

Mounts & Mounted Combat

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

What is a mount?

A mount is any willing creature that is at least one size larger than you and that can reasonably be ridden. Common examples include donkeys, ponies, draft horses, oxen, riding horses and warhorses. At the DMs discretion more unusual, exotic, and intelligent creatures, such as griffins, unicorns, and even dragons can be used as mounts. Any mount with an intelligence of 3 or higher counts as an intelligent mount.

Mounting and Dismounting

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

Initiative

The initiative for a mount is rolled for separately. However, while being ridden, a mount's initiative changes to that of the rider and acts on the rider's turn. The rider and mount's movement and actions can be resolved in any order.

Should the rider dismount, the mount reverts to its own initiative. When mounted or dismounted, a mount may not move or take actions if it has .

Measurements and Targeting

While mounted, all measurements to and from both the rider and mount are taken from the space occupied by the mount. Rider and mount are targeted separately for attacks, spells, and other effects. If the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

When riding a mount more than one size larger (such as a medium creature riding a huge creature) a character may only cast spells or use abilities with a range of touch against the mount, and may only attack with melee weapons that have the reach attribute. The DM may allow the character to acquire specially adapted melee weapons that grant the reach attribute to weapons that would not normally have reach.

Movement and Actions

The movement and actions that you can make while riding will depend on what kind of mount you are riding. While mounted a rider cannot move, other than to dismount.

Riding Mounts: Domesticated horses, donkeys, horses, and similar creatures are assumed to have been trained to accept a rider. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge.

War-Trained & Intelligent Mounts: Mounts trained for war, such as a warhorse, and intelligent mounts that accept a rider willingly, may take any actions available to them whether being ridden or not.

Bits, and Bridles

A bit and bridle is required to control a mount. Intelligent mounts are an exception to this rule as they are smart enough to interpret the rider's commands.

Saddles

A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount, and otherwise counts as a military saddle.

Barding

Mounts may be equipped with armor in the form of barding. Riding mounts have proficiency in light armour. War-trained and intelligent mounts also have proficiency in medium and heavy armour. Barding costs 4 times as much and weighs 2 times as much as normal armour of the same type.