

Credits

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Introduction

The Pathfinder Bestiary, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various "forgotten" monsters to get some attention. That kind of breadth doesn't leave a whole lot of room for depth, and that's where *Exotic Encounters* comes in.

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can't count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind.

Exotic Encounters takes a single, iconic monster, and creates three new variants on that theme. These variants aren't simple tweaks, and are more than simply advancing or removing Hit Dice, though that occurs as well. Each of these three variations on the monster's theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new specially-crafted special abilities, which are unique to *Exotic Encounters* and not found anywhere else.

This particular installment of *Exotic Encounters* focuses on gargoyles. A storied creature, fantasy gargoyles are inspired by the fearsome-looking carvings that adorn gothic architecture, which, themselves, were designed to resemble demons. Often depicted with the ability to transform into stone, and associated with protection and defensive abilities, the gargoyles of Pathfinder don't share either of those common attributes. This book introduces the figurine gargoyle (CR 2), a mysterious creature which appears to be a statuette of a small imp, and has a penchant for ganging up on their enemies in massive mobs, and attacking foes by dropping heavy objects on their heads. Also included is the draconic gargoyle (CR 6), which is patterned off of dragons, instead of demons, and has a breath weapon of rocks and debris, and reflexively turns to stone to avoid magical attacks. Finally, this book introduces the soul eater gargoyle (CR 11), which can drain the life essence from those it grapples to create more soul eater gargoyles, and can also turn its body into animate stone, making it stronger and more durable.

Gargoyle Guardians

In many forms of fantasy media, gargoyles serve as actual protectors of buildings and other treasures, spending most of their time as inanimate statues and only transforming to their normal form in order to fight off intruders, much the same way that real historical gargoyles were supposedly intended to ward away evil spirits. GMs who are inclined to encourage such behavior can make the following spell available to their players.

BIND GARGOYLE

School abjuration; Level cleric 4, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 minute Components V, S, M/DF (a 10-ft.-diameter circle of granite dust) Range touch Area 10-ft.-radius emanation from touched spot Duration 24 hours/level Saving Throw Will negates; Spell Resistance yes

Any gargoyle that enters the affected area is unable to leave it for the spell's duration . The first time it attempts to do so it may make a single Will save, and its spell resistance is applied to the spell, if any. If it succeeds its save or resists the spell, it can leave without any particular difficulty. Otherwise, it is trapped within the spell's area for the spell's duration. It cannot make attacks or use its abilities across the edge of the spell's area. It can still leave via teleportation, or similar effects if it has them. If anything disrupts the circle of granite dust that forms the barrier of the spell's area, the spell immediately ends, though any gargoyles trapped inside the spell's area are unable to affect the circle (treat it as just outside the spell's area).

While the gargoyle is bound in the circle, the caster can attempt to coerce it into serving as a guardian of the nearby area. This functions identically to the process used to compel a creature to perform a service with the spell *lesser planar binding*, except that the creature cannot be compelled to perform any service other than guarding a specified building or area (you can still attempt to bargain with the gargoyle, but it is not required to uphold its end of the bargain once released, except for any agreement to guard an area).

The area to be guarded can be defined however you like, up to a maximum radius of 1 mile per caster level. The gargoyle can be instructed to only guard it from certain individuals or certain types of creatures, or to only allow certain individuals or types of creatures to pass unmolested. If desired, the gargoyle can be instructed to disable intruders non-lethally.

Figurine Gargoyle

You encounter a small, stone statuette, perhaps a foot tall, carved from a strange grey rock you can't quite place. It has been carved to resemble an imp, or perhaps a mephit, and leers at you with a mischievous grin. Its wicked, claw-tipped hands are held up to its mouth, as though to conceal its evil smirk. Suddenly, when you look away for just a moment, the statuette springs to life with a peal of evil laughter, and attacks!

GARGOYLE, FIGURINE

CR 2

XP 600

CE Tiny monstrous humanoid (earth) Init +6; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size) hp 22 (3d10+6)

Fort +2, Ref +5, Will +3

DR 2/magic

OFFENSE

Speed 20 ft., fly 40 ft. (average) **Melee** 2 claws +6 (1d4+1) **Space** 2-1/2 ft.; **Reach** o ft.

Special Attacks improved drop, mob tactics

STATISTICS

Str 13, Dex 14, Con 14, Int 6, Wis 11, Cha 7 Base Atk +3; CMB +2; CMD 14 Feats Hover, Improved Initiative Skills Fly +11, Perception +5, Stealth +17 (+23 in stony areas); Racial Modifiers +2 Stealth (+6 in stony areas) Languages Common, Terran SQ group lift, stony body ECOLOGY Environment any

Organization solitary, pair, flight (3-12), or mob (6-24) Treasure standard

SPECIAL ABILITIES

Group Lift (Ex): Figurine gargoyles are well-adapted for working together to carry objects that would normally be too heavy for any one of them to carry. A group of figurine gargoyles can move together while carrying a single object, as long as that object does not weigh more than 25 lbs. per figurine gargoyle involved in carrying it (50 lbs. for two figurine gargoyles, 75 lbs. for three figurine gargoyles, etc.). This ability can also allow them to carry creatures in tandem in the same way, provided that the carried creature is willing or helpless, or the figurine gargoyles are all involved in a grapple that they are in control of, and succeed on a check to move the grapple, as normal. This does not allow the group to move further in a round than any one figurine gargoyle would normally be able to.

Improved Drop (Ex): Figurine gargoyles take great delight in dropping objects on the heads of unsuspecting victims. A figurine gargoyle that is directly above another

character can drop objects on him in order to harm him. Treat this as a ranged attack with a -1 penalty for every 10 feet above the target that the figurine gargoyle is. In the event of a successful hit, the damage dealt depends on the object's weight and how far it fell. If the object weights 10 – 50 lbs., then it deals 1d6 points of damage per 10 feet it fell. If the object weighs 51 – 100 lbs, then it deals 1d8 points of damage per 10 feet it fell. If the object weighs 100 – 200 lbs., then it deals 1d10 points of damage per 10 feet it fell. If the object weighs more than 200 lbs., then it deals 1d12 points of damage per 10 feet it fell. Regardless of its size, the object never deals additional damage for falling more than 100 feet (meaning that maximum damage is always 10 dice).

Mob Tactics (Ex): Figurine gargoyles prefer to fight in large groups, when possible, and have adapted their tactics for this purpose. If at least one of the figurine gargoyle's allies is adjacent to a creature that the figurine gargoyle is also adjacent to, the figurine gargoyle gains a bonus on all attack rolls and combat maneuver checks against that creature equal to 1 + the number of allies that are adjacent to that creature. This bonus does not stack with that provided by flanking.

Stony Body (Su): A figurine gargoyle very closely resembles a stone statuette of an imp or similar creature, allowing it to easily disguise itself as such. A figurine gargoyle can attempt to disguise itself in this way, appearing as a mundane statuette. It gains a +40 bonus on Disguise checks made to look like a statuette, though it cannot disguise itself as a statuette of anything other than an imp-like creature, and it loses this bonus if it moves. Creatures that are familiar with the figurine gargoyle may be able to logically deduce that it is not a normal statuette, especially if they see it move before it attempts to use this ability.

Ecology

These diminutive gargoyles have all the mischief and malice of the imps that they resemble. While one is merely a menace, in a group they become outright deadly, as one of their favorite pastimes is to grab humanoid creatures, fly them up high into the air, and then drop them, taking bets on where they will land or what sort of sound their body will make upon impact. Other times, the pests rain rocks and bricks down on communities from above, forcing townsfolk to cower indoors or else suffer their projectile wrath.

Sometimes, a mob of figurine gargoyles can be led by a more intelligent creature—either an exceptional figurine gargoyle or a humanoid charismatic enough to keep them in line. Such organized mobs are usually used to perform thefts, and it is not unheard of for the creatures to be sold as statuettes (sometimes after they, themselves, threaten the merchant into doing so), and use this disguise to infiltrate the homes of their victims, who they then rob blind, working together to steal larger objects, and carrying them off into the night.

Draconic Gargoyle

The creature before you appears to be a dragon the size of a horse, but made entirely of earth and stone. Its eyes glow with a malevolent red light, and it rears up its long, serpentine neck, and roars with a voice that sounds like an earthquake.

GARGOYLE, DRACONIC

CR 6

XP 2,400

NE Large monstrous humanoid (earth)

Init +6; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size) hp 66 (7d10+28)

Fort +6, Ref +7, Will +5

Defensive Abilities reflexive petrification, wing shield; **DR** 10/magic

OFFENSE

Speed 60 ft., fly 120 ft. (poor)

Melee 2 claws +9 (1d8+3), bite +9 (1d6+3)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (30-ft. cone, 7d10 damage, Reflex DC 17 for half, usable twice)

STATISTICS

Str 17, Dex 14, Con 18, Int 6, Wis 11, Cha 7 Base Atk +7; CMB +11; CMD 23 Feats Flyby Attack, Hover, Improved Initiative, Skill Focus (Fly) Skills Fly +8, Perception +7, Stealth +7 (+13 in stony areas); Racial Modifiers +2 Stealth (+6 in stony areas) Languages Common, Terran ECOLOGY Environment any

Organization solitary, pair, patrol (4-8) Treasure standard SPECIAL ABILITIES

Breath Weapon (Su): A draconic gargoyle can spit out a spray of rocks, gravel, and other earthy debris, which deals 7d10 points of piercing and bludgeoning damage to each creature in a 30-ft. cone. A successful Reflex save (DC 17) halves this damage. The draconic gargoyle can store enough debris within its body to use this ability twice, and cannot use it again after that until it consumes enough rocks and debris to "recharge" this ability. Consuming this debris requires that sufficient material be present, and takes 2d4 rounds per use of this ability restored. The saving throw DC is Constitutionbased.

Reflexive Petrification (Su): Whenever a draconic gargoyle is the target of a spell or spell-like ability, it transforms into a stone statue of itself. The spell has no effect unless it specifically affects objects, in which

case it affects the draconic gargoyle as though it were a stone statue. In this form, the draconic gargoyle has hardness 10, and a number of hit points equal to 5 times the hit points it had when it turned to stone. The draconic gargoyle remains petrified until the beginning of its next turn, at which point it returns to normal as a free action. When it transforms back, the draconic gargoyle suffers only 1/5 the amount of damage that was dealt to it while it was petrified (for example, a draconic gargoyle that had 10 hit points and was targeted by charm monster would transform into a statue with 50 hit points. If he suffered 15 points of damage while petrified, then at the beginning of his next turn, when he returned to normal, he would have 7 hit points remaining.). The draconic gargoyle is not aware of anything that happens while it is petrified. A stone to flesh spell can end this effect prematurely. A draconic gargoyle that is petrified by other means (such as a flesh to stone spell), recovers from its petrification at the beginning of its next turn.

Wing Shield (Ex): A draconic gargoyle can shield its body with its wings, which are exceptionally hard and difficult to damage. Activating or ending this ability is a move action that does not provoke attacks of opportunity. While using its wing shield, the draconic gargoyle loses its fly speed, cannot use its breath weapon, and is unable to use its bite natural attack. Further, it suffers a -2 penalty on attack rolls made for its claw attacks. On the other hand, its damage reduction increases to 10/adamantine, it gains cold and fire resistance 10, and its natural armor bonus to AC increases by +6.

Ecology

These powerful gargoyles are favored guardians of very important buildings, and boast a number of powerful abilities similar to those of the dragons that they mimic. Despite their close resemblance to dragons, and their ability to use many similar powers (including a breath weapon and an ability remarkably similar to a dragon's inherent spell resistance), they do not actually have any draconic heritage. Rather, draconic gargoyles were first created by the wizard Elias Prismar, who found more conventional gargoyles insufficient to protect his tower, and wanted to create a more imposing form of guardian that could perch endlessly upon the facades and frescoes that decorated the exterior of his home.

Unlike some gargoyles, draconic gargoyles actually take very well to guard duty, and seem to have a natural instinct for guarding important things. When left to their own devices, they will often claim a building as their own, simply moving in on a roof or ledge and barring entrance to any that it finds unworthy, which, unfortunately, sometimes includes the actual owners. If recruited to guard a specific building or treasure, draconic gargoyles tend to be quite zealous and relatively easy to please, but sometimes develop a distressing habit of considering the object of their protection to be their own property.

Soul Eater Gargoyle

Before you is a horrible demonic-looking creature. Its body is made of black, glossy obsidian, which gleams evilly in the emerald-green light cast by the creature's two eyes. Its mouth opens in what appears to be a laugh, but the only sound is a horrible creaking, scraping sound which is disturbingly alien and inhuman. The creature spreads its wings menacingly, and moves to attack!

GARGOYLE, SOUL EATER

CR 11

XP 12,800

NE Medium monstrous humanoid (earth)

Init +6; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 25, touch 12, flat-footed 23 (+2 Dex, +13 natural) hp 119 (14d10+42) Fort +7, Ref +11, Will +9

DR 10/adamantine

OFFENSE

Speed 40 ft., fly 60 ft. (average) **Melee** 2 claws +18 (1d8+4), bite +18 (1d6+4), gore +18

(1d4+4)

Special Attacks drain essence, paralyzing gaze

STATISTICS

Str 19, Dex 14, Con 16, Int 13, Wis 11, Cha 18 Base Atk +14; CMB +18; CMD 30 Feats Greater Grapple, Hover, Improved Grapple, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Skill Focus (Fly) Skills Fly +25, Intimidate +21, Perception +17, Spellcraft +15, Stealth +21 (+28 in stony areas); Racial Modifiers +2 Stealth (+6 in stony areas) Languages Common, Terran SQ stone form ECOLOGY Environment any Organization solitary, pair, or cabal (1 plus 2-8 spawn)

Treasure standard

SPECIAL ABILITIES

Drain Essence (Su): Whenever a soul eater gargoyle successfully starts or maintains a grapple with a living creature, it inflicts 1d2 points of Charisma damage to that creature as it slowly sucks the creature's life essence out of its mouth in a glowing white miasma which the soul eater gargoyle greedily sucks up. A creature that suffers at least 4 points of Charisma damage in this way becomes fatigued, while one that suffers at least 8 points of Charisma damage becomes exhausted. These conditions cannot be removed until the ability damage is restored. A creature that suffers Charisma damage equal to or greater than its Charisma score as a result of this ability dies, and his body quickly hardens to a flaky grey stone. After 2d4 hours, the petrified corpse breaks open and the soul eater gargoyle's spawn emerges. A soul eater gargoyle spawn has identical statistics to a soul eater gargoyle, but cannot create spawn as a result of its drain essence ability.

Paralyzing Gaze (Su): As a standard action, a soul eater gargoyle can stare intently into the eyes of a single living creature within 30 feet. The target must succeed on a Will save (DC 21) or be overcome with fear, gaining the paralyzed condition. Once a creature is paralyzed in this way, the soul eater gargoyle can maintain the effect with a swift action, though it must remain eye contact with the target to do so, and is treated as averting its eyes from all other creatures (granting such creatures concealment from the soul eater gargoyle). Each round that the soul eater gargoyle maintains the effect, the target is entitled to a new Will save (same DC) to break free of the effect. A single success ends the effect and allows the target to act normally. This ability can be avoided by averting one's eyes in the same fashion as a gaze attack, but is only active when the soul eater gargoyle uses an action to use the ability. This is a mind-affecting fear effect. The saving throw DC is Charisma-based.

Stone Form (Su): A soul eater gargoyle can harden its body, making it stronger and tougher, but limiting its use of special abilities. The soul eater gargoyle can activate or end this ability as a move action. As long as the soul eater gargoyle is in stone form, its damage reduction increases to 10/-, it gains acid, cold, electricity, fire, and sonic resistance 15, its natural armor bonus increases by +4, and its Strength and Constitution scores increases by +4. At the same time, however, it suffers a -4 penalty to Dexterity, its maneuverability decreases to clumsy (-8 on Fly checks), and it can't use either its drain essence or paralyzing gaze abilities.

Ecology

The fearsome soul eater gargoyles were once believed to be a type of horrible shadow demon that had somehow gained a corporeal form, but are in fact a far more down-to-earth threat. Despite their name, their ability to consume life essence from their victims and reduce their bodies to stone has nothing to do with the victim's soul, which is, in fact, free to ascend to whatever afterlife awaits it, though this was a relatively recent discovery, made by a researcher who was unfortunate enough to be slain while observing a soul eater gargoyle, but fortunate enough to have been resurrected, afterward.

Those whose life force is completely drained by a soul eater gargoyle are reduced to stone, as their entire body turns to a sort of densely-packed dust. Within this rocky cocoon gestates a new soul eater gargoyle, which bursts forth a few hours later. This seems to be the main means of reproduction for the soul eater gargoyle, and while the spawn are "born" fully-formed adults, they aren't capable of creating spawn of their own for several months after they are created. 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.

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Exotic Encounters: Gargoyles

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can't count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind.

Oxotic Gnoounters takes a single, iconic monster, and creates three new variants on that theme. These variants aren't simple tweaks, and are more than simply advancing or removing hit Dice, though that occurs as well. Gach of these three variations on the monster's theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new specially-crafted special abilities, which are unique to Gxotic Gnoounters and not found anywhere else.

This particular installment of Gxotic Gincounters focuses on gargoyles. A storied creature, fantasy gargoyles are inspired by the fearsome-looking carvings that adom gothic architecture, which, themselves, were designed to resemble demons. Often depicted with the ability to transform into stone, and associated with protection and defensive abilities, the gargoyles of *Pathfinder* don't share either of those common attributes. This book introduces the figurine gargoyle (CR 2), a mysterious creature which appears to be a statuette of a small imp, and has a penchant for ganging up on their enemies in massive mobs, and attacking foes by dropping heavy objects on their heads. Also included is the draconic gargoyle (CR 6), which is patterned off of dragons, instead of demons, and has a breath weapon of rocks and debris, and reflectively turns to stone to avoid magical attacks. Finally, this book introduces the soul eater gargoyle (CR π), which can drain the life essence from those it grapples to create more soul eater gargoyles, and can also turn its body into animate stone, making it stronger and more durable.

