

Gargoyle

December 21, 2022



Medium elemental, chaotic evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 52 (7d8 + 21)
- **Speed** 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 11 (+0) | 16 (+3) | 6 (-2) | 11 (+0) | 7 (-2) |

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Understands Primordial but doesn't speak
- **Challenge** 2 (450 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) slashing damage.