A hippocampus is also called a merhorse or sea horse. Like the merfolk, they are half-fish. The front half of a hippocampus resembles a horse, complete with a flowing mane and long, strong legs. The legs, however, end in wide fins rather than hooves. The hindquarters of the animal are that of a great fish. Their bodies are covered in fine scales in the fore parts, large scales elsewhere. Typical colors include ivory, pale green, pale blue, aqua, deep blue, and deep green.

Aquatic races often tame these animals, and they make fine steeds for they are strong, swift, and very intelligent.

Although they cannot speak, they understand Aquan, and can learn another language if properly trained.

**COMBAT**

Hippocampi are not aggressive creatures and will only attack if cornered or if another hippocampi or ally is threatened.

In combat a hippocampus will slap at an opponent with its tail. They rarely rely on their bite attack.

**Skills:** *Due to their coloration, hippocampi receive a +8 bonus to Hide checks when underwater.*

**Training a Hippocampus**

Training a hippocampus as an aquatic mount requires a successful Handle Animal check (DC21 for a young creature, or DC28 for an adult) and that the creature be willing. Hippocampi mature at the same rate as horses.

Trainers can reduce the DC by 5 and the rearing time by one-half by using a magical bridle enchanted for this purpose.

Hippocampi eggs are worth 1,500 gp apiece on the open market, while young are worth 2,500 gp each. Professional trainers (usually tritons) charge 1,000 gp to rear or train a hippocampus. Riding a trained hippocampus requires an exotic saddle. A hippocampus can fight while carrying a rider, but the rider cannot attack in the same round unless he or she succeeds at a Ride check (see Ride, page 72 in the *Player's Handbook*).

**Carrying Capacity:** A light load for a Hippocampus is up to 233lbs; a
medium load 234-466lbs; and a heavy load, 467-700lbs.

The Hippocampus first appeared in the 1e MM (Gary Gygax, 1977).