Gargoyle

Medium Elemental, Chaotic Evil

AC 15 (natural armor)

Initiative +2

INIT

HP 67 (9d8 + 27)

Speed 30 ft., fly 60 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

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

Skills Stealth +4

Immunities Poison

Condition Immunities Exhaustion, Petrified, Poisoned

Senses passive Perception 10, darkvision 60 ft.

Languages Primordial (Terran)

CR 2 (450 XP)

Traits

Flyby. The gargoyle doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Claw. Melee Attack Roll: +4, reach 5 ft. 7 (2d4 + 2) Slashing damage.

Multiattack. The gargoyle makes two Claw attacks.