

## GREATER GARGOYLE

Like their smaller cousins, greater gargoyles are adept at posing as statues atop buildings or within dungeons where they wait to attack passersby. Although they are without any morals or sense of ethics, they are exceptionally patient, able to remain in their statue pose for years before they strike.

In Omeria, the Great Chromatics of The Summer Land created gargoyles to act as sentries in their secret domains. Larger and more vicious than most of the Chromatics' servants, greater gargoyles were placed at the front lines during the War of the Burning Plains. The gargoyles were used as scouts and weapons of terror against The Summer Landers and Pressonians.

Although the Great Chromatics evacuated The Summer Land nearly 80 years ago, the gargoyles remain in their old posts. Some have even taken control of the old dragons' lairs, claiming the old hordes for themselves.



### GREATER GARGOYLE

*Large elemental, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	9 (-1)	13 (+1)	10 (+0)

**Saving Throws** Wis +4, Cha +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception

**Languages** Terran

**Challenge** 6 (2,300 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

**Flyby.** The gargoyle doesn't provoke opportunity attacks when it flies out of an enemy's reach.

#### Actions

**Multiattack.** The gargoyle makes two attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

#### GREATER GARGOYLE ELEMENTALISTS

Some greater gargoyles are created with an innate connection to the earth itself. These elementalists gargoyles have the Innate Spellcasting trait detailed below:

**Innate Spellcasting.** The gargoyle's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *meld into stone*, *stone shape*

3/day each: *passwall*, *move earth*

1/day each: *conjure elemental* (earth elemental only), *wall of stone*