

Species, Breed: Undead

Type: Gryphon, Dead Bone

Class: Undead.

Align: UnHoly.

Gender: Not applicable.

Level: 30 + 1-D30+1

Number encountered: 1

Experience points: 300 x level.

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 100

Coordination: 70

Dexterity: 70

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 230

Wisdom: Not applicable.

Movement:

Flying: 84

Grounded: 28

Swimming: 14 Can walk underwater at a rate of 14 spaces (70') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Bites: 3

Damage: 1-D100 x2 +42

Range: 2 spaces (10')

Attack type: Sharp.

and:

Claws: 4

Damage: 1-D100 +42

Range: 2 spaces (10')

Attack type: Sharp.

or:

Dive attack: 1 per 3 turns

Damage: 1-D100 x4 +42

Range: 2 spaces (10')

Attack type: Sharp.

Defense: 50

Offense: 60

Damage-Points: Roll 3-D20 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 04+ to have 2-D100 x700

Bronze: 05+ to have 1-D100 x600

Silver: 06+ to have 4-D20 x500

Electrum: 07+ to have 3-D20 x400

White-gold: 08+ to have 1-D20 x300

Yellow-gold: 09+ to have 1-D12 x200

Black-gold: 10+ to have 1-D10 x100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 05+ to have 3-D12+3

Note:

The Dead Bone Griffon will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

90% chance of having 1-D20 Artifacts

80% chance of having 1-D8 +1 Enchanted Armors

80% chance of having 1-D8 +1 Enchanted Weapons

60% chance of having 1-D4 +2 Oracles

90% chance of having 1-D100 x2 random Gems.

70% chance of having 2-D20 random Special Gems.

30% chance of having 1-D8 +4 Relics

Description:

Annihilation Strike?: Yes

Description: This is the remains of the once proud and majestic Griffon, a total horror to behold now.

Eye color: There is a blackness that seethes and writhes in the empty sockets of this creature.

Eye shape: Large and slanted.

Feather color: Black. What shreds of feathers remain upon this creature are soot-black.

Hair color: Black. What shreds of its former mane remain is soot-black.

Height: 8'-0"

Length: 18'-0"

Skin color: The color of rotten, decayed, flesh.

Skin texture: Feathers, fur, skin and bone mix.

Posture: Avian / Quadraped (Birds, or relating to the family of birds with four legs).

Weight: 3,400 lbs.

Wing contour: As the Giant Eagle, yet decayed and moldering.

Wingspan: 24'-0"

Dislikes: All creatures.

Disposition: Vile and vicious. This creature is a walking, flying, nightmare. None are safe from this creature.

They have been known to serve very powerful necromancers, but it is a rare thing to see one enslaved thus.

Fears: None.

Habitat: Acid Dimension. This creature is rarely found in other regions as well.

Immunities: Breath, Charm, Consciousness, Disease, Fall, Fear, Illusion, Mental-attack, Mind alterations, Pain, Paralysis, Petrification, Poison (all forms), Shock, Sickness, Stun,.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: Unknown.

Needs: None.

Note: None.

Special Abilities: Infra-Red-Vision: As the Psychic spell.

Night-Vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Special Defenses: Resistances: Death: 20%, Enchantment: 10%, Magic: 30%,.

Special Offenses: None.

Susceptibilities: Holy Water and spells will cause x2 damage on this creature.

Weapon susceptibility: Rank-4 (or better) enchanted weapon to harm