

Why gargoyles don't have Wings but should

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by Gary Gygax

Unlike in the past few years, I was not scheduled against the RPGA™ Network meeting this year at GEN CON® XVII game fair. Wonder of wonders . . . and I actually showed up at the event too! What's all this got to do with gargoyles, with or without wings, you are understandably asking at this moment. So bear with me a moment. It isn't often that I get to fill up space in the Hallowed pages of this Exalted publication. I'll get around to monsters in a few paragraphs already.

While at the convention, I was virtually bombarded with questions and requests for material. The answers to the most frequently asked questions will be (or have already been) in DRAGON® Magazine. After so many requests, I went back home and rapped a half-dozen or so short pieces to appear under the old "Sorcerer's Scroll" column heading. What I promised for POLYHEDRON™ Newzine was a series of articles detailing the map of the WORLD OF GREYHAWK™ campaign setting. I am currently working to put together information on Greyhawk city and environs, the Cairn Hills area, and then whatever strikes my fancy — or some worthy fellow RPGAer requests. That will begin in a future issue. Frequency might be sporadic, as my autumn-spring schedule is most demanding and includes several long trips to distant parts of the world. (So much for cop-outs.)

My chief collaborator these days is one Flint Dille, a screen writer, game enthusiast, and history buff. Flint's grandfather created Buck Rogers (and Flint currently has a film script on Buck which is now in the hands of his agent — perhaps there'll be a new feature film coming one of these fine days; the script is exciting — far better than any of the material done to date, in my opinion), while Flint himself has been the writer for quite a number of animated shows and has put in some time for George Lucas. Anyway, as an "exclusive" for RPGA Network members, Flint and I have just signed a contract with the Wanderer Book division of Simon & Schuster for four HEROES CHALLENGE™ Game-Books. The hero of the saga is one Sagard, a young barbarian. Although these works will be in the S&S juvenile book line, reading level and interaction is far higher than anything

vaguely like them currently on the market. I think many of you will enjoy reading/playing these adventures. All four will appear under the auspices of Dungeons & Dragons Entertainment Corporation and should be available around the spring of 1985.

By the way, action takes place on Yarth, a place somewhat similar to Oerth, the setting of Greyhawk, et. al. It has fewer magical properties than Oerth but more than Earth. It is not impossible that additional works will be contracted for in months to come, action being set on Yarth or perhaps another alternate world, Aerth. On Earth, magic is virtually non-existent. On Uerth, dweomers are weak, chancy things. Yarth has a sprinkling of things magical, Aerth is highly magical, and Oerth is pure magic.

So, have you ever noticed that while gargoyles can fly, according to the stats in the AD&D® *Monster Manual*, the illustration shows the critter sans aerial appendages? (Don't try to tell me those dark shadows are wings!) Sure you have, and I am not too pleased about it either. What the heck, it's an older work, and such mistakes will happen. Hey! Wait a minute! I just took a gander at the nasty Margoyle. It has great spikes, but no wings either? What the heck is going on, anyway? I screwed up the name, spelling it correctly on the heading as MARLGOYLE, but then laziness set in, for twice in the text I dropped the bloody L, so now we have an (incorrect) MARGOYLE — but what about its wings? MM II is a superior work, in my opinion, and I do hope that some future edition will show nice leathery wings on both the gargoyle and its cousin, the mar(l)goyle!

Being reptilian, sort of, gargoyles lay eggs. Once every two to five years, depending on feeding conditions, the female lays a clutch of two to eight eggs in some high and inaccessible place, such as a grotto, cave, or the like. These eggs are small at first, being about the size of ostrich eggs. They absorb the minerals from the stone on which they rest, growing about one inch in radius every month during their twelve-month incubation period. Alone and unattended, the young gargoyles hatch, forcing horn and claw through the thick sides of the hard shells in order to take their places among the rest of their kind. After a few minutes drying out and resting, the fledgling gargoyle monsters are ready for first flight and feeding. If any of their number are small and weak, the others will fall upon it and

devour it before taking off.

Feeding on whatever is available, the immature gargoyles grow with amazing rapidity, and within a week or two are large enough to associate with mature individuals without fear of cannibalization. Early diet includes insects, rodents, fungi, and just about anything else which is discovered — animal or vegetable. Usually, three or four fledglings will survive from each clutch to join the adult "horde." Left unmolested, a gargoyle will live at least 200 years, reaching maturity in one year, and attaining full size in about 10-45 years, depending on feeding conditions. Size, measured in hit points, is as follows:

1 1/2' = 8 hp	newly hatched
2' = 12 hp	1-4 weeks old
2 1/2' = 16 hp	1-4 months old
3 1/2' = 18 hp	5-11 months old
5' = 20 hp	1-4 years age
5 1/2' = 24 hp	5-10 years old
6' = 28 hp	11-40 years old
6 1/2' = 32 to 36 hp	41 years or older

Next issue the mar(l)goyle . . . and one more!

There have been quite a number of you of late who've contacted TSR or me personally to mention something odd. The general theme of these reports has been an inability to find the TSR product line in the shops which you customarily purchased them. There is too much smoke for there not to be a fire! Now, admittedly, TSR sold out of the D&D® Companion set, INDIANA JONES™ and MARVEL SUPER HEROES™ games almost before they hit the shelves. These products will be back soon — undoubtedly by the time you read this. However, complaints of shortages talk about modules, hardbound books, and so on. Here's what to do if you are experiencing the same problem: Go to the manager of the store where you normally purchase products and tell him that you are disappointed that no (whatever the product is) is available from that place. Then tell him that unless they rectify this soon, you will have to go to some other outlet for your gaming needs. That should wake the manager up and get proper merchandise into the place once again. On TSR's end, we are jumping all over our sales reps and customers to make certain this sort of problem not only stops but doesn't occur again.



MARLGOYLES & MONSTER MANUAL II

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For those not tuned in last issue, I admitted to being the culprit, sort of, who blew the spelling on margoyle, which should have been marLgoyle — that is: **marlgoyle**. (They could have checked, those Beloved Editors, but...) In any event, gargoyles' reproduction and growth were covered last time, and this time we should see what can be learned about their kin, marlgoyles.

Breeding and egg laying are quite the same as gargoyles, although the eggs are somewhat larger and absorb more minerals during their lonely and chill incubation. Before hatching, marlgoyle eggs are nearly two feet long and over eighteen inches in diameter. From these stoney cases erupt fledgling marlgoyles ready to devour anything moving. Assuming that none of their nestlings are runts to be cannibalized, the typical batch of hatchlings will fly out and operate as a pack to bring down large prey. Growth and hit points are closely related to the same in gargoyles:

Size	Hit Points	Age
2'	10-12	newly hatched
2½'	13-16	1-6 weeks
3'	17-20	7-12 months
3½'	21-24	1-6 years
4½'	25-30	7-12 years
5½'	31-35	13-30 years
6'	36-42	31-50 years
6½'	43-48	51 years or older

Marlgoyles live up to about 300 years of age, unless brought low by disease or some enemy prior to this.

Missing Monsters

While thumbing through the pages of MM II, I noted that not only was the *gorisroi* demon missing, but that somehow the stats for "Men, Amazon", had been omitted. While the former monster is for the pages of a DRAGON® Magazine article, the latter is presented here first exclusively for the RPGA™ Network. Without further ado, here's amazons!

MEN

Amazon

FREQUENCY: Very rare

NO. APPEARING: 5-30

ARMOR CLASS: By armor type
plus dexterity bonus

MOVE: 15"

HIT DICE: 4d10 plus
constitution bonuses

% IN LAIR: 10%

TREASURE TYPE: Individuals M, Q;
in lair R, S, X

NO. OF ATTACKS: 2



DAMAGE/ATTACK: By weapon type
or 1d8 (plus strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low to genius

ALIGNMENT: Neutral

SIZE: M (6'-7' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes:

Nil/nil

LEVEL/X.P. VALUE:

Variable/variable



These barbaric warrior women are, in effect, heroines. They have strength ranging between 15 and 18 (00 possible) and dexterity and constitution ranging between 13 and 18. Their leaders are barbarian fighters. All favor light chainmail, but armor varies. Weapons are typical of those used by barbarians.

If unarmed, an amazon will use blows, kicks, nails, teeth, etc. to inflict damage of 1-6 points of damage per round. An amazon can never be surprised except by invisible attackers.

An amazon party of 10 or more will have 1 additional leader-type of 5th or 6th level barbarian ability, and a 2nd level witch doctor. 20 or more will also have 1 "captain" of 7th or 8th level barbarian ability. When "in lair", amazons will have a full 30 warrior women, 4 leaders of 5th or 6th level barbarian ability, 1 leader of 7th or 8th level barbarian ability, and a Queen — a barbarian of 9th-12th level ability (and hit dice). There will also be a magic-user witch doctor of 4th level. There will be twice the number of (normal) males, half of whom will be equal to men-at-arms. Men are typically armed and armored as are their amazon mistresses. The others will have care of 2-12 children. The Queen will have 4 male guards of 2nd or 3rd level fighter ability, and 2 female guards of 5th-6th level barbarian class.

Whenever 30 or more total amazons are encountered, there is a likelihood of 30% that they are one of 2-5 raiding parties in the area. If this is the case, the "lair" will be a ship or pack/wagon train, as applicable. Other groups will always be within 5 miles of the party initially encountered.

The territory from which the amazons come indicates what sort of weapons they will use, horsemanship, skill with small water craft, and so forth. Amazons have no regular clerics or magic-users, save witch doctors, but males of the race have been known to become clerics.

Amazons are tall human women. They tend to be good-looking, but are hard-eyed (and hard-hearted too).