**Name:** Silver Griffon Eye

**Rarity/Attunement:** Wondrous Item (Necklace) - Very Rare (Requires Attunement)

**Description:**

This sturdy yet ornate jewelry piece holds a tale within its polished stone and metals, culminating in a massive, sparkling blue sapphire. From the curious introduction of adamantine into its finery to the faint decoration of silver, every aspect is crafted with a loving touch.

**Tabs:**

* **Brought Forth:** As an ***Action***, the user can summon the *Silver Griffon* from within the gem of the necklace, as if by the *Find Steed* spell. Once used, this property can’t be used again until the next ***Dawn***.
  + **Bred for the Saddle:** While mounted on the *Griffon*, the user can cause an ***Attack*** targeted at it to target themselves instead.
  + **Guardian:** If the user is targeted by an ***Attack*** while mounted on the *Griffon*, the *Griffon* can immediately use its ***Reaction*** to make an ***Attack*** against the ***Attacker***. It must be able to see and reach the ***Attacker*** to do so.
  + Only a single *Silver Griffon* can be called forth at a time.
* **Slain:** If reduced to ***0 HP***, the *Griffon* disappears and can’t be summoned again for ***1d4 Days***, restoring its energies within the necklace. Whenever it disappears, it leaves behind any objects it wasn’t summoned with.

**Griffon:**

**Griffon Description:**

The coloration is the first stark difference. It bears several shades from others of its species, the gleam of pristine gray denoting tones of silver. The metallic namesake of this griffon is not a far leap from its unusual color. The metal armor plating that adorns it matches the necklace to which it is bound, as if conjuring forth this mystic beast was a personification of the gemmed necklace itself, hence the name.

**Griffon: 18 AC - 59 HP**

| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- |
| 18 (+4) | 15 (+2) | 16 (+3) | 6 (−2) | 13 (+1) | 8 (−1) |

* **Keen Sight:** The *Griffon* has **Advantage** on **Wisdom (Perception) checks** that rely on sight.
* **Adamantine Plating:** As long as the *Griffon* is clad in its custom barding, it deals **Double damage** to objects and structures, and ***Critical Hits*** against it become ***Normal Hits***.
  + This armor adorns the *Griffon* when it is *Summoned*, can be ***Donned*** or ***Doffed*** as normal, and disappears when the *Griffon* is *Slain* or *Unsummoned*.

**Actions:**

* **Multiattack:** The *Griffon* makes **Two Attacks**: one with its plated beak and one with its armored claws.
* **Plated Beak:** *Melee Weapon Attack:* **+7** to hit, reach **5 ft**., one target. *Hit:* **8** (**1d8 + 4**) **Piercing damage.**
* **Armored Claws:** *Melee Weapon Attack:* **+7** to hit, reach **5 ft.**, one target. *Hit:* **11** (**2d6 + 4**) **Slashing damage.**

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