13th Age Monthly
Mounted Combat
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13TH AGE IS A FANTASY ROLEPLAYING GAME BY
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MOUNTED COMBAT

If you tuned in for our earlier *Dragonriding* rules (available in Volume 1 of *13th Age Monthly*), you'll see that we're taking a different approach to mounted combat in this issue. The earlier dragon riding rules treated you and your dragon mount as two separate creatures with separate hit points, defenses, actions, and attacks. Feel free to keep using the earlier dragon-riding rules if you're mounted on a dragon, wyvern, phoenix, or other hugely powerful magical creature that shouldn't be sucked into your player character's heroic gravity well and if you're happy with those more-involved mechanics that required building battles adjustments.

But that's not how we're handling the mechanics this time. The rules that follow treat your mount as an addition to your character's potential, not as a separate creature that needs to have its hit points, actions, and attacks accounted for each battle.

Note that these rules aren't attempting to portray the role of mounts in mass warfare. They suggest how non-flying mounts might work for player character adventurers in skirmish-level battles rather than in mass battles. As with many of our rules, these mechanics are designed for PCs and not meant to be applied to the many rider/mount combinations we've presented elsewhere as monster/NPC stats.

Gloranthan mounts: For a change, this issue of *13th Age Monthly* covers a number of creatures that come from Greg Stafford's world of Glorantha, which we'll be handling in depth in the upcoming *13th Age in Glorantha* book that will be published by Moon Design Publications, LLC. It's odd to publish support material for a book that isn't out yet, but playtest versions are in the hands of Kickstarter backers, and it's probably not as odd as when we ran the *13 True Ways* Kickstarter before the *13th Age* core book was published!

Since bison and bolo lizards and high llamas aren't obviously at home in the Dragon Empire, the stats for several of the Gloranthan mounts will include notes on how they might be used in a core *13th Age* game. On the other hoof, since this is a core *13th Age* Dragon Empire product, we're not going into any details about these mounts and where they fit into Glorantha. If you're curious, see page 26 in the *Guide to Glorantha* for details on the nomads of Prax and other Gloranthan riders. Better yet, talk to a long-time Glorantha fan, who will probably be overjoyed to explain!

Mounted combat is tricky. The times I played with mounted characters in other games the mechanics were awful. The PCs are more important than creatures they are riding. It's tricky to create riding and mounted combat mechanics that are interesting the same way that we try to make other 13th Age *mechanics interesting.*

BASIC ASSUMPTIONS

We'll start with the basic rules.

Your mount has to be bigger than you are: As a rule, mounts have to be bigger than the creatures that are riding them. Humans, ducks, and uz can ride a large or huge mount into battle, but generally not a medium one. When there's an exception, we'll call it out.

Generally one rider at a time: It's obviously feasible to have a mount carry two riders smaller than it. The rules for mounts in combat that follow are written assuming there's one rider and no passengers. If you're carrying a passenger, it seems most likely that the combat advantages of mounted combat aren't available to you. If your GM decides to make a one or two-round exception because you're an awesome hero and the halfling sharing your mount's back is child-sized, good for you. Ditto if you're riding a dragon.

Fight outdoors: Riding a mount into battle is usually best done in the outdoors where you have room to maneuver, or in other spaces large enough to accommodate your mount. If you're fighting in a space or terrain that's wrong for your mount, the GM should assess at least a –2 penalty to your d20 rolls.

Willingness matters: These also aren't rules for forcing hostile mounts to carry you, or for forcing creatures that aren't normally mounts to give you a ride. We have combat rules for that type of interaction! And the endpoint usually isn't someone getting a ride to where they'd like to go. . . .

Mounting & dismounting: Mounting is a move action. So is dismounting. If you also want to do more with that move, call it a dicey move and see if you can get away with it. As you'll see in the Losing Your Mount section, your mount isn't meant to be running around the battle loose without you, so generally if you dismount, count yourself lucky if the GM doesn't send monsters to kill your mount while it's running free.

Your miniature: If you're playing with miniatures, feel free to use a mounted mini, or just use your normal miniature, with some visible reminder to indicate you and your mount qualify as a large creature when you're together.

The goal of the mechanics in this article is to add the flavor of mounted combat to 13th Age *games that care while keeping the focus on the player characters and keeping the game moving swiftly. It's possible that we'll tweak these mechanics before they get published in print.*

Mounted Bonuses

Riders who know what they're doing enjoy a few small bonuses while mounted on combat-worthy mounts. Different mounts supply different bonuses. Here are the categories of bonus that are most common:

Attack bonuses

Defense bonuses

Other bonuses: A few mounts have unique advantages. Other mounts specify that you have advantages specifically against enemies who aren't mounted.

Losing your Mount

Since we're not tracking separate hit points for your mount, we account for the possibility that your mount might be slain or otherwise taken out of the fight with two slightly abstract game mechanics.

Dropping to zero hit points: When you drop to 0 hit points or below while mounted, you must roll a hard save (16+). If you succeed, your mount is still alive and you're lucky enough to still be on its back, though you are unconscious. On your turn, your mount can move, though it's probably going to move somewhat randomly away from combat or under the GM's control. While you are unconscious on your mount's back, any attack against you that hits deals half damage to you and eliminates your mount from the battle.

If you fail the save, you're unconscious on the ground and your mount is removed from the fight. That doesn't necessarily mean that your mount has been slain—it has probably only been injured or panicked or routed, but for the rest of the battle you are on foot (well, at the moment you're flat on your back), or perhaps it is slain and you'll be able to find a different mount.

Critical hits: When you take a critical hit, roll a save as indicated for your specific mount. If you succeed, your mount is fine. If you fail, your mount is removed from this battle and you're fighting on foot.

As above, losing your mount this way doesn't necessarily mean that it's dead. You and the GM should use the situation to tell an entertaining story.

And yes, if you suffer a critical hit that drops you to 0 hit points or below, you'll have to roll both saves to keep your mount in the fight.

Using your Mount's Combat Actions

A mounted player character takes their turn normally, taking a standard action, move action, and a quick action.

Mount Control Abilities

Mounts can be picky about who they respect as a rider. Different mounts respond better to different styles of command. Each of the mounts listed below indicates which one, two, or three ability scores you choose from to make your combat control check for that type of mount.

Obviously, you should use the highest ability modifier of those allowed when you make combat control checks.

The Combat Control Check

Twice per battle (but no more than once per round), a mounted character can use a quick action to attempt to get their mount to make a mounted combat action, chosen before you roll. Such attempts require a combat control check using the ability score you are using to control the mount.

Each **combat control check** is an unusual skill check that allows you to add the escalation die: 1d20 + your level + your mount control ability score modifier + the escalation die + your points in a background you can convince the GM is relevant!

Target DC: The difficulty of the skill check varies and is determined by your tier:

PC level 1–4: DC 15
PC level 5–7: DC 20
PC level 8–10: DC 25

In addition, the GM should add +5 to the DC for each mounted combat action you have attempted previously in the battle.

Success: If you succeed with the combat control check, your mount performs the action you've chosen (using your quick action, since we're not tracking your mount's actions separately). Once you succeed with a mounted combat action, you can't attempt that specific action again later in the battle. For example, once you've gotten your bison mount to *slam around*, you'll have to choose a different mounted combat action if you make another combat control check later in the battle.

Failure: If you fail the check, you've burnt your quick action, used one of your attempted combat control checks this battle, and made the DC for subsequent combat control checks 5 points higher, but there's otherwise no effect. (In case you're wondering, we think it's generally too cruel to pitch a PC off their mount for rolling a natural 1 with a combat control check, but you could probably get away with some lesser riding problem.)

Adventurer Feat: If you start a battle mounted, you can attempt a third combat control skill check each battle. If you start a battle unmounted, you gain a +1 initiative bonus.

Champion Feat: The ability modifier you're using for combat control checks now determines the number of combat control checks you can attempt each battle. The initiative modifier when you start a battle unmounted increases to +2.

Mounted Feats: *It seems natural to provide feats that can make a character a more proficient combatant while mounted. But what's natural ain't always right! Few campaigns stage the majority of their battles on horse- or wolf-back. Taking feats that only help you while you're mounted will hurt the rest of your adventuring career . . . unless the feats offer some form of consolation prize, an advantage that applies in battles you fight while unmounted. It's not certain that the 'consolations' offered by the feats in this article are sufficient, but they're a step in the right direction.*

Mounted Combat Actions

The following list covers a variety of actions and attacks skilled riders can elicit from their mounts. Most abilities are treated somewhat abstractly so that they can apply to a number of different creatures. If you feel strongly that your player character's mount should have an ability that's missing from the generic write-up, spin a tale to amuse your GM and the other players justifying an ability swap or addition.

Charge

Quick action

Use this ability while you're not engaged. If you move and make a melee attack against an enemy this turn, roll an additional d20 for the first attack you roll and use the higher result. If the attack hits, add an additional WEAPON die of damage (5th level: two additional WEAPON dice; 8th level: three dice).

Double Strike (Claws, hooves, etc.)

Quick action

Your mount makes two attacks against different enemies engaged with it. You can add the escalation die. For a change, this is your mount attacking, not you.

Mount's natural weapons +4 vs. AC (up to 2 enemies)—7 damage

1st level PC	+4; 7 damage.
2nd level PC	+5; 9 damage.
3rd level PC	+6; 12 damage.
4th level PC	+7; 14 damage.
5th level PC	+9; 18 damage.
6th level PC	+10; 24 damage.
7th level PC	+11; 28 damage.
8th level PC	+13; 36 damage.
9th level PC	+14; 48 damage.
10th level PC	+15; 56 damage.

Hooves, Fangs, or Horns

Quick action

Your mount attacks an enemy engaged with it with its natural weapons. You can add the escalation die. For a change, this is your mount attacking, not you.

Mount's natural weapons +5 vs. AC—8 damage

Miss: Half damage.

1st level PC	+5; 8 damage.
2nd level PC	+6; 10 damage.
3rd level PC	+7; 13 damage.
4th level PC	+8; 16 damage.
5th level PC	+10; 20 damage.
6th level PC	+11; 26 damage.
7th level PC	+12; 32 damage.
8th level PC	+14; 40 damage.
9th level PC	+15; 52 damage.
10th level PC	+16; 64 damage.

Mounted Superiority

Quick action

Each mount entry with this action specifies the unique advantage you gain when you use the action.

Nasty Attack

Quick action

Your mount attacks an enemy engaged with it with its nastier-than-the-usual-mount natural weapons, or natural weaponry augmented by iron or magical enhancements.

Mount's natural weapons +6 vs. AC—12 damage

Miss: Half damage.

1st level PC	+6; 12 damage.
2nd level PC	+7; 14 damage.
3rd level PC	+8; 18 damage.
4th level PC	+9; 24 damage.
5th level PC	+11; 28 damage.
6th level PC	+12; 36 damage.
7th level PC	+13; 48 damage.
8th level PC	+15; 56 damage.
9th level PC	+16; 72 damage.
10th level PC	+17; 96 damage.

Skitter Away

Quick action

Add +5 to your disengage checks this round.

Slam Around

Quick action

Your mount's imposing presence or quicker than normal movements wear your enemies down.

Each non-staggered enemy you are engaged with takes 3 damage, and each staggered enemy you are engaged with takes 6 damage.

1st level PC	3 and 6.
2nd level PC	4 and 8.
3rd level PC	5 and 10.
4th level PC	6 and 12.
5th level PC	8 and 16.
6th level PC	9 and 18.
7th level PC	12 and 24.
8th level PC	16 and 32.
9th level PC	20 and 40.
10th level PC	24 and 48.

Speed Exploit

Quick action

You can use your move action(s) this turn to perform a maneuver, stunt, or action showing surprising speed. The most common use would be to move further than expected and therefore being able to make a melee attack against an enemy that was far away at the start of your turn.

Trample

Quick action

When you make a move action later this turn, you can move over a single normal-sized enemy and make a *trample* attack. You can ignore any opportunity attacks from that enemy provided you don't end your turn engaged with it.

Trample +7 vs. PD—10 damage

Miss: Damage equal to your level.

1st level PC	+7; 12 damage.
2nd level PC	+8; 13 damage.
3rd level PC	+9; 17 damage.
4th level PC	+10; 20 damage.
5th level PC	+12; 27 damage.
6th level PC	+13; 33 damage.
7th level PC	+14; 40 damage.
8th level PC	+16; 53 damage.
9th level PC	+17; 67 damage.
10th level PC	+18; 80 damage.

Web Hurling

Quick action, when the escalation die is 3+

Your mount throws a sticky web against nearby enemies. You can add the escalation die to the attack. For a change, this is your mount attacking, not you.

C: Thrown web +4 vs. PD (1d3 nearby enemies in a group)—The target is stuck until the end of its next turn.

1st level PC	+4
2nd level PC	+5
3rd level PC	+6
4th level PC	+7
5th level PC	+9
6th level PC	+10
7th level PC	+11
8th level PC	+13
9th level PC	+14
10th level PC	+15

The Mount List

This list focuses on horses and the creatures that take horses' place in different cultures.

Standard Mounts

We play that anyone riding a horse into combat should have at least one background that explains why they know something about mounted combat. If all your backgrounds involve working as a chef in Drakkenhall and serenading the Elf Queen as a lullabeer, you should dismount to fight.

To show that your character is adept at fighting on horseback, take the following feat. (A benevolent GM might allow the feat's advantages to carry over to other mounts.)

Combat on Horseback

Adventurer Feat: You can reroll the first combat control check you fail each battle. Whether or not you are mounted, you also gain a +1 bonus to skill checks related to an ability score of your choice: either Constitution or Charisma.

Horse

Not every horse qualifies as a horse you could ride into battle. Ponies, cart horses, draft horses, and for that matter donkeys and mules might barely count as mounts, but they're not really any good in combat and wouldn't give you any of these bonuses or possible actions.

Combat control ability: Your second highest ability score

Attack bonus: +1 melee attack vs. unmounted

Defense bonus: +1 AC vs. unmounted melee attacks

Save vs. critical hit: Normal (11+)

Unique advantage: When you succeed with a mounted superiority action, increase either the defense bonus or attack bonus vs. unmounted to +2.

Mounted combat actions: *hooves*, *mounted superiority*, *speed exploit*.

Warhorse

A superior beast, trained or eager for battle. If you've got a powerful riding beast that's not accounted for elsewhere on this list, you could use these stats as a guide and cut a couple of the mounted combat options. Horses aren't the best mount, but they're flexible.

Combat control abilities: Strength, Constitution
Attack bonus: +1 melee attack vs. unmounted
Defense bonus: +1 AC vs. unmounted melee attacks
Save vs. critical hit: Easy (6+)
Unique advantage: When you succeed with a mounted superiority action, increase either the defense bonus or attack bonus vs. unmounted to +2.
Mounted combat actions: *charge*, *double strike*, *hooves*, *mounted superiority*, *speed exploit*.

Problematic Mounts

These mounts aren't for everyone, mostly because they're as inclined to eat an adventurer as provide that adventurer with a combat mount. But if you have the right stuff, or perhaps the wrong stuff, these mounts may serve you as well as a warhorse, and arguably better in some terrain.

GM: If the PC's qualifications for the mount seem a little thin, give them special problems when they roll a natural 1, either on a control check or when fumbling their own attacks—things like suffering a quick nip from their giant wolf, random movement from their giant bug, or an embarrassing fall from their wall-crawling giant spider.

Giant Bug

In the Dragon Empire, devotees of the Diabolist, High Druid, Lich King, and Orc Lord are most likely to make use of giant beetles and other armored insects as mounts. A relationship point or two with any of those icons might be enough to qualify you as a possible giant bug rider.

In Glorantha, trolls often ride giant bugs when they've come to the surface world. Non-trolls who possess the Darkness rune also qualify as possible bug-riders.

The odd thing about riding a giant bug is that there is a speed-and-aggression cutoff. You generally can't count on riding something horribly aggressive like a praying mantis because it moves too quickly to account for a rider and tends to pop a rider's head off as easily as a mate's.

Combat control abilities: Strength, Constitution
Attack bonus: +1 melee attack bonus vs. normal-sized enemies
Defense bonus: +1 AC
Save vs. critical hit: Normal (11+)
Mounted combat actions: *horns*, *slam around*, *speed exploit*.

Giant Spider

In the Dragon Empire, the drow have a lock on spider-riding. Drow-related backgrounds or an icon relationship with the Elf Queen may be enough to qualify you as a spider-rider.

In Glorantha, one of the trolls' goddesses is the goddess of spiders. More on her, and the bug god, appears in the hell mother class in *13th Age in Glorantha*.

Combat control abilities: Dexterity, Wisdom
Attack bonus: n/a
Defense bonuses: +1 AC, +1 MD
Unique advantage: Wall-crawling, allowing you to cling to walls and ceilings.
Mounted combat actions: *fangs*, *skitter away*, *web hurling*.

Warg, Giant Wolf, Dire Wolf

It's not clear that riding a giant wolf into combat is actually better than riding a horse into combat, but you definitely look cool. We're listing it here in the standard mounts section because you don't need to spend a feat to be able to ride a giant wolf, but if you want to ride one in combat you probably need an appropriate icon relationship (High Druid, Orc Lord) or have a background that explains why giant wolves tolerate you as a rider. A stirring wolf-riding montage among the rangers of the Wild Wood might also suffice. Apparently there are also some wild elves who ride wolves, but that's cutting close to someone else's intellectual property.

Most of the people in the area of Glorantha we're concentrating on in 13G hate or fear dogs, so wolf-riding would very much be your One Unique Thing.

Combat control abilities: Strength, Dexterity
Attack bonus: +1 melee attack vs. unmounted enemies
Defense bonuses: +1 AC and +1 PD vs. ranged attacks
Save vs. critical hit: Hard (16+)
Unique advantage: Starting with the round after your wolf is lost in battle, you can roll a hard save at the start of each of your turns. If you succeed, your wolf recovers well enough to be remounted that turn, if you wish (using a move action as usual). If you don't remount, your wolf clears out until after the battle—it's not an animal companion that's going to stand guard over your unconscious body. (Or maybe you're going to kitbash this with an Animal Companion talent and it *is*!)
Mounted combat actions: *fangs*, *speed exploit*, *nasty attack* (only when escalation die is 3+).

Praxian Mounts

Our relative lack of attention to riding in the Dragon Empire means that Glorantha, with its four decades of publishing history, supplies many more familiar combat mounts. For now we're going to concentrate on earthbound mounts that can be encountered in the wastelands of Prax, a region dominated by nomadic tribes focused around specific riding and herd beasts. Dragon Empire options appear after some of the entries.

These mounts require a feat to ride into combat—hence they tend to fight at least as well or better than normal horses. That may not reflect the situation for NPCs in Prax, where these animals are valued because they've adapted to surviving in the wastelands rather than necessarily being superior combat mounts. But it surely matches the reality for PCs who ride the Hero Path.

If you don't have the feat, you may as well dismount and fight on foot, because you won't get any of the mount's bonuses or access to its actions and unique advantages.

Praxian Mounted Combat

Adventurer Feat: You can ride and fight on two or three of the Gloranthan mounts listed below. Not everyone who can handle a high llama can handle a rhino, but maybe you can. Whether or not you are mounted, increase your total hit points by an amount equal to your level.

Bison

As seen on the cover, it's a mountain of mount. Surprisingly nimble at times, too.

Combat control abilities: Strength, Constitution
Attack bonus: +1 vs. unmounted
Defense bonuses: +1 AC, +1 PD
Save vs. critical hit: Easy (6+)
Mounted combat actions: *charge*, *horns*, *slam around*, *trample*.
Dragon Empire possibilities: As you may have noticed on the cover, these mounts seem perfect for nomads who follow the High Druid and roam along the northern tracks of the Koru behemoths.

Bolo Lizard

A dinosaur-like lizard that runs on two legs, kicking and biting when it must but preferring to let its rider do the fighting.

Combat control abilities: Dexterity, Wisdom
Attack bonus: +1 vs. unmounted
Defense bonuses: +1 AC, +1 PD
Save vs. critical hit: Normal (11+)
Mounted combat actions: *double strike*, *skitter away*, *speed exploit*.
Dragon Empire possibilities: Maybe bolo lizards thrive in the Red Wastes. That could explain the unexpected success of a few kobold tribes. And it means that PCs who have connections with the Three are more likely to get access to bolo lizards. Also, non-human followers of the Great Gold Wyrm.

High Llama

An extremely tall llama, more like a cross between a llama and a giraffe.

Combat control abilities: Strength, Dexterity
Attack bonus: +1 vs. unmounted
Defense bonuses: +1 AC, +1 PD
Save vs. critical hit: Easy (6+)
Unique advantage: The critical hit range of your melee attacks against unmounted enemies expands by 1. When you succeed with the mounted superiority action, your critical hit range against other riders also expands by 1.
Mounted combat actions: *double strike*, *hooves*, *mounted superiority*, *speed exploit*.

Impala

Impalas can only carry riders like pygmies who are smaller than other humans, or halflings and gnomes in the Dragon Empire.

Combat control ability: Dexterity
Attack bonus: +1 ranged attack bonus
Defense bonuses: +1 AC vs. melee attacks, +2 PD against ranged and close attacks.
Save vs. critical hit: Hard (16+)
Mounted combat actions: *skitter away*, *speed exploit* (no limit to the number of times you can use *speed exploit* in a battle)

Rhinoceros

A trained war rhino. Few in number, high in impact.

Combat control ability: Strength
Attack bonus: +1 melee attack
Defense bonus: +1 AC
Save vs. critical hit: Easy (6+)
Mounted combat actions: *charge*, *nasty attack*, *trample*.
Unique advantage: You gain 4 temporary hit points when you start a battle mounted on a rhinoceros. The amount increases as indicated below. If you dismount, you lose the temporary hit points.

1st level PC	4 temporary hit points.
2nd level PC	5 temporary hit points.
3rd level PC	6 temporary hit points.
4th level PC	7 temporary hit points.
5th level PC	9 temporary hit points.
6th level PC	12 temporary hit points.
7th level PC	18 temporary hit points.
8th level PC	23 temporary hit points.
9th level PC	31 temporary hit points.
10th level PC	37 temporary hit points.

Sable Antelope

Similar to a horse in size and temperament, but sporting beautiful crescent horns.

Combat control abilities: Dexterity, Charisma
Attack bonus: +1 attack
Defense bonuses: +1 AC, +1 PD
Save vs. critical hit: Normal (11+)
Mounted combat actions: *hooves*, *speed exploit*.

Unicorn

Extremely rare mounts sacred to the goddess Yelorna. In Glorantha, you'd need to have the ☉ Fire/Sky rune to begin to qualify as a rider.

Combat control abilities: Dexterity, Wisdom
Attack bonus: +1 attack
Defense bonuses: +1 PD, +1 MD
Save vs. critical hit: Normal (11+)
Unique advantage: Successfully using mounted superiority lets you add your Wisdom modifier to the amount you heal when you use a recovery (5th level: double your Wisdom modifier; 8th level: triple it).
Mounted combat actions: *hooves*, *mounted superiority*, *nasty attack*, *speed exploit*.
Dragon Empire possibilities: We'll be covering unicorns in detail in an upcoming publication. It's not certain that these map to most Dragon Empire unicorns. But some, surely.

Mounts Out of Combat

Part of being a mounted character in a world where some other humanoids are not mounted is that you enjoy a couple obvious advantages: speed and stature. For the most part, these advantages can be handled with our usual storytelling techniques, but if you want to be a bit more specific about it, here are guidelines.

Speed

If the PCs are making a skill check related to how fast they can travel, being mounted might grant a +2 bonus to the check, particularly if they're competing against NPCs or monsters that aren't mounted or four-footed/flying fast.

If situations arise where player characters have to move fast, and they do not yet have powerful magic that can teleport them or let them fly, mounts provide greater speed over time.

Fleeing: The fleeing rules already allow PCs to retreat from horrible situations that are likely to kill them, so long as they suffer a campaign loss (*13th Age* core rulebook, page 166).

In the special case in which a group of mounted PCs wants to flee from enemies that are clearly not as fast as them, you could give a one-time-only save against suffering a campaign loss. Make it a single normal save for the whole group. And don't tell them, yet, that if they ever try this trick again it will incur a campaign loss as normal with no save. Some tricks should only have a chance of working once.

Problems with Mounts

We're closing this article with swift jots of common sense.

If the PCs frequently enjoy getting story advantages, a touch of speed, or combat boosts from mounts, that means they're asking to have a story or two about special problems keeping their mounts alive. Normally, roleplaying logistics is not what *13th Age* is about, but that just means you need to make the logistics problems *interesting*. Which monster ate all the food that was meant for your mounts? Worse, don't all monsters love the taste of horseflesh, or whatever it is you're riding? Use the PCs' mounts to drive challenges with small health problems, side treks, and unexpected responsibilities.

Building Battles with Mounted Characters

The *Dragonriding* system required large building battles adjustments to create fair battles. This new system isn't as big an advantage for mounted player characters.

At the moment we're counting every horse or Praxian-mounted player character as worth another 1/4th or 1/3rd of a player character. If you're on the fence about whether to use a monster's nastier special, mounted PCs let you hurdle that fence to "yes."