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Flying Mounts

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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