

# Crawthorne's Catalog of Creatures™

## Imperial Land Griffon (CR 1)

Bred to give the Imperial Land Cavalry mounts as impressive as those of the Air Cavalry, the imperial land griffon is a wingless hippogriff, combining the body of a horse with the head and front claws of a giant eagle. Its coloration ranges from a natural horse gray to an unnatural sky blue, and its mane and tail can include a few long, wispy feathers amongst the horse hairs.

There are two varieties of land griffon, originally bred for different roles within the Imperial Cavalry with each variety now breeding true. The “scout” land griffon has the size and proportions of a light riding horse while the “cavalry” land griffon is the size of a heavy war horse. Being bred for a certain amount of tameness, both variations have personalities closer to that of horses than to hippogriffs.

Omnivores that eat both meat and grass, land griffons aren't as ravenous in their hunger as regular griffons. This is because they don't need the extra energy required for flight.



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*Oh sure, they're fearsome n' everythin', but what they call "imperial land griffons" nowadays ain't nothin' when you put 'em up against the originals. Tha ones they bred from real griffons, 'stead of hippogriffs, were uncontrollable—angry they'd lost their wings, and fixed up with the power of lions an' eagles to get revenge for it. I never saw a one of 'em alive—I'm not tha' ol'—but I heard all about tha massacres from the ol'-timers. Let tha Empire re-use the name s'long as they never get it back into their fool 'eads to try again with the real ones.*

Although their strength would suggest they could carry heavier loads, their bird-like forelegs don't support weight as well as hooves would. As such, a land griffon can carry 198 lbs. as a light load, 399 lbs. as a medium load, and up to 600 lbs. as a heavy load. The legs also slow a land griffon's running speed compared to a horse of



similar size, and their gait changes the rider's motion upon their back. However, no special saddle is needed for a land griffon rider.

The majority of imperial land griffons are still restricted to army service, but small numbers are found in the wild, descended from escaped or retired imperial service animals. Wild land griffon eggs are worth 100 gp while a fully trained adult land griffon can cost from 500 to 1,500 gp. If trained from soon after hatching, land griffons can be treated as animals for the purposes of the Handle Animal skill. Adult land griffons are treated as magical beasts in regards to the skill.

## Imperial Land Griffon

*The strange, hawk-headed horse walks tentatively into the center of the encampment, sniffs the air, then turns to face you. It lets out a squawk, and a soldier steps silently from*

Author Spike Y Jones

Layout, Editing & Design: Steven Trustrum

Crawthorne Art: Miguel Santos

Land Griffon Art: Geo-Zlat

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## Adventure Idea 1

As the heroes cross unfamiliar territory, their horses become restless, scenting something odd. Suddenly, blood-curdling shrieks cut the air, startling the mounts. Uniformed horsemen ride out of the covering terrain on all sides, surrounding the heroes in seconds. But not horsemen—hippogriff riders—hippogriffs without wings. “We’ve been tracking your movements for some time now. What makes you think you can enter the Empire, steal its treasures, and take them back to your homeland without being challenged?” What will happen next?

## Adventure Idea 2

The party comes to a far-flung Imperial border fort. Over dinner, the soldiers they meet there try to sell them a brace of land griffons—one for each adventurer and maybe an extra to carry gear. The soldiers say there are replacement mounts on the way, but if they don’t sell these ones first the old griffons will be killed because they’ll be “in excess of requirements,” and the riders don’t want that to happen to their companions. The price is high but not outrageous, and the soldiers seem to be telling the truth, but is there something they’re not telling the heroes?

## Adventure Idea 3

At the base of a cliff, the party comes across some horses being eaten by scavengers. The smaller animals run away at the heroes’ approach, but before they can dismount and look closer, a scream from above is followed as another horse falls to its horrible death from above. Investigation reveals the “horses” to actually be land griffons, but what is causing these beautiful animals to leap to their deaths?

*the darkness into the campfire’s light. “Yes, Lighting, this is the one we’ve been seeking.”*

### Imperial Land Griffon (Scout) CR 1

XP 400

N Large magical beast

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

#### Defense

**AC** 11, touch 11, flat-footed 9 (+2 Dex, –1 size)

**hp** 17 (2d10+6)

**Fort** +6, **Ref** +5, **Will** +1

#### Offense

**Speed** 40 ft.

**Melee** bite +3 (1d6+3), two claws –2 (1d4+1 plus grab)

**Space:** 10 ft.; **Reach** 5 ft.

#### Statistics

**Str** 16, **Dex** 14, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +1; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** Endurance, Run <sup>B</sup>

**Skills** Perception +10; **Racial Modifiers** +4 Perception

**SQ** docile, Imperial scout training

#### Ecology

**Environment** temperate hills or plains

**Organization** solitary, pair, or herd (3-30)

**Treasure** none

### Special Abilities

**Docile (Ex):** Unless specifically trained for combat (see the Handle Animal skill), a land griffon’s claws are treated as secondary attacks.

**Imperial Scout Training (Ex):** Most land griffons are trained for a general purpose (see the Handle Animal skill). Scout training imparts the following tricks in the animal: attack, come, down, seek, and track.

Scout-trained land griffons are also taught to make grab attacks on command, holding target creatures in their claws without causing damage to the creatures.

An imperial land griffon rider gains a +2 aid another bonus to Survival checks when he and his griffon track quarry together.

## Imperial Land Griffon

*As they charge forward, you wonder at the curious stiff-limbed gallop of the land griffons—until their riders level their lances—and change direction towards you.*

## Imperial Land Griffon (Cavalry) CR 1

XP 400

N Large magical beast

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

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### Defense

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

**hp** 19 (2d10+8)

**Fort** +7, **Ref** +5, **Will** +1

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### Offense

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**Speed** 40 ft.

**Melee** bite +4 (1d6+3), two claws +4 (1d4+3)

**Space:** 10 ft.; **Reach** 5 ft.

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### Statistics

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**Str** 16, **Dex** 14, **Con** 18, **Int** 2, **Wis** 13, **Cha** 9

**Base Atk** +2; **CMB** +6; **CMD** 18 (22 vs. trip)

**Feats** Endurance, Run <sup>B</sup>

**Skills** Intimidate +3, Perception +9; **Racial Modifiers** +4 Intimidation, +4 Perception

**SQ** Imperial combat training

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### Ecology

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**Environment** temperate hills or plains

**Organization** solitary, pair, or herd (3-30)

**Treasure** none

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### Special Abilities

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**Imperial Combat Training (Ex):** Most land griffons are trained for a general purpose (see the Handle Animal skill). Combat Training imparts the following tricks in the animal: attack, come, defend, down, guard, and heel. Combat-trained land griffons are also taught to use their size, eagle scream, and the threat of violence to intimidate (demoralize) opponents on command.

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