

# Flying Mount

Rules for flying mounts are found on DMG 50. These rules go into some detail which is covered on this page, as well as creature-specific rules found on the individual pages. The three standard flying mounts are the [hippogriff](#), the [griffon](#), and the [pegasus](#).

## Mounting and dismounting

If time is not taken to properly mount, the rider will tend to fall in the first round of melee.<sup>1)</sup>

- It takes 2 rounds to properly strap in to the saddle.
- If not properly strapped in, there is a 5-in-6 chance to fall off in any round that the aviator was ever in melee range with an enemy. Similarly, there is a 1-in-6 chance to fall in any round that the aviator is involved in missile exchange – whether on the giving or receiving end, or both.
- It takes 1 round to unstrap. Cutting oneself out is typically not possible (the straps are necessarily very robust).

## In combat

If not flying, mounts will attack on the 2nd and subsequent rounds after they engage in a melee, just like warhorses. If flying, the [flying combat](#) rules must be used, which operates differently than the standard melee.

Note the “Damage” rules on DMG 53 – flying creatures will not be able to continue flying after taking a certain amount of damage.

## Carrying capacity

Normal and max loads for a large number of flying creatures are found on WSG 47.

<sup>1)</sup>

DMG 53.

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