



DUNGEONS & LAIRS #19: GRIFFON NEST

Griffon Nest is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers details for each level and makes adjustments accordingly. The characters visit a high-up location home to a griffon nest. They can take the griffon eggs and sell them, or raise the griffons themselves using the supplemental griffon training rules included at the end of the document.

CREDITS

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RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix or the accompanying supplement by ItsADnDMonsterNow, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the supplements by The Griffon's Saddlebag.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Griffon Nest Hooks table below offers details for introducing this adventure to your players.

GRIFFON NEST HOOKS

d8	Side Quest Type	Details
1	Fetch Quest	A magic item crafter needs the characters to fetch a few griffon eggs.
2	Recover Stolen Item	A knight's horse was killed by a griffon and its corpse was dragged away. The horse's saddlebags had important documents in the bag.
3	Receive Information	Griffons in the area are growing particularly aggressive. The characters are sent to their nest to learn why.
4	Rescue Mission	A druid tells the characters that a griffon's nest is in trouble. The characters must race to the top of the mountain and save the griffon from dangers (choose a random encounter).
5	Find a Missing NPC	An egg-hunter went missing a few days ago. People suspect it was the griffons—but it was something much more dangerous!
6	Monster Hunt	Griffons keep getting killed. The characters must wait by a nearby nest to see what keeps attacking them.
7	Supernatural Investigation	Dead horses surround a tower of natural rock. The characters are sent up the tower to learn why.
8	Secure Aid	A wizard will assist the characters in one of her endeavors—but only if the characters retrieve a few eggs for her, first.

Gold Rewards. To further incentivize the party to travel to the griffon nest and collect the griffon eggs, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 500 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

OMERIA PLACEMENT

The griffon nest can be found in any area with tall mountain ranges, mesas, or canyons. In Omeria, you can place the griffon nest outside of Orbea and Arruquetta, in Vaskil Valley, or within any of the mountain ranges in Odonburg.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 5th, 8th, 11th, or 14th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. Characters with an average party level of 4 or less might find the encounters in this adventure particularly challenging. Similarly, characters with levels higher than 16 might find the adventure to be too simplistic for their players' taste.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy



1 square = 5 feet



GRIFFON NEST

The griffon nest featured in this adventure rests atop a karst, a tall, thin rock formation covered in greenery. Nearly a thousand feet below the karst's top, chaotic waves batter the cliffside. Crude wooden bridges erected by prior griffon hunters connect the neighboring karsts, allowing limited access to the nests.

The area is windy, but not windy enough to impose disadvantage or limit flying.

The griffon nest itself is composed of sticks, leaves, and the bones of their prey, mostly horses. The nest holds six eggs, each the size of a cantaloupe.

GRIFFON RESEARCH

Before the characters set out on their quest to collect griffon eggs, they can spend one or more weeks of downtime learning what they can about griffons. To do so, the characters need access to a library or expert on griffons—a local ranger, for example. The characters need to spend at least 100 gp to cover expenses related to the research.

After the characters spend a workweek (eight hours per day for five days straight) researching the griffons, one of the characters must make an Intelligence check with a +1 bonus per 100 gp spent beyond the initial 100 gp, to a maximum of +6. If the character making the check is a ranger with expertise in forests or mountains, the character gains advantage on the check. Refer to the table below to determine how much lore the character learns about griffons. The results are cumulative.

Check

Total Lore Learned

1-5	No lore learned
6-10	Griffons are carnivorous creatures that prefer the taste of horse meat.
11-20	Griffons sleep during the day and hunt at night. At night, it might be easier to sneak into the nest as most of the pride will be away hunting.
21+	Securing a <i>satchel of beast chow</i> (see the magic items supplement) will help the characters surpass the griffons without having to fight them.

DAY OR NIGHT

Griffons are nocturnal creatures; they hunt at night. They often hunt in small prides, flying high over plains and forests within a few miles of their aeries. They prefer to kill herd animals and horses. However, they will also eat hippogriffs.

While hunting, only one or two **griffons** remain at the nest to protect the eggs. During the day, the full pride is present, the majority of which sleep during the hot sunlight hours. A full pride consists of twelve **griffons**.

APPROACHING THE KARST

If the characters make the mistake of approaching the karst at night riding horses, they're surprised by a loud screech from above. A pride of **griffons** attacks, targeting their horses. The number of griffons that attack depend on the level of the adventure, as shown on the table below.

Griffons have no interest in a horse's rider unless the rider attacks the griffons. The griffons only want the horses.

GRIFFON ATTACK

Adventure Level	# of Griffons
5th	4
8th	6
11th	8
14th	12

CLIMBING THE KARST

Even with reliable bridges and switchbacks, it will take the characters six hours to reach the top of the karst on which the nests lie. The climb is dangerous. Before the group sets out, have them make a group Strength (Athletics) check. If the group can fly, ignore these rolls. The DC for the group check depends on the level of the adventure, as shown on the table below.

CLIMBING DCs BY LEVEL

Adventure Level	Climbing DC
5th	13
8th	14
11th	15
14th	17

GRIFFON PREDATORS

d10	5th- or 8th-level Encounters	11th- or 14th-level encounters
1	3d6 kobold kite-flyers*	1 kobold airship
2	1d10 giant vultures	1d3 chimeras
3	1 squall elemental*	1d4 + 1 squall elementals*
4	1 manticore	1d8 + 1 manticores
5	2d4 harpies	1d6 + 2 bulettes
6	1d4 giant egg-eating snakes*	2d6 giant egg-eating snakes*
7	1 wyvern	1d4 wyverns
8	1d4 trolls	2d4 trolls
9	1 roc	1d4 rocs
10	1 young red dragon	1 adult red dragon

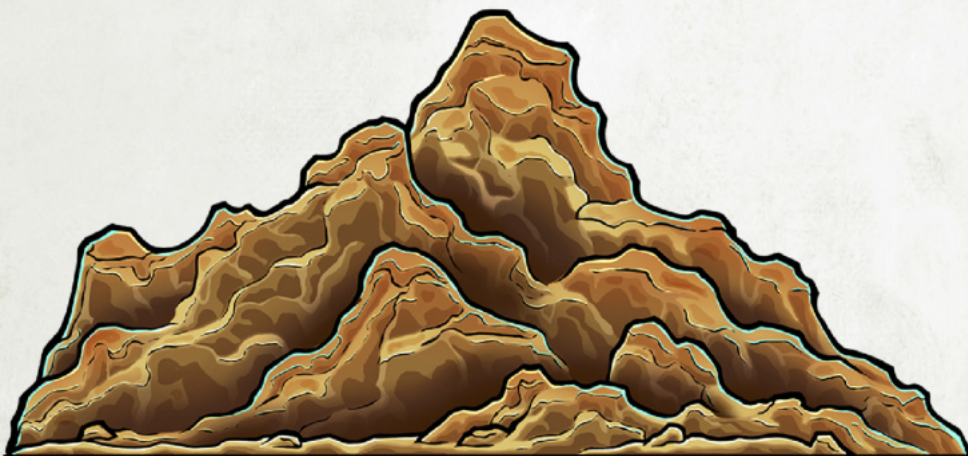
If half the party succeeds on their check, they reach the top of the karst without any issue. If every member succeeds, they do it in half the time. Inversely, if the party fails their group check, it takes twice as long to reach the karst. And if every member of the group fails the check, the character with the lowest result (lowest Strength score "wins" ties) falls 2d6 x 10 feet, taking 1d6 bludgeoning damage for every 10 feet fallen.

GRABBING THE EGGS

Once the characters get near the griffon eggs, they will either have to fight the griffons present or sneak past the griffons. A character trying to sneak past griffons must succeed on a Dexterity (Stealth) check; the DC for this check is 20 during the day and 15 at night. If the characters are caught, all **griffons** present (two at night and twelve during the day) attack.

OTHER COMPLICATIONS

Humans aren't the only creatures trying to get their hand on griffon eggs. Despite being something of an apex predator themselves, griffons have creatures who hunt their eggs for their savory flavor. If you wanted to add a little more challenge to the adventure, roll a d10 and reference the Griffon Predators Table below to determine what other creature the characters must contend with during their egg hunt. Creatures marked with an asterisk are featured in the Griffon's Roost creatures supplement. The **kobold airship** is featured in the Appendix.





GRIFFON DOWNTIME

Once the characters secure the griffon eggs, they have a few options available to them, as shown below.

SELLING THE EGGS

The characters can sell each of the eggs. To sell the eggs, a character must spend at least a week of downtime searching for a buyer—unless the character already has a buyer lined up. At the end of the week, the character must make a Charisma (Persuasion) check. The buyer offers to pay the character an amount of gold equal to 10 times the result of the check (maximum of 200 gp) for each egg. If the character refuses the price, they must spend another week of downtime to secure another buyer, making a whole new check.

GRIFFON MAGIC ITEMS

Item	Rarity	Source	Workweeks	Cost	Tool Proficiency
<i>Eyes of the eagle</i>	Uncommon	SRD	2	200 gp	Arcana, glassblower's tools
<i>Goggles of night</i>	Uncommon	SRD	2	200 gp	Arcana, glassblower's tools
<i>Griffon coinpouch</i>	Common	GN	1	50 gp	Arcana, leatherworker's tools
<i>Griffon component pack</i>	Uncommon	GN	2	200 gp	Arcana
<i>Griffon key loop</i>	Common	GN	1	50 gp	Arcana, leatherworker's tools
<i>Potion of animal friendship</i>	Uncommon	SRD	1	100 gp	Arcana, alchemist's tools
<i>Ring of jumping</i>	Uncommon	SRD	2	100 gp	Arcana, jeweler's tools
<i>Satchel of beast chow</i>	Uncommon	GN	2	200 gp	Arcana, cook's utensils
<i>Tempest griffon bracers</i>	Rare	GN	10	2,000 gp	Arcana, leatherworker's tools
<i>Tempest griffon feather cape</i>	Very rare	GN	25	20,000 gp	Arcana, weaver's tools
<i>Winged boots</i>	Uncommon	SRD	2	200 gp	Arcana, cobbler's tools

CRAFTING MAGIC ITEMS

Griffon eggs aren't only sought after for the purposes of raising and training griffons. The egg yolks possess potent properties used in the construction of magical items. Below is a list of a few of the items that can be crafted using griffon eggs. If the item's source is SRD, it's featured in the Fifth Edition systems reference document. Item's marked GN are featured in this adventure's supplement.

In addition to the griffon eggs, creating these items come with a gold piece cost that covers other materials, tools, etc., based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, can be found on the table below. A character also needs the requisite tool and/or skill proficiency appropriate for the item's creation, also shown on the table.

GRIFFON TRAINING

Of course, the characters may also raise the griffons themselves, training them as mounts or companions. Griffon training is dangerous, time-consuming, and expensive—griffons require a lot of meat. Once trained, a griffon is a fierce and loyal steed, bonding with its master for life.

First, the characters must have a place to store the animal, specifically one from which it won't be able to escape via flight. Such griffon sanctuaries are hard to find, and usually only exist in large cities close to griffon nests.

For characters who wish to forego hunting their own griffons, the prices to purchase griffons is shown on the Griffon Cost Table. The Griffon Upkeep Costs table shows the costs required to stable and feed griffons. Griffon eggs require 35 days of care from the point they are laid to when they hatch. Barding, bit and bridles, saddles, and other equipment related to mounts are detailed in the Fifth Edition SRD.

GRIFFON COST

Item	Cost	Speed	Carrying Capacity
Griffon egg	350 gp	—	—
Griffon cublet	500 gp	20 ft., 50 ft. fly	75 lbs.
Griffon, wild	5,000 gp	30 ft., 80 ft. fly	540 lbs.
Griffon, trained	15,000 gp	30 ft., 80 ft. fly	540 lbs.

GRIFFON UPKEEP COSTS

Item	Price/Day	Price/Week
Egg care	1 gp	7 gp
Feed (raw meat)	5 gp	35 gp
Stabling (griffon sanctuary)	5 gp	35 gp
Trainer	5 gp	35 gp

To train a griffon, a character must spend a minimum of eight hours per week for two years (104 weeks) if the griffon is a hatchling, one year (52 weeks) if it's a wild full-grown griffon, or six months (26 weeks) if it's a trained full-grown griffon.

If they pay a trainer to assist them (see the table above), the characters are not required to make checks. They only need to spend the time and money. Otherwise, the character must make a DC 10 Wisdom (Animal Handling) check at the end of each week. The character gains a +1 bonus to the check per each additional eight-hour period spent that week training the griffon beyond the first eight hours, to a maximum of +6. At the GM's discretion, certain spells, character features, and magic items (such as the *satchel of beast chow* detailed in the supplement) might grant the character advantage on the check. If the check is successful, the character gains 1 week of progress. If the check fails, the character gains no progress but loses none either.

Once the griffon is trained, the character may ride it without any issue. The griffon's loyalty is to its new master for life, and it will fight to the death to defend them. Ω

APPENDIX: KOBOLD AIRSHIP

KOBOLD AIRSHIP

Huge construct, unaligned

AC 15 (natural armor)

Hit Points 300 (40d12 + 40)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	13 (+1)	8 (-1)	7 (-2)	8 (-1)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 10 (5,900 XP)

Vehicle. The kobold airship is a vehicle. Up to eight Small creatures can ride on the ship without squeezing. To make a melee attack against a target within 5 feet of the ship, they must use spears or weapons with reach. Creatures in the ship have three-quarters cover against attacks and effects from outside it. If the ship is destroyed, creatures in the ship are placed in unoccupied spaces within 5 feet of the ship.

Actions

Multiattack. The airship makes two attacks with its ballistas.

Ballista. *Ranged Weapon Attack:* +7 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Cannon (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.



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