

XP 9,600

Male advanced gargoyle revenant warrior 5
CE Medium undead (augmented, earth, risen)

Init +9; **Senses** blindsense 30ft., darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 16, flat-footed 19 (+2 armor, +1 deflection, +5 Dex, +6 natural)

hp 119 (5d8+5d10+65)

Fort +10, **Ref** +10, **Will** +10

Defensive Abilities blood defense 5; **DR** 10/magic

Weaknesses revenant weaknesses

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee 2 claws +17 (1d6+7), bite +17 (1d4+7), gore +17 (1d4+7)

Special Attacks vampire bite

Blood Powers (CL 5th)

1st—lesser beast traits (bat), improved vampire bite, supernatural dexterity, supernatural strength

0—beast tongue, detect blood, hide appearance

STATISTICS

Str 23, **Dex** 20, **Con** —, **Int** 10, **Wis** 20, **Cha** 13, **BP** 10

Base Atk +10; **CMB** +16; **CMD** 32

Feats Blood Sustenance, Death Drinker, Hover, Improved Initiative, Toughness

Skills Fly +13, Perception +18, Stealth +20 (+26 in stony areas), Survival +13; **Racial Modifier** +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ blood dependence, freeze, lose weakness (1)

NPC Gear amulet of mighty fists +1, bracers of armor +2, ring of protection +1