DUALINK

Griffin



The Witcher Edition

Griffin

Large monstrosity, neutral good

Armor Class: 16 (natural armor)
Hit Points: 178 (17d10 + 68)
Speed: 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	3 (-4)	14 (+2)	8 (-1)

Skills: Perception +7
Damage Resistances: Bludgeoning, piercing, and slashing from nonmagical attacks (Bloodied State)
Senses: Darkvision 60 ft., passive Perception 17
Languages: understands Common but can't speak
Challenge: 9 (5,000 XP)

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. The griffin doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. The griffin makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Gust Orb. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. Hit: 18 (4d8) force damage. The griffin creates a concentrated ball of air and shoots it at the target. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away from the griffin and be knocked prone.

Dive Attack. If the griffin is flying and dives at least 30 feet straight toward a target and then hits it with a claw attack, the attack deals an extra 14 (4d6) damage to the target. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Bonus Actions

Wing Buffet. As a bonus action on its turn, the griffin uses its wings to buffet one creature it can see within 10 feet of it. The creature must succeed on a DC 16 Strength saving throw or be pushed up to 15 feet away from the griffin and be knocked prone.

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Legendary Actions

The griffin can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The griffin regains spent legendary actions at the start of its turn.

Majestic Rebuke. When the griffin takes damage from a creature within 5 feet of it, it can make a beak attack against that creature as a reaction.

Fierce Screech. The griffin emits a fearsome screech. Each creature of the griffin's choice within a 20-foot radius must make a DC 16 Wisdom saving throw or be frightened until the end of the griffin's next turn. (available only when bloodied)

Swoop (Costs 2 Actions). The griffin flies up to half its flying speed and can make one beak or claw attack at any point during that movement. The movement does not provoke opportunity attacks.

Bloodied State

Fierce Screech. When the griffin enters the bloodied state, it uses it's Fierce Screech without using a legendary action. Each creature of the griffin's choice within a 20-foot radius must make a DC 16 Wisdom saving throw or be frightened until the end of the griffin's next turn.

The Griffin gets the following permanent buffs for the remaining of the encounter:

- Its flying speed increases by 20 feet.
- The griffin becomes more aggressive, adding +2 to its attack rolls.
- The griffin gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks or attacks from weapons that aren't silvered.

Vulnerabilities

Lunar Agony. The griffin takes an additional 10 damage from attacks made with silvered weapons. Discovery check: DC 18 History or Arcana.

Wind Caller's Bane. The griffin is vulnerable to damage from spells and effects that manipulate the weather or wind. When targeted by such effects, the griffin takes an extra 50% damage due to its intrinsic connection to the sky and its reliance on wind currents for flight.