

**Threat**

Hard  
Difficult

**Bounty**

1500 Crowns

**Armor**

10

INT	1
REF	10
DEX	10
BODY	15
SPD	6
EMP	1
CRA	1
WILL	5
LUCK	0

STUN	10
RUN	18
LEAP	3
STA	50
ENC	150
REC	10
HP	100
VIGOR	0



<b>Height</b>	Around 2 meters at the shoulder
<b>Weight</b>	Around 907kg
<b>Environment</b>	Around high mountains
<b>Intelligence</b>	About as intelligent as a dog
<b>Organization</b>	Solitary or in pairs

THE WITCHER CARD GAME

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Illustration by Anna Podeworna

# Archgriffins

## Commoner Superstition (Education DC:14)

*It's a griffin, just more... griffiny.*

–Gwent description

## Witcher Knowledge (Witcher Training DC:14)

Archgriffin is a subspecies of griffin. They're almost exactly the same, however the archgriffin can spit acid at you in order to catch you off guard.

### Vulnerabilities

Hybrid Oil

### Abilities

#### Sonic Screech

An archgriffin can take its turn to let out a screech which forces anyone within 10m to make a Stun save at -1.

#### Charge

If a target moves more than 10m away from the archgriffin, it can charge and make a powerful claw attack at -4 which does 10d6 damage and knocks the target back 8m. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

#### Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 8.

#### Flight

An archgriffin can take flight as a movement. It can only be knocked out of the air by stunning it or doing more than 10 points of damage with an attack. If the archgriffin is knocked out of the air, it must make a DC:16 Athletics check or take ramming damage equal to how many meters it fell.

#### Night Vision

Archgriffins operate in areas of dim light with no penalties.

#### Spit Acid

Archgriffins can spit acid at one target up to 3m away and do 2d6 damage and 1d6/2 ablation to weapons and armor.

### Skills

Athletics +7

Awareness +10

Brawling +7

Courage +10

Dodge/Escape +7

Endurance +3

Melee +9

Resist Magic +9

Stealth +4

Wilderness Survival +8

### Loot

Archgriffin Egg (1d6/2)

Archgriffin Feather (1d10)

Venom Extract (1d6)

### Weapons

Name	DMG	Effect	ROF
Claws	6d6	Poison (25%)	2
Bite	7d6+2	Bleed (50%), Poison (25%)	1