



## CYCLONE GRIFFON

Large Monstrosity, chaotic neutral

**Armor Class** 14

**Hit Points** 52 (8d10 + 8)

**Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	2 (-4)	14 (+2)	7 (-2)

**Skills** Perception +6

**Damage Resistances** force

**Damage Immunities** lightning, thunder

**Senses** darkvision 60 ft., passive Perception 16

**Languages** —

**Challenge** 3 (700 XP)

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

**Weather the Storm.** The Cyclone Griffon ignores difficult terrain, vision penalties and cannot be knocked prone by the effects of strong winds or similar severe weather.

### ACTIONS

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

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 2 (1d4) lightning damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 2 (1d4) lightning damage.

**Teleport (1/day).** The Cyclone Griffon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

"Cyclone Griffon" by Christopher Ginn @ www.TheDungeonGeek.net  
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate



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