

The Griffon's Saddlebag presents

GRIFFONS
— *of the* —
MULTIVERSE



*A collection of twenty unique griffon statblocks
for the world's most popular roleplaying game*

Introduction

This compendium contains twenty new and illustrated griffon statblocks with which to populate your worlds. Since normal griffons from the Material Plane combine elements from both eagles and lions, it stands to reason that other griffons found across the Planes of Existence may have even more miraculous combinations. Use these entries to add both variety and unique familiarity to your far-flung adventures in fifth edition!

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The GRIFFON'S SADDLEBAG



TABLE OF CONTENTS

Griffon	Plane(s) of Origin	Type	CR	Page
Alce	Material Plane	Monstrosity	4	4
Chimeric Griffon	Material Plane	Monstrosity	6	6
Sphinx Griffon	Material Plane	Monstrosity	10	8
Winter Griffon	Material Plane	Monstrosity	3	10
Druidic Griffon	Any fey plane or the Material Plane	Monstrosity	5	12
Fey Griffon	Any fey plane, some demiplanes, or the Material Plane	Fey	1/2	14
Pseudogriffon	Any fey plane or the Material Plane	Monstrosity	1/4	16
Shadow Griffon	Any negative or Lower Plane	Undead	6	18
Phantom Griffon	Ethereal Plane, any negative plane, or the Material Plane	Undead	4	20
Air Griffon	Elemental Plane of Air	Elemental	5	22
Tempest Griffon	Elemental Plane of Air, any fey plane, or the Material Plane	Monstrosity	12	24
Earth Griffon	Elemental Plane of Earth	Elemental	5	26
Fire Griffon	Elemental Plane of Fire	Elemental	5	28
Phoenix Griffon	Elemental Plane of Fire or Material Plane	Elemental	15	30
Water Griffon	Elemental Plane of Water	Elemental	5	32
Celestial Griffon	Upper Planes	Celestial	8	34
Hell Griffon	Lower Planes	Fiend	9	36
Rakshasa Griffon	Lower Planes	Fiend	7	38
Vrock Griffon	Lower Planes	Fiend (demon)	5	40
Starscape Griffon	Astral Plane	Celestial	19	42

WHAT'S AN ALCE?

In some mythologies, certain griffons don't have wings! Instead, they bear a set of heavy horns. Sometimes this is a gender-based distinction, where only male griffons become alces.

Alce is pronounced "al-CHAY," although "horned griffon" is at times more common.



THE GRIFFON'S SADDLEBAG

ALCE

Large monstrosity, unaligned

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	8 (−1)	16 (+3)	13 (+1)

Saving Throws Str +6, Con +6

Skills Athletics +6, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 4 (1,100 XP)

Charge. If the alce moves at least 20 feet straight toward a target and then hits it with its horns on the same turn, the target takes an extra 6 (1d12) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

Reckless. At the start of its turn, the alce can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 50 ft.

Siege Monster. The alce deals double damage to objects and structures.

Sure-Footed. The alce has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The alce makes three attacks: one with its beak, one with its claws, and one with its horns.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.



THE GRIFFON'S SADDLEBAG

CHIMERIC GRIFFON

Large monstrosity, unaligned

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	4 (−3)	14 (+2)	9 (−1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 20

Languages —

Challenge 6 (2,300 XP)

Chimeric Body. The griffon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, knocked prone, or knocked unconscious.

Flurry of Beaks (1/Turn). If the griffon misses with a beak attack, it can make another beak attack as part of the same action.

Reactive Heads. The griffon has two extra reactions that can be used only for making opportunity attacks with its beak.

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., fly 90 ft.

ACTIONS

Multiattack. The griffon makes four attacks: three with its beaks and one with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Screeching Chorus (Recharge 6).

The griffon's three heads screech in unison, forcing each other creature within 15 feet of it that can hear it to make a DC 15 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) thunder damage plus 13 (3d8) psychic damage, and the target is deafened until the end of the griffon's next turn. On a successful save, a creature takes half as much damage and isn't deafened.

SPHINX GRIFFON

Large monstrosity, lawful neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	17 (+3)	17 (+3)	14 (+2)

Saving Throws Dex +6, Con +7, Int +7, Wis +7

Skills Arcana +7, Perception +7, Religion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 17

Languages Common, Sphinx

Challenge 10 (5,900 XP)

Inscrutable. The griffon is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the griffon's intentions or sincerity are made with disadvantage.

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



Magic Weapons. The griffon's weapon attacks are magical.

Spellcasting. The griffon is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15). It requires no material components to cast its spells. The griffon has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*
1st level (4 slots): *detect magic*, *identify*, *shield*
2nd level (3 slots): *darkness*, *locate object*, *suggestion*
3rd level (3 slots): *dispel magic*, *tongues*

ACTIONS

Multiattack. The griffon makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Present Riddle (3/Day). The griffon telepathically poses a riddle to each creature of its choice that it can see within 60 feet of it. A

creature that doesn't understand at least one language is immune to this effect. Each affected creature must succeed on a DC 15 Intelligence saving throw or become incapacitated until the start of the griffon's next turn. The GM can choose to present a player with an actual riddle. If the player solves it, that player's character automatically succeeds on the saving throw. Otherwise, the character makes the saving throw as normal.

LEGENDARY ACTIONS

The griffon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The griffon regains spent legendary actions at the start of its turn.

Claw Attack. The griffon makes one attack with its claws.

Teleport (Costs 2 Actions). The griffon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The griffon casts a spell from its list of prepared spells, using a spell slot as normal.

WINTER GRIFFON

Medium monstrosity, unaligned

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +5, Survival +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Ice Walk. The griffon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Snow Camouflage. The griffon has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Armor Class 13 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 60 ft., swim 20 ft.

ACTIONS

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

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) cold damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Cold Breath (Recharge 5–6). The griffon exhales bone-chilling frost in a 30-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.



GRIFFONS OF THE MULTIVERSE

DRUIDIC GRIFFON

Large monstrosity, neutral

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	8 (–1)	15 (+2)	8 (–1)

Skills Nature +2, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Druidic but can't speak them

Challenge 5 (1,800 XP)

Charge. If the griffon moves at least 20 feet straight toward a target and then hits it with its horns on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Forest Camouflage. The griffon has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

Innate Spellcasting. The griffon's innate spellcasting ability is Wisdom (spell save DC 13). The griffon can innately cast the following spells, requiring no components:

At will: *druidcraft*, *produce flame*, *speak with animals*
3/day each: *animal messenger*,

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 80 ft.

entangle, *moonbeam*
1/day each: *heat metal*, *locate animals or plants*, *spike growth*

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

Regeneration. If the griffon is in sunlight at the start of its turn, it regains 10 hit points. If the griffon takes fire or necrotic damage, this trait doesn't function at the start of the griffon's next turn. The griffon dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The griffon makes three attacks: one with its beak, one with its claws, and one with its horns.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.





THE GRIFFON'S SADDLEBAG

FEY GRIFFON

Tiny fey, unaligned

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	13 (+1)	5 (-3)	14 (+2)	15 (+2)

Skills Insight +4, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages understands Sylvan but can't speak

Challenge 1/2 (100 XP)

Fey Step (Recharge 4–6). As a bonus action, the griffon can magically teleport up to 30 feet to an unoccupied space it can see.

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

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

Magic Resistance. The griffon has advantage on saving throws against spells and other magical effects.

Armor Class 15

Hit Points 21 (6d4 + 6)

Speed 15 ft., fly 60 ft. (hover)

ACTIONS

Multiattack. The griffon makes three attacks: one with its beak, one with its claws, and one with its horns. If it hits the same creature with all three attacks, that creature must succeed on a DC 12 Wisdom saving throw or become charmed by the griffon for 1 minute or until the griffon does anything harmful to it.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 1 slashing damage.

Horns. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 1 bludgeoning damage.

Invisibility. The griffon magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the griffon wears or carries is invisible with it.

PSEUDOGRIFFON

Tiny monstrosity, chaotic good

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

Keen Senses. The pseudogriffon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Limited Telepathy. The pseudogriffon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Magic Resistance. The pseudogriffon has advantage on saving throws against spells and other magical effects.

Pounce. If the pseudogriffon moves at least 10 feet straight toward a Small or smaller creature and then hits it with its claws on the same

Armor Class 13
Hit Points 7 (2d4 + 2)
Speed 30 ft., climb 20 ft., fly 60 ft.

turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the pseudogriffon can make one beak attack against it as a bonus action.

ACTIONS

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Hypnotizing Gaze (1/Day). One creature the pseudogriffon can see within 20 feet of it must succeed on a DC 12 Wisdom saving throw or become charmed for 1 hour or until the pseudogriffon or one of its allies does anything harmful to the target. While charmed in this way, the target's speed is reduced to 0 and it is incapacitated.

VARIANT: PSEUDO- GRIFFON FAMILIAR

Some pseudogriffons are willing to serve spellcasters as a familiar. Such pseudogriffons have the following trait.

Familiar. The pseudogriffon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two

are bonded, the companion can sense what the pseudogriffon senses as long as they are within 1 mile of each other. While the pseudogriffon is within 10 feet of its companion, the companion shares the pseudogriffon's Magic Resistance trait. At any time and for any reason, the pseudogriffon can end its service as a familiar, ending the telepathic bond.





SHADOW GRIFFON

Large undead, unaligned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	3 (-4)	13 (+2)	15 (+2)

Skills Perception +5, Stealth +5

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

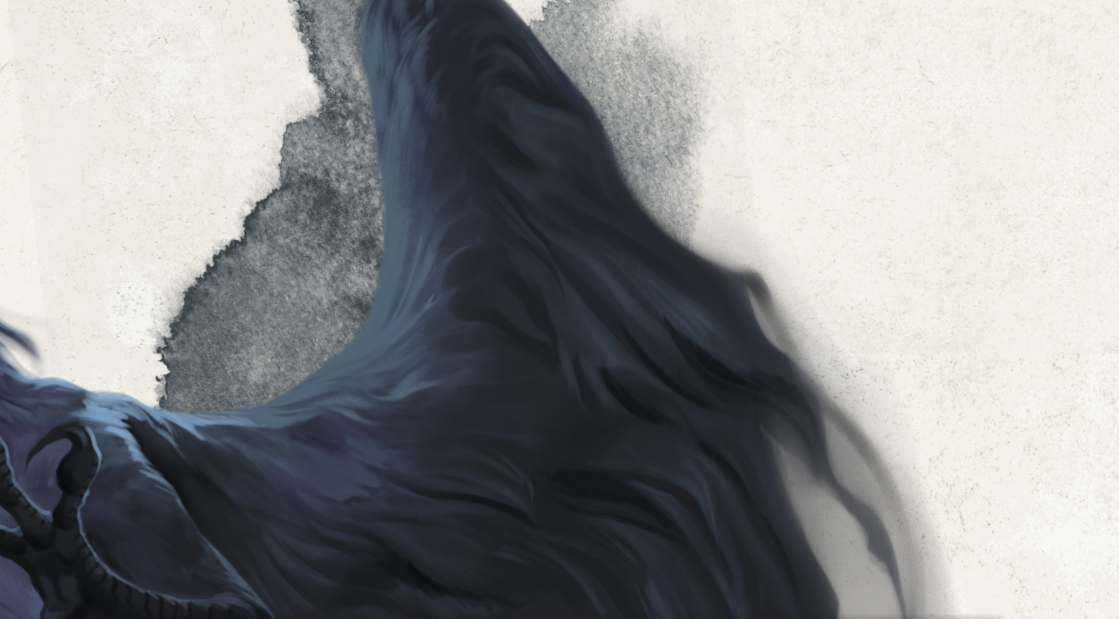
Speed 30 ft., fly 80 ft.

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

Shadow Stealth. While in dim light or darkness, the griffon can take the Hide action as a bonus action. If the griffon makes an attack while hidden in dim light or darkness, the target takes an extra 5 (1d10) necrotic damage on a hit.

Sunlight Weakness. While in sunlight, the griffon has disadvantage on attack rolls, ability checks, and saving throws.

Turn Resistance. The griffon has advantage on saving throws



against any effect that turns undead.

Undead Nature. The griffon doesn't require air, food, drink, or sleep.

ACTIONS

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

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 5 (1d10) necrotic damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (1d10) necrotic damage.

Shadow Form. The griffon becomes a griffon-shaped, incorporeal cloud of wispy shadow until it dies, or until it chooses to end the effect as a bonus action. While in this

form, the griffon's only method of movement is a flying speed of 40 feet. While flying in this way, it can hover, and it can enter and occupy the space of another creature.

While in this form, the griffon has advantage on Strength, Dexterity, and Constitution saving throws. The griffon can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The griffon moves silently in this form, and it is invisible while it is in areas of darkness, even to creatures with darkvision. The griffon can't fall and remains hovering in the air even when stunned or otherwise incapacitated. The griffon can't manipulate objects in this form, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with, and the griffon can't attack.

PHANTOM GRIFFON

Large undead, unaligned

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	16 (+3)	2 (-4)	14 (+2)	11 (+0)

Skills Perception +4

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Ethereal Sight. The griffon can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The griffon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Sap Life (1/Turn). When the griffon hits a creature with a melee attack, it can deal an extra 5 (1d10)

Armor Class 14

Hit Points 59 (7d10 + 21)

Speed 0 ft., fly 90 ft. (hover)

necrotic damage to the target. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the extra damage dealt by this effect. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Undead Nature. The griffon doesn't require air, food, drink, or sleep.

ACTIONS

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

Spectral Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) force damage.

Spectral Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) force damage.

Etherealness. The griffon enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



GRIFFONS OF THE MULTIVERSE

AIR GRIFFON

Large elemental, unaligned

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	2 (-4)	15 (+2)	8 (-1)

Skills Acrobatics +7, Perception +5

Damage Immunities poison

Condition Immunities exhaustion, poisoned, prone

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Aerial Stability. The griffon is immune to effects that would push it, pull it, or otherwise force it to move while flying.

Cyclogenesis. The griffon creates eddies along its path as it flies. When the griffon flies within 5 feet of a Medium or smaller creature, that creature must succeed on a DC 14 Strength saving throw or be knocked prone. On a success, that creature is immune to this effect until the start of its next turn.

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

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

Armor Class 15 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., fly 120 ft. (hover)

ACTIONS

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

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

Cyclone (Recharge 5–6). The griffon rapidly spins in place, creating a violent tornado centered on itself. Each creature within 30 feet of the griffon must make a DC 14 Strength saving throw. On a failed save, a creature takes 28 (8d6) bludgeoning damage and is moved up to 30 feet in a random direction and knocked prone. On a successful save, a creature takes half as much damage and is moved up to 5 feet in a random direction but isn't knocked prone.



GRIFFONS OF THE MULTIVERSE

TEMPEST GRIFFON

Gargantuan monstrosity, chaotic neutral

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	23 (+6)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Con +10, Int +4

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lighting, poison, thunder

Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 17

Languages Auran

Challenge 12 (8,400 XP)

Electrified Body. A creature that touches the griffon or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage.

Elemental Nature. The griffon doesn't require air, food, drink, or sleep.

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

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

Legendary Resistance (3/Day). If the griffon fails a saving throw, it can choose to succeed instead.

Armor Class 17 (natural armor)

Hit Points 148 (9d20 + 54)

Speed 40 ft., fly 120 ft.

ACTIONS

Multiattack. The griffon makes three attacks: one with its beak, one with its claws, and one with its tail.

Beak. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 5 (1d10) thunder damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage plus 5 (1d10) lightning damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage plus 5 (1d10) lightning damage.

Lightning Breath (Recharge 5–6). The griffon fires a beam of crackling lightning from its mouth in a line that is 120 feet long and 10 feet wide. Each creature in the area must make a DC 18 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.





THE GRIFFON'S SADDLEBAG

EARTH GRIFFON

Large elemental, unaligned

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+3)	2 (−4)	13 (+1)	8 (−1)

Skills Perception +4

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Earth Glide. The griffon can burrow through nonmagical, unworked earth and stone. While doing so, the griffon doesn't disturb the material it moves through.

Heavy-Footed. The griffon has advantage on ability checks and saving throws against any effect that would push it, pull it, or knock it prone.

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

Stone Camouflage. The griffon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 54)

Speed 40 ft., burrow 30 ft.

ACTIONS

Multiattack. The griffon makes two attacks: one with its claws and one with its slam.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage, or 23 (2d12 + 10) bludgeoning damage if the target is an object or structure.

Emergent Eruption. If the griffon starts its turn burrowed and within 10 feet of the surface, it can burrow straight up, emerging in an explosive upheaval of earth. Each creature within 10 feet of the griffon when it emerges must make a DC 16 Strength saving throw. A creature that fails its save takes 26 (4d12) bludgeoning damage and is knocked prone. A creature that succeeds on its save takes half as much damage and isn't knocked prone.

FIRE GRIFFON

Large elemental, unaligned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	2 (−4)	13 (+1)	8 (−1)

Skills Perception +4

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the griffon or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

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

Piercing Heat. Whenever the griffon deals fire damage, it can treat any 1 it rolls on a damage die as a 2.

ACTIONS

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

Armor Class 14 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft., fly 90 ft.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) fire damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Fire Spin (Recharge 4–6). The griffon flies up to 60 feet in a straight line, coiling its body into a tightly spinning streak of flame that is 10 feet wide. It can move through a hostile creature's space while flying in this way, regardless of the creature's size. Each creature in the line must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.



GRIFFONS OF THE MULTIVERSE

PHOENIX GRIFFON

Gargantuan elemental, neutral

Armor Class 16

Hit Points 181 (11d20 + 66)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	23 (+6)	22 (+6)	9 (-1)	16 (+3)	17 (+3)

Saving Throws Dex +11, Int +4

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 18

Languages Ignan

Challenge 15 (13,000 XP)

Death Burst. When the griffon dies, it explodes in a burst of sparks and ash. Each creature within 30 feet

of it must make a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.

Elemental Nature. The griffon doesn't require air, food, drink, or sleep.

Fire Form. The griffon can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the griffon or hits it with a melee attack while within 5 feet of it takes 5



(1d10) fire damage. In addition, the griffon can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

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

Illumination. The griffon sheds bright light in a 60-foot radius and dim light for an additional 60 feet.

Legendary Resistance (3/Day). If the griffon fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it dies, the griffon returns to life from its ashes in 24 hours and regains all its hit points. Only a *wish* spell or its ashes being destroyed can prevent this trait from functioning.

Searing Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight, and it has advantage on ability checks made to detect visual illusions.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws. Alternatively, it makes two plume attacks.

Beak. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) fire damage.

Claws. *Melee Weapon Attack:* +11 to

hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) fire damage.

Plume. *Ranged Weapon Attack:* +11 to hit, range 40/80 ft., one target. *Hit:* 13 (2d6 + 6) fire damage.

LEGENDARY ACTIONS

The griffon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The griffon regains spent legendary actions at the start of its turn.

Fly. The griffon moves up to half its speed.

Plume Attack. The griffon makes one plume attack.

Firestorm (Costs 3 Actions). The griffon beats its wings, causing a torrent of flames to descend from it in a 10-foot-radius, 120-foot-tall cylinder centered on the griffon. Each creature in the area must make a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. If the bottom of the cylinder touches the ground, the ground in the area magically ignites. The ground continues burning for 1 minute, and a creature that starts its turn in a burning space or enters the area for the first time on a turn takes 5 (1d10) fire damage. Each 5-foot square of burning ground can be extinguished by dousing it with 10 gallons of water or exposing it to a strong wind of at least 20 miles per hour.



THE GRIFFON'S SADDLEBAG

WATER GRIFFON

Large elemental, unaligned

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	2 (−4)	14 (+2)	8 (−1)

Saving Throws Dex +6

Skills Perception +5

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Amphibious. The griffon can breathe air and water.

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

Invisible in Water. The griffon is invisible while fully immersed in water.

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., fly 80 ft., swim 80 ft.

ACTIONS

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

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Hydro Wave (Recharge 5–6). The griffon fans its wings, expelling a torrent of water in a 20-foot line that is 30 feet wide. Each creature in the area must make a DC 14 Strength saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

CELESTIAL GRIFFON

Huge celestial, neutral good

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	11 (+0)	15 (+2)	21 (+5)

Saving Throws Con +7, Wis +5, Cha +8

Skills Insight +5, Perception +5

Damage Resistances necrotic

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 60 ft., passive Perception 15

Languages Celestial, telepathy 60 ft.

Challenge 8 (3,900 XP)

Blessed Weather. The weather within 1 mile of the griffon clears supernaturally over time, as if by the control weather spell, changing toward the “Clear,” “Warm,” and “Calm” stages, respectively. Each weather condition table changes stage simultaneously, and each stage change occurs over a period of 1 minute each. This trait doesn’t affect weather that has been influenced by magic.

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

Magic Resistance. The griffon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The griffon’s weapon attacks are magical.

Armor Class 16 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 30 ft., fly 90 ft.

Radiant Absorption. Whenever the griffon is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

ACTIONS

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

Beak. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 5 (1d10) radiant damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Wave of Divinity (Recharge 5–6). The griffon emits a burst of divine energy in a 60-foot-radius sphere centered on itself. Up to four friendly creatures it chooses in the area regain 18 (3d8 + 5) hit points and are freed from any curse, disease, poison, blindness, or deafness affecting them. Up to four hostile creatures it chooses in the area must succeed on a DC 16 Constitution saving throw or take 36 (8d8) radiant damage and become blinded and deafened until the start of the griffon’s next turn.





THE GRIFFON'S SADDLEBAG

HELL GRIFFON

Huge fiend, lawful evil

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	9 (–1)	14 (+2)	19 (+4)

Skills Deception +8, Perception +6

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Infernal

Challenge 9 (5,000 XP)

Confer Fire Resistance. The griffon can grant resistance to fire damage to anyone riding it.

Devil's Sight. Magical darkness doesn't impede the griffon's darkvision.

Illumination. The griffon sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

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

Magic Resistance. The griffon has advantage on saving throws against spells and other magical effects.

Armor Class 16 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., fly 90 ft.

ACTIONS

Multiattack. The griffon makes three attacks: one with its beak and two with its claws. Alternatively, it makes three Hurl Flame attacks.

Beak. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 16 (3d10) fire damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Hurl Flame. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 18 (4d8) fire damage.

Plane Shift (Recharges After a Short or Long Rest). The griffon and up to four creatures touching it are transported to a location of the griffon's choice on the Nine Hells, or to another plane of the griffon's choice on one of the Lower Planes if it is already there. An unwilling creature can make a DC 16 Charisma saving throw to resist being transported.



THE GRIFFON'S SADDLEBAG

RAKSHASA GRIFFON

Medium fiend, lawful evil

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	18 (+4)	12 (+1)	16 (+3)	19 (+4)

Skills Deception +7, Insight +6, Perception +6

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal

Challenge 7 (2,900 XP)

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

Limited Magic Immunity. The griffon can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The griffon's innate spellcasting ability is Charisma (spell save DC 15). The griffon can innately cast the following spells, requiring no material components:

Armor Class 15 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., fly 40 ft.

At will: *disguise self*, *mage hand*, *minor illusion*

3/day each: *charm person*, *detect magic*, *detect thoughts*

1/day each: *invisibility*, *major image*, *suggestion*

ACTIONS

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

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target is cursed if it is a creature. The next time the target takes a short or long rest, its thoughts are filled with horrible images and dreams. The cursed target gains no benefit from finishing the short or long rest. The curse then ends.

VROCK GRIFFON

Large fiend (demon), chaotic evil

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	5 (−2)	13 (+1)	8 (−1)

Saving Throws Dex +5, Wis +4, Cha +2

Skills Perception +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Abyssal but can't speak

Challenge 5 (1,800 XP)

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

Limited Telepathy. The griffon can magically communicate simple ideas, emotions, and images telepathically with any creature within 60 feet of it that can understand a language.

Magic Resistance. The griffon has advantage on saving throws against spells and other magical effects.

ACTIONS

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

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., fly 80 ft.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Stunning Screech (1/Day). The griffon emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 15 Constitution saving throw or be stunned until the end of the griffon's next turn.

REACTIONS

Emit Spores (Recharge 6). When the griffon takes damage, it shakes loose a cloud of spores. Each creature within 10 feet of it must succeed on a DC 15 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on a target also ends the effect on it.



GRIFFONS OF THE MULTIVERSE



STARSCAPE GRIFFON

Gargantuan celestial, neutral

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	23 (+6)	14 (+2)	19 (+4)	25 (+7)

Saving Throws Con +12, Int +8

Skills Arcana +8, Perception +16

Damage Resistances cold, force, radiant

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, petrified, poisoned, prone, stunned

Senses darkvision 300 ft., truesight 120 ft., passive Perception 26

Languages all, telepathy 300 ft.

Challenge 19 (22,000 XP)

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

Armor Class 18 (natural armor)

Hit Points 264 (16d20 + 96)

Speed 50 ft., fly 150 ft. (hover)

Kindler of Stars. At the start of each of the griffon's turns and whenever it scores a critical hit, it conjures a Medium mote of light, which resembles a twinkling star, in an unoccupied space of its choice within 30 feet of it. The mote is intangible, and it remains motionless and sheds dim light in a 60-foot radius. A conjured mote lasts until the griffon is more than 1 mile away from it, until the griffon dismisses it (no action required), until it's within an area of magical darkness, or until the griffon dies. The griffon can have up to 12 motes conjured at a time.

Legendary Resistance (3/Day). If the griffon fails a saving throw, it can choose to succeed instead.



Magic Resistance. The griffon has advantage on saving throws against spells and other magical effects.

Universal Nature. The griffon doesn't require air, food, drink, or sleep.

ACTIONS

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

Beak. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) force damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) force damage.

LEGENDARY ACTIONS

The griffon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn.

The griffon regains spent legendary actions at the start of its turn.

Create Star. The griffon creates a mote, as per its Kindler of Stars trait.

Interstellar Stride. The griffon teleports to an unoccupied space that is within the dim light shed by one of its motes.

Shooting Stars (Costs 2 Actions).

The griffon chooses up to six motes to streak toward its foes. Each mote hits a creature of the griffon's choice that it can see within 120 feet of it. Each mote deals 21 (6d6) force damage to its target. The motes all strike simultaneously, and the griffon can direct the motes to hit one creature or several. Each target hit by at least one mote must succeed on a DC 15 Strength saving throw or be knocked prone.

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