

# Hippogriff

A hippogriff is a monster found on MM 52. It is also one of the three standard [flying mounts](#), the other two being [griffons](#) and [pegasi](#).

Hippogriffs have a carry load of 4000/6000.<sup>1)</sup>

## Growth

Eggs hatch in d5 months. There is a 1% chance for a twin birth from a single egg. The born hippogriff is a fledgling for 6 months after birth. At 6 months of age, a period of intensive training must begin if the hippogriff is to be trained as a flying mount.

## Flying

A hippogriff must rest 1 hour for every 3 hours flown, during which period it eats as if famished.

## Upkeep

Upkeep is 250-500 gp/month. The exact amount is determined by the proportion of max hit points the hippogriff has compared to its possible minimum and max hit points. This pays for grooms, keepers, food, and special quarters.

## As a flying mount

Training takes d3+3 months. If training is broken for more than 2 days, the hippogriff's wild nature asserts itself and all progress is lost. During this time, the training character must spend at least two hours a day training with it.

The owner of the hippogriff might employ certain characters to take care of the hippogriff while the owner is away in order to avoid breaking the 2 day absence limit. They are as follows:

| Character   | Maximum period | Cost       |
|---|----------------|------------|
| Druid   | 1 month        | Negotiable |
| Expert animal handler (expert hireling)                               | 3 weeks        | 25 gp/week |
| Ranger  | 2 weeks        | Negotiable |
| A character with the animal husbandry <a href="#">secondary skill</a> | 1 week         | Negotiable |

After 2 months of training, the hippogriff can be flown, but not fought from.

After 4 months of training, the hippogriff can be fought from in melee. At this point, the owner has gained the ability to fight from flying mounts in general, meaning they have gained an ability which is

“transferable” to other flying mounts like griffons and pegasai.

After 6 months of training, missile weapons can be fired while mounted on the flying hippogriff. Similarly to the flying mount melee combat ability above, this ability is transferable to other flying mounts.

<sup>1)</sup>

WSG 47.

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