



THE GRIFFONS' ROOST

Griffons tend to make their nests atop high cliffs, out of the reach of any creatures that might harm them or their young. This provides a griffon family not only with security, but also a perch from which to watch over their hunting grounds. For prospective griffon trainers or caretakers, these heights provide a life-or-death obstacle that must be overcome in order to pursue their goal.

~WRITTEN BY ITSADNDMONSTERNOW

GRIFFON CUBLET

Griffons hatchlings learn to fly very quickly after hatching. Nevertheless, they stick very close to their parents for a few years as they strengthen their wings and learn to hunt on their own.

These griffon cublets are exceedingly cute, but also deceptively strong. After about a year, they already possess strength that rivals that of a typical human. At this point, they spend most of their time either frolicking or training their flying ability by exploring the area surrounding their nest.

GRIFFON CUBLET

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (4d6 + 8)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

Actions

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

GIANT EGG-EATING SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +4

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Flexible Gullet. The snake's movement speeds are halved while it has swallowed a Medium creature or object.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the snake can't bite another target.

Swallow. The snake makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the snake, and it takes 5 (2d4) bludgeoning damage at the start of each of the snake's turns. The snake can have only one target swallowed at a time. If the snake dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

GIANT EGG-EATING SNAKE

Generally speaking, the giant variety of egg-eating snakes is very similar to their more typical-sized relatives. They are both adept climbers (especially among other snakes), they both rely on stealth to approach their prey's nests undetected, and both aim to swallow their prize quickly and slink away without ever being detected.

When it comes to giant egg-eating snakes, however, they aren't quite as picky when it comes to their diet. While giant egg-eating snakes certainly *prefer* to eat the eggs of large bird species (as their name would suggest), they have been known to instead swallow live prey whole—especially if the snake is particularly hungry.

These snakes use their many small, backward-angled teeth to grapple any prey that might be capable of struggling free. They will then unhinge their jaws and swallow the hapless meal whole, then using their powerful esophageal muscles and even their specially-adapted skeleton to crush the prey on its way down the snake's long digestive tract.

KOBOLD KITE FLIER

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 10 (4d6 - 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	7 (-2)	10 (+0)	8 (-1)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

At The Winds' Mercy. At the start and end of each of the kobold's turns, it moves 1d3 × 5 feet in a random direction if it is flying. The kobold can choose to use its dropped rock action at any point during this movement. Additionally, while the kobold is flying, any effect that would push it instead pushes it by twice the normal distance.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shaded Goggles. While wearing these goggles fitted with smoky black glass, the kobold loses its darkvision, and ignores its Sunlight Sensitivity trait.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 feet or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dropped Rock. *Ranged Weapon Attack:* +3 to hit, one target directly beneath the kobold. *Hit:* 3 (1d6) bludgeoning damage, plus an additional 3 (1d6) bludgeoning damage for every 10 feet the rock fell, up to 21 (6d6) bludgeoning damage total. After using this attack, the kobold must land and pick up a new suitable rock before using it again.

KOBOLD KITE-FLIER

Kobolds have a well-earned reputation for being as inventive as they are infuriating. A prime example of this are the kobold kite-fliers. Winged kobolds are quite uncommon, and perhaps it is jealousy of this rare gift, combined with their reverence for the great winged dragons they worship that drives ordinary kobolds to develop their own means of flight.

A kite-flier's kite is most often of bafflingly simple construction: a plain, lightweight wooden frame, across which is stretched leather or some scavenged fabric. They then tether themselves to the ground in some hidden or secluded place, then catch whatever winds they can to carry themselves up into the sky over an area of interest. When the kobold wants to return to earth, they either slowly pull themselves down their tether, or in emergencies, simply cut themselves loose in an attempt to glide to safety.

As remarkable as it is that these diminutive creatures could cobble together these flying conveyances at all, they are by no means reliable or safe. Kobolds that manage to achieve this makeshift mode of flight most often serve as reconnaissance for the rest of their colony. The bravest (or perhaps simply the most reckless) of these fliers might even carry rocks, pots filled with harmful liquids or other projectiles with them as they fly, which they then drop on unsuspecting trespassers below.

SQUALL ELEMENTAL

On the elemental plane of air, wind currents that circulate near the plane of ice, where air and water meet, gather snow and sleet which transforms these winds into cold, blustery gales. Conversely, air streams which pass near the intersection of air and fire called the plane of ash are heated to become desert-like whirlwinds. When these two opposing winds meet, the resulting collision of these elemental energies can result in small sentient storms called squall elementals.

While squall elementals are almost exclusively found in the elemental plane of air, it is not unheard of for them to occasionally find their way to the prime material, usually in warm, humid climates where storms are common.

Squall elementals are extremely temperamental. While they do not typically attack unprovoked, they are infamously quick to anger, and once enraged, are not likely to stop until either they or their perceived enemy are destroyed.

It is this unbridled aggression that causes them to be valued by conjurers as implements of destruction, since binding them is often unnecessary. If a squall elemental is summoned into being near the wizard's target, they are likely to be provoked simply as a matter of course, and the inevitable fight that ensues will accomplish whatever destruction the conjurer desires.

SQUALL ELEMENTAL

Large elemental, chaotic neutral

Armor Class 13

Hit Points 136 (16d10 + 48)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities lightning, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Auran, Ignan

Challenge 7 (2,900 XP)

Squall Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that starts its turn inside the elemental's space must succeed on a DC 14 Strength saving throw or be pushed 5 feet in a random direction and knocked prone.

Lightning Redirection. Whenever the elemental is subjected to lightning damage, it takes no damage and instead redirects it, forcing each other creature within 20 feet of it to make a DC 14 Dexterity saving throw. On a failed save, a creature takes an amount of lightning damage equal to half that which would have been dealt to the elemental. Once triggered, this trait can't be triggered again as a result of damage from another creature with this trait in a turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage.

Lightning Crash (Recharge 4–6). The elemental makes one slam attack. Hit or miss, the target of the attack and each other creature within 15 feet of it other than the elemental must make a DC 14 Dexterity saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much on a successful one.

Thunderous Gale (2/Day). The elemental creates a blast of thunderous force in a 20-foot cone, forcing each creature in the area to make a DC 16 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and is pushed 10 feet, or instead pushed 15 feet if it failed its save by 5 or more. On a successful save, a creature takes half as much thunder damage and is not pushed.