

GRIFFON

Tough, adaptable hunters, griffons have the bodies of clawed four-legged mammalian predatory beasts – such as badgers, tigers and bears – and heads of predatory avian beasts – such as eagles, hawks, owls and kites. Some have wings and are able to fly; others are flightless, yet still swift on the ground. Voracious predators, they are found in the same terrains and climates as the beasts from which they were born. In a warm climate, a griffon might have the body of a leopard and head of a vulture, and in a temperate climate the body of a badger and head of an owl, and in a cold climate the body of a bear and head of a hawk. Regardless, their powerful beaks are always lined with tiny fangs – echoes of the terranean predators within them. Feathers of the appropriate raptor are intermingled with the fur of the appropriate terranean beast. Though they have powerful instincts and senses, they are not as acute as those of the beasts they resemble.

As with abraxases, all griffons can mate with each other, but breed traits remain distinct. A winged lion-eagle griffon that mates with a wingless cougar-osprey griffon could produce spawn that are either flying or flightless, and any lion, cougar, eagle or osprey traits would stay identifiable, rather than the cougar and lion merging or osprey and eagle combining. Griffons favor digging burrows, concealing their lairs, where they dwell in small families of 2–11 creatures.

Griffons also make capable guards, if trained to serve, though they tend to be strong willed and expect to be compensated for their services. And some of them also have a greedy streak, not for magic items, but for shiny, pretty things – namely coins and gems. As such, their masters have to stay attentive and wealthy to retain the loyalty of griffon guards – after all, unlike mere beasts, griffons are chimeras with a strong sense of self-worth.

In combat, they are aggressive and cunning, more than capable of camouflaging themselves and setting ambushes. If unable to fly, they will likely burrow into the ground and lie in wait. If able to fly, they will hide in tree canopies or cliff sides to swoop down upon the unaware.

- Musteline griffons have the core bodies of weasels – featured specimen: winged ferret-falcon.
- Feline griffons have the core bodies of panthers – featured specimen: winged lion-eagle.
- Ursine griffons have the core bodies of bruins – featured specimen: wingless grizzly-condor.

GRIFFON TRAITS
Class: chimera
Origin: Midgard
Sapience: moral-agent
Lifeweaves: <i>laxful-detached-leeward, lashful-detached-leeward, lawful-detached-leeward, laxful-wicked-leeward, laxful-hearted-leeward</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Beginning $\frac{1}{4} \times \frac{1}{4} \times \frac{1}{4}$ to Quelling $2 \times 4 \times 1$ (musteline) or Mastering $2 \times 4 \times 2$ (feline) or $3 \times 3 \times 2$ (ursine)
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> nighlore (sta) DR 14 • <i>Specific:</i> nighlore (imp) DR 23
Roottrait Points: $3 + [3 \times (\text{tier} - 1)]$
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: Nml +3, Ftl +1, Mfl +2; hasten +1; physical strikes +3, physical harm +5; <i>clout</i> +1 (train: sta); <i>deepfare</i> +0 (train: sta); <i>dive</i> +1 (train: imp); <i>heed</i> +2 (train: sta); <i>landfare</i> +1 (train: imp); <i>look</i> +3 (train: imp); <i>lurk</i> +2 (train: imp); <i>nighlore</i> +1 (train: sta); <i>seafare</i> +0 (train: sta); <i>search</i> +3 (train: sta); <i>toil</i> +3 (train: adv); <i>tumble</i> +1 (train: imp)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> $[(2d4) \times \text{cubes}]$ meals; <i>cook</i> (sta) DR 12 • <i>Water:</i> $[(1d6) \times \text{cubes}]$ meals; <i>mash</i> (sta) DR 17 • <i>Bones:</i> $[(1d8) \times \text{cubes}]$ coppers; <i>hew</i> (sta) DR 11 • <i>Fangs, Claws:</i> $[(1d4) \times \text{cubes}]$ silvers; <i>hew</i> (sta) DR 13 • <i>Hides, Pelts:</i> $[(1d8) \times \text{cubes}]$ silvers; <i>taw</i> (sta) DR 15
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> modest • <i>Magical:</i> sparse

MUSTELINE GRIFFON
Tier: Honing
Lifeweave: <i>lashful-detached-leeward</i>
Languages: Common, Chimera, Beast, Insect, Plant
Shape: $1 \times 2 \times 1$
Size Modifier: ± 0
Mass Modifier: +1
Speed: walk 19; fly 24
Roottraits: Brw 4; Lth 6; Smt 2; Wis 2; Glt 1
Hasten: 4
Defenses: Nml 30; Ftl 26; Mfl 21
Grit: $43 + 5d6$ [61]
Pneuma: 11
Harm Yields: <u>susceptible</u> <i>gleam, gloom, shake, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 2, whelm 1, flare 3, frost 5, rasp 2, rot 2, shock 1</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated</i>
Lifeskills: <i>clout</i> +3 (sta); <i>deepfare</i> +4 (sta); <i>dive</i> +9 (imp); <i>heed</i> +4 (sta); <i>landfare</i> +5 (imp); <i>look</i> +6 (imp); <i>lurk</i> +11 (adv); <i>nighlore</i> +4 (sta); <i>seafare</i> +3 (sta); <i>search</i> +6 (sta); <i>toil</i> +9 (adv); <i>tumble</i> +10 (adv)
ATTACKS AND POWERS
Innate Weapons – 3 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Beak-Bite: targeted melee 1; strike +9; <i>wreck</i> (<i>rend-stab</i>) harm $1d8 + 2$ Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 2 Claws: targeted melee 1; strike +9; <i>wreck</i> (<i>rend</i>) harm $2d4 + 4$ Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6)
Monster and Mortal Powers: <i>grappling – improved; lashout</i>
Ascension-Point Value: 23

ALPENGARD | MONSTER STATISTICS

FELINE GRIFFON
Tier: Helming
Lifeview: <i>laxful-detached-leeward</i>
Languages: Common, Chimera, Beast, Insect, Plant, Titan
Shape: 2×3×1
Size Modifier: -1
Mass Modifier: +3
Speed: walk 27; fly 16
Roottraits: Brw 6; Lth 6; Smt 3; Wis 1; Glt 2
Hasten: 2
Defenses: Nml 30; Ftl 29; Mfl 23
Grit: 63+6d6 [84]
Pneuma: 14
Harm Yields: <u>susceptible</u> <i>gleam, gloom, shake, chaos, charis, heinous</i> ; resistant <i>wreck 1, whelm 1, flare 4, frost 2, rasp 1, rot 2, shock 2</i> ; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated</i>
Lifeskills: clout +5 (imp); deepfare +4 (sta); dive +11 (imp); heed +4 (sta); landfare +5 (imp); look +6 (imp); lurk +10 (adv); nighlore +4 (sta); seafare +5 (sta); search +6 (sta); toil +12 (adv); tumble +10 (adv)
ATTACKS AND POWERS
Innate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Beak-Bite: targeted melee 1; strike +9; <i>wreck (rend-stab) harm 1d10+4</i> Option [adjuvant; 1 pneuma]: <i>slash (1d8) or gore (1d8)</i> • 2 Claws: targeted melee 2; strike +9; <i>wreck (rend-stab) harm 2d6+5</i> Option [adjuvant; 1 pneuma]: <i>slash (1d8)</i>
Monster and Mortal Powers: <i>grappling — improved; pouncerake</i>
Ascension-Point Value: 29

URSINE GRIFFON
Tier: Quelling
Lifeview: <i>laxful-detached-leeward</i>
Languages: Common, Chimera, Beast, Insect
Shape: 2×3×2
Size Modifier: -3
Mass Modifier: +6
Speed: walk 21; burrow 1
Roottraits: Brw 8; Lth 5; Smt 1; Wis 4; Glt 3
Hasten: 5
Defenses: Nml 27; Ftl 34; Mfl 26
Grit: 88+7d6 [113]
Pneuma: 17
Harm Yields: <u>susceptible</u> <i>gleam, gloom, shake, logos, charis, heinous</i> ; resistant <i>wreck 3, whelm 2, flare 1, frost 7, rasp 1, rot 1, shock 2</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated</i>
Lifeskills: clout +4 (sta); deepfare +8 (sta); dive +12 (imp); heed +7 (sta); landfare +9 (imp); look +10 (adv); lurk +8 (imp); nighlore +4 (sta); seafare +7 (sta); search +6 (sta); toil +14 (adv); tumble +7 (imp)
ATTACKS AND POWERS
Innate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Beak-Bite: targeted melee 2; strike +8; <i>wreck (rend-stab) harm 1d12+5</i> Option [adjuvant; 1 pneuma]: <i>slash (1d10) or gore (1d10)</i> • 2 Claws: targeted melee 2; strike +8; <i>wreck (rend) harm 2d8+7</i> Option [adjuvant; 1 pneuma]: <i>slash (1d10)</i>
Monster and Mortal Powers: <i>grappling — improved; goonsmite</i>
Ascension-Point Value: 35