Exotic Ancestries

Gargoyle

Alex Riggs, Joshua Zaback

Necromancers of the Northwest

Pathfinder Compatible

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons

Necromancers of the Northwest, LLC
8302 2nd St NE
Lake Stevens, WA, 98258
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: The Necromancers of the Northwest Logo is copyright Necromancers of the Northwest. All other art in this product is either part of the public domain, or is used with the express permission of the creator.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Introduction

The *Pathfinder Second Edition Roleplaying Game* presents a wide world of magic and infinite possibilities, and so it should come as no surprise that some players want to explore beyond the boundaries of the game's core rules. The game world described in the game's rules and lore includes a wide variety of creatures, some strange and fantastic, others oddly familiar and human in nature, and it's only natural that some players will want a chance to explore the world as one of these creatures, instead of being limited to the handful of ancestries that already exist.

This book presents an ancestry for one such fantastic creature: the gargoyle. These statuesque creatures are largely humanoid in shape, except for their wings, and because they can so easily pass for stonework, tend to thrive in civilized, urban areas. While the *Pathfinder Second Edition Bestiary* paints all gargoyles as evil and monstrous, many other fantasy settings, as well as a fair amount of historical medieval lore, paints them instead as valiant protectors and guardians. This book doesn't aim to judge the gargoyle one way or the other, but it does present a new ancestry, complete with heritages and ancestry feats, to allow players to make their own gargoyle characters.

Gargoyle

A conflicted tangle of contradictions and paradoxes, gargoyles are a species both elemental—intrinsically bound to both Earth and Air—and at the same time tied to the Material Plane and its creatures. They take on the shapes of humanoid nightmares, but exist to protect against such dangers. Their bodies are known for mimicking hard and unyielding stone, and yet over time they naturally change to reflect their environment. Though they are rarely physically far from civilization and humanoid society, they are almost never truly a part of it, living isolated and solitary existences. Some bear this isolation with stoic pride, fulfilling their duties as watchful protectors, while others shirk this thankless role and become dangerous lurking predators, instead.

Gargoyles, as a race, are largely misunderstood, right down to their very origins. For most of the several-millennia span of time in which gargoyles have existed, scholars have debated whether they were independent creatures who preternaturally mimicked statuary and stonework, or if they were actual statues which somehow were imbued with a spark of sentience and animation. Most modern sages, however, have come to believe that the real truth lies somewhere in between, due to the relatively recent discovery of ancient texts that describe the creation of the first gargoyles.

According to this relic, the first gargoyles were created by powerful mages in ancient prehistory, to serve as guardians and protectors, and to watch over important places. Rather than creating constructs as we know them, however, these ancients instead formed their servants from elemental energy, possibly using magic to alter earth elementals and transform them to suit their purposes. These gargoyles were crafted in the shape of demons, devils, and other dangerous beings that the ancients feared, and enhanced by magic to blend in with their surroundings.

Although the secret of gargoyle creation was lost long ago, over the centuries the magic binding some of the original gargoyles began to fade, and they abandoned their wards, rebelling against long-dead masters to strike out for themselves. Able to breed true, these gargoyles spawned an entire race of monstrous creatures which would go on to lurk in dark spaces and use their uncanny resemblance to statues to hunt humanoids, rather than protecting them.

With the recent rediscovery of the process of creating gargoyles, many mages have attempted to recreate the ancient rituals and create new gargoyles of their own, and while many have been successful, it has become apparent that whatever magic was used to bind the gargoyles to a site and serve as its protectors was not among what was recovered, leaving these new gargoyles free-willed, but less inclined to evil and depravity than their natural-born kin. Such new gargoyles are often willing to serve as guardians as thanks for their creation, but only for a limited time, or under conditions including wages, time to pursue their own interests, and so on.

This ancestry is intended to be able to represent both types of gargoyle.

You Might...

- Be cautious in nature, and often fall back on adopting a "wait and see" policy, rather than taking rash action.
- Develop particularly strong bonds with a small number of people, places, or objects, which you consider your wards and will go far out of your way to protect.
- Have little need for creature comforts, and think little of enduring hardship and harsh conditions in order to fulfill your goals.

Others Probably...

- View you as either a monster or a magical construct, and have difficulty accepting that you are a free-willed individual capable of rational and intelligent thought.
- Are intimidated by your rock-hard skin, above average strength and durability, and monstrous appearance.

Physical Description

All gargoyles appear as vaguely humanoid creatures with skin that resembles some form of stone, but beyond that their appearance can vary wildly. Most gargoyles bear hideous and fearsome visages, with the most common appearance being that of a "classic" demon or devil, with large, batlike wings, clawed hands and feet, curved or pointed horns, fangs, and, in many cases, glowing red eyes. Some gargoyles instead resemble other monsters, or rarely appear as historical or religious figures, with a very rare few being blessed with

striking and beautiful facades, or even taking on the likeness of a deity.

Just as their shape can vary, so too does the texture and coloration of their skin. In truth, gargoyle skin is not made of stone, though it is quite durable. Most gargoyles have a complexion of slate or granite, though far more unusual and exotic shades are possible, with some rare gargoyles even appearing to be made from precious gems or rare metals.

For the most part, a gargoyle's appearance remains largely fixed, but many gargoyles' features are at least slightly mutable, displaying an odd camouflage property that hints to some kind of ancient magic inherent to their species. A gargoyle that spends an extended period of time around certain types of stone or architecture may find their features changing to better match their surroundings. This rarely changes the overall nature of the gargoyle's appearance: a gargoyle that resembles a demon carved from common stone might appear as a different type of common stone more appropriate to the region, or might alter its features slightly to better represent the way demons are portrayed in that region, but it would be quite rare for the changes to go beyond that. Of course, the effect is more pronounced in some gargoyles than others, and in a rare few can manifest much more quickly, whereas for most the change can take months or even years.

Society

Regardless of whether they were born or created, most gargoyles live largely solitary lives, apart from most others of their kind. "Natural-born" gargoyles tend to eke out existence as solitary predators, stalking in the shadows and ambushing prey. Their first instinct upon encountering other gargoyles is often a territorial one, attempting to drive them off, lest they prove a threat. Gargoyles created directly via magic are often the only one of their kind assigned to guard a given place, as the process of creating them is expensive and exacting. Because of their role as guardians, these gargoyles rarely have the opportunity to seek out others of their kind, and may have to drive them off if they disturb the place the gargoyle is responsible for protecting.

That said, there are times when multiple gargoyles will come together to form loosely-aligned groups, often referred to as "wings." Among natural gargoyles, these alliances tend to be short-lived, ending when their shared goal is met and the various members wander off on their own paths, or, more often, one or more of the gargoyles betrays the others. Created gargoyles may also form groups, such as when multiple gargoyles are all assigned to protect the same thing, or if they choose to reject a life of service and strike out on their own. A rare few created gargoyles make it their mission to "liberate" others of their kind, forming roving bands of gargoyles that recruit others they encounter, and often make a habit of destroying gargoyle-like statuary they encounter.

Alignment and Religion

Most natural-born gargoyles are the descendants of those who were created and enslaved millennia ago, and who struck out on their own after centuries of enforced servitude. This harsh treatment led them to naturally resent the humanoids who had abused them so, and while the exact cause has been lost over countless generations, the malice has not. These gargoyles tend towards chaotic and evil alignments, living a subsistence, borderline-feral lifestyle. Some worship monstrous deities, while others (especially those who resemble demons and devils) may turn to the worship of powerful archfiends.

Newly created gargoyles have a wider range of alignments and religions, not as burdened by the oppressive history of their forebears. These gargoyles are more inclined towards lawful and good alignments, albeit only slightly, and there is some evidence that certain factors regarding their creation, including the nature and alignment of their creator, may play a role in their resulting personality. These gargoyles often adopt the religions of their surroundings, although many seem particularly drawn to deities that concern themselves with protection and craftsmanship.

Gargoyle Stats

Hit Points
10

Size
Medium

Speed
25 feet

Ability Boosts
Strength
Constitution
Free

Ability Flaw
Intelligence

Languages
Common
Terran
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Abyssal, Auran, Dwarven, Infernal, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

Traits
Beast
Earth
Humanoid

Darkvision
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is black and white.

Names

The process of creating a new gargoyle involves imparting a unique, magical name upon the gargoyle, which it instinctively recognizes upon animation. In ancient times, this name was a key component in special rituals used to control and enslave the gargoyles, but this magic has long been lost to time. Still, most gargoyles that were created in this way prefer to use a false name, often a close variation on their "true name," as hearing the name spoken causes a stirring of attention in the gargoyle that many find uncomfortable.

Gargoyles that were naturally born do not have such unique names. In fact, it's rare for a gargoyle to bother naming its children at all, and most gargoyles abandon their children at a tender age, assuming they don't eat them first. In this manner, both types of gargoyles often choose the names that they go by for themselves.

Sample Names

Aazox, Amblax, Arual, Jadiga, Memmon, Nedezoth, Nulvex, Sanagog, Strokrick, Vaeseth, Zanom, Zogi

Gargoyle Heritages

Some gargoyles are imbued with a specific purpose that empowers and drives them, while other gargoyles have a tendency to be shaped by their environs and the types of places they inhabit. Choose one of the following gargoyle heritages at 1st level.

Cathedral Gargoyle

You were once one of the guardians of a church, monastery, or similar religious structure, which has either fallen into ruin or has otherwise ended your service. You are likely carved to resemble some kind of religious figure, such as an angel or a demon, and were created to ward off evil spirits. You gain a +1 circumstance bonus on attack and damage rolls made against creatures with the celestial or fiend traits.

Marble Gargoyle

Rather than resembling common stone, your skin resembles a more expensive and illustrious material, such as marble, jade, or quartz. You are trained in Diplomacy, and gain a +2 bonus on Diplomacy checks made against civilized creatures.

Menacing Gargoyle

You have a particularly grotesque and frightening appearance. You are trained in Intimidation, and further gain a +2 circumstance bonus on Intimidate checks against creatures that can see you.

Night Stalker

You are more comfortable under a cover of darkness. You gain a +1 circumstance bonus on skill checks and saving throws made in dim light and darkness.

Tower Gargoyle

You were once the guardian of a wizard tower, arcane university, or similar place of magic and learning. Your time there has caused you to grow resistant to magic, granting you a +1 circumstance bonus on saving throws made to resist arcane and occult spells.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a gargoyle, you select from among the following ancestry feats.

1st Level

Claws — **Feat 1**

Gargoyle

You gain a claws unarmed attack that deals 1d8 slashing damage. Your claws are in the brawling group and have the agile and unarmed traits.

Gliding Wings ❖ — **Feat 1**

Gargoyle, Move

You have a pair of wings, which are able to carry you for a distance through the air. You glide gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as you spend at least 1 action gliding each round, you remain in the air at the end of each turn. For the purpose of determining damage from falls, you always treat falls as if they were 20 feet shorter.

Hardened Skin — **Feat 1**

Gargoyle

Your skin is incredibly hard and stone-like, granting you resistance 2 to all physical damage (except adamantine).

Spikes — **Feat 1**

Gargoyle

Your body is covered in stony, pointed protrusions which make intimate contact with you painful for softer, fleshier creatures. Whenever a creature grapples you, swallows you whole, or engages in similar contact with you, it suffers 1d8 piercing damage. It continues to suffer this damage each round that the contact persists.

Statue ❖ — **Feat 1**

Gargoyle, Concentrate

Until the next time you act, you appear to be a statue. You have an automatic result equal to 20 + your Stealth modifier on Deception checks and DCs to pass as a statue.

Stone-Faced — **Feat 1**

Gargoyle

You gain a +2 competence bonus on Intimidation checks. Additionally, you gain a +4 competence bonus on Deception checks that involve hiding a feeling or emotion (such as hid-

ing your surprise at something, avoiding appearing nervous, and so on). You suffer a –4 competence penalty on Deception checks that involve projecting a specific emotion (such as feigning surprise, pretending to be interested in a boring story, etc.).

Urban Camouflage — Feat 1

Gargoyle

Your body naturally shifts to match the architecture of your surroundings, allowing you to better blend in. Once you have spent at least 24 hours in a settlement, ruin, or similar location with a specific architectural style, your features shift to match that style, granting you a +2 competence bonus on Stealth checks while in that area, as well as on Deception checks made to pass as a statue in that area.

Water Spout❖ — Feat 1

Gargoyle, Attack

Requirement In order to use this feat, you must first consume a gallon of water as an action. You cannot speak, cast spells with verbal components, or otherwise use your mouth between consuming the water and using this feat, or the water is lost and you must consume another gallon of water.

You shoot a spout of water from your mouth at a single creature within 30 feet, leaving them disoriented. Make a ranged attack against the target. If the attack hits, the target is clumsy 1, stunned 1, and stupefied 1 for 1 round.

5th Level

Quick Harden↻ — Feat 5

Gargoyle

Prerequisites Hardened Skin
Trigger You are hit by an attack.

You brace yourself right before the attack lands, hardening your skin beyond its normal amount. Your resistance to physical damage increases by an amount equal to 1/2 your level against the triggering attack. This resistance is still overcome by adamantine weapons.

Wings — Feat 5

Gargoyle

Prerequisites Gliding Wings

Your wings are capable of carrying you in true flight. You gain a fly Speed of 40 feet.

9th Level

Clawed Feet↻ — Feat 9

Gargoyle, Attack

Prerequisites Claws, Wings
Trigger You are Flying, and a creature moves into an adjacent square below you.

You make a claw Strike against the triggering creature.

Holy Water Spout — Feat 9

Gargoyle, Divine

Prerequisites cathedral gargoyle, Water Spout

Water that you spit with your water spout becomes holy water, and damages fiends and undead in the same fashion.

Tremorsense — Feat 9

Gargoyle

Your close attunement to earth and stone allows you to sense disturbances in the ground. You gain tremorsense to a range of 30 feet.

13th Level

Stone Meld — Feat 13

Gargoyle, Arcane

Prerequisites Statue

You can cast *meld into stone* as an innate arcane spell once per day. Additionally, while melded into stone, you can choose to have your face protrude from the stone. You remain covered by the stone, but it alters its shape to match the contours of your face, and allows you to see through it. If you do, you can still see what's going on outside the stone while you're melded, and your face is easily mistaken for a fixture of the stone (such as a carving, relief, etc.). You have an automatic result equal to 25 + your Stealth modifier on Deception checks and DCs to pass as a normal wall. A creature that successfully beats your Deception knows that someone is hiding in the stone, and that the image of your face in the stone is not natural, but does not end the *meld into stone* effect or allow them to attack you (outside of what is described in *meld into stone*).

Stony Skin — Feat 13

Gargoyle

Prerequisites Hardened Skin, Quick Harden

Your skin is incredibly tough. Your resistance to physical damage increases to be equal to 1/4 your level. When you use Quick Harden, it now increases your resistance by an amount equal to your level against that attack.

Thousand Faces — Feat 13

Gargoyle, Arcane

Prerequisites Urban Camouflage

By concentrating for 10 minutes, you can cause your features to shift and change, allowing you to change your skin tone to match any type of stone you are familiar with, and causing your features to match any type of humanoid form you envision. Although you can recognizably duplicate the appearance of a specific individual with this feat, any onlooker can automatically tell the difference between you and the original. You cannot change your size with this feat, nor can this feat alter or grant you any speeds, new types of Strikes (such as a jaws Strike), etc. If you use this feat to copy the appearance of a statue or similar object, you gain a +4 competence bonus on Deception checks and DCs to pass as that specific statue.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.
Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.
Exotic Ancestries - Gargoyle © 2019, Necromancers of the Northwest; Designers: Alex Riggs, Joshua Zaback.

END OF LICENSE

Guardians of Stone!

In the *Pathfinder Second Edition* roleplaying game, a character's ancestry matters more than ever before, and because ancestries allow characters to choose from a variety of options and abilities as they continue to increase in level, there are more opportunities for ancestries that represent more exotic and exciting creatures that have normally not been suitable for player characters.

This book presents an exciting new ancestry, allowing players to take on the role of gargoyles. Whether magically created from stone statues, or a strange and aberrant race with an uncanny knack to mimic stonework, gargoyles are brooding stalkers, remaining hidden from the world around them and striking only when the time is right. It's no mistake that their fearsome visages mimic demonic forms, and more powerful gargoyles can grow wings to fly, turn their skin to stone to turn aside blades, and transform themselves to match statues of nearly any description. In this book, you'll find:

• Background information on gargoyle characters, including an overview of their physical features, society, alignment and religion, and naming conventions.

• Basic stats for gargoyle characters.

• Six gargoyle heritages, including marble gargoyle, night stalker, and tower gargoyle.

• Sixteen ancestry feats for gargoyle characters, including Gliding Wings, Stone Meld, and Water Spout.

Necromancers of the Northwest

PATHFINDER COMPATIBLE