelligence and alacrity of their smaller cousins, they must often work hard at redirecting their prankster natures at threats (real or imaginary) facing a rookery. Sometimes, however, Trumeau will strive to temper Crenelet natures by “teaching them a lesson” – this will often cause the Crenelet to step back for a month or two, then decide that the “lesson” was actually the first salvo in a very complex prank war.

Voussoi – In groups of Gargoyles where Bêtes are not available for bonding, Crenelet see a Voussoi as the next best thing. Voussoi are often too slow (in all senses) to get the punch line of most Crenelet antics,

so they are frequently ignored, except for when a Crenelet has raised the ire of several members of the local community, at which point Voussoi friendship is usually sought after with an undeterred fervor.

Alignment and Religion

Crenelet are frequently Chaotic Good or Chaotic Neutral. Chaos and misdirection fuel their being, though Crenelet are rarely mean spirited or intentionally harmful in their pranks, unless they have suffered extreme loss or harm.

Crenelet view religion as the ultimate prank – the idea that a bunch of powerful things got a bunch of less powerful things to follow certain rules and strictures with no clear purpose or meaning generally in this life. With this mindset, Crenelet frequently target members of a faith or clergy, pointing this out in endlessly frustrating or “sacrilegious” situations.

Adventurers

Crenelet have natural inclinations as Rogues and Alchemists, though some succumb to their tinkering nature and become crafting Wizards or Gunslingers, optimizing their ability to remain hidden and strike from afar to devastating effect.

Alchemist - Crenelet gargoyles have an innate curiosity in nearly all things. As such, they find alchemy a very attractive path. Crenelet alchemists are most often of the Beastmorph, Chirurgion or Grenadier archetypes.

- ❖ Add +1/2 to the number of bombs per day the alchemist can create.

Bard – The crenelet gargoyles are both incredibly intelligent and dexterous. This particular skillset lends itself well to the ways of the bard. Crenelet bards are most often of the Animal Speaker, Daredevil or Magician archetypes.

- ❖ Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.

Fighter – While the crenelet are not overly strong, they are fast. They tend to focus on ranged or highly mobile combat methods. They are most often of the Archer, Buckler Duelist, Crossbowman, Lore Warden or Mobile Fighter archetypes.

- ❖ +1 on movement in light or medium armor.

Magus – With their incredible intellects, the Crenelet are very capable magi. They blend their quickness and skill at arms with magic, creating a very dangerous combination. They are most frequently of the Myrmidarch or Spellbound archetypes.

- ❖ Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

Ranger – Small, stealthy and highly mobile, the Crenelet make fair rangers. They often take advantage of the more stealthy roles of the ranger. They are most frequently of the Battle Scout or Urban Ranger archetypes.

- ❖ Add +1 skill rank to the ranger's animal companion. If the half-elf ever replaces his companion, the new companion gains these bonus skill ranks.

Rogue – Capable of great cunning and outstanding reflexes, the Crenelet are born to be rogues. Give their small stature, their stealth capabilities are nearly unmatched. They are most frequently of the Roofrunner, Scout or Spy archetypes.

- ❖ The human gains +1/6 of a new rogue talent.

Sorcerer – Born of an earthen bond, all gargoyles have the makings of powerful sorcerers. They are most frequently of the Seeker archetype.

- ❖ Add +1/2 to earth spell damage.

Summoner – Given their small stature, the Crenelet must often turn to other allies to aid them in combat. Those that can summon allies find themselves at a great advantage. They are most frequently of the Broodmaster, Evolutionist or Master Summoner archetypes.

- ❖ Add +1 hit point to the summoner's eidolon.

Wizard – The minds of the Crenelet are very deep, and their ability to unravel complex theories makes them excellent wizards. They are most frequently of the Scrollmaster or Scroll Scholar archetypes.

- ❖ Add +1/2 to the number of uses per day of arcane school powers. This increase only applies to arcane school powers available at 1st level and normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier.

Names

Female Names: Abet, Hide, Prance, Slink, Waylay

Male Names: Chuckle, Laugh, Natter, Smirk, Whisper

Echo, the Crenelet Bard

Echo is currently between gargoyle societies, having so infuriated the last one he was a part of that he was forced to leave. Fortunately for him, and unfortunately for any of the travelers along the twelve-league twist, a particularly windy switchback climbing through a verdantly forested mountain range, he has found sufficient entertainment to stave off his loneliness by acting as a roadside tormenter.

Echo will torment any travelers he thinks he can take advantage of. His favorite tactic is to make himself look like a Voussoi using his fearsome duplicate, and try to intimidate would-be travelers into paying a toll while he remains hidden. Echo will often steal tolls and tributes, then dispel the image, leaving bewildered travelers unsure of what happened, only to play out the process again the next day.

Echo is motivated by a desire to cause mischief, driven by his need to distract himself from his own loneliness. Though he longs for friendship or companionship, he does not know how to interact with others without tormenting, mocking, or belittling them, which makes him very hard to like, much less befriend.

Echo the Crenelet Bard CR 7

XP 3600

Male Crenelet Gargoyle Bard (Prankster) 8
N Small Monstrous Humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 21, touch 16, flat-footed 16 (+2 armor, +5 Dex, +1 size, +3 natural)

hp 43 (8d8+4)

Fort +4, **Ref** +11, **Will** +5; +4 vs. bardic performance, sonic, and language-dependent effects

Defensive Abilities cat's luck (1/day)

Offense

Speed 20 ft.

Melee (M) +1 Shortsword +11/+6
(1d6+1/19-20/x2) or

Claw x2 (Claws) +7 x2 (1d3/x2)

Ranged Frostbite sling (3/day) +13/+8
(1d3+1+1d6 cold/x2)

Special Attacks bardic performance (move action) (21 rounds/day), bardic performance: countersong, bardic performance: dirge of doom, bardic performance: distraction, bardic performance: inspire competence +3, bardic performance: inspire courage +2, bardic performance: mock (3 creatures) (dc 17), bardic performance: punchline, swap

Bard (Prankster) Spells Known (CL 8):

3 (3/day) *Glibness*, *Fearsome Duplicate* (DC 16), *Mad Monkeys*

2 (5/day) *Tongues*, *Suggestion* (DC 15), *Invisibility*, *Cacophonous Call* (DC 15)

1 (5/day) *Animate Rope*, *Confusion*, *Lesser* (DC 14), *Ventriloquism* (DC 14), *Cure Light*

Wounds, Adjuring Step

0 (at will) *Read Magic, Flare* (DC 13), *Daze* (DC 13), *Ghost Sound* (DC 13), *Detect Magic, Mending*

Tactics

Echo will never favor a straightforward or frontal confrontation. He will use his sling to fatigue foes, then spend all night keeping them up, so that they become exhausted. He will wear down spellcasters, preventing their ability to regain spells, and is relentless in his pernicious behavior once he has marked a foe for torture. Nonlethal traps and pranks will always be set up, and if a physical altercation is forced, Echo will use bardic performance to confound spellcasters, and try to maintain range to use his sling to best effect. Echo will always turn invisible and retreat the moment things seem to be going against him.

Statistics

Str 10, **Dex** 20, **Con** 11, **Int** 16, **Wis** 8, **Cha** 17

Base Atk +6; **CMB** +5; **CMD** 20

Feats Brew Potion, Craft Wondrous Item, Great Fortitude, Weapon Finesse

Traits Fast-Talker, Magical Knack (Bard [Prankster])

Skills Acrobatics +11 (+7 jump), Appraise +8, Bluff +13, Climb +6, Diplomacy +8, Fly +8, Intimidate +10, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (local) +14, Knowledge (nature) +12, Knowledge (planes) +12, Knowledge (religion) +12, Linguistics +8, Perception +9, Perform (comedy) +10, Perform (sing) +12, Sense Motive +12, Sleight of Hand +16, Spellcraft +13, Stealth +20, Use Magic Device +12; **Racial Modifiers** craftsman

Languages Common, Draconic, Gargoyle, Goblin, Infernal, Sylvan, Terran

SQ bardic knowledge, prehensile tail, versatile performance abilities (comedy, singing), well versed

Combat Gear Potion of barkskin +2, Potion of cure moderate wounds, Potion of fly, Potion of reduce person, Tanglefoot bag (2)

Other Gear +1 Shortsword, Frostbite sling (3/day), Sling bullets (20), Amulet of natural armor +1, Bracers of armor +2, Everburning torch, 1280 GP

Special Abilities

Agelessness: Gargoyles are immortal insofar as they never die of old age, though they can be slain as any other creature by magic, disease, poison, or physical damage. Gargoyles do not lose physical statistic points as a result of aging. Instead, for every century they endure, they gain either an additional racial trait or a +2 to Intelligence, Wisdom or Charisma.

Bardic Knowledge +4 (Ex) Add +4 to all knowledge skill checks.

Bardic Performance (move action) (21 rounds/day) Your performances can create magical effects.

Bardic Performance: Countersong (Su) Counter magical effects that depend on sound.

Bardic Performance: Dirge of Doom (Su) Enemies within 30' are shaken.

Bardic Performance: Distraction (Su) Counter magical effects that depend on sight.

Bardic Performance: Inspire Competence +3 (Su) +3 competence bonus for one ally on a skill check.

Bardic Performance: Inspire Courage +2 (Su) Morale bonus on some saving throws, attack and damage rolls.

Bardic Performance: Mock (3 creatures) (DC 17) (Su) Target has -2 to attack and skill checks until it attacks you.

Bardic Performance: Punchline (Sp) Target mocked creature is affected by hideous laughter.

Cat's Luck (1/day) (Ex) Roll a reflex save twice and take the better result.

Craftsman (Ex) +2 on Craft/Profession checks related to metal/stone.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Magical Knack (Bard [Prankster]) +2 CL for a specific class, to a max of your HD.

Prehensile Tail (Ex) Your tail can retrieve small objects on your person as a swift action.

Slumbering Vulnerability: While in their Stony Slumber form, gargoyles take double damage from bludgeoning weapons. This weakness stacks with the Stony Hide vulnerability.

Spell Resistance: Gargoyles possess spell resistance equal to 5 plus their class levels. Against magic from divine sources, double the effectiveness of this resistance. Gargoyles cannot drop magic resistance against any clerical magic which is disrupted by spell resistance, even beneficial magic, though they can choose to do so for arcane spells. The gargoyle must bypass its own spell resistance to use divine magic items, or cast divine spells.

Soulless: Gargoyles are soulless, and not part of the divinely manipulated cycle of souls – they cannot be resurrected or reincarnated if slain.

Stony Slumber: An Awakened Gargoyle holds itself so still that it appears to be a statue while it sleeps. A gargoyle that enters Stony Slumber can take 20 on Stealth checks to hide in plain sight as a stone statue while sleeping. A gargoyle must fall asleep naturally to use this ability – magical sleep or sleep-inducing toxins or diseases prevent the gargoyle from striking an effective enough pose to pass as a statue. Once asleep in this manner, the gargoyle will always sleep for eight hours, unless physically awakened or attacked.

Swap (Ex) Swap one item you have for something the target has.

Vast Metabolism: Gargoyle metabolisms work very quickly. Though omnivorous creatures capable of eating even minerals and stone, Gargoyles prefer meat to any other type of food – cooked or uncooked. Gargoyles must consume 1/10th their body weight in sustenance, daily, or they begin starving. Gargoyles only need to drink half as often as other creatures.

Versatile Performance (Comedy) +10 (Ex) You may substitute the final value of your Perform: Comedy skill for Bluff or Intimidate checks

Versatile Performance (Singing) +12 (Ex) You may substitute the final value of your Perform: Sing skill for Bluff or Sense Motive checks

Well Versed (Ex) +4 save vs. bardic performance, sonic, and language-dependent effects.

CLAN LESENE



“If the failure of the Trumeau to bargain well with Sadamant was the biggest failure of gargoyles, then it was the bargains struck between the Lesene and dragonkind which were the greatest success. The Lesene traded their wings and a not-inconsiderable portion of their innate resistances for some of the powers of the dragon’s breath, in addition to an enhanced capacity to bring forth that power. Additionally, their frames and features have shifted, giving them a decidedly more draconic sensibility.

Some might see this trade as inequitable, any Lesene will point out with a sagacious gleam in its eyes that while there are many ways one can attain the power of flight without wings, aside from some very specific spells or alchemical formulae, dragonbreath is a power few not directly related or beholden to the great scaled beasts have at their ready disposal.”

-from the Scrollmind of the Shadewizard Liant

Introduction

While no member of the Gargoyle bloodline is particularly beautiful, by the standards of the core group of demi humans and humans which frequently dominate civilized populations, Lesene are, in some ways, the most like the non-gargoyle races, but in others, vastly different.

According to legend, clan Lesene was the only clan whose “First” was actually a triad. Triplets born of Orlock’s experimentation, each carried aspects of the draconic creatures the great gargoyle modeled his children after. In one legend of the clan’s origins, an unforeseen consequence of Orlock’s experiments on the Lesene Triad was that Ourban, Skytch, and Byarr gained the powers of the dragons they were modeled after at the cost of their wings and their protection from divine machinations. In another, the triad trade their ability to glide through the skies and exclusion from their schemes to the great draconic gods, who promised to raise them above all other races, but who, in fact, were afraid of their long-lived children falling prey to the immortal gargoyles.

Lesene Height and Weight

Gender	Base Ht.	Ht. Mod.	Base Wt.	Wt. Mod.
Male	5’2”	+2d4”	220 lbs.	+ 5d10 lbs.
Female	5’0”	+2d4”	210 lbs.	+5d10 lbs.

Lesene Standard Racial Traits

Witty and Wise: Lesene are personable and reflective, but shortsighted, and lack the incredible strength of their winged cousins. Lesene get +2 to Charisma and Wisdom, and -2 to Strength.

Size: Lesene are Medium creatures.

Base Speed: Lesene have a base speed of 30 feet.

Additional Subtype: Lesene gain the Dragon type, in addition to any other types or subtypes.

Lesene Offensive Racial Traits

Breath Weapon (Powerful, Increased Damage): Choose one of the following energy types: acid, cold, electricity, or fire. Then pick either a 15-foot cone or a 20-foot line. Once per day, as a standard action, Lesene can make a supernatural breath weapon attack that deals 2d6 points of the damage type chosen in the area chosen. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is 10 + 1/2 the user's character level + the user's Constitution modifier. Those who succeed at the save take half damage from the attack.

This ability replaces the Prehensile Tail and Gliding Wings of an Awakened Gargoyle.

Lesene Magical Racial Traits

Spell-Like Ability, Lesser: Choose a 2nd-level or lower spell that does not attack a creature or deal damage. Members of this race can use this spell as a spell-like ability once per day. The caster level of the spell is equal to the user's character level.

This ability replaces the Awakened Gargoyle's spell resistance.

Lesene Weakness Racial Traits

Elemental Vulnerability: Whatever opposing element is tied to the element selected as a breath weapon (ice or fire, electricity or acid) becomes a weakness. Lesene gain vulnerability to the chosen energy type, which causes them to take 50% more damage from sources that deal damage of that type. Lesene cannot possess any racial trait that grants them resistance or immunity to this energy type.

Physical Description

Lesene are extremely long and slender, wingless, and sport an astonishing array of draconic physical characteristics. While the non-facial characteristics of these draconic visual cues vary from group-to-group, Lesene have a universally-defined draconic facial structure, and often additionally have either scaly skin, or dragon like claws on their hands and feet.

Lesene are universally wingless, and vary in orelike coloration of many of the metallic substances related to metallic dragons. Some sport gem-studded hides, and a rare few seem to be carved of marble, predominantly colored in the hues of the chromatrics.

Regardless of coloration, Lesene have an astonishing array of variety in their manes (those that possess them), finlike crests, scale-carved skins, elegant tails, and clawlike digits. Lesene have elongated necks, arms, and legs, with smallish trunks, which makes it difficult for them to pass themselves off easily as other types of humanoids without magic or significant costume or disguise.

Society

Of all the gargoyles, Lesene are the only ones who mate for life. A Lesene who lacks a partner or family is generally a morose loner plagued by an obsessive desire to attain them. Lesene who have suffered the loss of spouse and offspring are often inconsolable in their grief, though some replace their all-consuming family drive with some other motivator. Lesene who cannot make this transition often succumb to mental instability or the manifestation of suicidal recklessness in seeking revenge.

Paired Lesene have much to defend and will be steadfast in their defense of a rookery or gathering of gargoyles, regardless of make-up, particularly if they have children in the mix. Lone Lesene are far more mercurial, and prone to either reckless behavior in trying to impress a mate or mopey solitude mourning the loss of one.

In addition to the physical and supernatural draconic traits Lesene display, they have an incredible love of treasure, particularly jewelry and coin. One needs not look far to determine where this predilection's origins lie.

Relations

Lesene look to their own, and generally hold gargoyle kind above the needs and perspectives of most standard demi humans. They will, on occasion, forge alliances with other draconic or reptilian races, but such alliances are often born of a sense of kinship which rarely lasts in the eyes of the immortal gargoyles.

Awakened Gargoyles – Lesene view the genderless enlightened constructs much the same way most races view eunuchs – with a mix of pity, disdain, and distrust. An Awakened's lack of clan makes them suspect members of a wing or rookery.

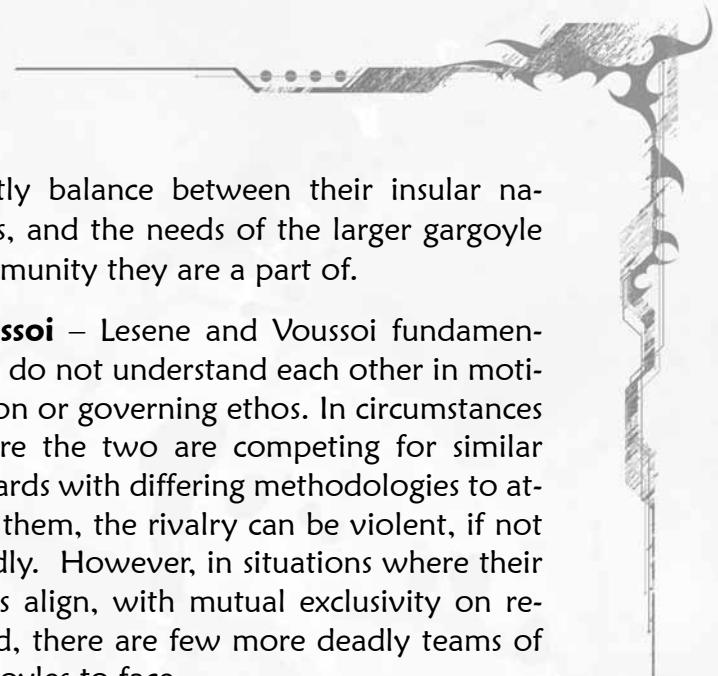
Bêtes – As the frequently least understood of all of the clans, Lesene feel a kinship with Bêtes, though the kinship usually ends at the boundaries of mutual respect.

Crenelet – Lesene often disdain the antics and attitudes of Crenelet, though occasionally this trend will reverse if the Lesene is the beneficiary of the frequently-sticky claws of a Crenelet. In such pairings, a gradual lowering of guard and mutual trust can develop which can lead to fierce friendships.

Dwarves – Lesene find kinship in dwarves' love of gemstones and precious metals, but societally often find themselves in direct conflict for those rare resources. In situations where this is not an issue, the two are remarkably similar in outlook and family-based motivations, but pitted against each other, they are violent foes.

Elves – Lesene respect Elves for their aloof nature amongst the shorter-lived demi human races, but the sentiment is rarely returned. Far too many centuries of animosity lie between elves and dragons for a Lesene's looks and impulses not to sour the opinion of most elves.

Feyborn – Much the same way most Fey creatures distrust or disdain Dragons, and vice versa, most Lesene hold a passive-aggressive hostility towards Feyborn, who are frequently the first to target Lesene with pranks and antics.



Gnomes – Lesene tend to try to ignore Gnomes, who frequently have a wide variety of options and opinions as to how to best get Lesene airborne, despite their significant handicap.

Half-Elves – The conflict inherent in being a half-elf resonates with Lesene, who are far more likely to trust them than the skeptical elves, or the impetuous humans. Despite that, half-elves are often torn between their elf-born inclinations to distrust Lesene, and a kinship with their semi-pariah wingless status amongst gargoyle society.

Halflings – Much like Crenelet, Halflings see prime targets for pranks and hijinks in most Awakened Gargoyles. However, they can also be protective of the dim-witted or downtrodden, and will usually be quick to see past a gargoyle's beastly façade.

Half-Orcs – Oddly, despite vast cultural gulfs, Half-Orcs and Lesene are the most likely Gargoyle-Demi Human pairing to forge a lasting friendship. This is in part tied to the monstrous/pariah attitudes most face regularly, but also because both have a keen understanding of each other's loyalty to kith and kin, as well as tremendous tempers.

Humans – Lesene frequently view Humans with a mix of fear and distrust, given their impulsiveness, short-sightedness, and promiscuity. Humans often return this disdain with a sense of wry sarcasm, quick to point out the similarities between the wingless gargoyles and the race they so abhor.

Trumeau – Lesene are often captains and confidants of Trumeau, who they view as the highest "caste" of gargoyle bloodlines. Trumeau respect Lesene, and have to con-

stantly balance between their insular natures, and the needs of the larger gargoyle community they are a part of.

Voussoi – Lesene and Voussoi fundamentally do not understand each other in motivation or governing ethos. In circumstances where the two are competing for similar rewards with differing methodologies to attain them, the rivalry can be violent, if not deadly. However, in situations where their goals align, with mutual exclusivity on reward, there are few more deadly teams of gargoyles to face.

Alignment and Religion

Lesene are always lawful, though the axiomatic portion of their alignment varies based on their ancestor. It is not clear which of the triad is tied to which draconic traits, but the fact remains that amongst gargoyles, Lesene represent the widest range of alignment-based variation, so long as they adhere to the edicts of their nature and emotions.

Of all the gargoyles, Lesene are the only ones who find any solace in callings of a spiritual nature, particularly after having lost a spouse and offspring. While most do not gravitate towards roles of faith, preferring to maintain martial or magical prowess which best allows them to defend their kith and kin, some seek out the gods from their birth, hoping to add light to the gloomy history of the clan's origins.

Adventurers

Due to their draconic bloodline, most Lesene gravitate towards sorcerous careers, though some are known to find niche roles within the faiths of gods who align with their axiomatic bent.

Alchemist – the lesene are deep thinkers, and naturally drawn to alchemy. They are said to have experimented with the blood of true dragons and unlocked the secrets of their blood. They are most often of the Beastmorph or Ragechemist archetypes.

- ❖ Add +1/2 to the alchemist's bomb damage.

Bard – The lesene are great keepers of lore. They also frequently befriend dragonkind to trade secrets. With their dragon-like presence, the lesene make excellent Bards. Awakened gargoyles are often of the Magician or Demagogue archetypes.

- ❖ Add +1/6 to the number of people the bard can affect with the fascinate bardic performance.

Cleric - The lesene are very wise, and one of the few types of gargoyle that are capable of becoming clerics. They tend to worship divine concepts rather than actual deities however. Most lesene gargoyles are frequently of the Cloistered Cleric or Theologian archetypes.

- ❖ Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the draconic or earth subtype.

Cavalier – Surprisingly, some lesene are drawn towards the pursuits of the cavalier. While they are not overly strong, some do carry the noble bloodlines of metallic dragons within them. Lesene are frequently of the Emissary or Honor Guard archetypes.

- ❖ Add +1/4 to the cavalier's banner bonus.

Magus – Lesene gargoyles blend the blood of dragons with the fortitude of dragonkind, and as such are not uncommonly magi. They are often of the Spellblade or Tovenaar archetypes.

- ❖ Add +1/4 to the magus's arcane pool.

Monk - A deep and contemplative bloodline gifted with dragonlike powers, the lesene make excellent monks. Most are of the Martial Artist, Monk of the Empty Hand, Monk of the Sacred Mountain and Terra-Cotta Monk archetypes.

- ❖ Add +1/4 damage to unarmed attacks made with the gargoyle's natural attacks.

Oracle – Gifted with deep insight and wisdom, the lesene make excellent Oracles. They are frequently of the Enlightened Philosopher or Seer archetypes.

- ❖ Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Rogue – With an incredible guile, the lesene can sometimes be found as rogues. They are most often of the Chameleon, Roof Runner or Scout archetypes.

- ❖ Add +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.

Sorcerer – Having been born of draconic bloodlines already, the lesene make outstanding sorcerers. The residual magics within them often come forth as sorcerous bloodlines, usually the Arcane or Draconic bloodlines. Lesene gargoyles are most often of the Seeker archetype.

- ❖ Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Wizard – Innately, the lesene are magical creatures, with a great legacy. While not as intelligent as some of the other bloodlines, they often fraternize with dragonkind and are granted secrets unknown to most other wizards. Lesene are often of the Arcane Bomber or Primalist archetypes.

- ❖ Add +1/6 of a bonus item creation or metamagic feat.

Names

Female Names: Bartells, Myalt, Oons, Tzima

Male Names: Bradyl, Pwort, Quartch, Wodkar

Moko, Gargoyle Oracle/Witch

Moko is an oracular witch, known as “The Crone” to those who live nearby the Fen of the Fivefold Maw. While there are many conflicting rumors on her origins, powers, and motivations, the reality is grim, and more than a little tragic.

Moko was once known as “Mokolianth”, a Lesene gargoyle who led a large wing to settle in the swamps. In exchange for a portion of the local lizardfolk's regular hunts of giant frogs and crocodiles, they kept the area free of stirges, goblins, and adventurers, who were the main threats to the lizardfolk population.

Eventually, an order of paladins caught wind of the “foul beasts” terrorizing the fringes of the swamp. They set out to destroy the creatures utterly, and succeeded brilliantly, except for Moko, who was out collecting tribute from the lizardfolk in the deep swamp. Moko returned to her wing to find them all dead.

Moko's sanity fled. Her oracular bent turned dark, and she made bargains with dark powers who sent Phlegm to act as her familiar. The compsnathus led her to the crypt of a necromancer, deep within the ruins of a lost city in the swamp. There, she found the wand she carries to this day, which she has used to animate her once-wingmembers as well as any goblins, lizardfolk, or adventurers who have run afoul of her hut since.

Moko makes potions and unguents for the local tribe, but has long since given up hunting. She longs for vengeance against the paladins who slew her wing, but she cannot bear to leave her swampy hut, and fears dying the way her spouse and offspring did.

Moko the Lesene Crone

Female Lesene Gargoyle Oracle 4 Witch 4
CE Medium Monstrous Humanoid
Init +7; Senses darkvision 60 ft.; Perception +7

Defense

AC 19, touch 11, flat-footed 18 (+4 armor [Armor of Bones], +1 Dex, +4 natural)

hp 70 (4d8+4d6+32)

Fort +7, **Ref** +4, **Will** +11

Defensive Abilities revelations (armor of bones +4 [4 hours/day], undead servitude [dc 13])

Weakness oracle's curses (haunted), vulnerability to cold

Offense

Speed 30 ft., climbing (20 feet)

Melee Claw x2 (Claws) +4 x2 (1d4-1/x2)

Spell-Like Abilities[Empower Spell-Like Ability] (Alter Self) (1/day)

Oracle Spells Known (CL 4):

2 (4/day) *False Life*, *Infllict Moderate Wounds* (DC 13), *Minor Image* (DC 13), *Levitate*, *Sentry Skull*

1 (7/day) *Murderous Command* (DC 12), *Infllict Light Wounds* (DC 12), *Cause Fear* (DC 12), *Infernal Healing*, *Decompose Corpse* (DC 12)

0 (at will) *Guidance*, *Bleed* (DC 11), *Mage Hand*, *Light*, *Ghost Sound* (DC 11), *Create Water*, *Detect Magic*, *Spark* (DC 11)

Witch Spells Prepared (CL 4):

2 (3/day) *Burning Gaze*, *False Life*, *Haunting Mists* (DC 15)

1 (4/day) *Dancing Lantern*, *Unseen Servant*, *Burning Hands* (DC 14), *Mud Ball* (DC 14)

0 (at will) *Arcane Mark*, *Touch of Fatigue* (DC 13), *Daze* (DC 13), *Message*

Tactics

Moko is a dangerous and incredibly paranoid opponent, whose limited direct offensive capability is reinforced by her guile, traps, and large numbers of undead. The path to her hut is riddled with pit traps, poison dart traps, deadfalls, and snares. The areas off the trapped path are littered with undead (Moko has 20-odd skeletons and 7 gargoyle zombies at her disposal), which she uses to herd trespassers into her traps, and has Phlegm deal *infllict* spells on, once they are in the trap. Moko will immediately animate any foes she or her forces slay, turning them against their allies, if they have any.

Moko will never put herself or Phlegm at true risk, and will flee invisibly if faced by an overwhelming force, leaving everything except her wand, if needs be.

Statistics

Str 8, **Dex** 12, **Con** 18, **Int** 18, **Wis** 14, **Cha** 13

Base Atk +5; **CMB** +4; **CMD** 15

Feats Brew Potion, Command Undead (6/day) (DC 13), Craft Wondrous Item, Empower Spell-Like Ability (Spell-Like Ability, Lesser) (1/day), Extra Channel, Theurgy

Traits Dangerously Curious, Reactionary

Skills Appraise +5, Disable Device +7, Climb +7, Craft (alchemy) +7, Handle Animal +2, Heal +6, Intimidate +9, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +4, Perception +7, Sense Motive +8, Spellcraft +12, Stealth +10, Use Magic Device +11

Languages Abyssal, Common, Draconic, Elven, Gargoyle, Infernal

SQ +4 to initiative checks, breath weapon (1/day) (dc 14), deliver touch spells through familiar, empathic link with familiar, hexes (blight [dc 15], cauldron, water lung), mysteries (bones), patron spells (vengeance), prehensile tail, share spells with familiar

Combat Gear Oil of invisibility, Potion of Bear's Endurance x2, Potion of False Life, Wand of Create Undead (CL 8) [23 charges]

Other Gear Amulet of natural armor +2, Cloak of resistance +1, 4997 GP

Special Abilities

+4 to Initiative checks You gain the Alertness feat while your familiar is within arm's reach.

Armor of Bones +4 (4 hours/day) (Ex) +4 AC.

Blight (DC 15) (Su) Curse animals, plants, or land, causing it to wither and die.

Breath Weapon (Powerful, Increased Damage): Once per day, as a standard action, Moko can make a supernatural breath weapon attack that deals 2d6 points of fire damage type in a 20' line. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this breath weapon is 10 + 1/2 the user's character level + the user's Constitution modifier (DC 14).

Climbing (20 feet) You have a Climb speed.

Command Undead (6/day) (DC 13) Channel energy can take control of undead.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.

Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.

Empower Spell-Like Ability (Spell-Like Ability, Lesser) (1/day) Numeric effects of a spell-like ability are increased 50% up to 3/day

Haunted Retrieving stored gear is a Standard action or worse, dropped items land 10' away.

Prehensile Tail (Ex) Your tail can retrieve small objects on your person as a swift action.

Share Spells with Familiar Can cast spells with a target of "You" on the familiar with a range of touch.

Slumbering Vulnerability: While in their Stony Slumber form, gargoyles take double damage from bludgeoning weapons. This weakness stacks with the Stony Hide vulnerability.

Spell-Like Ability, Lesser: Choose a 2nd-level or lower spell that does not attack a creature or deal damage. Members of this race can use this spell as a spell-like ability once per day. The caster level of the spell is equal to the user's character level.

Soulless: Gargoyles are soulless, and not part of the divinely manipulated cycle of souls – they cannot be resurrected or reincarnated if slain.

Stony Hide: Gargoyles stony skin makes them vulnerable to bludgeoning attacks. Gargoyles take +1 damage per die dealt of bludgeoning damage.

Stony Slumber: An Awakened Gargoyle holds itself so still that it appears to be a statue while it sleeps. A gargoyle that enters Stony Slumber can take 20 on Stealth checks to hide in plain sight as a stone statue while sleeping. A gargoyle must fall asleep naturally to use this ability – magical sleep or sleep-inducing toxins or diseases prevent the gargoyle from striking an effective enough pose to pass as a statue. Once asleep in this manner, the gargoyle will always sleep for eight hours, unless physically awakened or attacked.

Theurgy Augment arcane spells with divine energy and divine spells with arcane energy

Vulnerability to Cold You are vulnerable (+50% damage) to Cold damage.

Water Lung (Su) An air-breathing target can breathe water or an aquatic target can breathe air. This lasts 1 minute. If the witch uses this hex on herself, she can maintain it while she sleeps, allowing her to safely sleep underwater.

Phlegm [Moko's Familiar]

Dinosaur, Compsognathus

N Tiny Magical Beast ((animal))

Init +6; **Senses** low-light vision, scent; Perception +6

Defense

AC 19, touch 14, flat-footed 17 (+2 Dex, +2 size, +5 natural)

hp 35 (1d8+2)

Fort +4, **Ref** +4, **Will** +8

Offense

Speed 40 ft., swimming (20 feet)

Melee Bite +6 (1d3-1/x2)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks poison (DC 12)

Statistics

Str 8, **Dex** 15, **Con** 14, **Int** 7, **Wis** 11, **Cha** 5

Base Atk +5; **CMB** +5; **CMD** 14

Feats Improved Initiative

Tricks Attack [Trick], Down [Trick], Fetch [Trick], Heel [Trick], Hunting [Trick], Seek [Trick], Track [Trick]

Skills Acrobatics +2 (+6 jump), Appraise

+0, Fly +6, Handle Animal -2, Heal +1, Intimidate +2, Linguistics -1, Perception +6, Sense Motive +1, Spellcraft +4, Stealth +19, Swim +10, Use Magic Device +3

SQ hunting [trick], improved evasion

Other Gear Amulet of natural armor +2

Special Abilities

Hunting [Trick] The animal has been trained for hunting.

Improved Evasion (Ex) No damage on successful reflex save; half on failed save.

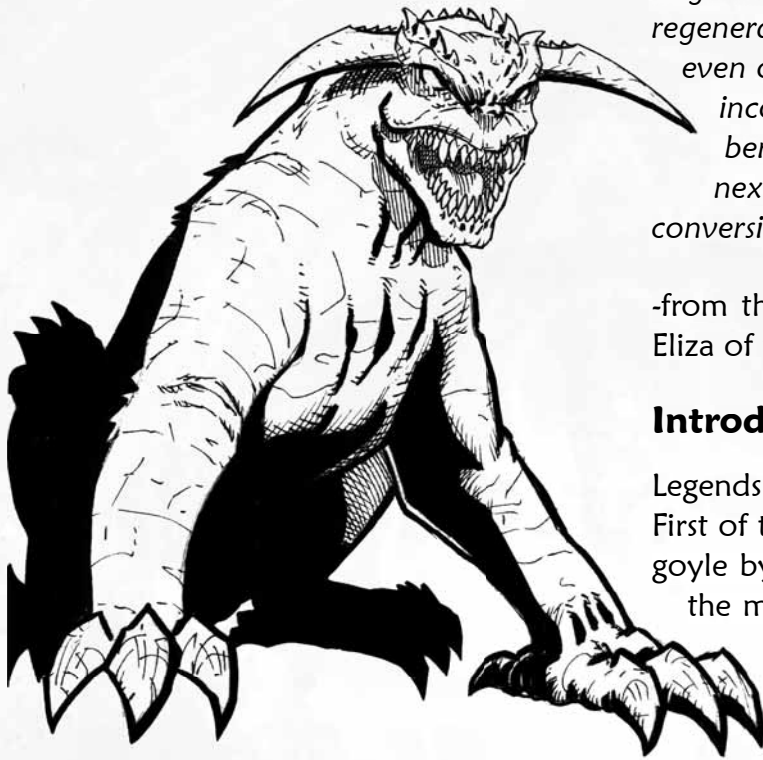
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Poison (DC 12) (Ex) Poison—Injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Swimming (20 feet) You have a Swim speed.

CLAN BÊTES



“While the success in our ability to convert gargoyles into effective guardians of the gate has progressed with promising alacrity, we continue to fail repeatedly in our attempts to subsume the Bêtes. There is a debate on right now between our arcanists and the holy fathers as to whether the issue lies in their unmoving stubbornness - a trait attributed to their beastlike features and quadruped form - or if it lies in their perceived intelligence, emotionally articulate facial expressions, and their capacity to comprehend speech without possessing the ability to speak.

I posit privately that the issue has nothing to do with either of these things. All of our repeated failures have ended with us having

to exterminate the Bêtes, yet it seems that they remain in the area around Gateway in large numbers. Could it be they have some regenerative abilities beyond the ken of even our most wizened scholars? It seems incomprehensible, yet I must remember to follow up on this possibility the next time we manage to take one for conversion.”

-from the secret dairy of Mother Superior Eliza of the Alabaster Crusade

Introduction

Legends among the other clans tell of the First of the Bêtes being the first crafted gargoyle by the other Firsts – a creature with the melding of the features of the other four clans. Though this rumor is unverifiable, it seems likely, given the fact that each clan has their own special version of the story.

In all cases, the legends corroborate several facts:

Bêtes were not given wings or speech due to the difficulty of creating these elements.

Bêtes are the most steadfast of all the Clans, and each wing, rookery, or society will have at least one among them, to guard the members while they sleep.

Because all Bêtes are gifted with remnants of the *lifestone* of the other four firsts, they are the closest to true immortals amongst any type of gargoyle.

The first of the Bêtes was female, and her name was Tzira. She fell in defending the children of the other Firsts from Liant’s counterattacks after the attempts by the Firsts to rescue Orlock.

Bêtes Height and Weight

Gender	Base Ht.	Ht. Mod.	Base Wt.	Wt. Mod.
Male	3'8"	+2d6"	550 lbs.	+ 5d8 lbs.
Female	3'10"	+2d6"	5500 lbs.	+5d10 lbs.

Bêtes Standard Racial Traits

Physically Specialized: Bêtes gain a +2 to all physical abilities, and a -2 to Charisma, due to their appearance and inability to speak.

Size: Bêtes are medium creatures.

Type: Bêtes are magical beasts, instead of monstrous humanoids.

Fast Base Speed, Sprinter, and Relentless replace the Gliding Wings, Slumbering Vulnerability, and Stony Slumber traits of an Awakened Gargoyle.

Quadruped and Speechless replace the Stony Hide and Soulless weaknesses of the Awakened Gargoyle template.

Fast Base Speed: Bêtes have a base speed of 50 feet. This includes the bonus from them being a Quadruped.

Bêtes and Magic Item Slots

Bêtes lack hand slots, as well as the ability to manipulate many items as most character races with hands can. The best way to deal with this is to create variant magic item versions of the various boots, shoes, and slippers that can be worn by this race. If a player is up to the challenge of playing a Bêtes, and particularly if they do it well, opportunities for "non-standard" slotted or activated magic items to be acquired or found should definitely be part of the adventure rewards.

Quadruped: Bêtes have four legs, and no arms. They lack thumbs, and cannot wield weapons, but they get a +10 bonus to their speed (included above), and a +4 racial bonus to CMD against trip attempts.

Fleet-Footed: Bêtes receive Run as a bonus feat and a +2 racial bonus on initiative checks.

Bêtes Offensive Racial Traits

Relentless: Bêtes gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent.

Frenzy: Once per day, whenever a Bêtes takes damage, it flies into a frenzy for one minute, gaining a +2 racial bonus to Strength and Constitution, but a -2 penalty to AC.

Augmented Bite: in addition to claw attacks, Bêtes gain a bite attack as a primary natural attack, which deals damage equivalent to that of a creature one size category larger than it is (1d6 for small, 1d8 for medium, 2d6 for large)

Bêtes Defensive Racial Traits

Augmented Natural Armor: Bêtes have thick hides, which provide them with a +3 natural AC bonus, as opposed to the +2 of most awakened gargoyles.

Bêtes Special Racial Traits

Speechless: Bêtes are incapable of forming true speech. Their formidable fangs and sculpted mouths lack the proper configuration to form distinct sentences. They are not truly voiceless, capable of issuing grunts, growls, and whines similar to a bear or dog. Most Bêtes learn how to imitate a

number of words equal to their Intelligence score, in the language of gargoyles. Particularly intelligent Bêtes can take ranks in perform or linguistics to communicate through pantomime or add another series of words equal to their intelligence modifier.

This trait prevents Bêtes from using magic items with activation words, and casting spells with verbal components.

Eversoul: Once a Bête is sworn to a wing or rookery of other gargoyles, they will defend it to the death, and beyond. If a Bête is slain while other members of its sworn group still live, it will return to life 24 hours after it was slain as per a raise dead spell. If all the members of its group are slain, then it will still raise, but if it is slain again while unbound to a new wing or rookery, it will be permanently slain, and cannot be raised in any way

This trait replaces the Soulless trait of an Awakened Gargoyle.

Physical Description

Bêtes are medium creatures, about the size of a war pony. They have clawed feet, and long leonine tails. They lack wings, but have manes of feathers, hair, or scales carved in stone. Their faces are bestial and animalistic, with oversized features, often accentuating the horrible (fangs, sloping brows, flaring nostrils, curved beaks).

When a Bête swears itself to a wing, rookery, or tribe, it will gain some sort of pattern or carving on its hide which represents its membership in that group. These patterns vary greatly in coloration and design, but are often geometrically tied to the members of the group, and will shift, shimmer, or glow if members of that group are in peril.

Society

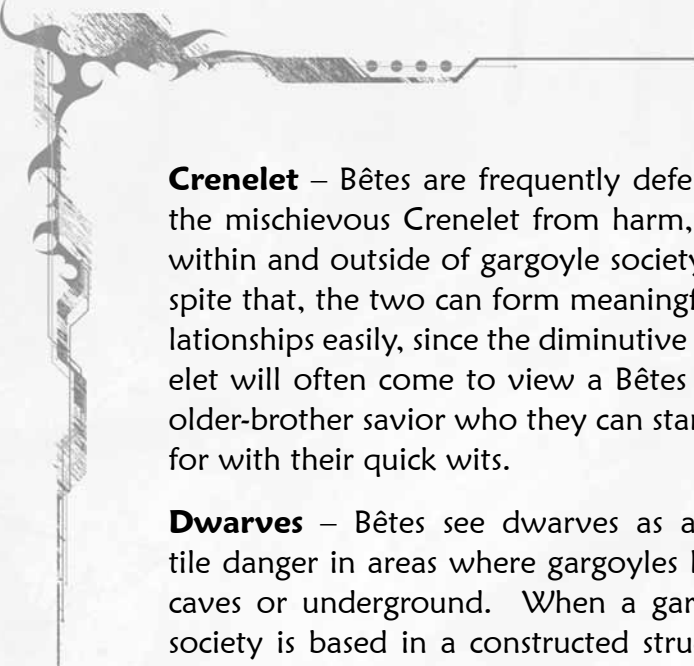
Bêtes were created by the other Firsts to protect the groups of gargoyles which were sure to come, if the retaking of the Tower failed. As it happens, the First Bêtes protected the remnants of the offspring of the First for some time. In that time, when the first rookeries were being established, the offspring of Tzira took on the same oath as their progenitor – to defend the lives and livelihoods of those they were bound to.

Nearly every group of gargoyles organized in some fashion of society is bound around a Bête. They are the core symbol around which any such gathering rallies, but at the same time, are less eloquent and reputed than the actual heads of those societies. In gargoyle society, many groups gauge the capacity for leadership by the ability of an individual gargoyle who would lead to earn the respect of the group's Bêtes.

Relations

Bêtes are the least traveled and most misunderstood of all gargoyles by non-gargoyles. Their monstrous appearance and lack of speech makes them prime candidates to be mistaken for some sort of demon or other hostile creature. In actuality, Bêtes are slow to anger, and quite tranquil, unless they feel that their lair, livelihood, kith or kin is in danger. At that point, they become the ferocious monsters they are frequently mistaken for on sight.

Awakened Gargoyles – Bêtes view most Awakened with great distrust, though less distrust than any other demi human group. If they are accepted into society, they will be defended the same as any other gargoyle the Bête is bound to.



Crenelet – Bêtes are frequently defending the mischievous Crenelet from harm, both within and outside of gargoyle society. Despite that, the two can form meaningful relationships easily, since the diminutive Crenelet will often come to view a Bêtes as an older-brother savior who they can stand up for with their quick wits.

Dwarves – Bêtes see dwarves as a hostile danger in areas where gargoyles lair in caves or underground. When a gargoyle society is based in a constructed structure, or urban setting, they may be given grudging status by a Bêtes, since they are often responsible for the building or maintenance of the structure which houses the society. Dwarves tend to think that Bêtes are monsters, along with all the other gargoyles, and will frequently cite their lack of speech to back that opinion up.

Elves – Bêtes are viewed as a danger by elves, who will frequently work to destroy them, unless they have found a way to see the value in a local gargoyle community. Elves know that the fastest way to break down a society of gargoyles is to eliminate their Bêtes. Bêtes are wary of elves, and will generally avoid them, after generations of bad experiences.

Feyborn – Feyborn tend to see Bêtes as prime candidates for mischief, and Bêtes view most feyborn as a threat to the stability and safety of a sworn gargoyle society. It takes great things for these notions to progress any further than antagonistic distrust.

Gnomes – Clannish and family-oriented, Gnomes frequently admire Bêtes behavior and driving nature, if they understand it. Like dwarves, they can be a danger for gargoyle societies which compete for re-

sources, or a boon in urban areas, where they represent a possible asset to assist the society. Bêtes tend to react to them accordingly.

Half-Elves – Bêtes are quite disdainful of half-elves, who represent the two most dangerous types of humanoids, for the most part. Half-elves, in turn, rarely look past the monstrous nature of Bêtes. Occasionally, breakthroughs happen where racial pre-conceptions can be overcome, but very rarely.

Halflings – The kind natures of halflings frequently allow them to approach a Bêtes as if it were an animal, rather than a monster. This sometimes helps ease friction between Bêtes and other demi-humans, who will often tolerate Halflings, which can then lead to inroads with other groups.

Half-Orcs – Bêtes and Half-Orcs often find themselves at odds through rivalry, neither being able to cede physical superiority to the other. These rivalries can sometimes grow violent, particularly if a half-orc endangers other gargoyles in proving its superiority, but occasionally, the shared rivalry can turn to respect, and eventually camaraderie.

Humans – Bêtes view humans with great disdain – they are frequently hunters of gargoyles, usurpers of urban gargoyle society holdings, and occasionally, looking to enslave a society to some scheme or whim that is part of their short-sighted gains. Bêtes draw the line at attacking humans on sight, but if they or their society are ever slighted or damaged by a specific human, no amount of contrition will ever earn that Bêtes trust again, or lessen its enmity.

Lesene – Bêtes and Lesene share common traits in both being wingless. Much the same way that Bêtes are not a particularly populous bloodline, Lesene find kinship in the solitary nature, and protective dedication of the Bêtes.

Trumeau - As the frequent leaders of gargoyle societies, the relationships between Bêtes and Trumeau are very complicated. At times there can be friction between the political and ideological leadership the two can represent in a given society. Additionally, if one dislikes the other, it can create a dangerous disharmony in a group of gargoyles. However, when the aims of a Trumeau, particularly a leader, are in line with the spirit of a Bêtes' protective nature, there are fewer stronger bonds between gargoyles.

Voussoi – Voussoi often see kinship in a Bêtes' monstrous aspects, but like half-orcs, they can sometimes get competitive with the guardian gargoyles. Most Bêtes will defend Voussoi vigorously, particularly against those who seek to take advantage of their lesser wits. In cases of rivalry, they almost always seek to redress the rivalry, rather than meet it head on, which will rarely work out well for a gargoyle group.

Alignment and Religion

Bêtes are always lawful. Their devotion to local gargoyle societies always supersede any faith that a divine entity would require, though Bêtes whose wing or rookery is partnered with a religious order may incorporate aspects of the ethos and edicts of that faith into their behavior and ideology, so long as it does nothing to conflict with the safety of the gargoyles the Bêtes is pledged to.

Adventurers

Bêtes are nearly universally martial classes of some sort. Occasionally, one will be taken by an Oracular bent, particularly if they survive the loss of a society and are re-sworn to another.

Barbarian – Bêtes gargoyles are sturdy, strong and vicious, qualities that make for the most potent of Barbarians. They are most frequently of the Invulnerable Rager, Scarred Rager or Titan Mauler archetypes.

- ❖ Add +1 to the barbarian's total number of rage rounds per day.

Fighter – Despite their inability to speak, the bêtes are not dumb. They are just as cunning and capable of complex tactics as their brethren. This misconception makes them very dangerous indeed. Bêtes gargoyle fighters are most frequently of the Armor Master, Brawler, Mobile Fighter, Savage Warrior or Unbreakable archetypes.

- ❖ Add +1 to the fighter's CMB when attempting one combat maneuver of the character's choice (max +4).

Monk - Using their natural physical abilities, the bêtes gargoyles are well-made for the way of the Monk. Most bêtes Monks are of the Martial Artist, Monk of the Empty Hand, Monk of the Sacred Mountain and Terra-Cotta Monk archetypes.

- ❖ Add +1/4 damage to unarmed attacks made with the gargoyle's natural attacks.

Names

Female Names: Ktisha, Lyria, Pstshi, Rynja, Tzala

Male Names: Adom, Grig, Ossil, Seprot, Urvor

Tilyna the Defender

Tilyna is the offspring of a pair of Bêtes who were part of a much larger rookery in the city of Vas-Moran. Lion-headed and sapphire-eyed, with skin like carved alabaster and overlarge tusks jutting upwards from her bottom lip, Tilyana is fierce looking, but quite gentle. When some of the rookery she was born into broke off to seek a new home, Tilyana swore herself to those fellows – two Trumeau and a Lesene. Together they traveled for many weeks, seeking a new home, surviving on Tilyna's ability to hunt large game. When they finally came to what seemed like an ideal shelter, they discovered it was set up as a trap by the Guardians of the White Gates. Tilyna fell defending her fellow wingmates, but was reborn the next day. By that time, her wingmates had been taken to Gateway for "conversion".

Now Tilyna stalks the edges of Gateway, looking for an opportunity to steal away her wingmates, and harrying members of the Guardians whenever she can. She was captured once, when she made contact with her Lesene wingmate, only to find him so changed he did not remember her. Tilyna does not understand what has happened to her wingmates, but she understands it has something to do with the Guardians, and believes she can correct the situation if she can kidnap her fellows away from their ranks, and return them to the open roads.

Tilyna the Defender CR 6

XP 2400

Female Bêtes Gargoyle Fighter (Savage Warrior) 7

LG Medium Magical Beast

Init +9; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 24, touch 15, flat-footed 21 (+8 armor, +3 Dex, +3 Natural)

hp 64 (7d10+21)

Fort +8, **Ref** +5, **Will** +3; +1 trait bonus vs. divine spells, +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities, +2 bonus vs. energy drain and death effects, +1 bonus vs. energy drain and death effects.

Offense

Speed 50 ft.

Melee Bite (Augmented) +12 (1d8+5/x2)
Claw x2 (Claws) +12 x2 (1d4+5/x2)

Tactics

Tilyna will combine her increased speed, her initiative, her ability to antagonize opponents and her lunge abilities in concert. This allows her to take attacks of opportunity as often as possible, while maintaining a distance just out of reach of her infuriated opponents.

When faced with spellcasters or ranged opponents, she will attempt to grapple them, and use her natural weapons to savage them while they try to escape.

Statistics

Str 18, **Dex** 16, **Con** 16, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +11 (+12 Grappling); **CMD** 24 (25 vs. Grapple, 28 vs. Trip)

Feats: Alertness, Antagonize, Disruptive, Eldritch Claws, Improved Initiative, Intimidating Prowess, Lunge, Run, Step Up

Traits: Armor Expert, History of Heresy

Skills: Acrobatics +4 (+8 to jump with a running start, +12 jump), Climb +10, Intimidate +10, Perception +8, Sense Motive +6, Stealth +6, Survival +5

Combat Gear Mind sentinel medallion; +2 Living Steel Agile breastplate, Belt of foraging, 1501 GP

Special Abilities

Antagonize Use Diplomacy or Intimidate to goad creatures

Armor Expert -1 Armor check penalty.

Augmented Natural Armor Bêtes have thick hides, which provide them with a +3 natural AC bonus, as opposed to the +2 of most awakened gargoyles.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Disruptive +4 DC to cast defensively for those you threaten.

Eldritch Claws Your natural weapons are considered both magic and silver for the purpose of overcoming damage reduction.

Eversoul: Once a Bêtes is sworn to a wing or rookery of other gargoyles, they will defend it to the death, and beyond. If a Bêtes is slain while other members of its sworn group still live, it will return to life 24 hours

after it was slain as per a raise dead spell. If all the members of its group are slain, then it will still raise, but if it is slain again while unbound to a new wing or rookery, it will be permanently slain, and cannot be raised in any way. This trait replaces the Soulless trait of an Awakened Gargoyle.

History of Heresy +1 save vs. divine spells

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Mind sentinel medallion +2 to save vs mind-affecting, if fail vs. dominate/ confusion can reroll but item loses magic.

Prehensile Tail (Ex) Your tail can retrieve small objects on your person as a swift action.

Relentless (Ex) +2 Bull Rush and Overrun if you and your opponent are standing on the ground.

Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Spark of Life +2 (Ex) +2 save vs. energy drain and death effects.

Speechless: Bêtes are incapable of forming true speech. Their formidable fangs and sculpted mouths lack the proper configuration to form distinct sentences. They are not truly voiceless, capable of issuing grunts, growls, and whines similar to a bear or dog. Most Bêtes learn how to imitate a number of words equal to their Intelligence score, in the language of gargoyles.

Particularly intelligent Bêtes can take ranks in perform or linguistics to communicate through pantomime or add another series of words equal to their intelligence modifier.

This trait prevents Bêtes from using magic items with activation words, and casting spells with verbal components.

Spell Resistance: Gargoyles possess spell resistance equal to 10 plus their class levels against magic from divine sources and half as much against arcane magic. Gargoyles cannot drop magic resistance against any clerical magic which is disrupted by spell resistance, even beneficial magic, though they can choose to do so for arcane spells. The gargoyle must bypass its own spell resistance to use divine magic items, or cast divine spells.

Step Up When a foe makes a 5 ft step away from you, you can move 5 ft to follow them.

Vast Metabolism: Gargoyle metabolisms work very quickly. Though omnivorous creatures capable of eating even minerals and stone, Gargoyles prefer meat to any other type of food – cooked or uncooked. Gargoyles must consume 1/10th their body weight in sustenance, daily, or they begin starving. Gargoyles only need to drink half as often as other creatures.

GARGOYLE SOCIETIES

Gargoyle societies are complex things. By nature, gargoyles seek to establish pecking orders, and establish rules to follow (or break, in some cases). Lacking a significant religious influence, many gargoyle societies will gravitate towards ideals, survival necessities, or the geographical location which they use as a lair.

Wings

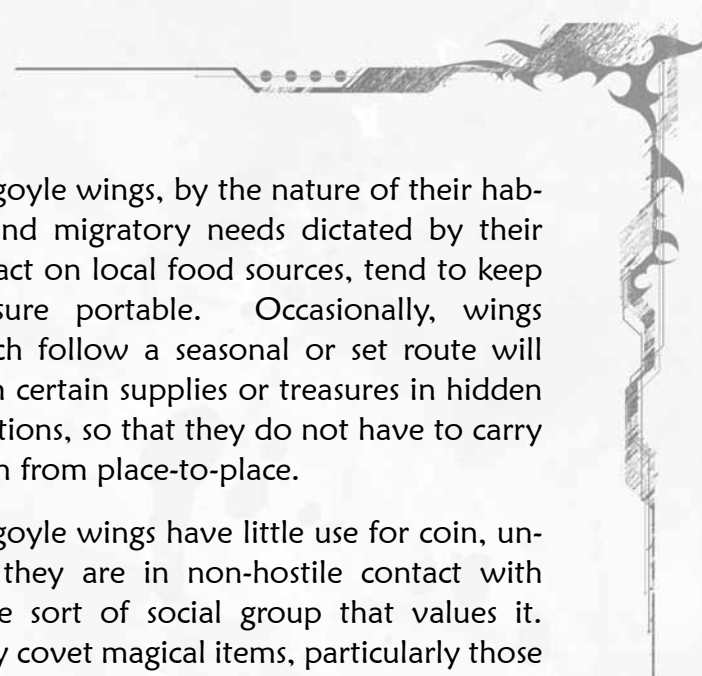
The most basic collection of a group of gargoyles is called a Wing. A Wing can number anywhere from two to twenty gargoyles. Generally, past that point, the needs of a wing are too complex for them to remain nomadic or disorganized - they must establish a permanent haven or settlement.

Overview

Wings are the most common type of gargoyle society encountered in the wild, and the least common in urban or highly-populated areas. In the wild, gargoyles can range long distances, and avoid most confrontation. In a densely populated area, gargoyles must band together to survive, and the instincts and needs to roost often force their societies to evolve into something more formal, in order to enable cohabitation with other living things nearby.

Ethos and Leadership

Wings can operate without much in the way of central leadership, but if a wing includes a Bêtes or a Trumeau, they will often establish a traditional hierarchy, with a single leader, and an enforcer to that leadership, who bears the ideological “spirit” of the



group. In groups without these members, they will frequently follow the rule of either the smartest, oldest, or strongest, with everyone else generally demurring. Failed challenges for leadership frequently result in the expulsion of a member from a wing, so they are not made often or lightly.

Wings do not have to have a central calling, nor do they have to have a purpose other than survival and seeking prosperity. Their ethos and actions will largely be maintained by the environment they operate in, and the overall outlook of the leadership and members of the wing. In smaller wings, these items can vary greatly, but in larger wings, they may create a sense of expectation or tradition within members, even if leadership or circumstances change.

Once a wing settles down, or is absorbed in a larger society (or grows too large in numbers) it often progresses into a rookery.

Lairs and Treasure

Gargoyle wings are opportunistic in where they lair. They will settle wherever they think they can sleep safely while maintaining a regular supply of food, water, and distractions. If such a location is not easily found, wings will usually stay on the move.

Above ground, Gargoyle lairs tend to be caves, dense copses of trees, secluded lakes or ponds, or cliff side roosts in mountainous areas. Wings will lair in spaces which accommodate all their members, and will rarely permanently adopt a lair which is too small to accommodate all the members of the wing, or requires members to isolate themselves from one another.

Gargoyle wings, by the nature of their habits and migratory needs dictated by their impact on local food sources, tend to keep treasure portable. Occasionally, wings which follow a seasonal or set route will stash certain supplies or treasures in hidden locations, so that they do not have to carry them from place-to-place.

Gargoyle wings have little use for coin, unless they are in non-hostile contact with some sort of social group that values it. They covet magical items, particularly those which they can utilize.

If a wing has a magic user as a member, they may have a higher portion of magical items, and may even sell them, as a means of offsetting their needs. In these cases, the magic user is often the leader, in addition to the main source of income and provisions for the wing.

Rookeries

Rookeries are where true gargoyle societies begin to most closely resemble the gatherings of other humanoid species. Gargoyles form rookeries to ensure a continual supply of resources and protection, but also to fill an inborn need to establish a pecking order, and pay homage to bloodline and clan traditions.

Overview

Rookeries are larger gatherings of gargoyles, usually starting at around twenty, and getting as large as upwards of one hundred. Beyond that number, there are usually too many points of view for the social structures of a rookery to function without considerable discord. Friction and competition will often create wings, as disgruntled members

strike off on their own, though sometimes a rookery can split into two, creating a new rookery while the old maintains its traditions and lair.

Lifestone

Gargoyles reproduce by creating a composite substance which is made of chunks of flesh taken from the living bodies of two consenting gargoyles.

The creation of lifestone requires both the contributing parents sacrifice half their total Constitution in the process of creating it. This Constitution returns at a rate of one point per week. The creation of lifestone always results in potential offspring, so long as both parents survive to see it quicken. If they do not, the lifestone crumbles to rubble, and whatever constitution drain remaining in a surviving parent becomes permanent.

Once both the parents have regained their Constitution, the lifestone quickens, grows in size overnight, and forms into a newborn gargoyle.

Because of the dangers related to creating lifestone, and because gargoyles are "born" halfway to full-size (this process completes within a decade), gargoyles are loathe to take on the risks of reproduction without a secure, structured society to support the process. While the birth of a gargoyle outside a rookery is not unheard of, the parents of such an offspring are generally regarded as irresponsible, possibly reckless, by other gargoyles.

Between the time it is created and quickens, lifestone resembles an egg in shape, and varies in size from a small gourd to a watermelon. It is because of this visual similarity that the popular misunderstanding that gargoyles hatch from eggs has propagated and maintained popularity.

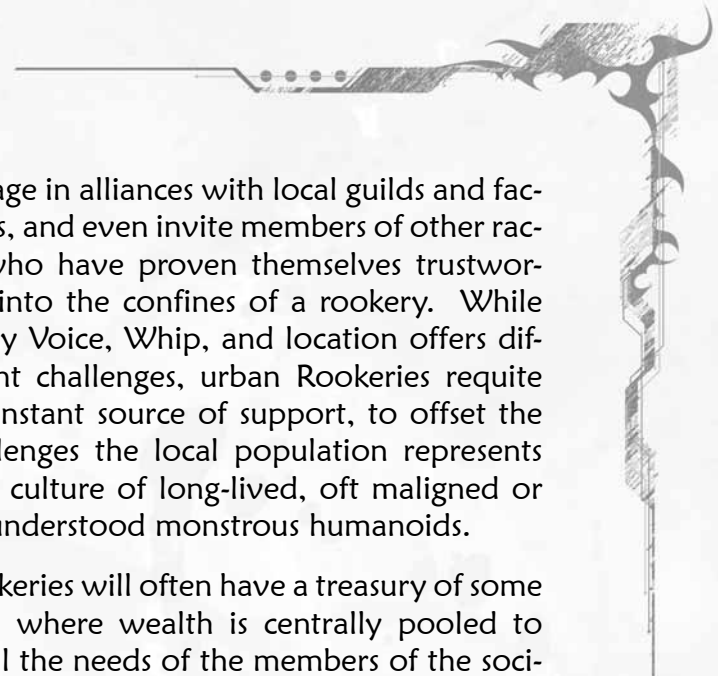
Ethos and Leadership

Rookeries will always have a Voice (central leadership) and a Whip (enforcer of the Voice's will). Beyond that, there is a general sense of lawfulness around the rules and guidelines set by the Voice of a rookery, and how the Whip enforces them. For rookeries with a high population of gargoyles less inclined towards lawfulness, this can create quite a chaotic churn, but always, a Voice and Whip will try to work together to do what is best for the local community.

The Voice of a Rookery may be a single gargoyle, a triumvirate of individuals, or a council of members, chosen by individual bloodlines or deeds. Regardless of the form a Voice takes, their rulings, in regards to membership in a rookery, appropriate behavior in the internal community, as well as expectations of interactions with the larger world are taken very seriously by any gargoyle who considers themselves a member of the rookery that Voice leads.

Whenever a rookery has a Bêtes, it will almost always serve as the Whip. In the few rare circumstances where this is not the arrangement, the Whip is a gargoyle who is capable of enforcing the Voice's edicts, both inside the social group, and in the wide world beyond the rookery's sanctuary. While this often translates to powerful physical prowess, this is not always the case, and some of the more successful rookeries, gauged by longevity, have been led by a Voice who shifts the role of the Whip to suit the population and environmental circumstances surrounding the rookery.

Like a wing, rookeries seek to provide shelter and security, as well as food and water to members. Additionally, rookeries also



provide an environment where gargoyles who have found a partner willing to take on the risk of creating lifestone can reproduce, and rear young. This is the foundation of the continuity of all humanoid cultures, but because of the time and effort involved in rearing gargoyle young, it is rarely done in the wilds, or in solitary settings, due to the incredibly high mortality rate for both parents and offspring.

Lairs and Treasure

Rookeries center around a readily available steady supply of edibles and water. Without these things, gargoyle populations will decline, and society will collapse as wings break off of the rookery in search of what they need to survive.

Rookeries tend to be established in easily defensible structures or areas, preferably insulated from outside traffic by a gully, chasm, cliff, or stairwell. In the wild, ruined castles and temples, large cave structures, deep forest groves, and water-cut cliff complexes make ideal rookeries. In urban areas, gargoyles are forced to be more sociable, and will often engage the local populace as guardians of a structure which also serves as the rookery's central shelter. Common locations are large temples, castles, towers, and warehouses, but any structure in an urban area that makes the gargoyles feel safe (e.g. if they are viewed as caretakers) will serve readily.

The Voice and Whip of an urban rookery must be particularly adept at their roles. Failure as guardians or caretakers, as well as the scheming and intrigue of other demi human races constantly threaten the security of a rookery and its members.

Because of this constant threat, it is not unheard of for rookeries to hire mercenaries,

engage in alliances with local guilds and factions, and even invite members of other races who have proven themselves trustworthy into the confines of a rookery. While every Voice, Whip, and location offers different challenges, urban Rookeries require a constant source of support, to offset the challenges the local population represents to a culture of long-lived, oft maligned or misunderstood monstrous humanoids.

Rookeries will often have a treasury of some sort, where wealth is centrally pooled to fulfill the needs of the members of the society. Often the Voice or Whip oversees this fund, though occasionally another member will be responsible for it. Quartermasters (sometimes Coinkeepers) are generally the wisest, and most congenial of the gargoyle membership, who are tasked with not just tracking the treasury, but using it to keep the rookery fed and protected.

Due to their longevity, gargoyles will often amass hoards of wealth in the form of coin, gemstones, works of art, precious metals, and rare ingredients. Magic items are still coveted, and any magic items part of the rookery's treasury are treated as borrowed community property, assigned to those members that need them most, or can use them best. In lower population rookeries, or rookeries set in non-urban areas where magic is harder to come by, the Voice will often use some of the wealth of the rookery to commission magic items, to improve the rookery, but only once the immediate near-term needs of the community are well met.

It should be assumed that any rookery under a century or two old (generally referred to as "new" for at least a century beyond that) should have no less than 100gp worth of wealth for each member. Established rookeries (older than three centuries, but less than a millennia) would easily have ten times as much wealth.

SAMPLE ROOKERY

Silver Pool Rookery

LN Gargoyle Rookery

Corruption -6; **Crime** -3; **Economy** -7;
Law -1; **Lore** -4; **Society** -3

Qualities magically attuned

Danger +10; **Disadvantages** bad neighbors

Demographics

Government Commune **Population** 23
(2 Awakened Gargoyles, 10 Trumeau, 1
Bêtes, 3 Lesene, 5 Crenelet, 2 Voussoi)

Location

The Silver Pool Rookery is based in a series of caves carved into a cliff face, overlooking a glen sacred to the Druids of the Silver Pool. Several years ago, a small wing befriended the tender of the grove, and worked out an agreement with the druid to protect the sacred waters, in exchange for his magical assistance in keeping the community fed.

Notable NPCs

Gravin Bol (Voice of the Silver Pool Rookery)

Gravin Bol is a grizzled, one-eared Trumeau, who has been wandering the world for several centuries. His partner, Varyntin and he settled their small wing in the wilderness, which has quickly developed into a prospering rookery. The area is peaceful, with two exceptions: the occasional pranks by the Crenelet on unwary travelers, and the endless explorations of Quarm the Lesene sorcerer. Quarm is obsessed with finding out a way to tap into the magic of the Silver

Pool, without despoiling or damaging it, and his experiments and information seeking have led to several near-disasters.

The peace will not hold for long, with the new shaman of the Redworg Orcs looking to destroy the druids and despoil the pool the gargoyles are sworn to protect. The question is how will the rookery hold up to their end of the bargain when the pool comes under attack?

MARKETPLACE

Base Value 55 gp; **Purchase Limit** 600 gp; **Spellcasting** 3rd

Minor Items 1d4; **Medium Items** None; **Major Items** None

Groups/Factions/Hooks

Kra Malnar, an infernal-blooded orc malfeactor has recently seized control of the Redworg Orc clan (in no small part thanks to her pair of undead hill giants), and plans to make war on the druids of the Silver Pool. She does not know about the Rookery nearby, but will likely discover their secrets when she begins to scout the area.

Will she have to fight the gargoyles? Will she be able to turn them against each other? Will her infernal patron influence her towards corrupting members of the Rookery?

Septs

In some places, gargoyles have found places and ways to integrate with societies around them. Sometimes these integrations are diplomatic and symbiotic, sometimes they are hazardous and factious, and sometimes they are steeped in lies and treachery. However they occur, when a Rookery grows too large to support all its members, an addi-

tional layer of social organization will occur, and a Sept will form.

Overview

Septs are collections of Rookeries who answer to a larger social organization beyond the local Voice. Some Septs organize around Tribal leadership (detailed later), others forge bonds with larger organizations that utilize their capable roles as protectors and guardians. Occasionally, Septs will form around bloodlines, or offspring of a particular gargoye or pair of gargoyes.

Broadly speaking, Septs are made up of anywhere from two to a theoretically innumerable number of Rookeries, all of whom agree to govern themselves by rules similar to each other. Becoming a member of a Sept offers one rights and privileges, as well as responsibilities a gargoye would have when at home, while traveling abroad.

Ethos and Leadership

Rookeries which become part of Septs cede direct governing control in larger matters to an Elder of the Sept. The Elder, as the name suggests, is oftentimes the oldest member of the society capable of shouldering the burden of leadership.

In Tribal Septs, the Voices all swear fealty to the Tribe's ethos and edicts, and will always pass on matters of import to Tribal leadership.

In bloodline Septs, Elders are almost always the eldest member of the bloodline in power. This often causes trouble, when the eldest gargoyes are not always the best suited for leadership, or a rookery develops a large number of younger members with a less traditionalist perspective.

Septs are always lawful by design, given the structure they govern by, but sometimes that "law" is something as simple as "might makes right".

Lairs and Treasure

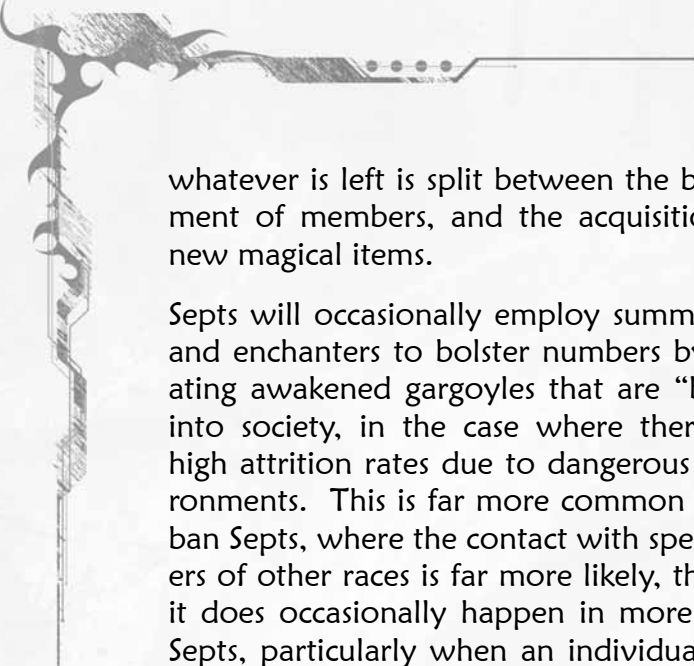
Most Septs will organize around a central location, which houses the Elder. Occasionally, Elders will move from place to place, but the founding location of the first Rookery which led to the Sept will still hold an important place as a seat of historical power.

Septs will generally mirror as much as possible the physical locales they inhabit in multiple locations across rookeries. If the first rookery to overgrow its boundaries was founded in a temple of a particular god, it is likely that other rookeries in a newborn Sept will be tied to shrines, temples, or chapels of that god.

If the Sept is part of a Tribal holding, it is far more likely that there will be diversity in both the location and type of lair the rookeries in the Sept are made up of. This is in no small part due to the fact that the additional tribal traditions tend to supersede the gargoye tendencies for familiarity and comfort.

Septs cannot function without significant wealth, unless they are a series of communities tied to areas of dense natural resources in the wild, with little competition to stifle success and prosperity.

Most Elders appoint a Coinkeeper for the Sept, who draws tithes from member rookeries. Sept treasuries are often lean in coin, given the number of mouths, bribes and other payments the society must sustain to prevent harm to its members, but generally,



whatever is left is split between the betterment of members, and the acquisition of new magical items.

Septs will occasionally employ summoners and enchanters to bolster numbers by creating awakened gargoyles that are “born” into society, in the case where there are high attrition rates due to dangerous environments. This is far more common in urban Septs, where the contact with spellcasters of other races is far more likely, though it does occasionally happen in more rural Septs, particularly when an individual gargoyle elevates themselves to a level of significant arcane prowess.

For Tribal Rookeries and Septholds, assume at least 2500gp worth of wealth for each member, and the gp equivalency of one lesser magic item for each ten members.

Havens

Any social or political body which establishes a toehold in the minds and lives of creatures who participate in it will undoubtedly be faced with the antithesis of their ideals – for gargoyles, these antithetical enclaves are known as Havens. Havens are gargoyle societies that bow to no tradition, tribe, or Sept.

Overview

Havens are exactly what they sound like – safe community for any member of the gargoyle species, regardless of alignment, history, tribal influence, criminal past, or Sept relationship. They are generally smaller communities, in out-of-the-way locations, but they are inclusive to a fault, and often quite influential behind the scenes, both in non-gargoyle societies, as well as in certain gargoyle societies.

When traditional gargoyle communities are faced with rabble-rousers or non-traditionalists, havens provide a neat solution to the problem of non-fatal exile. When havens are in need of additional protection or funding, the debts incurred in taking on onetime rabble-rousers are often repaid.

In short, havens exist on the fringe of gargoyle society. They are enclaves of free-thinking non-clannish gargoyles, who prefer company and co-operation over solitary existences fighting against a world which has labeled them monsters.

Ethos and Leadership

Havens are places where any member of gargoyle society is welcome. They tend to be neutral towards all types, and incredibly tolerant, barring an individual bringing harm to other people who are part of or staying with a Haven.

Haven leadership, unlike most of the rest of gargoyle society is organic.

Some Haven leaderships are democratic in governance, or populated completely by awakened gargoyles, who hold no blood ties or historical allegiance to legendary Firsts. Others have no central leadership, and simply exist with majority rules.

Havens will supply protection and shelter to non-gargoyles who have proven themselves friends to, or are honorary members of gargoyle society. Though these individuals are few and far between, many of them try to stay in Havens, where there is less of a traditionalist confrontational atmosphere, and where they can attempt to broker goodwill between gargoyles and other would-be allies or individuals.

The Four Tribes

Gargoyles have strong tendencies towards centralized leadership and authority based in bloodline or age. Tribes are collections of gargoyles – wings or rookeries that have devoted themselves to an ideology or organization which governs their societal behaviors, as well as the personal abilities of any member who joins the Tribe.

The four tribes detailed in this source provide a good starting point for what tribes look like, but should be viewed as a springboard, rather than walls for the imagination.

Gargoyle tribes are built around an idea, and may or may not be tied to bloodline, geography, or even a non-gargoyle tradition or phenomena. Tribes add additional flavor beyond the concepts detailed in the section covering gargoyle society, and offer the possibility of additional mechanics, with tribal archetypes.

For GM's who are using this sourcebook as a means to create enemies for PC's, tribes provide a great way to drop gargoyles into your campaign, past the simple Bestiary entry. For GM's running gargoyle-player campaigns, tribes can provide a motivating framework, an antagonist, perhaps even a villain, if cast correctly (for example, against Haven-bound or Furieux gargoyles).

Lairs and Treasure

Havens are often opportunist locations, frequently requiring specific firsthand knowledge from a member on how to get to the lair, or how to survive whatever protections might keep it safe from prying eyes and zealous monster hunters.

Havens are generally not rich or notorious places, but they are safe places, so long as those seeking them wish no harm against those that reside there. Treasure within a haven should be determined individually, since they rarely pool resources or centralize control of wealth the way other gargoyle societies do.

GARGOYLE TRIBES

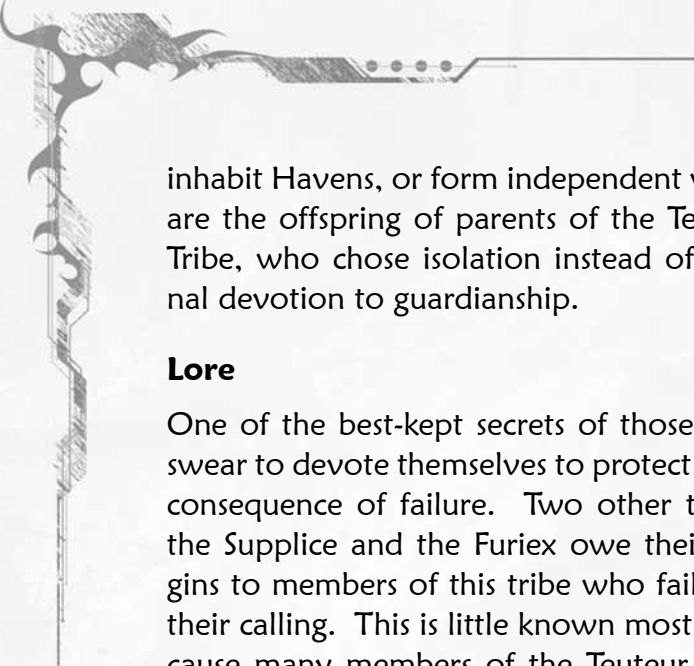
Teuteur Tribe

Members of the Teuteur Tribe are sworn to protect something to the death. This oath is more important to them than anything else, including their own lives. Frequently, members of the clan swear to protect a geographical location from intrusion, defend the life of a particular individual, or prevent the theft or misuse of a particular item or resource.

Traditions

Keepers (as members of the clan refer to themselves) come from one of several sources. Some members are wings or a rookery that has devoted themselves to their cause out of a sense of duty or allegiance. Some tribal societies are founded by awakened gargoyles, who battle against the lingering compulsions of their makers, who designed them to defend a particular place or thing. Occasionally, members of this tribe find their calling through a debt or devotion to a particular individual, and will swear to protect not only that individual, but any children to follow of that individual. Teuteur are extremely territorial, and will rarely venture far from the location of their oathbound subject except to gather supplies or seek aid to overcome an insurmountable foe or threat to that charge.

Any offspring that members of the Teuteur Tribe beget must make a choice at their first-decade mark. Either they agree to swear to the binding pact which unifies the tribal society or, if the offspring chooses not to bind themselves to the calling of the tribe, they are expelled from the group and left to fend for themselves. Many gargoyles who



inhabit Havens, or form independent wings are the offspring of parents of the Teuteur Tribe, who chose isolation instead of eternal devotion to guardianship.

Lore

One of the best-kept secrets of those who swear to devote themselves to protect is the consequence of failure. Two other tribes, the Supplice and the Furiex owe their origins to members of this tribe who failed in their calling. This is little known mostly because many members of the Teuteur Tribe prefer death to the ramifications of the failure of their oath – either at the hands of those who violated the oath, or at their own hand.

Adventurers

Teuteur are occasionally paladins and clerics with ties to the Law, Nobility or Protection domains. Some are rogues and druids, who seek to protect with traps, or actively seek out those who would steal or do harm to what the Teuteur has sworn to protect. Many, however, stay true to the martial predispositions of most gargoyles, and seek to protect their charge with their combat prowess – meeting threats head on without fear.

Chercheur Tribe

Members of the Chercheur Tribe are the oddest of all gargoyles, both to other gargoyles, and to other beings who encounter them. Seekers, as the Chercheur refer to themselves, are neither drawn nor bound by family, society, or a sense of organization. Chercheur value two things above all others: secrets, and their answers.

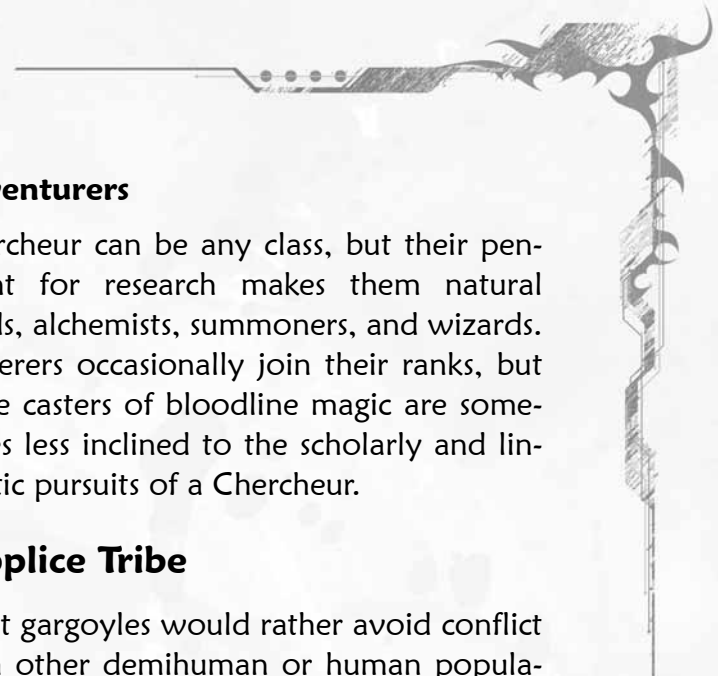
Some sages suppose that the Chercheur are a natural reaction to the magics and bindings tied to the origins of the species. Others believe it is a simple social occurrence brought on by the predominantly lawful and organized aspects of most of the rest of gargoyle society. Regardless of the reasons, Chercheur exist to seek lore, specifically lore pertaining to the origins of the gargoyle species.

Chercheur look everywhere for their answers. Some are obsessed about the myths and lore of the First, and how Orlock created them without a partner to craft life-tone. Other Chercheur seek to understand the myths and cycles of Liant and his tower, and whether or not there are any truths to the shared origin myths of the clans. Some members of the tribe seek to settle the inconsistencies in gargoyle lore and society by travelling from community to community, learning and recording whatever they can, so they might sift for facts within the deep sands of time.

Regardless of their obsession with the past, Chercheur are generally only sociable with other Chercheur, and then, only in seeking complimentary knowledge another might hold to help in their informational pursuits. Chercheur tend to be loners, and will almost never settle in one place for an extended period of time. They will join wings, or even hire adventurers, if the lore they seek lies in dangerous or hidden places, but generally, they are content to seek their own answers, in their own time, on their own terms.

Traditions

Chercheur, as mentioned, rarely have permanent homes, though once a century,



members of the tribe will agree to meet somewhere, and pool their collective learning. For a full year, all the knowledge they have is shared and transcribed, then generally placed under the protections of a Teuteur enclave.

The only other prohibition most Chercheur stand by is one borne more of practicality than law or convention – Chercheur do not engage in the creation of lifestone. The perils of reproduction, and the time and effort required to rear young is too much of a dedication of time, removing Chercheur from the pursuit of knowledge for too long. As in all things, there are some Chercheur who abandon this rule, particularly those who find their work keeping them in a place populated heavily by gargoyles for a long period of time, but these few are the hen's teeth of the Tribe, and always viewed by other Chercheur with a sense of disdain for their lack of dedication to their cause.

Lore

Chercheur's pursuits often lead to the same conclusion: the answers to the questions they seek lie within the libraries of Liant's tower. Though no Chercheur will readily admit this, pursuing lost lore for several centuries will inevitably lead to this revelation, which then adds the secrets and lore of Liant's tower to the Seeker's quest for answers.

Chercheur's travels between gargoyle societies make them invaluable sources of news, and invigorating wellsprings of gargoyle myth for other gargoyles. Many societies desperately want to keep Chercheur around, for their seemingly-endless worldliness and knowledge, but Chercheur rarely stay longer than they have to, and sometimes not even that long.

Adventurers

Chercheur can be any class, but their penchant for research makes them natural bards, alchemists, summoners, and wizards. Sorcerers occasionally join their ranks, but these casters of bloodline magic are sometimes less inclined to the scholarly and linguistic pursuits of a Chercheur.

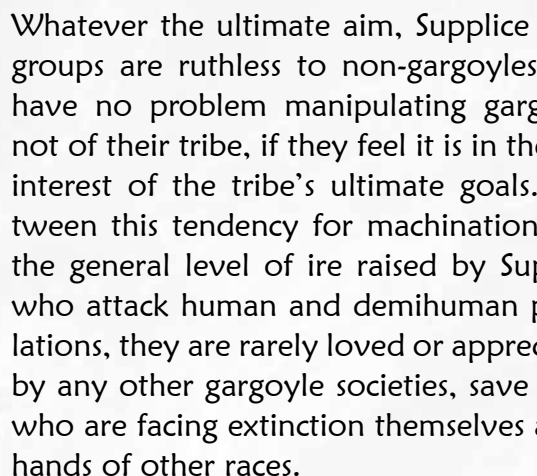
Supplice Tribe

Most gargoyles would rather avoid conflict with other demihuman or human populations than enkindle their ire. In this regard, Supplice are not like other gargoyles – they are crusaders, bent on spreading gargoyle domination over other “soft skinned” races wherever they roam.

Supplice see all the other races (who generally owe allegiance or existence to the act of one or more divine entities) as weak pawns in a game of cosmic chess, who should be easily crushed or dominated. Chief amongst the wrathful codes of conduct for members of the Supplice tribe is their superiority through lack of divine influence.

Traditions

Supplice vary widely in their aims and how they accomplish them. Some tribal societies want nothing more than to become the top of the local social tier, and lord over whatever other races share the nearby resources and geography. Other groups wish the total eradication of non-gargoyles in the area. Others still will seek to align themselves with whatever other monstrous humanoid are threatened or at odds with the local humanoid cultures, and lead them in battle to victory, only to enslave them after the greater foe is vanquished.



Whatever the ultimate aim, Supplice tribal groups are ruthless to non-gargoyles, and have no problem manipulating gargoyles not of their tribe, if they feel it is in the best interest of the tribe's ultimate goals. Between this tendency for machination, and the general level of ire raised by Supplice who attack human and demihuman populations, they are rarely loved or appreciated by any other gargoyle societies, save those who are facing extinction themselves at the hands of other races.

Lore

Legends that the tribe was founded to combat the Inquisition of Soulless Heresy are at odds with myths stating that the Supplice have been around nearly as long as the death of the Firsts.

The reality is close, but unknown to all but the most wizened of Chercheur - the Supplice Tribe is born of Teuteur who swear to protect a person or bloodline, and fail. The binding magics of their oath twist and corrupt these fallen gargoyles quickly, and those who do not succumb to self-destruction quickly convert their guardian fervor into a bloodlust against whomever caused their initial oath to fail.

Regardless of origins, Supplice are fierce and dangerous enemies, who often leave no survivors, unless it serves the mission of the local chapter to leave a few maimed survivors to spread strife and fear amongst those who discover those survivors.

Adventurers

Supplice can be of any class, though inquisitors, witches, oracles, and rangers are frequent leaders, for their ability to apply

talents far more subtle than those of their more militantly-minded brethren. Sorcerers are also quick to the role, particularly if their bloodline is in opposition to whom-ever it is that the tribe has declared war on.

Furieux Tribe

Furieux are the most dangerous of all gargoyles, both to other gargoyles, and to any non-gargoyles around them. Furieux are frequently the leaders or progenitors of wings of traditional monstrous gargoyles, who have become so twisted by their maddening hatred for everything which serves to remind them of their failure, that they seek the torturous destruction of all life around them. Many Furieux make deals with Infernals, exchanging the permanent use of their body as a shell in exchange for complete mental and spiritual oblivion. Furieux of this ilk are universally duped, and their essence is subsumed by the infernal powers they bargain with, where they suffer endlessly until their mortal bodies are dispatched.

Either way, when a wing, or worse, a rookery of Furieux takes hold, any nearby societies or civilization is at risk. Furieux will fight to the very end, and slay as many as they can, whenever they can, sometimes for the sheer pleasure of the bloodshed.

Traditions

Furieux are generally not overly organized, though they are universally led by the fiercest or strongest of their membership. The rule of leaders is absolute, and disobedience is met with lethal recompense.

Furieux will often raid any nearby gargoyle settlements, and take prisoners. They will

then forcibly compel these prisoners to engage in the creation of lifestone, with the intent of furthering the Furioux's destructive cycles. Members of the tribe will keep the captive gargoyles and their offspring as slaves, occasionally managing to turn one or more of them willingly to the all-consuming madness of the Furioux.

Lore

Members of the Furioux Tribe come from one of three origins:

- Awakened Gargoyles who go mad when their creator is slain, due to magical backlash tied to their binding
- Awakened Gargoyles who gain sentience through age, and are overwhelmed after becoming self-aware
- Members of the Teuteur Tribe who fail in defending a location or item, which is destroyed or stolen from them

There is no known way to “cure” or “save” a gargoyle once they succumb to the madness of the Furioux Tribe. Death is the only release for the mad gargoyle.

Adventurers

Furioux can be of any class, though many naturally gravitate toward barbarians, since their mad, destructive tendencies are a natural fuel for near-limitless amounts of rage.

TRIBAL ARCHETYPES

The following racial archetypes are available to gargoyle characters of the previously described clans.

Faithkiller (Suplice Inquisitor) Archetype

Some inquisitor domains are not the domains of faith but exist wholly to eliminate other faiths. Being mostly godless, and fore-armed against the powers of the divine, Faithkillers seek to establish dominance over nearby communities by eliminating any spiritual guidance or benefit they have among them.

Prerequisites

Member of the Suplice tribe, no religion or divine patron

Granted Powers

A faithkiller has the following class features:

You gain the Disruptive feat as a bonus feat (even if you do not meet the prerequisites), but it is only applicable to divine spellcasters.

Whenever you successfully resist a divine spell's effects through a successful save or spell resistance, you gain a +2 profane bonus to AC for 1 minute per level you possess.

While under the effect of this ability, if you hit a creature with levels of cleric or any divine spellcasting class or spell-like ability, that creature must make a Will save (DC 10+ ½ gargoyle's class levels + Charisma modifier) or become frightened. A successful save prevents the frightened condition, as well as any further possible chance of becoming

ing frightened for 24 hours. If a creature is frightened, however, and a subsequent successful attack and failed save occurs, the creature becomes panicked. Either way, the duration of the fear effect is a number of rounds equal to the gargoyle's class levels + Charisma modifier.

At 12th level, the Faithkiller's magic resistance is doubled against sources of divine magic originating from any member of the faith of a target currently in a state of fear (or worse).

Stonehide Defender (Teuteur Paladin) Archetype

Foremost in the duties of a Teuteur is the defense of their sworn charge, but following that is the life and livelihood of others so sworn with them. Stonehide defenders protect others, so that they might guard the charge.

Prerequisites

Member of the Tuteur tribe, toughness feat

Granted Powers

A stonehide defender has the following class features:

Trap Sense

A stonehide defender excels at seeing traps in the environment around them, even if they were not the ones to set them. This feat is gained even if the gargoyle doesn't meet the prerequisites.

This ability replaces the Heavy Armor Proficiency.

Bleeding Strike (Su)

At 3rd level, when a stonehide defender hits a creature with a melee attack, she grants a bleed[1] bonus to all the eligible attacks of her allies within 10 feet of her until the start of her next turn. Her allies must remain within 10 feet of her, and must be able both to see and hear the stonehide defender to gain this benefit.

This ability replaces aura of courage.

Divine Bond (Su)

At 5th level, a divine hunter forms a bond with her sworn charge. This functions as the paladin's divine bond ability, except the bond must always connect the gargoyle with the object, person or location they are sworn to protect. If the target is a person, they can unerringly locate them, similar to a helping hand spell with limitless range. If the gargoyle is sworn to defend an object, the ability functions as a locate object spell with limitless range. If the gargoyle is sworn to defend a location, the ability transports them to that location per a dimension door.

This ability replaces the standard paladin's divine bond.

Distant Mercy (Sp)

At 6th level, a stonehide defender can expend two uses of her lay on hand ability to cause any gargoyle within visual range to wake up from sleeping, even if they are within the throes of stony slumber.

This ability replaces the paladin's 6th-level mercy.

Aura of Defense (Su)

At 8th level, a stonehide defender and her allies gain preternatural toughness. She and any allies within 10 feet of her gain DR 1/-.

The DR increases to DR 3/- at 14th level, and DR 5/- at 20th level. The stonehide defender and her allies must be able to see or hear each other to use this ability.

This ability replaces aura of resolve.

Defender's Blessing (Su)

At 11th level, a stonehide defender can expend a use of her smite evil ability as a swift action to grant her weapon and the magical weapons of all allies within 10 feet the *defending* magical property. The effects last for 1 minute. Evil creatures gain no benefit from this ability.

This ability replaces aura of justice.

Defender's Intercession (Su)

At 14th level, a stonehide defender can expend a use of their lay on hands ability as an immediate action to lessen the damage taken by an ally within 30 feet of her who fails a save against a trap which deals damage.

This ability functions only while the stonehide defender is conscious.

This ability replaces aura of righteousness.

Tower-Seeker (Chercheur Bard) Archetype

Tower-Seekers are bards who, in their search for and study of lore relating to Orlock, the Firsts, and Liant's Tower, have become obsessed with finding it.

Prerequisites

Member of the Chercheur tribe, ranks in four Knowledge skills.

Granted Powers

A tower-seeker has the following class features:

Seeker's Lore (Ex)

Tower-Seekers get to choose one knowledge skill at 1st level, and one every five levels thereafter which they gain one bonus skill rank in. This ability stacks with the Bardic Knowledge ability, but replaces the Fascinate bardic performance.

Tower's Insight (Su)

At 2nd level, a tower-seeker gains the ability to cast *identify* as a spell-like ability. Her caster level is equal to her bardic class level. She can use this ability once per day at 2nd level, twice per day at 5th level, and three times per day at 7th level. At 11th level, *identify* becomes a constant spell-like ability, and at 13th, 17th, and 20th level she gains the ability to cast legend lore once per day as a spell like ability. This ability replaces the *Well-Versed* ability.

Tower's Lore (Ex)

At 5th level, a tower-seeker gains the ability to cast *comprehend languages* as spell-like ability. Her caster level is equal to her bardic class level. She can use this ability once per day at 5th level, twice per day at 7th level, and three times per day at 9th level. At 11th level, *comprehend languages* becomes a constant spell-like ability, and at 13th, 15th, and 17th level she gains the ability to cast *tongues* once per day as a spell like ability. This ability replaces the *Jack of All Trades* ability.

Advanced Lore (Ex)

At 12th level, and every four levels thereafter, a Tower-Seeker may choose any knowledge skill they have ranks in to use in a special fashion. They can supplement three uses of their bardic performance ability to take 20 in one of the chosen skills as a standard action when the question this use is being applied to is in some way related to the legend of Liant's Tower.

Towersight (Su)

At 15th level, once per week, after an hour of careful study, a Tower-Seeker can attempt to divine the location Liant's Tower will manifest at the next sunrise. This ability works like an augury spell, and gives only a bird's eye view of the location of the Tower's point of manifestation, not specific geographical names or locations.

Fiendish Corrupter (Furiex Witch) Archetype

Fiendish corrupters are gargoyles who have succumbed to the use of their body by an infernal or demonic agency. Sometimes, this initial contact is made voluntarily, other times, it is compelled. As the gargoyle matures and learns, it gradually begins to understand the potential this onetime link could provide. Instead of running from fiendish possession, they embrace it, allowing it to fuel their magical and physical abilities.

Prerequisites

Member of the Furiex tribe, previous contact with evil outsider

Granted Powers

A fiendish corrupter has the following class features:

Patron: A fiendish corrupter has two choices for patrons when taking their first level – either the demonic patron or the devil patron are chosen.

The devil patron provides the following bonus spells: 2nd - *command*, 4th - *ray of enfeeblement*, 6th - *scorching ray*, 8th - *acid pit*, 10th - *lesser planar binding* (devils only), 12th - *planar binding* (devils only), 14th - *banishment*, 16th - *greater planar binding* (devils only), 18th - *gate*.

The demon patron provides the following bonus spells: 2nd - *command*, 4th - *suggestion*, 6th - *rage*, 8th - *charm monster*, 10th - *lesser planar binding* (demons only), 12th - *planar binding* (demons only), 14th - *banishment*, 16th - *greater planar binding* (demons only), 18th - *gate*.

Hellish Augmentation (Su)

At 2nd level, a fiendish corrupter can augment her spells by mixing her blood into the casting and drawing a series of intricate runes and diagrams. Augmenting a spell in this way adds both a somatic component (the actual scribing of the diagrams and symbols) and a material component (the blood) to the spell, and increases its casting time to a number of rounds equal to the spell's level (if the spell's casting time is already 1 minute or more, the casting time is not altered). Augmenting a spell in this manner increases its effective caster level by +1 for every four levels the fiendish corrupter has. A fiendish corrupter can augment her spells in this manner once per day at 2nd level, plus one additional time per day for every even-numbered magus level she gains. Use of this ability causes one point of temporary Constitution damage, which can be healed magically, or naturally.

This ability replaces the witch's hex gained at 2nd level.

Possessed Familiar (Sp)

At 8th level, a fiendish corrupter can use her familiar as a link between herself and her extra planar patron. Once per week, she may use this link to cast contact other plane as a spell-like ability, at a caster level equal to her magus level. The entity contacted replies to the magus via her familiar (which speaks in a strange disembodied voice), via telepathic contact, or by some similarly disconcerting method of communication. When a fiendish corrupter uses this method to contact other planes, she gains a +4 bonus on the Intelligence check to avoid the decrease to Intelligence and Charisma. If she still fails the save, the Intelligence/Charisma decrease lasts only 24 hours rather than a number of weeks.

This ability replaces the witch's hex gained at 8th level.

Blood Gates (Su)

At 12th level, a fiendish corrupter can create a weakening in the fabric of the plane, attuning it to the demesne of the witch's fiendish patron. She does this by spending 2d4 minutes inscribing a number of runes in blood on a solid surface (such as a wall, tree, stone floor, or structure) with her fingers. The exact configuration of these equations is unique to each fiendish corrupter. From that point on, when she uses the inscribed point as a location to *summon* extra planar creatures, she gains a +1 bonus to her level, for the purposes of determining the HD or type of creature that can be summoned. Once a dimensional waypoint is set, it remains active for that fiendish cor-

rupter until the witch disperses the effect, or someone or something else disturbs the blood etchings.

At 12th level, and then again every two magus levels thereafter, the infernal corrupter can maintain an additional blood gate. The effects of multiple blood gates stack.

Each use of this power drains two points of Constitution, which cannot be healed or returned to the fiendish corrupter unless the blood gate being created is dispelled. If the gate is destroyed or defaced, the fiendish corrupter immediately regains one point of Constitution, but the other is treated as ability drain.

This ability replaces the witch's hex gained at 12th level.

GARGOYLE RACIAL FEATS

Undying Fury

Prerequisites: Diehard.

Benefit: Whenever a member of this race is reduced to negative hit points and has no conscious ally within 30 feet, it gains a +2 racial bonus on melee attack rolls and to Armor Class.

Chalkblood

Prerequisites: Awakened Gargoyle

Benefit: Members of this race gain DR 1/- against bleed damage.

Truthseeker

Prerequisites: Trumeau bloodline

Benefit: Members of this race gain a +2 trait bonus to Sense Motive checks, and Sense Motive is a class skill for the gargoyle.

Deft Wings

Your aerial maneuvers make it difficult for your foes to strike you.

Prerequisites: Ability to Fly

Benefit: At any time you are flying and move more than 30', you gain a +1 dodge bonus to AC.

Winged Dodge

You can use your wings to quickly dodge inconvenient circumstances.

Prerequisites: Ability to Fly, Deft Wings

Benefit: Once per round, as an immediate action, when you provoke an attack of opportunity, you may instead take a five-foot step backwards.

Stone Flesh

Age has hardened your flesh, becoming even more dense and stonelike.

Prerequisites: Gargoyle, 3 HD+

Benefit: You gain DR 1/magic.

GARGOYLE RACIAL TRAITS

Driven Purpose (Magic)

Prerequisites: Gargoyle, Iron Will

Benefit: At 1st, 8th, and 16th level, members of this race gain a +1 bonus to will saves when resisting magic in defense of another gargoyle.

Razor-honed Claws (Combat)

Prerequisites: Gargoyle

Benefit: You can sharpen your claws on raw stone, inflicting +1 point of damage on the first attack made by your claws afterwards.

Patience of Stone (Social)

Prerequisites: Gargoyle

Benefit: Your ability to patiently listen and outlast others grants you a +2 racial bonus to Diplomacy.

Oversized Claws (Combat)

Prerequisites: Gargoyle

Benefit: You gain a +1 trait bonus to damage and critical hit confirmation when making claw attacks.

Orlock's Avenger (Magic)

Prerequisites: Gargoyle

Benefit: You've focused on your hatred of wizards for a very long time. You gain a +3 trait bonus on Knowledge (Arcane) checks about arcane magic-users and gain a +2 trait bonus on Will saves against mind-affecting spells and abilities from arcane magic-users.

Humanoid Features (Social)

Prerequisites: Gargoyle

Benefit: You appear mostly humanoid in nature, seeming more natural in appearance. You gain a +2 bonus to Diplomacy when dealing with other humanoid races.

Demonic Features (Social)

Prerequisites: Gargoyle

Benefit: You appear very demonic and frightening in nature. You gain a +2 trait bonus to Intimidate checks against non-gargoyle humanoids and Intimidate is a class skill for you.

Beast Headed (Social)

Prerequisites: Gargoyle

Benefit: You have the head of a beast (lion, bull, etc.), instead of a traditional gargoyle head. You gain a +2 to handle animal checks when interacting with a species related to the type of head you have (lion-headed would work for any feline, wolf-headed would work for any canine, etc.).

Sept Historian (Social)

Prerequisites: Gargoyle

Benefit: You memorize the lore of your people and are able to tell all the tales of your creation and tribe history. You gain a +2 trait bonus on Knowledge (history) checks relating to gargoyles, and Knowledge (history) is a class skill for you.

All-Seeing (Social)

Prerequisites: Gargoyle

Benefit: Your ability to hide in plain sight as a fixture of the city allows you to perceive the goings-on of the city and understand its ebb and flow. You gain a +2 trait bonus on Knowledge (local) checks and any Perception check relating to spotting city-based events.

Able Winged (Combat)

Prerequisites: Gargoyle

Benefit: Your flight ability is superior to most, and you enjoy the feeling of flight. You gain a +1 trait bonus to Reflex saves (when flying) and a +5 trait bonus to Fly checks.

Earth Master (Combat)

Prerequisites: Gargoyle

Benefit: Any creature you summon with the [Earth] type has +1 additional hit point per hit die.

Unyielding Form (Gargoyle)

Prerequisites: Gargoyle

Benefit: Your body is crafted in a sturdy fashion. You gain a +1 trait bonus on all Fortitude saves.

Gargoyle Spellcasting

The Universal Rules for monsters dictate that spell resistance should never interfere with the use of magical abilities, items, or spellcasting. Due to the unique composition of Awakened Gargoyles and their kin, this rule is adjusted for divine spellcasters. Because gargoyles are so far from the natural order, they are constantly working against their own makeup to channel the divine.

It should be noted that this does not interrupt the use of divine magic items which mirror the effect of a spell, but does alter magic items (scrolls, staves) which allow a user to cast a spell.

This challenge is intentional, and part of the flavor of the gargoyles presented in this text. For a GM who dislikes this flavor, and the rule complexity it entails, you can simply ignore the following racial spellcasting feats related to divine magic.

Suppressed Spell Resistance (Racial Spellcasting Feat)

You have learned how to partially overcome your magic-resistant nature, making you a more successful spell caster.

Prerequisites: Gargoyle with Spell Resistance 5 or greater, Divine Spellcaster

Benefit: When casting a divine spell, you can suppress your spell resistance for a full round as a standard action, allowing you to cast a divine spell on your turn the following round. From the time you begin this process until your spell is cast, you are not protected by spell resistance.

Normal: A gargoyle with spell resistance casting a divine spell cannot suppress their spell resistance, and must overcome it to successfully cast.

Improved Suppressed Spell Resistance (Racial Spellcasting Feat)

You have gained advanced insight into how to overcome your magic-resistant nature.

Prerequisites: Gargoyle with Spell Resistance 11 or greater, Suppressed Spell Resistance.

Benefit: When casting a divine spell, you can use a full-round action to cast the spell, and not have to roll to overcome your spell resistance to successfully cast. During the time you execute this full-round action, you are not protected by spell resistance.

Normal: A gargoyle with spell resistance casting a divine spell cannot suppress their spell resistance to cast.

Puissant Channeling (Channeling Feat)

You have learned how to augment your ability to channel energy by sacrificing your natural resistance to magic temporarily.

Prerequisites: Gargoyle with Spell Resistance 5 or greater, Channel Energy Class Ability

Benefit: You can sacrifice two points of spell resistance to add either a one point bonus per die to your channeling, or increase the DC to resist the channeling

effect by 1. You must choose to activate this ability when you declare you are channeling, before any dice are rolled. For every five class levels you have in the class which allows you to channel energy, you can increase the number of points of spell resistance you can sacrifice when activating this power by 2. You can use this ability a number of times per day equal to your primary spell casting attribute's modifier.

Spell Resistance lost in this manner is restored after a full night's sleep.

Puissant Spellcasting (Metamagic Feat)

You have learned how to drain your innate resistance to magic to fuel the spells you can cast.

Prerequisites: Gargoyle with Spell Resistance 5 or greater, spell casting class

Benefit: You can sacrifice two points of spell resistance to apply any metamagic feat you have, with a level adjustment of one spell level, to the spell you are about to cast. You must choose to activate this ability when you declare you are casting the spell, before any dice are rolled.

For every five class levels you have in the class which allows you to cast spells, you can increase the number of points of spell resistance you can sacrifice when activating this power by 2. This increase allows you to modify spells with multiple metamagic feats with an adjustment of one spell level, or combine the available points to apply a higher level metamagic feat.

You can use this ability a number of times per day equal to your primary spell casting attribute's modifier. Spell Resistance lost in this manner is restored after a full night's sleep.

Resistant Shielding (Defensive Combat Feat)

You have learned how to focus your innate resistance to magic to help bypass the effects of magic, even when your resistance is insufficient to protect you entirely.

Prerequisites: Gargoyle with Spell Resistance 5 or greater, Natural Armor Bonus

Benefit: Whenever a spell or spell-like ability has overcome your spell resistance, as an immediate action you can choose to sacrifice five points of spell resistance. If you do, you gain an inherent +2 bonus on the saving throw to avoid the effects of that spell. If the spell does not allow a save, this ability has no effect. Spell Resistance lost in this manner are restored after a full night's sleep.

Improved Resistant Shielding (Defensive Combat Feat)

You have learned how to focus your innate resistance to greatly improve your chances against magic powerful enough to overcome that resistance.

Prerequisites: Resistant Shielding, Spell Resistance 11 or greater

Benefit: Whenever you activate your resistant shielding to boost your save against an incoming spell or spell-like ability, roll two dice on your saving throw, and use the higher roll.

Disruptive Resistance (Defensive Combat Feat)

You have learned how to focus your innate resistance to magic to interfere with the effectiveness of magic which has overcome your resistances.

Prerequisites: Gargoyle with Spell Resistance 11 or greater, Improved Resistant Shielding

Benefit: Whenever you are affected by a spell or spell-like ability which has overcome your spell resistance, and you have failed a saving throw against that spell, as an immediate action before the spell effect resolves, you can sacrifice ten points of spell resistance. When you do you may choose one of the following effects, which are applied to the incoming magical effect:

- If the spell deals damage, reduce the damage of the spell by one point per die of damage it deals.
- If the spell does not deal damage but has a duration, lessen the duration of the spell by one unit of time the duration is listed in (rounds, minutes, hours, days).
- If the duration is permanent, you gain one additional save 24 hours after the spell's effect. If you make that save, the spell's hold on you is broken.

This ability can only be used on spells which target you. If it is used against a spell or ability which targets you and others, the mitigated effects are only applied to you, not any other targets of the spell.



GARGOYLE PARAGON PRESTIGE CLASS

As creatures of magic, awakened and given sentience of their own, gargoyles are truly magical creatures who exist outside of the natural order.

They continue to grow in strength with age, and the Gargoyle Paragon is an example of that growth. The Gargoyle Paragon is more than just a gargoyle with class levels, it is a creature that gives in to its natural abilities, truly a paragon among its kind.

Any variety of gargoyles can become a Gargoyle Paragon, and those that trade the power of other paths for that of their own innate abilities become wicked physical combatants.

As they grow upon the path of the Gargoyle Paragon, their flesh becomes harder than stone itself, their natural attacks become much more dangerous and they master flight. At their penultimate ability they become a true elemental being.

Table: Gargoyle Paragon

Level	BAB	Fort	Ref	Will	SPECIAL
1	+1	+2	+2	+0	Natural Armor Increase (+1), Improved Claw Damage, Increased Damage Resistance
2	+2	+3	+3	+0	Ability Boost (+2 Con), Bonus Racial Feat, Increased Damage Resistance
3	+3	+3	+3	+1	Improved Flight, Improved Natural Armor (+2), Increased Damage Resistance
4	+4	+4	+4	+1	Ability Boost (+2 Int or Cha), Bonus Racial Feat, Increased Damage Resistance
5	+5	+4	+4	+1	Elemental Transformation, Increased Damage Resistance

Role: Most Gargoyle Paragons are primarily melee warriors, enjoying their sheer size and physical abilities.

Alignment: Gargoyle Paragons may be of any alignment.

Hit Die: d10.

Requirements

To qualify to become a Gargoyle Paragon, a character must fulfill all the following criteria.

Race: Gargoyle.

Skills: Knowledge (arcana) 5 ranks.

Feats: Stone Flesh

Other:

Class Skills

The Gargoyle Paragon's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Fly (Dex), Intimidate (Cha), Knowledge (Arcana) (Int), Perception (Wis) and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Natural Armor Increase (Ex): Your natural armor improves by +1.

Improved Claw Damage (Ex): Your claw damage increases by one die type.

Increased Damage Resistance (Ex): Your damage reduction increases by +1 DR/magic.

Ability Boost (Ex): You gain a +2 inherent bonus to the listed ability score.

Bonus Racial Feat (Ex): You gain a bonus feat. You must choose this bonus feat from any gargoyle racial feat.

GARGOYLE MAGIC

Mortarblood

School transmutation; **Level** cleric/oracle 5, sorcerer/wizard 5

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target gargoyle touched

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The targeted gargoyle gains fast healing 5. This does not stack with any fast healing the gargoyle already has. Mortarblood has no effect on a gargoyle that has been brought to 0 hit points or below.

A gargoyle successfully healed by this spell gains the benefit of the Fast Healer feat for their next rest.

Razor Claws

School necromancy; **Level** druid 2, ranger 1

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Targets living gargoyle touched

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

You give a creature the ability to deal bleed damage when making natural attacks so long as the attack deals slashing or piercing damage. This bleed damage for each attack is equal to one-half your caster level (limited to the creature's maximum damage with that attack), though bleed damage does not stack. When two or more attacks deal bleed damage, take the worse effect.

Strengthen Wings

School transmutation; **Level** alchemist 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1;

CASTING

Casting Time 1 standard action

Components V, S, F (a bone from a winged animal)

EFFECT

Range touch

Target winged gargoyle touched

Duration 1 round/level or until target lands

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

DESCRIPTION

This spell allows a gargoyle with gliding wings to fly per the fly spell. If the gargoyle can already fly with their wings, they gain +30 to their fly speed, and a one-step improvement in maneuverability rating until the spell ends.

The spell ends immediately if the target stops using flight as its primary form of motion, or if it stops moving by landing or clutching to a vertical or horizontal surface.

Slumbering Cure

School necromancy; **Level** alchemist 2, cleric/oracle 3, druid 3, ranger 2 magus 2, sorcerer/wizard 2, summoner 2, witch 2

CASTING

Casting Time 10 minutes

Components V, S, M (a small quartz gargoyle statue worth 150 gp)

EFFECT

Range touch

Target gargoyle touched with stony slumber trait

Duration 8 hours

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

DESCRIPTION

This spell allows gargoyles who have been injured in battle a fighting chance to win back some vitality upon entering into their stony slumber. This spell acts as a combination of lesser restoration, delay poison, and delay disease for the duration of the target's stony slumber. The positive effects of the lesser restoration only take effect at the end of the sleep cycle, assuming it is uninterrupted. If the sleep cycle is interrupted, the spell's magic fizzles, with no further effect. At the point they awaken, the target of the spell can take one save against a single poison or disease still affecting it to be freed of its ravages.

Creatures can only enjoy the benefits of this spell once in any 1-week period.

Slumbering Guardian

School conjuration (creation); **Level** sorcerer/wizard 3, summoner 2

CASTING

Casting Time 1 standard action

Components V, S, M (a chip of a gargoyle's stony hide)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect spectral guardian bound within 30' radius of caster

Duration 1 hour/caster level or until discharged, then 1 round/caster level; see text

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You conjure up a spectral guardian, resembling a translucent Bêtes of small size. It hides (DC 20+ level of caster to spot it), and guards the area where it was conjured (it cannot move beyond the bounds of the initial casting).

When any creature detectable by lifesense approaches within 10' of slumbering gargoyles within the spell's area of effect, the guardian will pounce on the slumbering gargoyles, dealing 1d4+1 points of force subdual damage, and awakening it immediately.

If there are multiple slumbering gargoyles, the guardian will awaken the most powerful gargoyle first, then work its way down, unless otherwise instructed at the time the spell is cast.

The spell lasts for 1 hour per caster level, but once the guardian is moved to action, it lasts only 1 round per caster level. If the caster ever moves more than 100 feet from the point the spell was cast, it ends immediately.

Slumbering Call

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 3, sorcerer/wizard 4, witch 4

CASTING

Components V, S, M (masterwork sandstone carving of a gargoyle, worth 500 gp)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect 30' radius burst

Saving Throw Will partial **Spell Resistance** no

DESCRIPTION

This spell uses magic to manipulate the natural weaknesses of gargoyles. Any gargoyles within the area of effect get a save. If a target fails their save, it immediately triggers their stony slumber, forcing them into petrified sleep for 8 hours.

If a target makes the save, or if they do not have the stony slumber racial trait, they are slowed for 1 round/caster level.

GARGOYLE ARTIFICE

Though there have not been many prodigious gargoyle magic users, some have ascended far enough in the arcane arts to create items useful specifically to their own kind. These are a few of them:

Stonesalve Mortar

Aura strong abjuration and transmutation; **CL** 8th

Slot —; **Price** 1,500 gp per ounce;

Weight —

Description

This ointment has two uses. If an ounce of it is applied to the flesh of an injured gargoyle, it acts as a *mortarblood* spell. If an ounce of it is applied to the flesh of an undamaged gargoyle, it protects the creature as a *stoneskin* spell.

Construction Requirements

Craft Wondrous Item, *stoneskin*; **Cost** 750 gp

Clawed Gauntlets

Aura faint transmutation; **CL** 5th

Slot hands; **Price** 18,000 gp; **Weight** 1/2 lbs.

DESCRIPTION

These cruelly barbed metal gauntlets fit over the clawed hands of gargoyles, making their natural attacks far more lethal. In addition to providing a +1 to hit and damage made by claw attacks, the gauntlets cause the claw attacks to deal damage as if the gargoyle wearing them were one size category larger than they are.

Clawed Gauntlets can be enchanted with additional weapon enchantments, as any other weapon.

Wearing clawed gauntlets provide a +2 morale bonus to intimidate checks, but a -2 to any dexterity-based skills requiring the use of hands (acrobatics, disable device, sleight of hand, etc.).

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *alter self*; **Cost** 9,000 gp.

Tailcaps

Aura faint enchantment; **CL** 5th; **Weight** 1/20 lb.; **Price** varies; Standard 547 gp, Greater 1,047 gp;

DESCRIPTION

This odd crystalline and metal dart fits over the end of a gargoyle's tail, allowing them to employ their normally non-offensive appendages in a deadly manner. The dart contains a single dose of a poison most similar to cockatrice spit, which will affect the target for six rounds if a successful ranged attack is made with the dart. Successful or not, the frail construction of the dart results in its destruction 75% of the time it is used,

regardless of whether or not the ranged attack is successful. If the item survives use, it recharges its venom in 24 hours.

A greater tail cap functions just like a normal tail cap, except the save DC against the poison is increased by 2 and it contains 12 rounds of exposure.

Greater tail caps are destroyed 50% of the time they are used.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *poison* **Cost** varies; Standard 277 gp, Greater 527 gp

Drop Harness

Aura moderate transmutation; **CL** 9th; **Weight** 12 lbs.; **Price** 12,000 gp

DESCRIPTION

Loadstone studs line the straps of this ornate leather harness, which has six rune-encrusted apple-sized rocks clipped to it.

As a standard action, you can charge and drop one of the six rocks clipped to the harness. The rock enlarges as it falls, to the size of a large boulder, and detonates when it strikes a target as a ranged touch attack. The rock must be dropped from over 60' in order for the magic to enlarge it before detonation, otherwise it deals 1d6 points of damage.

Any creature struck by the enlarged projectile takes 3d6+5 points of bludgeoning damage. Creatures adjacent to the target within 10' take half damage as splash damage, or no damage if they make a DC 15 Reflex saving throw. If the attack roll misses, treat the rock as a thrown splash weapon to determine where it lands.

The boulder collapses into rubble and dust at the end of its path or if it encounters an obstacle it cannot break through or roll over, creating a 10-foot-square area of difficult terrain.

Each harness has six stones, which cannot be replaced or recharged.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *wall of stone*; **Cost** 6,000 gp.

GARGOYLE ENEMIES

Adventurers and monsters aside, gargoyles have several specific enemies, who seek to control, eliminate, or enslave them. These are some ideas for some campaign roots which could be used as a means of challenging a gargoyle party, or providing a hook to introduce NPC gargoyle enemies, if the PC's are aligned with one or more of these organizations.

STONECRAFT MAGI

Type Magical

Leader Master Summoner Arwan Bvent

Alignment LN

HQ The Obsidian Ziggurat

Goals Master the creation of awakened gargoyles

Scope Urban areas with magic users in abundance

Structure Loose affiliation of ranked members

Members Summoners, Artificers, and Golem-Makers

History

The Stonecraft Magi are a small collection of magic users who see the inherent value in awakened gargoyles. Far more capable than the normal automaton constructs, awakened gargoyles could fulfill a valuable slave market, without any of the messy ethical issues of enslaving other living beings.

Their enclave, built around a fortress of arcane and extraplanar power, houses a cadre of artificers and arcanists whose central goal is the discovery of making free-willed but controllable constructs.

The Obsidian Ziggurat is a veritable treasure-trove of gargoyle lore, legends, and information. Some members have done field studies, mapping lairs, and attempting to observe social groups and structures. Some have focused on the gargoyles themselves, testing, and improving on existing constructs. The most dangerous of the group, to gargoyles, are the ones who believe the only way they can understand the secrets they seek is by capturing, studying, and occasionally vivisectioning free-willed gargoyles, to see what makes them different from other constructs.

Methods & Organization

Arwan Bvent, the founding leader of the organization, entrapped and studied an awakened gargoyle for several years, before it escaped. He is obsessed with finding the "secret" of their creation. His organization's contacts will diligently pass rumors back to him of any gargoyle wings or enclaves they come across.

The Magi make high-quality constructs, which they sell at exorbitant prices, which they in turn use to fund their research and spy/mercenary networks seeking information about “smart” gargoyles. Arwan firmly believes that the intelligence of awakened gargoyles is a matter tied to creation. The Stonecraft Magi pay significant bounties to anyone who can bring in a live gargoyle for them to study.

Important Members

Master Summoner Arwan Bvent (Leader of Stonecraft Magi)

XP 9,600

Male human summoner 11 LE Medium humanoid **Init** +1; **Senses** Perception +2

DEFENSE

AC 18, touch 11, flat-footed 17 (+6 armor, +1 natural, +1 Dex) **hp** 68 (11d8) **Fort** +6, **Ref** +9, **Will** +12

OFFENSE

Speed 30 ft.

Melee +2 spear +9/+4 (1d8+1)

Spell-Like Abilities (CL 11th; concentration +15)

7/day—*summon monster VI*

Summoner Spells Prepared (CL 11th; concentration +15)

4—*evolution surge, greater, hostile juxtaposition* (DC 18), *magic jar* (DC 18)

3—*dispel magic, invisibility, greater, obsidian flow* (DC 17), *protection from energy, rejuvenate eidolon*

2—*barkskin, bull's strength, detect thoughts, haste, summon eidolon*

1—*endure elements, enlarge person, life conduit, magic fang, ray of sickening* (DC15)

0—*acid splash* (DC 14), *detect magic, mending, message, resistance*

STATISTICS

Str 9, **Dex** 12, **Con** 11, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +8; **CMB** +7; **CMD** 18

Feats Augment Summoning, Craft Construct, Craft Wondrous Items, Empower Spell, Eschew Materials, Lightning Reflexes, Spell Focus (conjuration)

Skills Craft (stonecutting) +9, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (planes) +10, Knowledge (religion) +8, Linguistics +14, Ride +10, Spellcraft +20, Use Magic Device +19

Languages Aquan, Abyssal, Common, Draconic, Dwarven, Elven, Giant, Goblin, Kobold, Ignan, Infernal, Terran

SQ aspect, bond senses, eidolon, life link, maker's call, shield ally, transposition

Combat Gear potions of cure light wounds (3), potion of cure moderate wounds, +2 spear; **Other Gear** +2 mithral chain shirt, amulet of natural armor+1, cloak of resistance +3, spell component pouch, 67 gp

PC Gear +40,000 gp

Arwan is a cunning opponent, who is surrounded at all times by a trio of guardian gargoyles. He avoids surprise combat at all costs, leaving his eidolon (a gargoyle-like humanoid) to stall while he escapes, invisible, if he is caught off-guard.

Oculous (Arwan's Eidolon)

Biped (Claws)

LE Medium Outsider

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural)

hp 72 (9d10+18); fast healing 1

Fort +8, **Ref** +6, **Will** +6 (+4 morale bonus vs. Enchantment spells and effects)

Defensive Abilities evasion; SR 22

OFFENSE

Speed 30 ft., flight (30 feet, good)

Melee Claw x2 (Claws) +14 x2 (1d4+5 plus grab/x2) and Wing x2 (Wing Buffet) +12 x2 (1d4+2/x2)

STATISTICS

Str 20, **Dex** 16, **Con** 15, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +14 (+18 Grappling); **CMD** 27

Feats Alertness, Critical Focus, Multiattack, Power Attack -3/+6, Stealthy, Vital Strike

Skills Climb +14, Escape Artist +7, Fly +7, Intimidate +9, Knowledge (history) +4, Knowledge (planes) +5, Linguistics +2, Perception +2, Sense Motive +6, Stealth +9

Languages Common

SQ devotion +4, multiattack / extra attack

Special Abilities

Critical Focus +4 to confirm critical hits.

Devotion +4 (Ex) +4 Morale bonus on Will Saves vs. Enchantments.

Evasion (Ex) No damage on successful reflex save.

Fast Healing 1 (Ex) You heal damage every round if you have > 1 Hp.

Flight (30 feet, Good) You can fly!

Grab (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Multiattack / Extra Attack Multiattack or second attack with primary weapon at a -5 penalty.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Spell Resistance (22) You have Spell Resistance.

Vital Strike Standard action: x2 weapon damage dice.

Evolutions

Bipedal (Claws)

Spell Resistance (4)

Flight (Wings) (2)

Fast Healing (4)

Wing Buffet (1)

Grab (Claw)(2)

Improved Natural Armor (1)

Improved Natural Armor (1)

GUARDIANS OF THE WHITE GATES

Type Religious

Leader Mother Superior of the Alabaster Crusade

Alignment LG

HQ Gateway

Goals Defense of portal to Heavens

Scope Gateway and sites sacred to the Alabaster Crusade

Structure Organized and ranked religious order

Members Paladins, Clerics and Inquisitors of the Alabaster Crusade. Keepers of holy places who employ celestially influenced gargoyles as protectors

History

The Half-Celestial Branwin Mawyr, like many other paladins sent out questing for the gate to the Heavens, assumed his quest would never end, and the true purpose behind it was his order ensuring that there were representatives of purity and righteousness travelling the roads, and eliminating the dangers along the way. Though thoroughly redacted in the dogmatic writings of the Alabaster Crusade, Branwin was quite surprised when he actually found the gate.

The town of Gateway, a small fortified city built around the sacred site, is the home of the Alabaster Crusade – an order defending a live portal to the heavens from any who would try to close it, or worse, misuse it.

Methods & Organization

For several centuries, the order founded by Branwin Mawyr have guarded the gate to the Heavens. Though they work tirelessly to prevent any intruders from gaining access to the holy site, several decades ago, something unexpected happened.

A bard of the Chercheur tribe wandered to Gateway, seeking legends of the celestially infused Ivorandei, inspired the then head priest of the order to see if such a thing was possible. The reasoning behind such an exploration was simple – gargoyles make fantastic guardians. If they could be crafted in such a manner to defend the good, and uphold the strictures of the Crusade, then the mortal defenders would be freed to spread good around the lands surrounding Gateway.

The early attempts by the high priest to create such constructs were catastrophic failures, the last of which resulted in his death, and a rampaging unbound golem terrorizing Gateway. The high priest's successor, Sister Eliza, now the Mother Superior of the order, seized her predecessor's initiative, but took a very different path to realizing it.

Mother Superior Eliza uses divine magic and force of arms to “subdue” living gargoyles. She then subjects them to a process of magical reprogramming which infuses them with the essence of a celestial.

The gargoyle then becomes a new amalgam creature – subservient to the crusade, goodly in nature and alignment, and a formidable defender.

Unfortunately, the act which wipes away memory and personality, in the celestial infusing process also removes the agelessness of the gargoyle. In recent years, it has become apparent that many of the early “converts” (as they are referred to within the order) are going to fail in their duties due to age and infirmity.

Mother Eliza has subsequently mobilized several of her special agents to delve the wilds and nearby cities for any gargoyles who might be captured or subdued in order to refill the ranks – in the name of the sacred defense of the heavens, of course.

Important Members

Mother Superior Eliza of the Alabaster Crusade

XP 19,200

Human cleric 13

LN Medium humanoid

Init +1; **Senses** Perception +15

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)

hp 90 (13d8+26)

Fort +13, **Ref** +7, **Will** +18

Defensive Abilities unity (2/day)

OFFENSE

Speed 30 ft.

Melee dagger +8 (1d4–1/19–20)

Ranged light crossbow +9 (1d8/19–20)

Special Attacks channel positive energy 5/day (DC 18, 7d6)

Domain Spell-Like Abilities (CL 13th; *concentration* +20)

10/day—*calming touch*, *inspiring word* (6

rounds)

Cleric Spells Prepared (CL 13th; *concentration* +20)

7th—*dictum* (DC 24), *repulsion^D* (DC 24), *summon monster VII*

6th—*banishment* (DC 23), *heal*, *heroes' feast^D*, *word of recall*

5th—*breath of life*, *flame strike* (DC 22), *summon monster V*, *telepathic bond^D*, *true seeing*

4th—*air walk*, *dimensional anchor*, *discern lies^D*, *greater magic weapon*, *order's wrath* (DC 21), *tongues*

3rd—*create food and water*, *dispel magic*, *magic vestment^D* (2), *prayer*, *protection from energy*, *searing light* (DC 20)

2nd—*aid*, *calm emotions* (DC 19), *enthrall^D* (DC 19), *hold person* (DC 19), *sound burst* (DC 19), *spiritual weapon*, *status*

1st—*command* (DC 18), *comprehend languages*, *divine favor^D*, *hide from undead* (DC 18), *protection from chaos*, *sanctuary* (DC 18), *shield of faith*

0th (at will)—*detect magic*, *guidance*, *light*, *read magic^D* domain spell; **Domains** Community, Nobility

STATISTICS

Str 8, **Dex** 10, **Con** 15, **Int** 12, **Wis** 24, **Cha** 14

Base Atk +9; **CMB** +8; **CMD** 18

Feats Augment Summoning, Craft Construct, Craft Rod, Craft Wand, Craft Wondrous Item, Leadership, Selective Channeling, Spell Focus (conjuration), Spell Penetration,

Skills Diplomacy +11, Heal +11, Knowledge (arcana) +6, Knowledge (local) +10, Knowledge (nobility) +10, Knowledge (religion) +16, Linguistics +10, Perception

+15, Sense Motive +15, Spellcraft +16

Languages Aquan, Auran, Celestial, Common, Ignan, Infernal, Sylvan, Terran

Combat Gear lesser metamagic rods (extend, silent), wand of eagle's splendor (50 charges), wand of silence (50 charges);

Other Gear masterwork studded leather, +1 buckler, cold iron dagger, light crossbow with 10 cold iron bolts, belt of mighty constitution +2, cloak of resistance +3, eyes of the eagle, headband of inspired wisdom +4, incense of meditation

Gudwyn, Master Gargoyle Hunter

XP 19,200

Half-Elf Ranger 13

N Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +26

DEFENSE

AC 28, touch 16, flat-footed 22 (+8 armor, +5 Dex, +1 dodge, +4 natural)

hp 125 (13d10+39)

Fort +12, **Ref** +14, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion; Immune fire (120 points), poison, sleep; Resist electricity 20

OFFENSE

Speed 40 ft.

Melee +1 cold iron light mace +17/+12/+7 (1d8+3/19–20), +1 silver dagger +17/+12/+7 (1d4+2/19–20)

Ranged +1 light crossbow +19 (1d8+1/19–20)

Special Attacks favored enemy (monstrous humanoids (gargoyle) +6, magical

beasts +2, undead +2)

Ranger Spells Prepared (CL 10th; *concentration* +12)

3rd—*cure moderate wounds*

2nd—*barkskin, bear's endurance, protection from energy*

1st—*delay poison, longstrider, resist energy (2)*

STATISTICS

Str 14, **Dex** 21, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +13; **CMB** +15; **CMD** 30

Feats Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Critical (light mace), Improved Two-Weapon Fighting, Improved Vital Strike, Skill Focus (Perception), Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Finesse

Skills Acrobatics +15 (+19 when jumping), Knowledge (nature) +13, Knowledge (planes) +10, Linguistics +3, Perception +26, Ride +12, Stealth +21, Survival +18, Swim +10

Languages Abyssal, Celestial, Common, Elven, Infernal

SQ camouflage, elf blood, favored terrain (Abyss +4, underground +4, urban +2), hunter's bond (companions), quarry, swift tracker, track +6, wild empathy +12, woodland stride

Combat Gear oil of bless weapon (2), potions of cure serious wounds (2), potion of heroism, potions of invisibility (2), +1 cold iron rapier, +1 light crossbow with 15 bolts, +1 silver dagger, +1 evil outsider-bane bolts (5), holy water (4); **Other Gear** +2 mithral breastplate, belt of incredible dexterity +2, cloak of resistance +1, 772 gp

INQUISITION OF SOULLESS HERESY

Type Religious

Leader Inquisitor Blackthorne III of Reedy Bay

Alignment NE

HQ Manygods Hall, Reedy Bay

Goals Elimination of gargoyles

Scope Wherever gargoyles are found

Structure Loose affiliation of ranked members

Members Religious zealots who see gargoyles' soullessness as an affront to the progression of souls to the afterlife. Inquisitors and clerics devoted to eliminating "godless" gargoyles from existence

History

When a wing of Gargoyles settled in Reedy Bay, refugees from a shipwreck, they were distrusted but tolerated, so long as they followed the laws of the provincial governor. When the governor fell ill, it was a holy man of the Order of the White Hand who saved his life. In exchange for their service, the Order asked for the right to proselytize the citizenry of Reedy Bay. They quickly gained followers, and it was not long before Inquisitor Blackthorne I supplanted the governor as the seat of power.

It was at this time the gargoyles presented themselves to Blackthorne, since he was now the leader of the township, they needed his approval. He tried to convert them, only to find their soulless shells were mostly immune to his divine influence, and they were beyond the redemption the White

Hand sought to extend to all. Blackthorne destroyed the wing, and called an inquisition against all gargoyles in the name of the Order of the White Hand. To him, the soulless represented a dire threat to the direct power of religious organizations everywhere, and needed to be wiped from existence.

Methods & Organization

Since the founding of the Inquisition, two generations have carried out the task of eradicating gargoyles. Reedy Bay is a busy port city, and frequently carries passengers and traders providing leads which the Inquisition can follow up on. Emissaries of the Inquisition will not directly break the laws of a godly or lawful society, but they are not above manipulating social circumstances so that the gargoyles in an area are viewed as a danger or threat, so that they can then be called on to eliminate that threat.

Important Members

Inquisitor Blackthorne III

XP 4,800

Male human cleric 9

CE Medium humanoid (human)

Init -1; **Senses** Perception +3

Aura destructive **aura** (+4, 9 rounds/day)

DEFENSE

AC 20, touch 10, flat-footed 20 (+6 armor, +1 deflection, -1 Dex, +4 natural [potion])

hp 89 (9d8+36)

Fort +11, **Ref** +2, **Will** +11

Resist cold 10

OFFENSE

Speed 20 ft.

Melee +1 morningstar +10/+5 (1d8+4)

Ranged sling +5 (1d4+3)

Special Attacks channel negative energy 4/day (DC 15, 5d6), destructive smite (+4, 6/day), surge (+12, 6/day)

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*greater command* (DC 18), *ice storm*D

4th—*control water*D, *freedom of movement*, *unholy blight* (DC 17)

3rd—*bestow curse* (DC 16), *dispel magic*, *prayer*, *water breathing*, *water walk*D

2nd—*bull's strength*, *fog cloud*, *hold person* (DC 15), *slipstream*D, *sound burst* (DC 15), *spiritual weapon*

1st—*command* (DC 14), *cure light wounds*, *divine favor*, *obscuring mist*, *protection from good*, *true strike*D

0 (at will)—*create water*, *guidance*, *light*, *resistance*D **Domain** spell; Domains Destruction, Water (Oceans)

STATISTICS

Str 17, **Dex** 8, **Con** 16, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +6; **CMB** +9; **CMD** 18

Feats Combat Casting, Great Fortitude, Iron Will, Power Attack, Toughness, Vital Strike

Skills Diplomacy +7, Heal +7, Knowledge (history) +4, Knowledge (religion) +10, Linguistics +4, Sense Motive +8, Spellcraft +6, Swim +14

Languages Abyssal, Common

Combat Gear potion of barkskin +4 (2), +1 morningstar, sling with 10 bullets.; **Other Gear** +1 scale mail, ring of protection +1, wings of the bat, gold-threaded chasuble (worth 50 gp), silver ceremonial tiara (worth 150 gp), gold unholy symbol (worth 50 gp)

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