



GRIFFON, FADE

The fade griffon possesses the wings and upper body of an eagle, while it is endowed with the hindquarters of a large feline. The beast is slightly smaller and more agile than its more common cousin. These reclusive beasts live in the most secluded parts of the Rockmark Mountains, where few people ever lay eyes on them. Some scholars even doubt that they exist, as they are so rarely seen. Another reason for this is the creature's ability to fade in and out of the Material Plane. This ability is also most useful for hunting, allowing the fade griffon to swoop down on its prey seemingly out of nowhere. As it lacks darkvision, the fade griffon is active during the day, benefitting from its ability to stay unseen in broad daylight. The creature is omnivorous and regularly attacks the animals and (when possible) orcs of the region.



Creatures of Legend. The elf lord, Melgoln, infamous for having betrayed the elven lords of Zinamistra an eon ago, is said to have used a fade griffon as mount during his younger years. The early dwarven clans of the Rockmark Mountains knew rhythmic songs and chants said to keep the creature at bay, and would often chant while traversing high mountain regions frequented by these aggressive beasts. These protective chants are still known by descendants of these dwarves.

Capricious Mounts. Like its cousin, the fade griffon can be trained as a mount if raised in captivity. However, it is known to have a fiery temper. It takes a strong-willed and skilled character to master and bond with this beast. A rider can fade in and out of the Material Plane together with their mount, but the rider may need to succeed on a DC 15 Wisdom (Animal Handling) check to have the creature use this ability at a particular moment. As solitary creatures of the wild, fade griffons are often afraid of crowds and are therefore not easily taken into towns or cities even if they are domesticated.

GRIFFON, FADE

Large monstrosity, unaligned

Armour Class 13

Hit Points 45 (7d10+7)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	3 (-4)	11 (+0)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The fade 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:* 7 (1d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Etherealness. The fade griffon enters the Ethereal Plane from the Material Plane, or vice versa.

