

# Hippogriff

written by CresthavenRPG Guru | January 3, 2020



*Uncommon | Large | Neutral | Magical Beast*

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal.

Armor Class	Hit Points	Move
15	16	walk 50 ft
	(4 Hit Dice)	fly 100 ft
Appearing	1d2	
Habitat	Hills, Mountains	
Negotiation	no	
Morale DC	11	
Challenge	5 (1,500 XP per monster)	

## Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	1	1	-3	1	-1

## Combat

Has 2 attacks. Hit Bonus +3. Damage Claws (x2) 1d6 +3, bite 1d10 +3 damage damage

---

## Treasure

**Individual:** None

**Lair:** None