Sanctum Secorum

Episode #10

The Maker of Gargoyles

Compatible With DCC RPG

Sanctum Secorum Podcast
Episode #10 Companion

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COMPATIBLE WITH DCC RPG

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Character Classes

Last episode the Sanctum Secorum covered two works by H. P. Lovecraft, including a Deep One Hybrid class by Bob Brinkman and even an Innsmouth funnel adventure by “Bacon Wizard” David Baity. After the release of the episode and companion we were pleased to learn of the existence of this character class by Joe Salvador and it is our privilege to bring it to you here.

Deep-One Half-Breed

In order to gain uncommon riches, luck in fishing, and much more ultra-mundane boons, small, secluded coastal villages sometimes deal with the deep-ones, the antedeluvian dwellers under the sea. In return for these favors, the deep-ones demand sacrifices, obedience, and the carnal pleasures of their human counterparts. The offspring of such unions, and the descendants of such, are deep-one half-breeds; born human, but changing slowly over time into the likeness of their aquatic progenitor. Other humans may take on these "blessings" by taking the Oath of Dagon and undergoing the accompanying rituals. As the person changes, he or she becomes less human but gains a number of benefits culminating in an immortal life under the waves.

Hit Points: Deep-one half-breeds gain 1d8 hit points at each level.

Weapon Training: Deep-one half-breeds undergo martial training to protect their villages from outsiders. They may use the club, dagger, hand axe, javelin, mace, net, short sword, spear, and trident. They might wear any armor, but any armor heavier than scale will affect their swimming ability. Furthermore, as their physical shape changes armor must be altered or specially made for the deep-one half-breed.

Alignment: As followers of Father Dagon and Mother Hydra, deep-one half-breeds tend towards the neutral or chaotic alignments.

Acquiring "the Look": As the deep-one half-breed increases in level (or age, at the judge's discretion), his dubious heritage begins to show and his body takes on certain unusual alterations. In some cases, these changes coincide with new abilities or hindrances (see Table 4: Transformation & Hindrances).

Ancestral Skills: Due to their heritage, deep-one half-breeds learn to conceal themselves from the eyes of outsiders and to be knowledgeable in antique arcana. They can use the skills *hide in shadows*, *disguise self*, *read languages*, *handle poison*, and *cast spells from scrolls* as a chaotic thief of equal level.

Aquatic Adaptations: When deep-one half-breeds attempt to determine their depth underwater, the distance or direction to the nearest shoreline, or swim, they gain a bonus equal to their class level and never roll a die lower than 1d20. When swimming, half-breeds use their full movement but are slowed by the armor they wear. Once their hands and feet become webbed at 5th level, their swim speed increases to 40', though their movement on land decreases to 20'.

Ichthian Tongue: Deep-one half-breeds understand the secret speech of fishes and other aquatic creatures and can communicate with them on a basic level. Additionally, they learn the language of deep-ones regardless of their intelligence score.

Gills: The flabby folds evidenced on the half-breed's neck conceal rudimentary gills that mature over time. These allow the character to breathe underwater for a number of hours equal to twice his level, until at 8th level when the time limitation is removed and he might stay underwater indefinitely. He can continue to breathe air normally.

Infravision: Deep-one half-breeds can see up to 60-feet in total darkness and underwater.

Immunities: Deep-one half-breeds are immune to all normal diseases and gain a +4 bonus to save versus any unnatural, magical, or curse-like disease.

Immortality: Upon reaching 10th level, deep-one half breeds have completed their change into fish-like humanoids and feel an unshakable urge to join their ancestors in life under the sea. At this time they gain Dagon's final blessing - immortality. They can only die due to unnatural or violent means. However, for every hour after the first that a deep-one half-breed spends out of water, he gains a -2 penalty to all checks. This penalty is cumulative if the character continues roaming about on land (ie. there is no penalty for the first hour; a half-breed who is out of water for 4 hours receives a -6 penalty, etc.). The penalty can be removed by spending a full day under water. Additionally, for each day he spends out of water, the half-breed loses 1d4 Stamina, which can be healed in the normal manner, but only while underwater.

Luck: Half-breeds may call upon the favor of their racial patron, Dagon. When they spend luck they roll a Favor Die, which increases as they advance in level (see Table 1: Deep-One Half-Breed). Additionally, each night of rest the deep-one half-breed regains a number of spent luck equal to his level.

Table 1: Deep-One Half-Breed

Level	Attack	Crit Die/ Chart	Action Dice	Ref	Fort	Will	Favor Die
1	0	1d8/ III	1d20	0	1	1	d3
2	1	1d8/ III	1d20	0	1	1	d4
3	2	1d10/ III	1d20	1	2	1	d5
4	2	1d10/ III	1d20	1	2	2	d6
5	3	1d12/ III	1d20 +1d14	1	3	2	d7
6	4	1d12/ III	1d20+ 1d16	2	4	2	d8
7	5	1d14/ III	1d20+ 1d20	2	4	3	d10
8	5	1d14/ III	1d20+ 1d20	2	5	3	d12
9	6	1d16/ III	1d20+ 1d20	3	5	3	d14
10	7	1d16/ III	1d20+ 1d20+ 1d14	3	6	4	d16

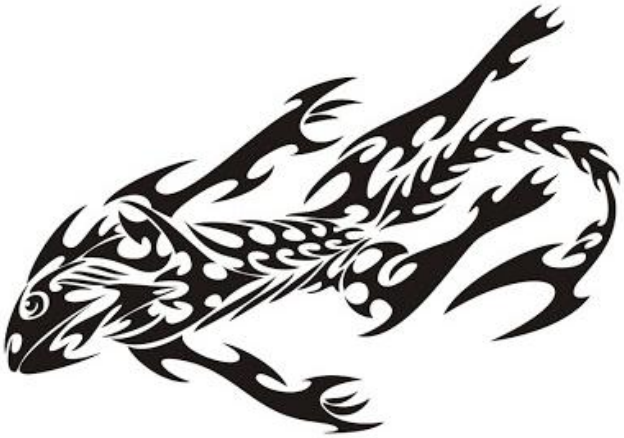


Table 2: Deep-One Half-Breed Titles	
1	Wave-watcher
2	Shallows-lurker
3	Diver
4	Sea-kin
5	Deep-dweller

Table 3: Deep-One Half-Breed Occupations (*Roll 1d8*)

	Occupation	Trained Weapon	Trade Goods
1	Trapper	Cudgel	Snare, two dead muskrats
2	Shrimper/ Lobsterman	Net	Shrimp trap, two lobsters
3	Tanner	Knife	1d4 finished pelts, small sack
4	Fisherman	Knife	Pole, line, and 4 hooks
5	Pearl Diver	Trowel (as dagger)	10-gp pearl, 5 clams
6	Boatman/ Sailor	Oar (as staff)	Small wooden boat
7	Gatherer	Hand Axe	Large sack, 1d4 swamp turnips
8	Acolyte	Staff	Holy symbol (Dagon)

Table 4: Transformation & Hindrances

Level	Physical Changes	Hindrances
1	Wide-set, staring eyes, flabby, creased neck	
2	Shrunken ears, thickened lips	Appears as a deformed, inbred human
3	Enlarged hands, shortened fingers	Mammals (esp. horses and dogs) despise the character
4	Overgrown feet, stooped shoulders, minor hair loss, gills	Voice becomes deep and croaking
5	Graying of the skin, hands & feet become webbed	Pass as human only with DC 12 disguise
6	Scabrous skin, major hair loss	
7	Scales begin to cover body	Mammals (esp. horses and dogs) attack the character
8	Total hair loss, entirely replaced by scales and slimy skin	Pass as human with DC 25 disguise
9	Fish-like growths (spines, fins, scale pattern)	
10	Complete transformation to deep-one	Must predominantly dwell underwater

The Gargoyle

A DCC class of a different flavor

The gargoyle class is a twist on the typical heroes we roll up and put to paper on a typical day of gaming. The player who opts to play a gargoyle is one who admits his character will slowly succumb to a curse that twists the poor soul closer and closer to the stone guardians of legend. The curse may originate from many sources. Perhaps insulting an old swamp hag results in her taking special interest in the character, slowly watching him edge ever closer to something inhuman; or maybe a cursed magical item was discovered, and upon using it for the 13th time the poor soul unleashes hell upon himself. However the curse is acquired, the effects are generally the same.

The gargoyle begins his first level having been newly afflicted with the curse. Minor signs begin to show, and often those will bring small benefits as well. With each new level the character edges closer and closer to his destiny as a stone guardian atop some structure normally reaching high into the heavens. With each new sign, the character begins to lose his human form, typically drawing ire in any village visited.

Play a gargoyle if you can relate to characters such as Mary Shelly's Frankenstein, or the Hunchback of Notre Dame.

Hit points: Gargoyles gain 1d10 hit points per level.

Weapon training: Gargoyles begin their career being proficient with the following weapons: longsword, mace, staff, club, short bow, short sword, and crossbow. As they progress in level, these weapons are often left behind in favor of the natural weapons they begin to develop.

Alignment: Gargoyles can be of any alignment, but as they regress and become more monster than man, the alignment tends to switch and end up aligning with chaos. Should the player choose lawful or neutral, have them make a luck check at each and every new level starting at 2nd. Failing the check means the character begins to feel the effect of being shunned, coupled with the bestial urges beginning to grow in his heart. In game sense this means a shift one step closer to chaos.

Infravision: Gargoyles are able to see in the dark up to 60'. A side effect of this ability is a feint glow in the eyes in any low light situation, imparting -1 die on any reactionary rolls.

Slow: The effort to move becomes harder as the character advances in level. To represent this in game terms the gargoyle's MV is reduced by 5'every two levels starting at 2nd level.

Gargoyle's curse: Gargoyles develop aspects of their curse at each new level. The following abilities and hindrances are gained at the listed level.

1st Level - Stone hide: The character develops a gray pallor early on when the curse manifests. The effect causes nodules and bumpy growths to develop, covering the body. Stone hide gives the character a natural AC of +2 and increases by an additional 2 with every odd level. The bonus comes at the price of appearance. The gargoyle's appearance grows more and more monstrous, resulting in a matching penalty to his personality score. Keep this reduction separate from the starting score as it only comes into play when the poor soul's physical nature is factoring into any type of encounter. Normal armor may not be worn due to the pain of having one's skin constantly rub against the foreign material.

2nd Level - Talons: The gargoyle goes through a painful transformation and finds the nails of his toes and fingers bleed and swell for days until they fall away, replaced by razor sharp talons. The claws can be

used as formidable weapons, causing 1d6 damage. The character may opt to attack with both claws in a single round, but to do so he must roll 1d16 for each attack. The ability comes with the price of not being able to manipulate most weapons. Any attempt at using a weapon means passing a DC 10 Agility check. Failure results in the poor soul having to use 1d16 to attack.

3rd Level - Darkness: The gargoyle begins to feel more comfortable within the protective shroud of darkness, as judgment is staved when his appearance isn't a factor. Soon, shadow elementals begin courting the character, and offering a trace of their power to him. In game sense this means being able to cast the 1st-level cleric spell *darkness*. Simply roll 1d20 and add the gargoyle's level plus unmodified personality. Along with the power, the gargoyle suffers a -1 die penalty to all actions while in brightly lit conditions.

4th Level - Wings: Two nodules on the back have grown larger with each level and finally erupted in painful fashion, leaving the gargoyle with bat-like wings. This allows the gargoyle the ability to glide over short distances when given a high enough perch. For every 20' the gargoyle launches himself vertically he may glide 60'. Having wings gives the character a much more monstrous appearance, resulting in a -2 die reaction penalty to any social rolls.

5th Level - Stone speak: The gargoyle begins to hear the primitive spirits found in inanimate stone. He may communicate and ask questions of any natural or man-made formation. The stone spirits are primitive and limited in intelligence, but basic questions may be asked. Sometimes simple favors may be requested, such as moving a small boulder into a better position to soak up more of a day's warmth. The downside to acquiring stone speak is that it pulls the tortured soul further away from humanity. Compassion, mercy, and related emotionally-charged acts become alien to the creature. The judge is encouraged to assess situations when the gargoyle might feel conflicted and have them pass a DC 15 Will save to act in a human fashion. This can mean leaving a best friend to die, or allowing his party the

disadvantage of an ambush without warning while taking watch.

6th Level - Wicked talons: The gargoyle's talons grow twice their starting length, developing a wicked curve and growing thicker and with a sharper edge. This also translates into an increase of damage (1d8) and a total inability to use normal melee or ranged weapons.

7th Level - Frightful presence: The gargoyle has begun his full transformation at 7th level and may channel his inner rage into a horrific display when combined with his newly formed features. Use the 2nd-level wizard spell *scare* to determine the results of the attempt. Roll 1d20+CL+Per modifier (use a negative Personality modifier as a positive in this case). The gargoyle is nearing the end of his curse at this point and resembles a typical creature found on many a building. Horrific and bestial, the poor soul will at best only keep a handful of friends.

8th Level - Still form: The gargoyle resembles a stone sculpture so much by this point that by remaining still he may be undetected as anything but a fine piece of stone statuary. For this ability to work the character must be unknown to the presence they wish to hide from. For example, fighting with a group of mercenaries and then flying away and trying to use still form will not work because the opponents have seen the creature in action. Use common sense when this ability is used. The downside to acquiring this ability is the constant pain moving causes. The gargoyle's joints have begun calcifying, resulting in a painful stiffness. Gargoyles must pass a DC 12 Fortitude save at the beginning of each encounter or suffer a -3 penalty to each physical action taken for the duration of the encounter.

9th Level - Improved wings: The gargoyle's wings grow and stretch to support him for longer flights. The gargoyle can now hover and fly at 30' per round. Mundane animals and all humans and humanoids will view the creature as an abomination, refusing to communicate with the creature and acting with hate, viewing the gargoyle as a true demon.

10th Level - Death's knell: The curse has finally reached its zenith and the tortured soul hears the irresistible calling towards some far away structure. Bells can be heard instinctively and the gargoyle will begin his journey to his last destination. Nothing short of a Wish will reverse the curse, and once the gargoyle reaches his point of destiny he becomes a permanent fixture, a silent guardian charged with protecting the "nest". At any point if the building the gargoyle is protecting comes under attack, the curse will release the gargoyle in all of its pent up anger to rain vengeance down on those who would seek to do harm to the building.

Luck: A gargoyle add his Luck modifier to all attack rolls.

Action die: A gargoyle uses his action dice on attack rolls and all abilities mimicking spells.

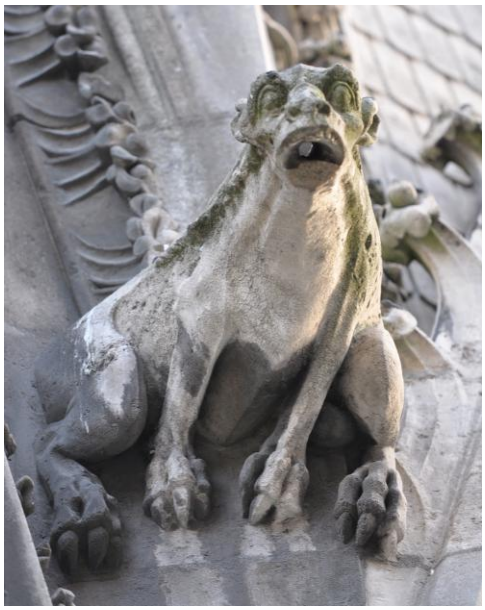
Level	Attack	Crit Die/Table	Action Die	Ref	Fort	Will
1	1	1d8/III	1d20	0	1	1
2	2	1d8/III	1d20	0	1	1
3	3	1d10/III	1d20	1	2	2
4	4	1d10/III	1d20	1	2	2
5	5	1d8/IV	1d20+1d16	1	3	3
6	6	1d10/IV	1d20+1d20	1	4	3
7	7	1d8/V	1d20+1d20+1	2	5	4
8	8	1d10/V	1d20+1d20+2	2	6	4
9	9	1d12/V	1d20+1d20+1d14	3	7	5
10	10	1d14/V	1d20+1d20+1d16	3	8	5

Monsters

Gargoyle, graven

The product of twisted craftsmanship and enchantment, the graven gargoyles bear only a passing resemblance to their fleshy kin. The gargoyles are shaped by the virtues or vices of their creator and those aspects, and their number, define the gargoyles' forms and powers. The beasts are, for all purposes, immortal, only slain by damage but never the simple passage of time.

Basic Traits: In game terms, every graven gargoyle is unique. Use the tables below to randomly create a graven gargoyle or select as you consider appropriate. Roll on the following tables as needed (I through VII) to sculpt the creature, beginning with the creature's base form and overlaying the additional traits upon that form. This can sometimes produce exotic results, like a scaly, rat-headed gargoyle with feathered wings. This strangeness is part of the oddity of the graven gargoyle. The guidelines below give additional information.



Alignment: The leanings of a graven gargoyle are determined by the virtues and vices of their creator and are thusly either lawful or chaotic. There are no neutrally-aligned graven gargoyles.

Hit Dice: Graven gargoyles use a d10 for their Hit Dice, with the number of Hit Dice determined on table I.

Actions: The gargoyle receives one d20 action die for every attack shown on tables IV through VI.

Armor Class: The graven gargoyle's armor class is equal to 15 plus its Hit Dice.

Attack Modifier: A graven gargoyle's attack modifier is equal to its Hit Dice plus 1.

Damage Dice: A gargoyle will have one or more attacks, depending on its Hit Dice, as shown on table II. The form of these attacks, as well as damage, is reflected on tables III through VII.

Initiative: A graven gargoyle's initiative modifier is equal to its Hit Dice.

Movement: A graven gargoyle's speed is shown on table I. If winged, a gargoyle flies at twice its speed.

Saving Throws: A graven gargoyle's saves are all the same, each equal to its Hit Dice.

Table I: Graven Gargoyle Strength

1d20	Number of Virtues/Vices	Hit Dice	Speed	Attack Bonus
1-5	1	2	20'	2+1
6-10	2	4	30'	4+1
11-15	3	6	40'	6+1
16-20	4	8	50'	8+1

Table II: Virtues and Vices		
1d7	**Lawful**	**Chaotic**
1	Chastity	Lust
2	Temperance	Gluttony
3	Charity	Greed
4	Diligence	Sloth
5	Patience	Wrath
6	Kindness	Envy
7	Humility	Pride

Table III: Base Form		
1d14	**Lawful**	**Chaotic**
1	Human, male	Goblin, male
2	Human, female	Goblin, female
3	Elf, male	Gnoll, male
4	Elf, female	Gnoll, female
5	Dwarf, male	Bugbear, male
6	Dwarf, female	Bugbear, female
7	Halfling, male	Orc, male
8	Halfling, female	Orc, female
9	Humanoid, agender	Humanoid, agender
10	Bear	Rat
11	Lion	Ape
12	Rooster	Vulture
13	Wolf	Hyena
14	Snake	Crocodile

Table IV : Head					
Lawful	**Form**	**Attack**	**Chaotic**	**Form**	**Attack**
Chastity	Unicorn	Horn (1d8+3)	**Lust**	Ram	Horns (1d6)
Temperance	Hound	Bite (1d6)	**Gluttony**	Rhino	Horn (1d10)
Charity	Cat	Bite (1d4+1)	**Greed**	Rat	Bite (1d2 + disease)
Diligence	Rooster	Bite (1d3+1)	**Sloth**	House Fly	Acid Spittle (1d7)
Patience	Owl	Bite (1d4+1)	**Wrath**	Bat	Scream (DC 15 Stun)
Kindness	Hart	Antlers (2d4)	**Envy**	Catfish	Bite (1d4)
Humility	Crane	Bite (1d3)	**Pride**	Ape	Bite (1d6+4)

Table V : Arms					
Lawful	**Form**	**Attack**	**Chaotic**	**Form**	**Attack**
Chastity	Unicorn	Hooves (2d7)	**Lust**	Human	As weapon
Temperance	Hound	Claws (1d4)	**Gluttony**	Ape	Slam (1d8+5)
Charity	Cat	Claws (2d3)	**Greed**	Rat	Claws (1d3)
Diligence	Rooster	Wing buffet (1d4)	**Sloth**	Vulture	Wing buffet (1d6)
Patience	Owl	Wing buffet (1d6)	**Wrath**	Ghoul	Claws (1d3)
Kindness	Hart	Hooves (2d6)	**Envy**	Shrooman	Slam (4d4)
Humility	Crane	Wing buffet (1d5)	**Pride**	Crocodile	Claws (2d3+2)

Table VI : Legs					
Lawful	**Form**	**Attack**	**Chaotic**	**Form**	**Attack**
Chastity	Unicorn	Hooves (2d7)	**Lust**	Goat	Hooves (2d4)
Temperance	Hound	Claws (1d4)	**Gluttony**	Rhino	Kick (2d7)
Charity	Cat	Claws (1d8)	**Greed**	Rat	Claws (2d3)
Diligence	Rooster	Claws (2d5)	**Sloth**	Crocodile	Tail slap (1d10)
Patience	Kangaroo	Kick (1d10)	**Wrath**	Bat	Claws (2d4)
Kindness	Catfish	Tail slap (2d8)	**Envy**	Octopus	Tentacles (2d8)
Humility	Elephant	Kick (1d14)	**Pride**	Ape	Bite (1d6+4)

Table VII : Monstrous Gift			
Lawful	**Gift**	**Chaotic**	**Gift**
Chastity	Feathered wings (flight)	**Lust**	Powerful legs (50' leap)
Temperance	Turn unholy (1d20+5)	**Gluttony**	Flame breath (15', 5d8, DC 15 Ref ½)
Charity	Agile (+2 AC, +1 Reflex)	**Greed**	Spines (+2 AC)
Diligence	Feathered wings (flight)	**Sloth**	Insect swarm (as DCC RPG, p. 419)
Patience	Lightning fast (+3 Init)	**Wrath**	Bat wings (flight)
Kindness	Hypnotic gaze (1d16 *sleep*)	**Envy**	Stinger (1d6 plus poison)
Humility	Sonic attack (DC 15 stun)	**Pride**	Feathered wings (flight)

Spells

Spell	Imbue the Stone
Level	3
Range	Touch
Duration	Permanent
Casting Time	1 turn or more
Save	None
General	Sculpting is an art. Art is to be appreciated. But sculpted creatures should be noticed. At low levels, the caster can communicate with creatures sculpted into humanoid or monstrous forms, gleaning information such as the identity of the artist or original location of creation. With greater successes, the caster creates a piece of master-level artistry, resulting in the carven likeness of his choice with potential powers. Each sculpture requires sufficient materials: soapstone and alabaster are acceptable for temporary creations, but marble or granite – and the prerequisite knowledge of working the hard stone – will enhance the toughness [AC] of imbued works by +4. Sculptures are presumed to be approximately human-sized but may be adjusted to fit the occasion (judges' discretion). The caster may choose a lower check result when casting this spell.
Manifestation	See below.
Corruption	Roll 1d4: (1) caster is forever sensitive to the "personalities" trapped within sculpted humanoid form greater than 6" high, and hears their voices whenever within 20', though they do not respond to the caster; (2) caster's foot (1-50% left foot, 51-100% = right foot) turns to granite, resulting in -2 Agility; (3) caster perpetually releases gravel with each step taken, resulting in -5 to all stealth-related checks; (4) simple stone works ("abstract" sculptures, fireplace lintels, brick walls) seem to talk to the caster, screaming for release from their imprisonment. Caster must make a DC 12 Will save when within 20' of such structures or spend the next round conversing – with no discernable effect to the caster or onlookers – to the stone. -1 Personality penalty to all social situations in such environments.
Misfire	Roll 1d3: (1) caster's weapon turns the next creature struck into clay; (2) creature nearest the caster is petrified, as if by a *turn to stone* spell (DCC RPG core rulebook, p. 233, result 22-23, affected creature may make Fort save); (3) caster imbues the spot in which he stands with sentience, akin to *magic mouth* (DCC RPG, p. 180, result 16-19).
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-3) corruption; (4+) misfire.
2-11	Lost. Failure (misfire).
12-15	Failure (misfire), but spell is not lost.
16-17	By casting this spell upon a sculpted piece of stone that has been composed into a humanoid form, the caster may converse with it for up to 1 round. The sculpture must be largely intact, particularly in the facial region, in order to respond. The sculpture may not move or make gestures of any kind. It can relate things that have passed within its "view" in rudimentary ways (affirming a direction rather than stating "north," etc.) and if it was created to appear with no eyes, it can be of precious little assistance.

18-21	The caster may target a sculpture made of stone that has been composed into a humanoid or humanoid/animalistic hybrid form in order to converse with it for up to 1 round. The sculpture must be largely intact, particularly in the facial region, in order to respond. The sculpture may not move or make gestures of any kind, but may reveal things it has "seen," as result 18-21.
22-23	The caster may target a sculpted piece of stone that has been composed into a humanoid form and speak with it for up to 2 rounds. If the sculpture is not fully intact in its facial region, it may make small gestures and limited physical responses in order to respond (it may point in a direction, but not move its entire form).
24-26	The caster may target a sculpted piece of stone that has been composed into a humanoid, animalistic, or hybrid form in order to converse with it for up to 2 rounds. If the sculpture is not fully intact in its facial region, it may make small gestures and limited physical responses in order to respond (it may point in a direction, but not move its entire form). The caster should note that it may not be able to fully converse with a form that is purely that of an animal.
27-31	The caster imbues the materials and tools prior to and during the sculpting of a recognizably humanoid form (requires CL+1 days to create), resulting in an immobile construct. The sculpture will permanently respond to the caster – and the caster only – as per result 16-17 above (others would need access to the 3rd-level spell, *breathe life* [DCC RPG, p. 202] or similar).
32-33	The caster imbues the materials and tools for CL+2 days during the flawless creation of an immobile humanoid sculpture with some animalistic features. This piece will always respond to the caster as per result 18-21 above.
34-35	The caster consistently imbues the materials tools while working a large piece of stone (CL+4 days of creation time). At this level, the caster may even imbue the tools while in another craftsman's hands, at the cost of 1 additional day. The 2 resulting constructs retain humanoid/animalistic hybrid features, and will always communicate with the caster as result 22-23 above. If this result is achieved when this spell is cast using ritual magic, or in conjunction with the *breathe life* spell (DCC RPG, p. 202), the result is 1 sentient gargoyle sculpture, with all the bonuses or detrimental effects. Refer to the gargoyle stats provided in the Sanctum Secorum Episode #10 Companion or on page 413 of the DCC RPG core rulebook. The gargoyle will communicate with the caster but can fully move and will attack if provoked.
36+	Imbuing the materials and surrounding environs, after CL+5 days the caster can creature a veritable menagerie of his liking (1d5+2 creatures), including immobile sculptures with animalistic traits. With CL+7 days of constant vigilance and supervision, the caster may even imbue the tools and materials being used by up to 2 other individuals for the same effects. As result 34-35, if this is achieved via ritual magic, or in conjunction with *breathe life*, 1d5 sentient gargoyles are created. They will communicate with the caster but can fully move and will attack if provoked.

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Sanctum Secorum

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