

# Mount

A mount is anything a creature is able to ride upon in order to improve travel or combat.

## Flying mounts

See [Flying Mounts](#).

## Recovering mounts which have fled

Some mounts have a chance to flee in certain situations, such as horses in combat<sup>1)</sup>, or mules detecting strange smells.<sup>2)</sup> There are no rules for recovering mounts which have fled. We use the following rules extension:<sup>Ex</sup>

Each hour, each mount which fled has a chance to be found based on the available line-of-sight. The DM may modify this table for special cases. Note that any improved line-of-sight granted by standing atop hills or mountains is typically counteracted by the increased number of places to hide in such terrain.

| Line of sight  | Chance to recover |
|--|-------------------|
| High (plain, scrub, desert, snowfield, low hills)            | 3-in-6            |
| Moderate (light/med forest, steep hills, or during rainfall) | 2-in-6            |
| Low (heavy forest, mountains, swamp, or during a storm)      | 1-in-6            |

Rangers or magic may perform better than these chances, of course.

<sup>1)</sup>

MM 53.

<sup>2)</sup>

MM 72.

From:

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Last update: **2025-04-13 23:35**

