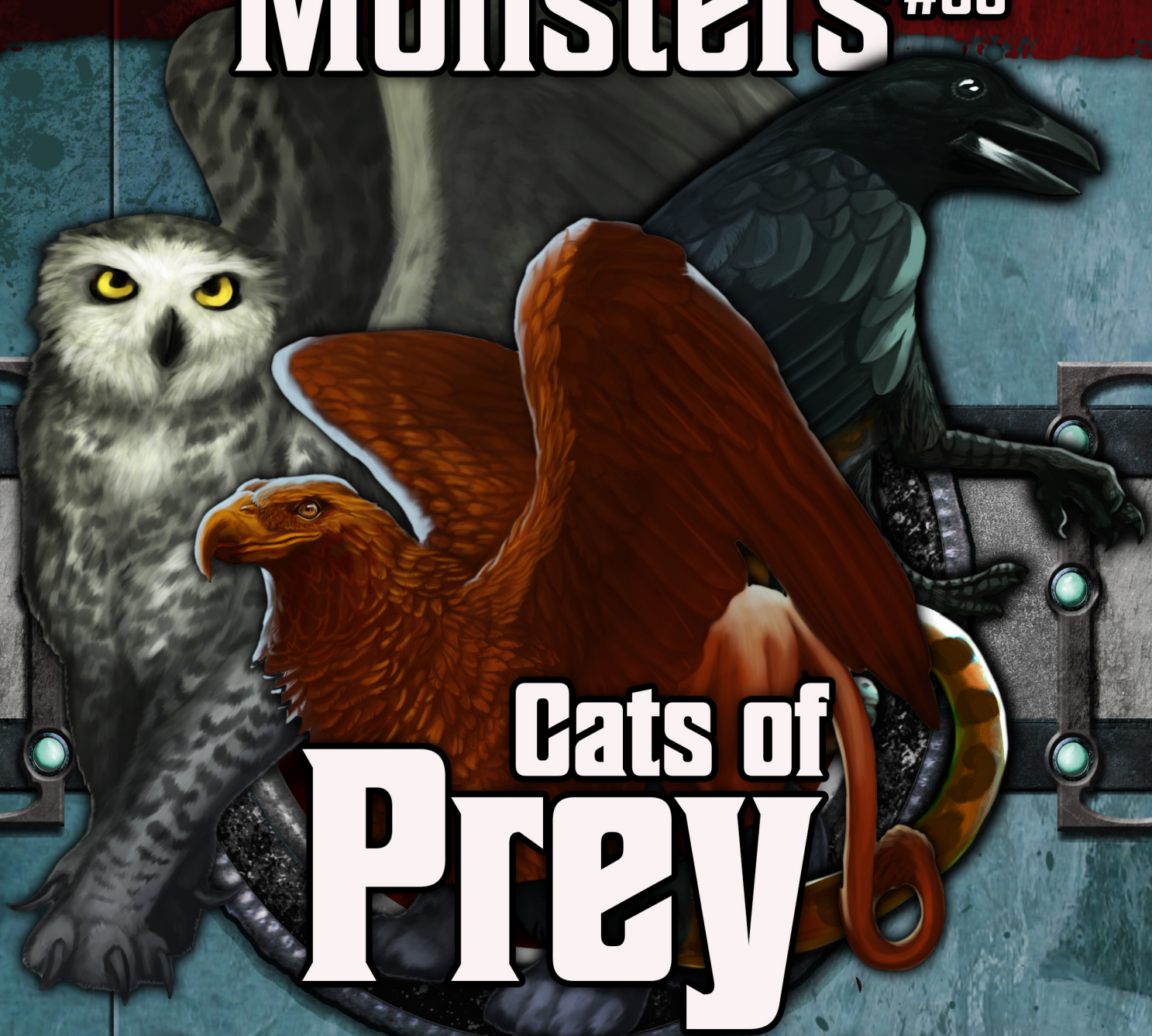


# Fifth Edition Monsters #03



## Cats of Prey

Three original GRIFFONS for 5th Edition







## **CATS OF PREY** Three new griffons for 5h Edition

Supplement for players and dungeon masters of the world's most famous RPG containing rules for three new creatures.

Illustrations by Char Reed

Cover utilizes *stock art*

All the text from this ebook is released under OGL 1.0

written by Igor Moreno



#FASM03-E  
version 1.0



# CONTENTS

Introduction..... 3  
 Kounengaali (Owl Griffon) ..... 4  
 Ravgwar (Raven Griffon) ..... 6  
 Blood Griffon ..... 7  
 Open Game License ..... 8

What makes a griffon? One could easily say “the head of an eagle and the body of a lion”. That is correct, of course. But what if we extrapolated those rules and called a griffon “a cross between a bird and a feline”? That’s what you are going to see in this supplement.

Herein are presented three varieties of griffons: the **Owl Griffon** (CR 5), the **Raven Griffon** (CR 1/4) and the **Blood Griffon** (CR 3). They all have special abilities and background lore.

The **Owl Griffon** can animate regurgitated skeletons (yuck!) while the **Raven Griffon** might poke one of your eyes out with its beak while the **Blood Griffon** lifts you up in the air only to drop you from 50 feet above to a certainly painful death.

Hope you enjoy these three new griffons. See you all in the next issue of **Fifth Edition Monsters!**

Also available as  
**Pay-What-You-Want**





## KOUNENGAALI (OWL GRIFFON)

This rare griffon has the head, forelegs and wings of a snowy owl and the body of a snow leopard. Its name derives from the language of the native people from the mountains said to be the place of origin of these creatures. Legends say it can predict the future and enthrall a person with its fierce yellow-eyed gaze, only to swallow them whole and regurgitate their animated bone remains as an undead servant.

**Cold Dwellers.** Kounengaali inhabit cold mountain peaks inaccessible to all but the most determined mountaineers. Their thick hide and feathers make the owl griffons extremely resistant to cold damage. They dwell in caves in the mountaintops, with the kounengaali having no concern for keeping the place warm or shielding themselves from the icy wind currents.

**Foresight.** Owl griffons can predict the immediate future, or so is the popular belief. They show a supernatural ability to know when they will be struck by weapons or magic as if the fact was already known to them. Attempts to study this trait have failed as the kounengaali are difficult to come by and even more difficult to be caught alive.

**Hypnotic Gaze.** These creatures' eyes can hypnotize humanoid creatures they come in contact with. A kounengaali commonly uses its stare to paralyze small or medium-sized humanoid creatures which the griffon promptly slaughters and then swallows whole to be digested.

**Undead Remains.** Kounengaali eat small or medium living being of any kind, although it is said that these griffons developed a special liking for humanoid creatures. A creature swallowed by a kounengaali is regurgitated once all its flesh has been digested. This process can take from twelve hours to a full tenday. Once expelled the skeleton is magically reanimated for reasons unknown, and contrary to popular belief does not serve the kounengaali. Many of such undead can be found errantly roaming the mountaintops near the owl griffon's lair, alerting unsuspecting adventurers to the creature's presence, and attacking on sight. It is said that bad luck befalls those who set eyes upon the regurgitated skeletons, but others claim the owl griffons only devour evil creatures or wrongdoers and that un-death is their ultimate punishment.

### KOUNENGAALI

*Large monstrosity, unaligned*

**Armor Class** 15  
**Hit Points** 142 (15d10+60)  
**Speed** 40 ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	18 (+4)	20 (+5)	14 (+2)

**Saving Throws** Int +7, Wis +8  
**Skills** Perception +8  
**Condition Immunities** charmed  
**Damage Resistances** cold  
**Senses** darkvision 90ft., passive Perception 18  
**Languages** none  
**Challenge** 5 (1,800 XP)

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

#### ACTIONS

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

**Beak. Melee Weapon Attack:** +10 to hit, reach 5ft., one target.  
**Hit:** 17 (2d12+4) piercing damage.

**Claws. Melee Weapon Attack:** +10 to hit, reach 5ft., one target.  
**Hit:** 9 (2d4+4) slashing damage.

**Hypnotic Eyes (1/day).** The kounengaali's yellow eyes light up as it stares at up to four humanoid creatures within 30 feet of it. The targets must succeed on a DC 15 Wisdom saving throw or be charmed for 1 minute. A charmed creature is paralyzed for the duration. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the creature suffers any damage. If a target's saving throw is successful or the effect ends for it, the target is immune to the kounengaali's hypnotic eyes for the next 24 hours.

**Regurgitate Skeleton (1/day).** The owl griffon expels the animated remains of a digested humanoid creature of medium size or smaller. It instantly joins the battle as a **skeleton** with statistics as per the **Monster Manual** and acts on the kounengaali's turn.

#### REACTIONS

**Precognition.** As it foresees the immediate future the kounengaali confers disadvantage to a single attack roll made against it by a creature the owl griffon can see.







## RAVGWAR (RAVEN GRIFFON)

Having the forelegs and head of a raven and the hind body of a jaguar, this small griffon is primarily a carrion eater whose diet consists mostly of bugs, small rodents and occasional eyeballs that the ravagwar is able to pluck out of corpses left by predators. Its sharp talons and beak however make the raven griffon a potential threat to adventurers despite the creature's diminute size.

**Coward Scavengers.** Ravagwars prefer to feed on the more-often-than-not decaying remains of victims of predators, especially the eyeballs, for which this little griffon has a special preference.

They organize in small unkindnesses of a few individuals and tend to dwell in a single place as long as there is ample supply of carrion. It is also not uncommon for ravagwars to follow flocks of blood griffons as they hunt or seek battlegrounds, mass graves or other agglomerations of corpses.

**Hunger for Eyeballs.** When hungry raven griffons may even tend to attack living creatures, using their talons and beak to pluck their eyes out of the sockets.

**Mimics.** Akin to normal ravens, these griffons can mimic sounds. They use this ability mostly to attract small prey.

### RAVGWAR

*Small monstrosity, unaligned*

**Armor Class** 13  
**Hit Points** 10 (4d6)  
**Speed** 40 ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

**Senses** darkvision 60ft., passive Perception 12

**Languages** none

**Challenge** 1/4 (50 XP)

**Pounce For The Eyes!** If the raven griffon moves at least 20 feet straight forward toward a creature and then hits it with a beak attack on the same turn, the target must succeed on a DC 8 Dexterity saving throw or have one of its eyes plucked out by the ravagwar. Targets wearing helmets or other protective headgear either have advantage on this saving throw or are not affected by this effect at all, at the DM's discretion. Creatures that do not have eyes in their anatomies are unaffected. An affected creature is considered blinded until the end of its next turn, when it may attempt a DC 8 Constitution saving throw to regain the use of its full senses again. This save can be attempted again at the end of each of the affected creature's turns. A creature missing an eye has disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore lost eyes. If a creature has no eyes after losing one of them it is blinded indefinitely.

**Mimicry.** The ravagwar can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chattering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

### ACTIONS

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

**Talons.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4+2) slashing damage.





# BLOOD GRIFFON

Distinguishable from normal griffons by their crimson feathers and fur, blood griffons are much more aggressive and dangerous. Unlike the most famous variation of this creature it does not possess the head of an eagle, having instead that of a blood hawk, hence the name and the aggressiveness, supposedly.

**Fierce Predators.** Blood griffons have the same appetite for horseflesh but attack any possible prey they encounter. Their curved beaks and talons make it easy for blood griffons to restrain their prey and claw them to death before proceeding to devour their innards.

Contrary to regular griffons however these creatures do not ignore the riders when hunting horses nor any other creature that might serve as food, using their numbers to subdue any such target.

**Independent Groups.** Even though blood griffons flock together in the same way blood hawks do, their numbers are never vast. This is mainly due to blood griffons killing one another over which member of the flock has the right to a given meal. Blood griffons are not territorialists as they constantly migrate in search of better prey, but their aggressive nature makes being in their path no less dangerous.

Villages and settlements face grave perils if a blood griffon flock flies its way or chooses its surroundings as the flock's new hunting grounds.

**Let Gravity Do Its Work.** During combat the most common strategy employed by the blood griffons is to lift a creature in the air and drop it to its death. Several attempts may be needed for more resistant prey, but such attacks most oftenly prove fatal to outnumbered foes.

**Untamable.** It is nigh impossible to raise a blood griffon hatched in captivity into a reliable mount. Attempts to do so inevitably ended with the violent death or mutilation of the rider-to-be at the claws of their mount. A tamed blood griffon remains yet to be seen.



## BLOOD GRIFFON

Large monstrosity, unaligned

**Armor Class** 13  
**Hit Points** 77 (9d10+27)  
**Speed** 30 ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	3 (-4)	14 (+2)	8 (-1)

**Skills** Perception +4  
**Senses** darkvision 60ft., passive Perception 14  
**Languages** none  
**Challenge** 3 (700 XP)

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

### ACTIONS

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

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target.  
*Hit:* 12 (2d6+5) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target.  
*Hit:* 14 (2d8+5) slashing damage.

**Falling Death.** The blood griffon makes a single claw attack against a medium or small creature. If it hits the target suffers the damage as usual and is also grappled. The blood griffon then attempts to lift the target off the ground, succeeding if the target fails a Strength contest. Once the target is grappled the blood griffon then moves its remaining speed directly upwards and releases its grapple. If the target does not have a flying speed it then suffers bludgeoning damage as per the falling rules as it hits the ground according to the blood griffon's height at the moment of release. If the initial attack is successful but the target wins the Strength contest the blood griffon attempts another contest at each of its turns until the target frees itself.



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of

any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document, Copyright 2000-2003, Wizards of the Coast, Inc.; Autores: Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, baseado em material original de E. Gary Gygax e Dave Arneson.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

**EM RESPEITO AO ITEM 8 DA OPEN GAME LICENSE v1.0a, INDICAMOS COMO CONTEÚDO ABERTO, TODO ESTE MATERIAL COM EXCEÇÃO DE NOMES LUGARES, PERSONAGENS, ARTES, ILUSTRAÇÕES, ESQUEMAS, DIAGRAMAÇÕES E QUALQUER OUTRO MATERIAL QUE CONFIGURE PROPRIEDADE INTELECTUAL DOS SEUS AUTORES.**