Stield Guide

by Rodney Sloan and Bob Greyvenstein



L.r.u.









Griffins – A Field Guide

Written by:Rodney SloanArt and Layout by:Bob GreyvensteinProofreading by:Julia SloanPublished by:Rising Phoenix Gamesisingphoenixgames.comandThe Figment Factorybobgreyvenstein.com

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Copyright © 2016, Rising Phoenix Games and The Figment Factory.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/ compatibility for more information on the compatibility license.









Table of Contents

Griffin Ecology	8	
Common Griffin	12	
Common Griffin Companions	15	
Mandover's Feral Griffin	16	
Arthfael's Flightless Griffin	20	
Flightless Griffin Companions	22	
Noble Griffin	24	
Noble Griffin Companions	27	
Terror Griffin	28	
Terror Griffin Companions	31	
Sorcerer's Griffin	32	
Griffin Familiars	35	
Griffin Rearing and Training	36	
Breed Selection	36	
Eggs Combat Training	37 37	
Griffin Riders	38	
Ranger Archetype: Griffin Outrider	38	
Cavalier Archetype: Griffin Rider	38	
Cavalier Order: Order of the Gryphon	40	
OPEN GAME LICENSE Version 1 0a	41	





Introduction



yrddyn the Mage has long been regarded as the foremost authority on creatures both mythical and mundane. During his long tenure as Dean of the Arcane Lore of Creatures at the University of Scarthey, he studied and documented thousands of creatures in minute detail. Indeed, he is often and without reproach referred to as the leading expert on creature arcana.

On the subject of the griffin he wrote widely, detailing specifically *Grypites grypites*, *Grypites domesticus* and the iconic *Grypites rex*. Myrddyn was said to have kept several live specimens within the University grounds, much to the chagrin of the groundskeeper, who was known to have referred to the beasts as Myrddyn's Monsters.

Unfortunately, much of Myrddyn's work was lost, either within the deep vaults of the University or — and it was the greater loss — through the most heinous theft of intellectual property to ever have plagued our faculty. It was, in fact, due to the aforementioned robbery that this and other field guide projects were initiated, so that students could be adequately equipped in the field when studying various unfamiliar creatures of the realms. Furthermore, this guide shall establish the true facts of the griffin over the falsifications recently put out by my longtime rival and detractor, Gilliman Mandover, who undoubtedly had some hand in the dastardly plot that befell our large collection of bestiarum vocabulum.

In creating this field guide we sought to compile and expand on Myrddyn's notes, including contemporary information about newly discovered species, such as Grypites arthfaelidus, for which I must humbly take credit. The section on the proper selection of griffin eggs, correct rearing and training of griffin cubs, and the discourse on the correct technique for mounting and riding an adult griffin should prove invaluable to students who wish to pursue an in depth study of these aviaofeline creatures.

So, without further pomp and ceremony, and as residing dean concerned with the arcane lore of creatures at the University of Scarthey, I assure you that you will find no more comprehensive a tome than this and, should you follow it closely, assure yourself many happy landings.

Professor Ahurnius Arthfael, Esq.

Dean of the High Arcane Lore of Creatures Scarthey University of the Arcane Arts





Griffin Ecology



udible for miles around, a griffin's hunting cry heralds the majestic sight of one of these elegant creatures, soaring high on feathered wings. Skilled hunters, these great beasts are ferocious fighters, known for their fierce loyalty to their kin and comrades. It is not surprising then that they are sought after mounts and often trained to guard valuable treasure hordes.

As to their appearance, in general, griffin's have the head and wings of a large eagle, with the body and rear legs of a lion. Depending on species, some have particularly avian forelegs, while others retain a very leonine appearance — though both variants end in sharp talons. Also notable are their long, tufted ears, which, along with their sharp eyes and acute sense of smell, allows them to pinpoint prey, even from great altitudes. Griffin tails vary from species to species, with Mandover's feral griffin being of particular note, as the feathered end of its tail gives this species its surprising maneuverability in the air.

Sphinxes, and particularly hieracosphinxes, are sometimes mistakenly identified as griffins, because of their leonine bodies and feathered wings. The saying "A sphinx thinks" is often cited as a surefire way to tell the difference, but astute scholars have noted that no sphinx bares the long tufted ears common to all griffin species.

Griffins prefer to inhabit regions with vast, open hunting grounds near hilly areas, although Mandover's feral griffin is again the exception to the rule — as it hunts predominantly below the forest canopy. Griffins are well adapted to temperate and warm environments, but generally avoid colder areas. While it is not unheard of for griffins to inhabit desert regions, this often brings them into conflict with various sphinx species.





Griffin, Griffon, or Gryphon?

Myrddyn referred in his notes to these magical beasts in three different ways – namely griffin, griffon and gryphon. At first I believed him mad, or simply lax in his note taking, but on further investigation I discovered that he had intended a deeper meaning within these three terms.

Griffin noun a winged creature with the head of an eagle and the torso and hindquarters of a lion, as referred to in Common.

Griffon noun collog, the same beast as referred to in the dialect of the seafaring peoples of the tropics. Myrddyn's retention of their spelling for the creature possibly hints at his doubts to the authenticity of their information, as any traveller can attest to a sailor's fondness for strong drink. I have omitted this spelling completely.

Gryphon noun Antiq. the same beast when referred to in ancient texts. The honorable Order of the Gryphon no doubt retained this spelling due to the deep sense of pride they harbour for their order's long and illustrious history.

Breeding griffins build an aerie of branches in high, shallow caves or amongst rocks. They line these nests with dry grasses, leaves, and on occasion, animal fur. Being intelligent creatures, many griffins are known to keep trinkets within their aeries, though the terror griffin is the only one that decorates its lair with the macabre bones of past meals.

Griffin behaviour is notable as these creatures are fiercely loyal, mating for life. The exception here, unsurprisingly, is the terror griffin. A pride of griffins consists of an adult breeding pair and their young, which leave once mature to find their own mates. Griffins have been known to go to great lengths to exact vengeance for a slain mate or cub, sometimes hunting for their loved one's killer for many years.

A griffin's diet consists predominantly of smaller mammals, which for a large noble griffin includes aurochs, bison, deer, and even cattle, which often brings them into conflict with human settlements. Griffins are not known to hunt humanoids, but will fiercely defend their territory from any intruder, and have been know to attack and drive off dragons.





Griffin reproduction is decidedly avian in nature. Griffins lay a single egg each breeding season except for Mandover's feral, which may lay up to six. The pair then take turns warming the egg before it hatches after several weeks. The young cub is able to leave the aerie a month after hatching, but it takes several months more before the cub is able to stretch its wings and take its first flight.



Griffins make excellent mounts, although many have discovered at great cost that these beasts cannot be domesticated in the traditional way — they are far too intelligent for that. In a similar fashion, a griffin can be set to guarding treasures or locations — a task their loyal mentality lends itself to perfectly.



Griffins, a field Guide

Common Gríffin

Grypites Grypites

his regal beast has an eagle-like hooked beak, long, tufted ears, and a feathered mane. Enormous feathered wings sprout from the back of its leonine body.

Common Griffin CR 4

XP 1,200

N Large magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +10

Defense

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size) **hp** 42 (5d10+15) **Fort** +7, Ref +6, Will +4

Offense

Speed 40 ft., fly 80 ft. (average) **Melee** bite +7 (1d6+3), 2 talons +8 (1d6+3) Space 10 ft.; Reach 5 ft.

Special Attacks swooping pounce, rake (2 claws +7, 1d4+3)

Statistics

Str 16, Dex 15, Con 16, Int 5, Wis 13, Cha 8 **Base Atk** +5; **CMB** +9; **CMD** 21 (25 vs. trip) Feats Flyby Attack, Iron Will, Weapon Focus (talons) Skills Acrobatics +9, Fly +6, Perception +10; Racial Modifiers +4 Acrobatics, +4 Perception Languages Common (cannot speak)





Griffins, a field Guide.

Ecology

Environment temperate hills

Organization solitary, pair, or pride (6–10)

Treasure incidental

Special Abilities

Swooping Pounce (Ex) When a common griffin makes a charge, it can make a full attack, including its rake attack. A flying common griffin who drops at least 20 feet in altitude as part of a charge deals an additional +2 damage with each claw and talon attack.





The most common of all griffin species, *Grypites grypites* is a powerful aerial predator, capable of taking down a horse in a single pounce. Intelligent creatures known for their loyalty, they can just as easily be aggressive foes, protecting their territory with beak and claw. For those who befriend one, however, a common griffin makes a faithful companion and a versatile mount.

A male common griffin weighs between 500 and 600 pounds, while the females tend to weigh a good 50 pounds less, on average. Males measure 8 feet long from beak to tail, with females tending to be a foot shorter in length. The average wingspan of a common griffin is an impressive 25 feet. A single primary flight feather from an adult common griffin averages 4 feet in length.

Common griffins mate for life and are especially protective of their young, which they hatch from eggs. These they lay in high aeries and take turns incubating.

A common griffin egg is worth between 2,500 and 3,500 gp on the black market, with those of verifiable good breeding tending to the upper end of the scale. As with eggs, the practice of selling cubs is regarded as slavery in many regions, but a single cub can fetch up to 7,000 gp.

A common griffin can carry up to 228 pounds as a light load, 459 pounds as a medium load, and 690 pounds as a heavy load. Riding a common griffin requires an exotic saddle.

Common Griffin Companions

Starting Statistics: Size Large; Speed 30 ft., fly 50 ft. (average); AC +2 natural armor;
Attack bite 1d6; Ability Scores Str 14, Dex 15, Con 14, Int 5, Wis 13, Cha 8;
Special Qualities darkvision 60 ft., low-light vision, scent.

4th-Level Advancement: Speed 40 ft., fly 80 ft. (average); **Attack bite** 1d6, 2 talons 1d6; **Ability Scores** Str +2, Con +2.

Carefully garnered piece of fur from Griptes



Mandover s Feral Gríffin

Grypites maestus



he wild, yellow eyes of this tawny, panther sized creature dart about, its eagle-like wings ready to take flight at a moment's notice.

Mandover's Feral Griffin CR 2 XP 600

N Medium magical beast

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +7

Defense

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) **hp** 22 (3d10+6)

Fort +5, **Ref** +7, **Will** +2; +2 vs. mind-affecting effects

Offense

Speed 40 ft., climb 20 ft., fly 80 ft. (average) **Melee** bite +5 (1d6+2), 2 talons +5 (1d4+2) **Special Attacks** pounce, rake (2 claws +5, 1d4+2)

Statistics

Str 15, Dex 18, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Flyby Attack, Wingover

Skills Acrobatics +6, Fly +8, Perception +7, Stealth +6 (+10 in dappled light); Racial Modifiers +2 Acrobatics, +8 climb, +2 Perception, +4 Stealth when in dappled light

Ecology

Environment any forestOrganization solitary or pairTreasure none

Relative size.

Unlike all other griffin species, the feral griffin has a wild, untamable nature. Despite this animalistic instinct, it still maintains the loyal, protective nature of other griffin species and can be particularly fearsome when its young are threatened.

Mandover claims to have recently discovered the species within the darkest jungles of a far-flung, nameless region. Considerably adept at camouflaging itself within its forest habitat, it is not unlikely that the species is wider spread than Mandover describes. Indeed, his field notes on the creature are cursory at best, and little is known about this griffin's true nature. However, it is probable that this griffin species has been touched by fey magic.

Mandover's griffin eats small forest creatures and birds, the latter of which it catches on the wing. Pairs of feral griffins have been known to use a trap and pounce technique, where one griffin chases its potential meal towards its waiting mate.

One of the smaller griffin species, an average Mandover's griffin is 4 feet long from beak to tail, with a wingspan of 12 feet. It averages around 70 pounds.



CANAL CONTRACTOR CONTRACTOR CONTRACTOR

Clan of Brypites maestus

Arthfaels Flightless Griffin

Grypites arthfaelidus



white eagle feathers cover the neck and taloned forelegs of this powerful creature. Its body moves with the feline grace of a muscular lion.

Arthfael's Flightless Griffin CR 3

XP 800

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

Defense

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +6, **Will** +4

Offense

Speed 45 ft.

Melee bite +7 (1d8+4), 2 talons +8 (1d6+4) Space 10 ft.; Reach 5 ft. **Special Attacks** pounce, rake (2 claws +7,

1d4+4)



Str 18, Dex 15, Con 11, Int 5, Wis 12, Cha 8 **Base Atk** +4; **CMB** +9; **CMD** 21 (25 vs. trip) Feats Iron Will, Weapon Focus (talons)

2.0

Statistics

Skills Acrobatics +11, Perception +9, Stealth +6; Racial Modifiers +4 Acrobatics, +4 Perception

Languages Common (cannot speak)

Ecology

Environment temperate hills and plains **Organization** solitary, pair, or pride (6–12) **Treasure** incidental



Sriffins, a field Suide ...

Moving with cat-like grace, these wingless griffin's leap from boulder to boulder, quickly gaining on their fleeing prey. A powerful pounce is enough to end the chase and secure a decent meal.

Although it retains the avian features of other griffin species, Arthfael's flightless griffin has no wings, while the heavy feathering on its forelimbs are often mistaken for vestigial wings. Roughly the same size as the common griffin, Arthfael's variant is exceedingly more powerful, with strong legs adapted to life on the ground.

This strong musculature is also evident in the flightless griffin's neck and jaws, and these creatures are known to rip through flesh and bone with ease.

Flightless griffins, unlike other species, do not maintain aeries, but build their nests in abandoned caves or under spreading thorn bushes. These nests are often decorated with a collection of small trinkets, both magical and mundane, which they keep as souvenirs.

A flightless griffin weighs an average of 700 pounds. It is 8 feet in length from beak to tufted tail.

Arthfael's flightless griffin can carry up to 300 pounds as a light load, 600 pounds as a medium load, and 900 pounds as a heavy load. Riding a flightless griffin requires a mundane saddle.

Flightless Griffin Companions

Starting Statistics: Size Large; Speed 35 ft.;
AC +2 natural armor; Attack bite 1d8;
Ability Scores Str 16, Dex 15, Con 16, Int 5, Wis 12,
Cha 8; Special Qualities darkvision 60 ft., low-light vision, scent.

4th-Level Advancement: Speed 45 ft.; **Attack** bite 1d8, 2 talons 1d6; Ability Scores Str +2, Con +2.



Although fightless, the Alatur. Irygetes, still has feathers. This one was found in an old abandoned next.

Relative size:

Sriffins, a field Suide ...

Noble Stiffin Grypites rex

his majestic creature's piercing blue eyes peer out from its massive eagle's head above forelegs that end in razor sharp talons. Its body and hindlegs are those of a massive lion with giant eagle's wings rising from its back like two mighty banners.





Noble Griffin CR 8

XP 4,800

LN Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

Aura heroism (30 ft.)

Defense

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 95 (10d10+40)

Fort +10, **Ref** +8, **Will** +7

Offense

Speed 40 ft., fly 100 ft. (average)

Melee bite +13 (1d8+4), 2 talons +15 (1d6+4 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks hunter's cry, pounce, rake (2 claws +13, 1d6+4), rend (2 talons, 1d6+6)

Relative size:

Statistics

Str 18, **Dex** 12, **Con** 18, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +15; **CMD** 26 (30 vs. trip)

Feats Flyby Attack, Iron Will, Lunge, Weapon Focus (talons)

Skills Acrobatics +10, Fly +8, Intimidate +10, Perception +12; **Racial Modifiers** +4 Acrobatics, +4 Perception, +4 Intimidate

Languages Common



SQ aura of heroism 6 Griffins, a field Guide...

Ecology

Environment Temperate and warm hills **Organization** solitary, pair, or pride (4–8) **Treasure** Incidental

Special Abilities

Aura of Heroism (Ex) Friendly creatures within 30 feet of a noble griffin are inspired to perform great deeds in battle, gaining a +2 morale bonus on attack rolls, saves and skill checks.

Hunter's Cry (Ex) A noble griffin's ear-splitting cry fills enemies and potential prey with fear. All creatures in a 30-foot cone must save (DC 18 Will negates) or become panicked for 2 rounds.

With its enormous wings beating a thumping tattoo over the battlefield, the noble griffin fills its foe's hearts with fear, and inspires its allies to great feats of bravery.

The most impressive of all griffin species, images of the rearing noble griffin decorate the shields and banners of imperial houses and stand guard over castle keeps. Royal kings and princes astride one of these mighty beasts command an awesome presence, as they estol their troops to greater valor in the field.

Despite its massive feathered mane, razor sharp claws and powerful feline physique, the noble griffin is no mere beast — with its superior intellect it is readily able to offer wise counsel and sound strategy to those it trusts.

A noble griffin is the largest of all griffin species, measuring 9 feet from its hooked beak to the tip of its tail. It has an impressive 28 feet wingspan and weighs 700 to 800 pounds.

A noble griffin can carry up to 300 pounds as a light load, 600 pounds as a medium load, and 900 pounds as a heavy load. Riding a noble griffin requires an exotic saddle.

Noble Griffin Companions

Starting Statistics: Size Large; Speed 30 ft., fly 60 ft. (average); AC +2 natural armor;
Attack bite 1d6; Ability Scores Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 12;
Special Qualities darkvision 60 ft., low-light vision, scent.

4th-Level Advancement: Speed 40 ft., fly 100 ft. (average); **Attack** bite 1d8, 2 talons 1d6; **Ability Scores** Str +2, Con +2.



Terror Sriffin Grypites terribilis



Bob Groupersteen

orne on massive, bat-like wings, this leonine creature is a blasphemous mix of bestial parts, its red eyes glowing above snarling fangs.

Terror Griffin CR 10

XP 9,600

CE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

Aura frightful presence (60 ft., DC 13)

Defense

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

hp 111 (13d10+39)

Fort +11, **Ref** +11, **Will** +8

Immune poison; SR 21

Offense

Speed 40 ft., fly 80 ft. (average)

Melee bite +17 (1d8+4 plus vile poison), 2 claws +17 (1d6+4 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rend (2 claws, 1d6+6)

Spell-Like Abilities (CL 13th; concentration +16)

At will – *detect magic, read magic*

3/day – cloudkill

Statistics

Str 18, Dex 16, Con 17, Int 12, Wis 14, Cha 16

Base Atk +13; CMB +18; CMD 31 (35 vs. trip)

Feats Cleave, Flyby Attack, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite, claws)

Skills Acrobatics +14, Fly +12, Intimidate +12, Perception +14, Sense Motive +10, Spellcraft +6, Stealth +12; Racial Modifiers +4 Acrobatics, +4 Perception, +4 Intimidate

Languages Common, Orc

Ecology

Environment Any ruins or mountains **Organization** solitary or pair

Treasure Standard

Special Abilities

Vile Poison (Ex) Bite – injury; save Fort DC 19, frequency 1/round for 6 rounds, effect sickened, cure 2 consecutive saves.

A horrid amalgamation of bestial parts, the terror griffin is nothing like the

purer griffin species – it is a creature bred only to sow sorrow and reap death. The foul result of corrupting magics, the terror griffin might bear the feline body and a feathered mane of its distant cousins, but its bat-like wings and crocodilian tail testify to its magical genesis.

A terror griffin is slightly smaller than a noble griffin, at 7 feet long. It sports a wingspan of 21 feet and weighs in at 600 pounds.

A terror griffin can carry up to 300 pounds as a light load, 600 pounds as a medium load, and 900 pounds as a heavy load. Riding a terror griffin requires an exotic saddle.

Terror Griffin Companions

Starting Statistics: Size Large; Speed 30 ft., fly 60 ft. (average); AC +2 natural armor;
Attack bite 1d6; Ability Scores Str 16, Dex 16, Con 17, Int 12, Wis 14, Cha 14;
Special Qualities darkvision 60 ft., low-light vision, scent, variable allegiance.

4th-Level Advancement: Speed 40 ft., fly 100 ft. (average); **Attack** bite 1d8 plus vile poison, 2 talons 1d6; **Ability Scores** Str +2, Cha +2.

Variable Allegiance (Ex) A terror griffin may prove a powerful ally for a time, but their allegiance is fragile at best. Anyone other than the griffin's current companion attempting to influence it (such as through a Diplomacy, Intimidate or Handle Animal skill check) gains a +4 circumstance bonus if they promise the griffin some form of power or riches. The terror griffin receives a Sense Motive check to discern the legitimacy of this promise.

Vile Poison (Ex) Bite – injury; *save* Fort DC 15, *frequency* 1/round for 3 rounds, *effect* sickened, *cure* 2 consecutive saves.

Relative size:







Grypites domesticus



ith avian forelegs, this dog-sized creature has a cat-like face sporting a sharp parrot's beak. Feathered wings sprout from the spotted fur of its back.

Sorcerer's Griffin CR 1/3

XP 135

N Small magical beast

Init +3; **Senses** low-light vision; Perception +10

Defense

AC 15, touch 14, flat-footed 12 (+3 Dex+1 natural, +1 size) **hp** 5 (1d10) **Fort** +2, Ref +5, Will +1

Offense

Speed 30 ft., fly 60 ft. (good) **Melee** 2 claws +5 (1d3–3), bite +5 (1d4–3) **Special Attacks** pounce, rake (2 claws +5, 1d3–3) **Spell-Like Abilities** (CL 1st; concentration +12) At will – *know direction* 3/day – detect magic

Statistics

Str 4, Dex 16, Con 10, Int 16, Wis 13, Cha 8 **Base Atk** +0; **CMB** +0; **CMD** 9 Feats Weapon Finesse

Skills Acrobatics +7, Fly +6, Perception +10, Stealth +7; **Racial Modifiers** +4 Acrobatics, +4 Perception

Languages Common, plus any 3 others





Griffins, a field Guid

Ecology

Environment temperate hills, forests and urban Organization solitary or pair

Treasure none

With the temperament of a large house cat, these miniature griffins make topical pets. Highly intelligent, they can just as easily be found curled up by the fireside of a studious wizard as stalking ancient crypts in search of long lost magical baubles.

> Sorcerer's griffins exert a strong will of their own, but despite this, they are highly loyal to those they befriend. Should its master pass away, a griffin is more likely to ail and die, or slink into the woods, than it is to take to a new master.

The origin of this species is unknown, but it is most probable that is was the result of magically influenced crossbreeding. While the sorcerer's griffin shares many physical attributes with its larger cousins, the species is varied enough to cast into doubt whether it has any real griffin heritage at all. The species was most probably bred for sniffing out magical relics within ruins, where its wings and small size would make it an invaluable asset to treasure hunters.

Sorcerer's griffins average about 3 feet in length, with a wingspan of 8 feet. They weigh around 35 pounds.

Griffin Familiars

A sorcerer's griffin is a rare and highly prized pet, and even more sought after as a wizard's familiar.

A sorcerer's griffin is a small creature and threatens the area around it like other Small creatures. They can be used to flank enemies, though they do so at great risk to themselves.

A sorcerer's griffin grants its master a +3 bonus on Perception checks.





Sriffin Rearing and Training

More than one hapless individual has lost life or limb to a griffin he thought he could train. Although it is quite possible to draft a griffin cub into service, the correct procedure must be followed with the utmost care. Remember the first rule of griffin rearing — it is the griffin who chooses the master, not the other way around. Below we have set an in depth treatise on the subject of griffin rearing and training. Adhere to it and you'll save yourself much unnecessary bloodshed.

Breed Selection

Each griffin breed has its own characteristics, and some breeds are simply not worth attempting to train at all.

- Arthfael's flightless griffin offers the best opportunity for the novice griffin breeder. Although it cannot fly, or indeed, because it cannot, this breed offers a large degree of safety falling from a flying griffin is almost always fatal.
- A sorcerer's griffin is even easier to raise and train, but cannot be ridden. Still, this species make sterling pets, offer great companionship and are particularly useful to the treasure seeking adventurer.

Both the common and noble griffin species make worthwhile mounts. On the other hand, the terror variant, although powerful, is particularly dangerous and should, in this author's educated opinion, be avoided at all costs. Their mood and allegiances are as changeable as the wind, and it is more likely than not to turn on its rider when one least expects it.

Likewise, Mandover's feral is not worth the time and effort of taming, as it is particularly bestial in nature. None have ever managed to domesticate one and most likely never will.









Eggs

Hatching a griffin egg requires constant heat. It is best to keep the egg — which averages 6 inches in length and can weigh up to 4 pounds — close to a warm body and well wrapped in warm layers. If successfully incubated, the egg will hatch after several weeks.

Griffin eggs are safest to handle when rescued from the aerie of a deceased breeding pair, otherwise one can expect swift and painful retribution from the adult griffins.

The sale of griffin eggs, though prohibited in many kingdoms, does a roaring trade. A common griffin egg can go for 2,500 gp on average, up to 3,500 gp for one of verifiable good breeding. A sorcerer's griffin egg sells for around 1,500 gp and an Arthfael's flightless averages around 1,800 gp. Of all species, eggs of the noble griffin fetch the highest price — 5,000 gp on average.

Combat Training

To train a griffin in order to ride it into combat, the griffin must first be made helpful towards the trainer, possibly requiring a Diplomacy, Intimidate or Handle Animal check. The griffin must then spend 6 weeks practicing to bear a rider's weight. After this, a successful DC 20 Handle Animal check is required.

Because of their intelligence, trained common and flightless griffins understand all tricks listed in the Handle Animal skill description, plus some simple commands made in Common. Noble and terror griffins, on the other hand, don't take well to commands, but will follow reasonable suggestions to the best of their abilities.

Riding most griffin species requires an exotic saddle, and a saddle that works for one species of large griffin usually works just as well on a large griffin of another species. Riding an Arthfael's flightless griffin requires a mundane saddle.





Griffin Riders

There are a few options available to characters who want to employ a griffin as a mount or as a companion, such as using the Leadership feat. Here we've provided a few more options, including two archetypes and a cavalier order.

Ranger Archetype: Griffin Outrider

You have formed a close bond with a particular griffin mount and, through hours of practice, have learned to ride it with great skill. A griffin outrider has the following class features:

Griffin Companion: You can gain a griffin as a companion. This ability works identically to hunter's bond when used to gain an animal companion, but can only be used to gain a griffin (see rules for griffin companions in the individual entries of each griffin, spread throughout this book). You gain a +2 bonus on Ride checks made when riding your griffin companion, and whenever you are within 20 feet of your griffin, it gains a +2 morale bonus on all saving throws made against fear effects. This ability replaces favored terrain and hunter's bond.

Cavalier Archetype: Griffin Rider

Griffin Rider (Ex): At 1st level, the cavalier gains the service of a loyal flightless griffin to carry him into battle. This mount functions as a druid's animal companion, using the cavalier's level as his effective druid level. Use the statistics given for a flightless griffin animal companion on page 22. From 4th level, the cavalier can select a common griffin instead (see page 15). From 8th level, a Neutral or Good cavalier may select a noble griffin as his mount (see page 27). Starting at 10th level, an Evil cavalier may select a terror griffin as his mount (see page 31).

A cavalier does not take an armor check penalty on Ride or Fly checks while riding his griffin mount. The griffin is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A cavalier's mount does not gain the share spells special ability.

A cavalier's bond with his griffin is strong, with the pair learning to anticipate each other's moods and moves. Should a cavalier's mount die, the cavalier may find another griffin to serve him after 1 week of mourning. This new griffin does not gain the link, evasion, devotion, or improved evasion special

abilities until the next time the cavalier gains a level.



This ability replaces mount.



Order of the Iryphon



Sriffins, a field Suide ...

Cavalier Order: Order of the Gryphon

Cavaliers dedicated to the order of the gryphon are honorable knights of noble blood, sworn to uphold their house and protect their monarch — a task they bravely undertake astride their trusty griffin mounts.

Restrictions: Cavaliers with a Chaotic alignment may not join this order. The cavalier must select the Griffin Rider cavalier archetype.

Edicts: The cavalier dedicates himself to his noble house and to the monarchy. He swears to take every effort to uphold the good name of his house and king and to give his life if needed in their defence.

Challenge: An order of the gryphon cavalier gains a +1 circumstance bonus on attack rolls against the target of his challenge. If the cavalier is mounted on, or adjacent to, his griffin mount, this bonus increases to +2 and the cavalier gains a +2 bonus to AC for the duration of the challenge.

Skills: An order of the gryphon cavalier adds Knowledge (nobility) and Knowledge (history) to his list of class skills. Whenever the cavalier makes a Ride or Handle Animal skill check to influence a griffin, he receives a competence bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of the gryphon cavalier receives the following abilities as he increases in level.

Foe Hunter (Ex): At 2nd level, when the cavalier designates an enemy which his mount has been within 30 feet of in the past, the cavalier's mount gains a +2 morale bonus on Perception checks to detect that foe and a +4 morale bonus on Survival skill checks to follow that enemy's tracks. The cavalier can only designate one enemy at a time.

Beak and Blade (Ex): At 8th level, the cavalier and his mount learn to fight together in perfect harmony. An order of the gryphon cavalier's mount shares the cavalier's challenge attack and AC bonus as long as it is adjacent to, or mounted by, the cavalier.

Daring Dive (Ex): At 15th level, the cavalier learns to drop out of the air atop his griffin mount to deliver a deadly attack. The cavalier's mount gains the Flyby Attack monster feat. If it already has this feat, it instead gains the Wingover monster feat. Whenever the cavalier drops 20 feet or more in altitude as part of a charge or to deliver an attack using the Ride-By Attack feat, the cavalier gains a +1 bonus to damage for every 10 feet in altitude he descended.





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 GameContent You indicate Your acceptance of the terms of thisLicense.

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.



Sthers in the Field Suide Series:

Never leave the tavern without a good guide!

Griffins



looks at six very different griffin species, from the small wizard's familiar known as the sorcerer's griffin, to the regal noble griffin and the vile terror griffin. Two griffin flyer archetypes give your character a chance to tame and ride one of these mighty creatures.

Never leave the tavern without a good guide!

Coming soon!

BALEFUL STRIX – A FREE FIELD GUIDE

Calculating night-time hunters with a cruel hatred for humans, the baleful strix is a hellish abomination of an otherwise reclusive race.

Free!

Coming soon!

CHILLING CURIOSITIES
– A FIELD GUIDE

... And be fore long a whole library more. No adventurer can afford to be without these invaluable guides. Hour life may very well depend upon them!

by Rodney Sloan and Bob Greyvenstein





PHOENIXES – A FIELD GUIDE covers seven varieties of the majestic phoenix, the flaming bird of legend. The book includes the protective shield phoenix, the Asian inspired imperial phoenix and two phoenix familiars, to name but a few.





by Rodney Sloan and Bob Greyvenstein















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 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Griffins — A Field Guide. Copyright 2016, Rising Phoenix Games and The Figment Factory; Author: Rodney Sloan





Rising Phoenix G A M E S



Clambra 1