

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](#).

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.

Carrying capacity

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

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