MOUNTED COMBAT

By Andri Erlingsson

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credits

A fly landed on Captain Perrault's cheek. He smacked at it irritably, accomplishing nothing but a moment of pain. He was not having a great day. His ship had beached itself in a confrontation with a sea monster on this uncharted island, and now there were savages riding great raptors nipping at his party's heels. They'd gotten the Bosun earlier, and poor One-Leg Sam had simply been the slowest in the train. The damned Wizard was off somewhere doing gods-knew-what ritualistic nonsense to calm the seas so they could sail away, and had taken the dwarf and the barbarian with him "for protection".

And that left poor old Perrault all by himself (and with his crew, but they hardly counted) to try to find a good tree to replace the ship's mast. A sudden hiss in the nearby brush brought him to a halt, and he raised one hand to signal everyone to a stop. It was another ambush. "Steady on, lads!" he shouted as he pointed his flintlock at the nearest bush and pulled the trigger, satisfied both by the smell of burning powder and the scream emerging from the darkness. But suddenly the earth shook, and a shadow passed over Perrault's head. He looked up.

Above them all towered a mighty raptor, larger than any other they'd seen so far, and atop it sat an over-decorated goblin - surely a shaman or chief. Even as he stood, terrified, the beast roared with such fierceness that several of his men ran straight away, leaving their weapons behind, no doubt only to be caught by the rest of the tribe. Perrault dropped his flintlock, then drew another...

"HYAAA!" came a more human roar from the left as Salka the Barbarian, Lightning of the North, The Wind-Woman, rode forth and impaled the beast on the horn of Sprite, her unicorn. The monster screamed and reared, dropping the shaman to the ground. The fallen goblin lay thrashing in panic as Salka chopped the King Raptor's head off with her axe. Perrault aimed and fired.

They would not be bothered by the goblins again that day.

introduction

introduction

From humble horses to mighty dragons and everything in between, Mounted Combat is proud to present your mighty heroes with steeds fit for their stature and power. This supplement will give your knight errants, halfling scouts, and proud dragonriders everything you need.

This supplement requires the *Dungeon World* core book to use.

How Mounts Work

In simple terms, it's easiest to think of mounts in this document as being a type of specialized equipment. They do not have ability scores or normal stat modifiers, they lack hit points and in general are not treated as separate characters. Rather, a loyal steed is considered to be an extension of your character, adding to what is already there rather than trying to clutter up your playbook or making complicated rules for who gets attacked when someone strikes at you. The physical capabilities of a mount are summed up by their Size, their quality by their Control, and everything else is detail which makes your mount come alive in the fiction. For a more in-depth explanation, see Mount and Vehicle Rules, on page 3.

mount and vehicle rules

The following rules apply whenever you are riding on any mount or vehicle. You can find a printable cheat sheet for these rules here: http://tinyurl.com/DWMountedVehicles

riding a mount or vehicle

While riding a Mount, you are its Rider. **While piloting a Vehicle**, you are its Pilot.

While you are the Rider or Pilot of a Mount or Vehicle, you have access to all of its moves as if they were your own. You perform tasks as if you were your mount/vehicle's size instead of your own size.

You can perform your own moves normally, if you trigger them. A Fighter riding a horse can Bend Bars, Lift Gates to smash through a door in their way, and a Thief can backstab using any special attacks their mount may have, if they meet the normal requirements to use the move.

If a roll is called for, use your own stats, unless the mount or vehicle has a move that specifies otherwise.

The control stat

Control is the quality or effectiveness of your mount or vehicle, their ease of control and the good nature, training or design inherent in them. A mount with a low Control stat is cantankerous and disloyal, while a mount with a high Control stat is obedient and well suited to riding. A vehicle with a high Control stat is intuitive to control and handles smoothly, while one with a low Control stat is complicated or handles poorly.

passenger stat

The passenger stat is the maximum number of people that can safely ride this mount or vehicle, not including the rider/pilot. Small people might not count towards the limit, and large people might take extra space. A Passenger does not gain the benefits of a mount's moves unless the moves are designated as Passenger moves.

If your mount or vehicle is larger or smaller than usual (see the Giant and Miniaturetags), you may wish to modify the value of its Passenger stat, as appropriate.

Some mounts and vehicles have Passenger moves. A Passenger move cannot be used by the Pilot – it must be used by someone hitching a ride. Some complicated vehicles need multiple people to operate them properly, and some mounts need too much attention from their rider to use everything they have at their disposal without extra help.

For example, if a mount has a Passenger rating of 1, you may have one rider and one additional passenger on that mount at any given time. The Passenger can use any Passenger moves the mount has, but the Rider cannot use them.

Armor

When you ride, pilot or are a passenger aboard a mount or vehicle that grants +Armor, add that armor to your own. Armor does not reduce damage that a mount or vehicle actually takes.

Size

Size is a special kind of tag which describes, in roughly one word, what the mount can do. Size is a rough indicator of what a mount is physically capable of.

The Giant and Miniature tags (see Mount Tags, below) can be used to change the size of a mount or vehicle. In a world of whimsy and adventure, Giant Dragonflies are just as likely to be a mount as a Miniature Elephant!

A Tiny mount is appropriate for faeries, pixies, sentient mice and beings who are about two apples tall. It can fit in very small spaces, hide easily in pockets of larger beings and go unnoticed with big people. They can move small things around for you, but no more than 1 weight at a time.

mount and vehicle rules

A **Small mount** is anywhere from the size of a human being at the uppermost to that of a fairly large dog. These mounts are appropriate for small-sized peoples and can fit in houses and caverns where larger mounts could not, allowing small folk a significant mount advantage indoors. They can usually carry a few things, if properly fitted with saddlebags, and have a max Load of 5.

A **Large mount** is around the size of a winged horse, somewhat larger or somewhat smaller included. These mounts do not easily fit into most dungeons or houses, but they can do things like pull wagons for long periods and rip out prison bars from weak town jails. They are the smallest type of mounts human-size folk can normally tame and ride. They can carry quite a bit, especially if hooked up to a cart or wagon. With saddlebags, they have a Load of 10.

A **Huge mount** is around the size of a young adult dragon. They are large enough to break walls and tear the roofs off cottages with fair ease, and can pull or lift massive loads (such as very large tree trunks) with almost no effort. They can carry as much as you can fit on them.

A **Gigantic mount** is impossibly huge. They are as big as big can get - the size of a whale, or a castle, or an island. Mounts of this size can go through anything in there way as if it weren't with little effort, and can carry more than you could possibly ever need them to.

mount tags

Tags for your mounts are used to describe extraordinary and unique mounts, and can serve to make your adventure more whimsical, and make a player who owns such a beast stand out more.

With permission or agreement from the DM or by taking certain Moves, you may append a tag to your mount. There is no limit to the amount of tags a mount can have, and they can also be appended to vehicles.

Aquatic: This mount can swim and breathe underwater. You might not be able to just because your mount can, so you might want to bring specialized equipment. Unless otherwise specified, the mount cannot travel on land.

Burrowing: This mount can burrow into the earth. You are not necessarily protected as it does so.

"The will is a beast of burden. If God mounts it, it wishes and goes as God wills; if Satan mounts it, it wishes and goes as Satan wills; Nor can it choose its rider... the riders contend for its possession."
—Martin Luther

Fearless: In addition to its other qualities, this mount is without fear and will not be startled, bravely facing anything you are willing to face yourself. This can represent anything from loyalty to its master to battle-hardening training. **Unless this mount is injured**, you always take the 10+ result on the Control Mount move. Vehicles cannot have this tag.

Flying: This mount can fly.

Giant: Put "Giant" in front of this mount's name (such as Giant Spider). This tag is only appropriate for mounts of Small size or below. It is now an exceptionally large variant of its species or make. Choose a size from Large or Huge and apply it to the mount.

Imaginary: No one but you can see or touch this mount, even though it is very real to you. You can ride it as normal, appearing to others as if you were riding on air.

It can come with you into places where a mount of its type and size normally could not. No one can attack it, but it also refuses to hurt or break anything and is very shy about interacting with people. It still needs to eat, but fortunately it can subsist on imaginary food. Vehicles cannot have this tag.

mount and vehicle rules

Living: Put "Living" in front of the vehicle's name (such as Living Dwarven Tunneler). It now heals naturally by one Stress when you make Camp. It does not need repairs, but it may require feeding. The Vehicle counts as both a Mount and a Vehicle for the purposes of having other tags. Mounts cannot have this tag.

Miniature: This is a very small mount of its kind. This tag is only appropriate for Large mounts or larger. Choose a size from Tiny to Small: This is your mount's new size rating.

Robot: Put "Robot" in front of this mount's name (such as Robot Sandworm). It is now a fearless mechanical mount which requires no food but may need maintenance and fuel. It does not heal naturally, but it also does not tire.

Sentient: Your mount is self-aware, possibly capable of speech and can learn complex tasks such as reading, which is very handy if you haven't learned to do so yourself. Vehicles cannot have this tag.

mount-specific rules

Mounts need food to survive, just like players do. They can feed off of either Dungeon Rations or Monster Feed. **If a Mount is injured**, it cannot take action until it has been healed, either by using healing items (bandages, potions, etc), or by resting for a few days with attentive care.

Mounts have a Load stat dependent on their size. Tiny mounts have a Load of 1. Small mounts have a Load of 5. Large mounts have a Load of 10. Huge mounts can carry as much gear and equipment as you can fit on them. A Mount carrying more than its Load cannot use its moves or have a Rider.

The following is a Basic Move when you are playing with Mounts in your campaign:

control mount (+control)

When your mount bucks due to fear, injury or shock, roll +Control. **On a 10+**, you remain mounted. **On a 7-9**, you become unhorsed, and your mount leaves the scene but will not go so far that you cannot mount it again when the danger has passed. **On a 6-**, your mount also becomes too injured, tired or frightened to carry you until it has received care and rest when you Make Camp.

vehicle-specific rules

Vehicles have a special form of damage known as Stress. A vehicle has 3 marks of Stress, unless otherwise noted. **When a vehicle takes 10 or more points of damage from a single attack**, mark off one point of Stress damage. Each time a vehicle takes Stress damage, it triggers the Damage Report move.

The Piercing tag reduces the amount of damage needed to cause Stress by an equal amount to the Piercing value. For example, a weapon with Piercing 2 only needs to deal 8 or more damage in a single blow to cause a point of Stress.

When your vehicle removes a point of Stress, choose one option from the Jury Rig list.

The next couple pages contain new Basic Moves to use when you are playing with Vehicles in your campaign:

mount and vehicle rules

control vehicle (+control)

When your vehicle skids and shakes under difficult conditions or a powerful attack, roll +Control. **On a 10+**, you maintain control of the vehicle. **On a 7-9**, the GM chooses one:

- A passenger or crewmember is briefly stunned as they slam into something.
- A sudden mechanical fault makes the situation more precarious.
- The vehicle briefly spins out of control and doesn't quite go where the pilot intended.

Damage Report

When a vehicle marks a point of Stress, the GM chooses one of the following:

- Choose a move the Vehicle has. It loses that move.
- -1 ongoing to Control.
- -1 ongoing to Armor.
- -1 or -2 ongoing to Passengers. If this brings the Passenger stat below the number of people on board, someone just lost their seat.
- There's a problem – a fuel leak, a broken rudder, or something else you'll need to deal with to keep the vehicle working properly.

Jury Rig (+INT)

When you have to repair damage to a vehicle on the fly, roll +INT. **On a 10+**, choose two. **On a 7-9**, choose one.

- The vehicle regains the use of one Move.
- The vehicle suffers one less ongoing penalty.
- You repair any onboard equipment which requires it.
- You give the vehicle a temporary boost, granting the pilot +1 forward on the next roll involving Control.

On a 6-, choose one anyway, but some side effect of the repair will cause another fault at an inopportune moment (the GM will tell you when).

Note: The Jury Rig move does not remove a mark of Stress from the vehicle, even if you used the move to repair something that was caused by gaining Stress.

mount and vehicle Rules

Mounts
Ground Mounts

Bear

What's more dangerous than a bear? A bear with you on top of it.

Large, Control +1, 1 Passengers, +1 Armor

Hugs and Clawses

When you Hack & Slash while riding a bear, you may always take the +1d6 damage option on a 10+ without exposing yourself to undue danger.

Get your Bearings

You may add the Bear's Control stat to your Discern Realities rolls when you are in the woods.

Loaded for Bear

When you Volley while riding a bear, you may add the bear's Control stat to your Volley damage.

Bison, Buffalo

Large, muscular, tough, and it has horns on its head. It will stampede over anything in your way.

Large, Control +2, 1 Passengers.

Toughalo

When your mount receives injury and bucks, you may roll Control Mount twice and take the better result.

Stampede

When you bravely charge an enemy from atop a Bison or Buffalo, add your mount's Control stat to any damage roll you make. Anything smaller or weaker than an ogre which survives your attack will be bowled over and/or sent flying. Anything larger or stronger than an ogre can stand their ground, leaving you open to a counterattack.

Boar

Boars are symbols of strength and plenty. It is no wonder that they're so popular among halfling warriors and chefs.

Small, Control +2, Fearless, 0 Passengers

It Eats Anything

You never need to worry about feeding the Boar unless you are in an absolute hell-blasted wasteland.

Pigheaded Charge

When your boar charges at a foe so that you might hack and slash them, you may add the Boar's Control stat to your Hack and Slash roll, but if you roll 10+ you must always choose to deal +1d6 damage and leave yourself open to a counter-attack.

Camel, Dromedary

The Ship of the Desert, with more teeth and attitude.

Large, Control +1, 1 Passengers

Humpy

So long as this mount gets to drink its fill before a journey, it doesn't need rations during the journey.

Cantankerous

When someone annoys this mount or its rider, it will spit at or bite at them immediately, whether you like it or not.

Long Live the Fighters

When you charge at your foe with intent to kill, add this mount's Control stat to all Defy Danger rolls, but any negative consequences that come up will affect your mount.

cat

Capricious and deadly, these mounts are not to be ridden by the faint of heart. They range in size from tiny house cats to great and powerful tigers or lions. Cats are renowned for their fickle nature.

Small or Large, Control +1, 0 Passengers

pounce

When you bravely assault someone while riding a Cat, you can choose to have your cat pounce on them instead of dealing your damage. **If they are smaller than the cat**, they are pinned down and cannot act while your cat remains on top of them. **If they are larger than the cat**, the cat clings to, claws, and harasses the enemy, and everyone gets +2 ongoing to damage against it until your cat falls off.

prowl

When you attempt to catch someone unawares while riding a cat, roll +Control. **On a 10+**, no one sees you coming and you get the drop on your target. **On a 7-9**, you get the drop on them, but you aren't nearly so silent as you would've liked.

ground mounts

Dog

Though often small, dogs are loyal and brave beyond their stature. This dog is bigger than most and may carry you.

Small, Control +1, No passengers

Good Dog

When you need to control your dog, you may roll Control Mount twice and take the better result.

Sic 'im!

When you charge bravely into melee while riding or running alongside your dog, add the dog's Control stat to your Hack & Slash roll.

"MAN RIDES DOG"
—News of the World

"I believe ghosts are like dogs and they just sort of do things arbitrarily."
—Charles Barkley, Tales of Game's Presents Chef Boyardee's Barkley, Shut Up and Jam: Gaiden, Chapter 1 of the Hoopz Barkley SaGa

Elephant

You probably want to get out of its way.

Huge, Control +1, Fearless, Armor +1

Tusks and screaming

When you Hack & Slash while riding an elephant, your attacks gain the Piercing 1 and Terrifying tags. Enemies who cannot reach you will attack your elephant instead.

Strongest nose in the animal kingdom

The Elephant can lift large objects and/or people with its trunk and manipulate obstacles like levers and gates.

Eek!

An elephant is afraid of mice. It will not usually try to buck you on seeing one unless it is already in danger, but it will not approach mice willingly.

Elk/Stag/Moose
This animal's most notable feature is the great pair of antlers adorning its head.

Large, Control +1, 1 Passengers

Up The Antler
When you Hack & Slash someone while riding this mount and get a 10+, instead of choosing to deal +1d6 damage, you may choose to disarm your opponent. Their weapon gets caught up in your mount's horns, putting neither you nor your mount at risk.

Bugling
Your mount is capable of making deep, loud bugling sounds, which can be heard for miles. It will make this noise at your command, allowing you to send basic messages, if you set up a system in advance.

Flightless Bird
This bird keeps warking at you. Maybe it wants you to ride it?

Large, Control +1, 1 Passengers

Gliding Jump
When you Defy Danger to jump while riding a Flightless Bird, you may add the bird's Control stat to your roll.

Peck And Claw
When you command your flightless bird to go for the eyes, hands, or some other soft, squishy weak point, roll +Control. **On a 10+**, the bird stuns the target, causing great pain and leaving them open to attack. **On a 7-9**, your bird keeps them distracted for a time, but your bird is left open to the opponent's attacks.

Frog, Toad
Ribbit.

Tiny, Control +1, Aquatic, 0 Passengers

Sticky Tongue
Your toad is capable of swatting objects or enemies within Near range with its tongue, pulling them Close to it. It cannot pull anything larger than itself with its tongue.

Jumpy
When you Defy Danger to jump as far as you can, add its Control stat to your roll. You may roll twice and take the better result.

"There's a red-nosed reindeer. That's mean. 'Your shining nose is useful in the fog...' The way he said it doesn't help at all. If you tell a bald man his head is useful in the dark, you'd get punched in the face. Santa Claus says such cruel things."
—Osaka, Azumanga Daioh

Goat

A clever herd animal with a penchant for ill temper.

Small, Control +1, 0 Passengers

Omnivore

Unless you are in a hell-blasted wasteland of some sort, you never need to worry about feeding a Goat.

Surefoot

When you defy danger to jump or traverse dangerous terrain while riding a Goat, if you do not roll a miss you always take the 10+ result.

Horny

When you charge into melee while riding a Goat and successfully deal your damage, the target is knocked flat onto their backs. **If there are any flimsy walls or doors in your way**, your goat can bash right through them.

Horse

Of course, of course.

Large, Control +2, Passengers 1

Joust

When you deal your damage with a lance or other polearm while atop your horse, it gains the Forceful tag.

Ride like the wind

When you Defy Danger to reach a destination as quickly as possible while on a horse, you can add the horse's Control stat as a bonus to the Defy Danger roll. If you do, the horse dies from exhaustion at the end of the ride.

Ground Mounts
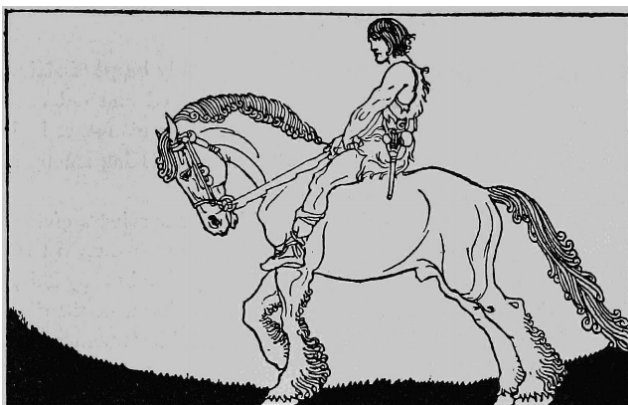
Land Lizard

Any one of a variety of a large category of cold-blooded beasts, ready for service. Komodo dragons, crocodiles, giant chameleons, and pythons included.

Large, Control +1, 1 Passengers

Independent Eyeballs

A foe cannot sneak up on you while you ride a Lizard.

Wall Climber

Lizards can crawl up rough, uneven walls freely, even while you ride them. They cannot carry wagons or carts up walls, however.

Waterwalker

The lizard can run across calm water at high speeds as long as it never stops moving.

Llama/Alpaca

Sure-footed herd animals, perfect for mountain-dwelling herdsfolk. These animals have a tendency to spit on those they don't like.

Large, Control +1, 1 Passengers

Mountain Legs

When you Defy Danger to climb or traverse hilly or mountainous terrain while riding this mount, you may add this mount's Control stat to your roll and reroll if you roll a miss.

Ptooie!

When this mount spits an acidic glob of half-digested grass at someone, roll +Control. **On a 7-9**, they become revolted and open to attack. **On a 10+**, it also hits them right in the eyes, dealing 1d4 damage which ignores armor. **On a miss**, the mount can't spit again until the next time you Make Camp.

Nightmare

A demon horse with mane and hooves aflame, all the worse with dreams of dark to blame.

Large, Control +2, Fearless, 1 Passengers

In Your Dreams

When you Undertake a Perilous Journey on a Nightmare, you may choose to ride the dreams of those sleeping in your path instead of riding in the normal world. Add the mount's Control stat to your Undertake a Perilous Journey roll. Any harm you suffer in the dream world goes away when you finish the journey, unless you die. Death will take you, even there.

Living Nightmare

When you kill an opponent while riding a Nightmare, instead of killing them, you may banish them into the world of dreams. They can never escape, unless you specifically search the dreamworld for them from atop your mount.

Rabbit, Hare

Very cute, very fast, and very skittish, these mounts run at every sign of danger they see.

Tiny, Control +1, 0 Passengers

Burst of Speed

When you Defy Danger to escape pursuit or dodge an attack while riding this mount, roll twice and take the better result.

No Time for You

When you would deal your damage to a foe from atop this mount, your mount may instead leap off of the enemy, going anywhere within Reach and, if they are smaller than your mount, knocking them over.

Rat

Small and cunning, this animal is well-known by everyone who has ever lived in the cities.

Tiny, Control +2, 0 Passengers

packrat

A rat likes to pick things up and run off with them. **When told to do so**, your rat will take an item up to 1-weight and skitter off with it. It will come back to you with it eventually, if nothing spooks it first.

plague rat

When you direct your rat to bite someone, roll +Control. **On a 10+**, they contract some sort of debilitating disease - the DM will describe it, but it takes a day or two to really kick in. **On a 7-9**, your rat doesn't get away immediately after biting them, and is exposed to harm.

Raptor

"Clever Girl."
—Muldoon, Jurassic Park

A large two-legged lizard-like creature with huge claws and lots of teeth. You can ride it. What are you waiting for?

Large, Fearless, Control +2, 1 Passengers

clever girl

When your raptor operates simple objects like doors, levers or gates, roll +Control. **On a miss**, the raptor fails to understand the task. **On a 7-9**, it does the task but will do it slowly and uncertainly. **On a 10+**, the raptor performs it with confidence and never needs to roll for that type of task again.

six inch talons and rows of teeth

When riding this mount, add its Control stat to your damage rolls.

powerful hind legs

When you Defy Danger to jump while riding a raptor, you may add the raptor's Control stat to your Defy Danger roll.

Raptor King

Now this is a big dinosaur.

Huge, Control -1, Fearless, Terrifying, 2 Passengers

Massive Jaw Full of Teeth

When you deal damage with this mount, your attacks gain the Messy tag. **When you kill an enemy while riding this mount**, there's nothing left of them.

King of Monsters

The Raptor King does not run away from battle. **When you fail to Control your Mount**, **on a 7-9,** it continues to rampage - you continue to gain its benefits, but only as long as you go where it wants to, and it refuses to listen to you for a while. **On a 6-**, the raptor king's rampage is directed at someone or something you care about. This replaces the normal Control Mount move results.

Roar!

When the Raptor King bellows its awful roar, roll +Control. **On a miss**, your foes do not buckle. **On a 7-9**, the nearest foe reels from the ferocity and is open to attack. **On a 10+**, all lesser enemies will flee in terror, dropping their weapons.

spider

Something crawls in the minds of most people on seeing a spider. They are the sensible ones. You, on the other hand, ride one.

Tiny, Control +1, 1 Passengers

wall crawler

Spiders can crawl up rough, uneven walls freely, even while you ride them. They cannot carry wagons or carts up walls, however.

spin me a web

You always have access to spider silk, which may be used for anything that sticky, steel-strong rope is good for. Given enough time and food, it may make a fine web.

Arachnophobia

When you Parley with someone who can't take their eyes off of your spider, add the spider's Control stat to your roll.

save them for later

When you would kill an enemy while riding your spider, you may choose to let them live - instead, they are poisoned, unconscious, and trapped in a silky cocoon. You can use trapped enemies as Monster Feed for your spider.

Tricorn Raptor

A huge variety of raptor with a large ridge on its head, topped by three massive horns.

Huge, Control +2, 4 Passengers, +1 Armor

Thundering charge

When you charge your enemies atop this mount, roll +Control. **On a 10+**, they are scattered before you, both from terror and from being physically tossed out of the way. **On a 7-9**, one of them gets a move in edge-wise, and a few manage to stand their ground.

Braying Monster

When you cause damage while riding the Tricorn Raptor, it also causes collateral damage. Your attack gains the Forceful tag, add the raptor's Control stat to your damage roll, and it destroys a piece of the environment - a wall crumbles, a bridge collapses, a tree falls down, that kind of thing.

"Spiders would find your barn a tad breezy this time of year. In that respect, spiders are a bit like you and me. No, I frankly doubt there are any spiders in your barn."
—Delbert McClintock, Arachnophobia

Ground Mounts

unicorn

It's the prettiest thing you ever saw.

Large, Fearless, Control +2, 1 Passengers

Discerning Beast

When you ride a unicorn, everyone assumes you are completely pure of heart. The truth of that legend is decided by the DM.

Healing Horn

When your Unicorn assists someone's attempt to heal or recover from an injury, poison or disease, add the Unicorn's Control stat to all rolls and hit points regained.

War-Horse

This is a horse trained for war.

Large, Control +2, Fearless, 1 Passengers

Force Multiplier

When you Hack & Slash while atop a War-Horse, you may add its Control stat to your damage rolls. **When you deal your damage with a lance or other polearm while atop your horse**, it gains the Forceful tag.

Loyal Unto Death

When you fail your Control Mount check, you may choose to take the 10+ result anyway. **If you do**, your horse dies at the end of the scene.

wolf

A less tame cousin to the dog, not to be ridden by the faint of heart.

Small, Control +1, 0 Passengers

Pack Assault

When you charge bravely into melee while riding or running alongside your wolf, add the wolf's Control stat to your Hack & Slash roll. **For each wolf or ally backing you up for the attack**, you deal +1 damage.

Howl

Your mount is capable of making mournful howls, which can be heard for miles. It can howl at your command, allowing you to send basic messages, if you set up a system in advance.

Morris Meredith Williams

ground mounts

Flying Mounts

Bee

Obedience comes naturally to a drone.

Tiny, Control +3, Flying, 0 Passengers

Sting Like a...

When you Hack & Slash while riding a Bee, on a hit, you may declare that the bee stung your foe. This inflicts a terribly painful poisoning effect on your enemy, which may even be lethal. **On a 10+**, the Bee's stinger does not fall off and kill your bee.

The swarm

When you ride a Bee at the head of a swarm, you may direct your mount to release a scent which warns the swarm of nearby danger. The Bee will release this scent automatically when injured. **While the swarm is angered by this scent**, you and everyone else riding a Bee may take +1 forward when attacking your foes or Defying Danger against them.

Bird

Birds are surely the highest class of mount. They all fly like a dream, and come in many shapes, sizes and colors.

Tiny or Small, Control +1, Flying, 0 Passengers

Know the way

You never get lost while riding a bird. It will correct your destination by instinct.

Peck and claw

When you command your bird to go for the eyes, hands, or some other soft, squishy weak point, roll +Control. **On a 10+**, the bird stuns the target, causing great pain and leaving them open to attack. **On a 7-9**, your bird keeps them distracted for a time, but your bird is left open to the opponent's attacks.

Dragonfly

This insect only lives in its adult form for a few short months, but it is a wonderful thing while it lasts.

Tiny, Control +1, Flying, 0 Passengers

Namesake's Ferocity

When you Hack & Sash at a foe while riding a Dragonfly, you may add its Control stat to your damage rolls. **If your foe is in flight**, your Dragonfly is not exposed to counter-attack.

Perfect Flight

When you Defy Danger to fly while on a Dragonfly, you always take the 10+ result.

Dragon

Stronger than a dinosaur, faster than a running bird, and more arrogant than the proudest king.

Huge, Control +3, 2 Passengers, Fearless, Flying, Terrifying, +1 Armor

Flame Breath

When your dragon breathes its flame at your foes, roll +Control. **On a miss**, the breath scorches the surroundings but not much else, causing great collateral damage and possibly injuring someone you did not intend to harm. **On a 7-9**, deal 2d6 damage which ignores armor to a foe and everyone around them, and everything around them is on fire now, whether you like it or not. **On a 10+**, the flames are controlled, and the surroundings do not burn unless you wish them to.

Proud Drake

You never need to Control your Mount as a result of fear or injury. However, if you offend your dragon or hurt its pride, you are automatically dismounted, and the dragon will not allow you to ride it again until you've made appropriate reconciliation.

Dragon's Hoard

Dragons come with a Cost, like Hirelings do. **Each session you fail to meet your dragon's Cost**, it loses 1 point of Control. **If its Control drops to -1**, it leaves you forever. **When you pay its Cost in overwhelming fashion**, it regains a lost point of Control. *Example Costs: The blood of its enemies, gold and jewels, captive royalty.*

Eagle, Hawk

Majestic, fast and deadly.

Tiny, Control +1, Flying, 0 Passengers

Dive-By Attack

When you dive at a foe from a great height atop your mount and Hack & Slash them, on a 7-9, you may choose to deal minimum damage to avoid a counter-attack.

Eagle Eye

When you look for something while flying far above the land, add this mount's Control stat to your Discern Realities roll.

The Irishman arrives at the Blue Mountains

Flying Raptor

A large flying dinosaur with a pointy head and a mean penchant for dropping things to their death.

Large, Control +1, Flying, 1 Passengers

Swoop and Drop

When you would deal your damage to an enemy, you may instead pick them up and fly off with them. At any time, you may drop them to deal your damage to them, or let them go if you land first.

Gryphon, Hippogriff

A large beast with traits of a lion and an eagle, the king of beasts and the lord of birds, this proud animal exudes nobility. It also understands your speech, so watch your tongue.

Large, Control +2, Flying, 2 Passengers

King of the Creatures

When you wish to impress or frighten someone while riding this mount, roll +CHA. **On a 7-9**, they do one of the following (GM's choice);

- They are impressed and will treat you with respect
- They cower in fear and will not meet your eyes
- They attack or insult you

On a 10+, also gain this mount's Control stat as +forward against them.

Royal Guardian

When you Defend someone while riding this mount, on a 7+, add this mount's Control stat to the amount of hold you gain.

Proud Beast

You never need to Control your Mount as a result of fear or injury. However, if you offend this mount or hurt its pride, you are automatically dismounted, and your mount will not allow you to ride it again until you've made appropriate reconciliation.

Kirin

A mythical hooved chimerical creature, said to appear with the imminent arrival or passing of a sage or illustrious ruler. Its appearance bodes good fortune and peace.

Large, Control +3, Kirin, 1 Passenger

Good Omens

When a Kirin travels with you, whenever a random outcome depends heavily on luck, you may describe how it goes in your favor. The DM will tell you whose luck suffers for it.

Symbol of Peace

Whenever hostilities are about to break out with a Kirin present, you get one chance to defuse the situation through whatever nonviolent means you prefer.

Kirin's Grace

When you ride a Kirin to battle, the Kirin cannot be harmed by any creature with malicious or dishonorable intent. You also take +1 to damage rolls against such foes.

"While deep sleep held fast Medusa and her snakes, he [Perseus] severed her head clean from her neck; and from their mother's blood swift-flying Pegasus and his brother sprang..."
—Ovid, Metamorphosis

Pegasus

A magnificent winged horse, ready to carry you through the sky.

Large, Control +2, Flying, 1 Passengers

Magnificent Leap

When you charge at a foe while riding a pegasus and there is room to fly, you ignore everything between you and your foe.

Volley Velocity

When you Volley from atop a flying Pegasus, add the Pegasus' Control stat to your damage roll.

wyvern

A large, scaled, winged dragon-like being with wings and a poisonous stinger at the end of its long, sinuous tail. Unlike a dragon, it has no foreclaws to grasp things with, and is not so proud or intelligent.

Huge, Control +1, 2 Passengers, Fearless, Flying, +1 Armor

venomous stinger

When you deal your damage while riding a wyvern, you may poison the foe as well. This poison causes crippling pain, granting +2 ongoing to damage against the target. **If you do**, your wyvern cannot poison another enemy until you Make Camp.

Aggressive challenge

When a wyvern bellows a roar of challenge, choose an opponent and roll +Control. **On a miss**, your foe does not buckle. **On a 7-9**, they are intimidated - they will focus solely on you and your wyvern. **On a 10+**, you also gain +1 forward against them.

Burrowing Mounts

Beetle
A burrowing insect with impressive mandibles and a strong exoskeleton. Well, it's impressive if you're small enough to ride one, anyway.
Tiny, Control +1,Burrowing, 2 Passengers, +1 Armor

Load Bearing
A Beetle can lift and carry several times its own body weight. It has a Load as if it were one size bigger than it is.

Mega Horn
When you deal your damage while riding a beetle, you can give your attack either the Forceful tag or the Piercing 2 tag.

Mole
A blind burrowing beast, difficult to ride without protection when it decides to go underground.
Small, Control +1, Burrowing, 0 Passengers

We Won't Need Eyes To See
When you try to Discern Realities without relying on sight, roll at +Control instead of +WIS.

Do Not Truffle With Me
When you must consume a ration while your Mole is nearby, you may roll +Control. **On a 7-9**, the mole finds some edible truffles or fungi but eats some of them - you do not need to consume a ration, but you cannot use this move again until you do. **On a 10+**, the mole finds enough to keep you fed and only slightly hungry.

sandworm

This terrifying beast inhabits only the largest of deserts. They are nearly impossible to control without proper training.

Gigantic, Control -2, Burrowing, 100+ Passengers, +1 Armor

Larger Than Life

When you deal damage while riding this mount, your attacks Ignore Armor. **If your target is much smaller than your mount**, you deal maximum damage as well.

Move without Rhythm

When you know the secrets of controlling the sandworms, you may roll +WIS instead of +Control for any move that requires it.

Worm Knife

Sandworms are constantly growing and losing sets of sharp knife-like teeth. You always have a source of knives and daggers when a Sandworm is near.

Desert Ecology

A Sandworm cannot travel outside a desert environment.

"If you walk without rhythm, you won't attract the worm."
—Fatboy Slim, Weapon of Choice

Aquatic Mounts

Amphibious Beast

Any one of a variety of a large semi-aquatic beasts, ready for service. Alligators, landsharks, giant snakes, or bears wearing snorkels are all possibilities.

Large, Control +2, Aquatic, 1 Passengers

Landwalker

This creature can breathe air and walk on land.

Submerged

When you ride an amphibious beast and lurk just below the water's surface, add its Control stat to Defy Danger rolls to avoid detection.

Sudden Strike

When your mount deals your damage to someone who didn't know you were there, deal +1d4 damage.

Dolphin

These creatures are often friendly to passing seafarers, and make for quite intelligent mounts.

Large, Aquatic, Control +2, 0 Passengers

It Does Tricks

When you Defy Danger with +DEX while riding a Dolphin, you may add the Dolphin's Control stat to your roll.

To the Rescue

Whenever you or a friend is in danger of drowning while your Dolphin is nearby, it will rescue them by bringing them to the surface.

Swim-by Attack

When you swim towards your foe at high speed from atop your mount and Hack & Slash them, on a 7-9, you may choose to deal minimum damage to avoid a counter-attack.

octopus

Eight tentacles and a mind that's probably sharper than eight of yours, too.

Tiny or Small, Control +2, Aquatic, 0 Passengers

Real smart

An octopus can use basic tools and perform any task that requires hands, like opening jars or doors, pulling levers, and wielding melee weapons. **When outside of combat**, it will create a disguise for itself - either camouflage or armor. **If it creates camouflage**, the next time it would be noticed, it is not. **If it creates armor**, it gets +1 forward to Armor.

squeeze, slide and climb

Your octopus can get into tiny holes (usually while you're not riding it), can go briefly on land and can climb very sheer surfaces. It may be directed to retrieve objects for you.

shark

Practically untamable, these creatures are seemingly designed by some evil mind to only swim, kill and eat.

Large, Control +0, Fearless, Aquatic, 0 Passengers

Blood in the water

When the Shark detects blood in the water, it gainst +2 ongoing to its Control stat while swimming towards or attacking the source of the blood. You need to Control your Mount without the bonus if you try to resist this movement.

jaws

When the shark assaults something and you hack and slash its target, you may add the shark's Control stat to your Hack and Slash and damage rolls, but it risks being counterattacked. **On a 10+**, you must always choose to deal the extra 1d6 damage and the shark is automatically counterattacked.

"Sometimes that shark he looks right into ya. Right into your eyes. And, you know, the thing about a shark... he's got lifeless eyes. Black eyes. Like a doll's eyes. When he comes at ya, doesn't seem to be living... until he bites ya, and those black eyes roll over white and then... ah then you hear that terrible high-pitched screamin'."
—Quint, Jaws

stingray

Wide, flat and prone to burrowing in sand, these aquatic creatures need very specialized saddles in order to ride.

Small, Control +1, Aquatic, 0 Passengers

Hide

When you fail a Control Mount roll while riding a Stingray, after bucking you off, it will bury itself in the sand or dirt nearby, becoming nearly invisible. Your stingray can be easily retrieved after the battle.

stinging Tail

When you deal your damage while atop your stingray, you may deal +1d4 damage (ignoring armor) by striking with your stingray's tail. **If you do**, your stingray is exposed to harm.

whale

A gentle creature, quite possibly intelligent, and most known for being quite incredibly large. Taming one is as much about friendship as anything.

Gigantic, Control +1, Fearless, Aquatic, 5 Passengers

A gentle giant Roused

When your Whale is injured for the first time in a battle, don't roll a Control Mount check. Instead, your attacks gain the Forceful, Reach, Messy, and Ignore Armor tags for the remainder of the battle. Miniature whales grant less tags - for each size less than Gigantic this mount is, choose one less tag, starting from the rightmost tag in the list.

AQUATIC MOUNTS
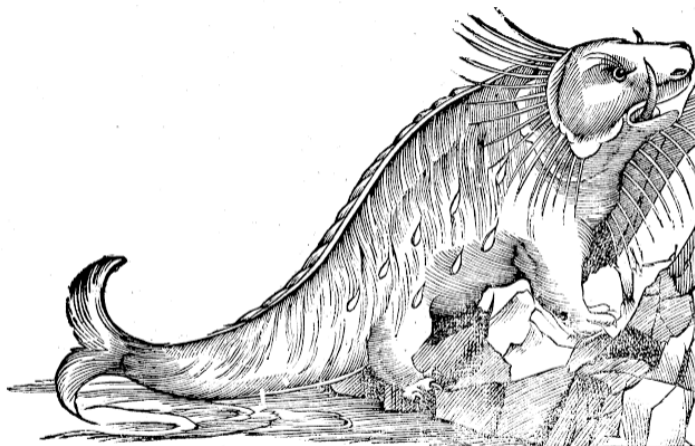
space mounts

asteroid slug

More of a worm, this beast can grow to asteroid-enveloping size and can travel at astonishing speeds in space. It cannot go into deep wells of gravity, such as near a life-sustaining planet.

Gigantic, Space, Control +3, +2 Armor, 100+ Passengers

massive space jaw

When you Hack & Slash while riding a Space Slug, roll +Control instead of +STR. **When attacking a human-sized target**, ignore armor, and also deal your damage to everything within Reach of them.

Life-sustaining innards

The interior of the Space Slug contains a breathable atmosphere by which it sustains itself. Travellers that are not riding the slug my survive in there in some discomfort.

Byakhee

They are not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings; but something in part all of those. Also known as the Equus Stellar, this fantastic mount will bring you to any destination so long as you can name it. Its service is grudging at best, however, and it will never be truly tamed.

Large, Space, Flying, Control +0, 0 Passengers

The summoning

The ritual to summon a byakhee is so simple that anyone can perform it, even if they do not have any magical training. **When you finish the ritual**, a byakhee will arrive within an hour or two.

The far Reaches of space

When you tell the Byakhee your destination and mount it, it will take you to this destination. **If you did not drink Space Mead first**, you die. **If you did**, your journey is a confusing mess of half-remembered visions and dreams until you have arrived at your destination. You will not know how much time has passed, and you have no control over the journey itself. The Byakhee will wait for several hours in case you require a return trip.

coeurl

Intelligent space-borne beasts, similar in some ways to large cats with added tentacles on its shoulders, which terminate in odd suction cups. It is quite intelligent and can manipulate strange radiations which allow it to exist on most worlds without difficulty... as well as do other things.

Large, Space, Control +1, 1 Passengers

manipulate eem fields

When your Coeurl manipulates the Eem Fields, roll +Control. **On a 10+**, choose two. **On a 7-9**, choose one. **On a 6-**, choose one anyway but this power cannot be used again until you Make Camp.

- **Blur**: Your form becomes blurred in the sight of others. You avoid the next attack directed at you.
- **Confuse**: One enemy is left open to attack as its mind is filled with confusing visions.
- **Escape**: You seemingly disappear and escape any single danger you're facing.

id feeder

While riding a Coerl, your attacks gain the Reach and Terrifying tags.

vehicles

carriage

Large, Control +1, Vehicle, 5 Passengers, +1 Armor

Runaway carriage

This vehicle triggers the Control Mount move instead of the Control Vehicle move, even though it is a vehicle. This vehicle requires a mount to pull it.

Run Them Down

When you run someone down with this vehicle, add its Control value to your damage.

crab Apparatus

A sort of vaguely barrel-shaped mechanical cross between a crab and a lobster, this self-propelled submersible device is a mystery even to its operators.

Huge, Control +0, Aquatic, Vehicle, 6 Passengers, +3 Armor

sealed environment

This machine has enough air to support its occupants for at least a day. This vehicle has no air lock - opening it outside the open air is a bad idea. You cannot Volley from inside of this vehicle. While inside this vehicle, the crew is immune to gas-based attacks and will not take damage from things that deal damage in an area. When transferred over land, the vehicle has a weight of 10. There are portholes to see out on the front, sides, and door of this vehicle.

Mechanical oddity (pilot and passenger move)

When you try to perform a task using the Crab Apparatus' many mechanical limbs, roll +Control. **On a 7-9**, you extend or manipulate an appendage appropriate to the task. **On a 10+**, you learn the precise sequence to control this particular application of the Crab Apparatus and never need to roll this move again for this task.

THE CLAW (pilot move)

When you use the crab apparatus as a weapon, it has the following tags: Piercing 2, Precise, Messy, Reach.

chariot

A two-wheeled vehicle drawn by a team of animals, this tool of war was the pinnacle of travelling in style in its age.

Large, Control +1, Vehicle, 2 Passengers, +1 Armor

wheel scythes (pilot move)

When a foe attempts to leap onto your chariot, they take 1d6 damage first. **When you charge an enemy from atop your chariot**, add its Control value to your Hack & Slash roll.

Arrow platform (passenger move)

When you Volley while onboard a Chariot, add the chariot's Control to your damage.

Dwarf Tunneller

A burrowing machine with a giant drill on its front. It is used only in the direst need, for what is a tunnel without hard labor? A poor excuse for one, that's what.

Huge, Control +2, Burrowing, Vehicle, 6 Passengers, +3 Armor

sealed environment

This machine has enough air to support its occupants for at least a day. This vehicle has no air lock - opening it outside the open air is a bad idea. You cannot Volley from inside of this vehicle. While inside this vehicle, the crew is immune to gas-based attacks and will not take damage from things that deal damage in an area. When transferred over land, the vehicle has a weight of 10. There are portholes to see out on the front, sides, and door of this vehicle.

earthborer (pilot move)

When you use the Dwarf Tunneler as a weapon, roll +Control intead of +STR to Hack & Slash. It has the following tags: Ignores Armor, +2 Damage, Close, Clumsy.

sturdy construction (passenger move)

Add the Dwarf Tunneller's Control stat to rolls made to repair or jury rig the vehicle.

vehicles

Halfling War Wagon

Often a simple converted family wagon drawn by halfling ponies, a Halfling War Wagon protects halfling families who must travel in perilous lands. It comes stocked with a very nice if humble kitchen.

Large, Vehicle, Control +1, 4 Passengers, +1 Armor

Scything Blades

When a foe attempts to leap onto the war wagon, they take 1d6 damage first. **When you charge an enemy from atop the war wagon**, add its Control value to your Hack & Slash roll.

Arrow Slits (passenger move)

When you attack from the sheltered safety of a War Wagon, you can never take damage as a result of a miss.

Halfling Rock Ballista (passenger move)

The Halfling War Wagon is mounted with a ballista that shoots small boulders. It has the tags Near, Messy, and Forceful. **When you shoot your foes with the wagon's ballista**, Volley as normal but choose from the following instead on a 7-9:

- The wagon buckles from the force of the shot, leaving you open to return fire
- The fired bolt causes some unfortunate collateral damage of the DM's choice
- You had to improvise the ammo a little. Lose at least 1 weight's worth of items.

"He charged the ranks of the goblins of Mount Gram in the Battle of the Green Fields, and knocked their king Golfibul's head clean off with a wooden club. It sailed a hundred yards through the air and went down a rabbit-hole, and in this way the battle was won and the game of Golf was invented at the same moment."
—The Hobbit

Harnessed ship

This vessel looks like normal enough, but on closer inspection it is actually harnessed to a team of large sea creatures, like a coach or a wagon. It's more work to maintain, but the boost in maneuverability is worth it to some.

Huge, Control +2, Aquatic, Vehicle, 20+ Passengers

Sailing vessel

The ship only sails on top of water, not under it. It has sails and oars, comes with plenty of nautical-related equipment and rope, and can carry far more cargo than a beast of its size could.

Superior maneuverability (pilot move)

When you Defy Danger to outsail or outmaneuver an enemy vessel, add this ship's Control stat to your Defy Danger roll.

Get Them! (Pilot Move)

When you command the beasts towing your ship to attack an enemy vessel, deal 2d6+Control damage, but your ship or the beasts risk being damaged in turn.

Man the cannon! (passenger move)

Your ship is loaded with a cannon. It deals 2d6 damage or a point of Stress, and has the Messy, Forceful, and Reload tags. **When you volley with this cannon**, on a 7-9, choose from the following list instead of the normal Volley list:

- **Misfire!** The cannon must be cleaned and reloaded twice as long before the next shot.
- **Too Much Powder**: The attack only deals 2d4 damage, but the explosion sure was nice.
- **Uneven Fuse**: The cannon fired too early or too late, and the operator is briefly stunned.

Crow's nest (pilot move)

When you look out from the crow's nest, ask the following question: **What can I see on the horizon?** The DM must answer honestly.

Howdah

This construct allows one to travel in comfort and safety atop a massive beast.

Large, Vehicle, +1 Armor, 10 Passengers

saddle up

The Howdah is a large platform that may be mounted on any tame mount of Huge size or larger. It will take on the mount's size and Control stat. The rider retains the mount's normal moves as Pilot moves. **If the mount is Aquatic or travels through Space**, the Howdah must be designed to accommodate this.

firing positions (passenger move)

When you Volley from atop this beast, add its Control stat to your damage roll.

small onboard catapult (passenger move)

When you launch fire pots from the howdah's onboard catapult, volley as normal (with the Reload tag). **On a hit**, deal your damage to your target and everyone around them, and you set your target on fire. **On a 7-9**, choose from the following instead of from the normal Volley list:

- **Snapped Rope!** The catapult must be repaired before being fired again.
- **Misfire!** The firepot spills during the loading process, setting the howdah on fire.
- **Out of Firepots!** Future shots only deal damage to the target, not to those surrounding it.

ornithopter

A one-man flying vehicle, to be piloted with great precision and a whole lot of panic.

Large, Control +1, Flying, Vehicle, 1 Passengers

whoah! (pilot move)

When you Defy Danger to escape certain death while in an Ornithopter, add the Ornithopter's Control stat to your roll.

observer seat (passenger move)

When you Discern Realities while riding high in an Ornithopter, add the Ornithopter's Control stat to your roll.

light ride

An Ornithopter cannot carry cargo beyond the regular weight its occupants can carry. It cannot be equipped with further equipment aside from a very light weapon mount.

vehicles

sailing ship

Ar, she be a fine vessel.

Huge, Control +1, Aquatic, Vehicle, 20+ Passengers

sailing vessel

The ship only sails on top of water, not under it. It has sails and oars, comes with plenty of nautical-related equipment and rope, and can carry far more cargo than a beast of its size could.

man the cannon! (passenger move)

Your ship is loaded with a cannon. It deals 2d6 damage or a point of Stress, and has the Messy, Forceful, and Reload tags. **When you volley with this cannon**, on a 7-9, choose from the following list instead of the normal Volley list:

- **Misfire!** The cannon must be cleaned and reloaded twice as long before the next shot.
- **Too Much Powder**: The attack only deals 2d4 damage, but the explosion sure was nice.
- **Uneven Fuse**: The cannon fired too early or too late, and the operator is briefly stunned.

crow's nest (pilot move)

When you look out from the crow's nest, ask the following question: **What can I see on the horizon?** The DM must answer honestly.

get 'em, lads! (pilot and passenger move)

When you swing on the ship's rigging to attack an opponent, add the ship's Control rating to your damage roll. **If you roll a Miss during the attack**, in addition to the usual effects, you drop into the ocean.

vehicles

spellsailor

This vessel sails the invisible currents of space in order to explore distant worlds. A spellsailor can look like anything, from strange sailing ships to the hollowed-out carcasses of massive insects to shiny silver disc-shaped vessels.

Huge, Aquatic, Flying, Space, Vehicle, Special Control, 20+ Passengers

space vessel

This machine has enough air to support its occupants nearly indefinitely, and keeps that air in a small bubble around the ship. **While inside this vehicle**, the crew is immune to attacks from outside - they will always hit the ship instead. This vehicle has subjective gravity: Down is only down because the vessel says so, and anything tossed overboard will orbit the vessel and come up on the other side of it.

spellsailor throne (pilot move)

The spellsailor must be piloted by a special pilot (called the Jammer) who provides the ship with direction and will. The vehicle's Control stat is equal to the Jammer's WIS or INT modifier, whichever is lower, but will never go below +0. **While in the throne**, the Jammer can observe everything around the vessel and feel it as if it were their own body (and thus Discern Realities as normal), and they may converse freely with anyone aboard the vessel wherever they are. (The jammer cannot actually intrude on the privacy of the cabins, or so they claim.) The Jammer is the only one who can use any vehicle-mounted weaponry on this ship. **When the Jammer pushes themselves to their limit to control the ship**, they roll at +3 Control instead of their normal stat, but take 1d4 damage, ignoring armor, each time they do so.

get 'em, lads! (passenger move)

When you swing on the ship's solar rigging to attack an opponent, add the ship's Control rating to your damage roll. **If you roll a Miss during the attack**, in addition to the usual effects, you drop into the luminiferous æther and orbit the combat-locked vessels.

vehicles

Equipment

Mounted Equipment

Fine saddle   *(25 coins, 1 weight)*

A mount with a high quality saddle grants you +1 ongoing on Control Mount rolls.

Safety Harness   *(10 coins, 1 weight)*

Oft considered a necessity in aerial combat, a rider with a safety harness in combat high in the sky will not immediately fall to their death when unhorsed - instead, they will dangle below their mount, suspended by their harness. This can be a death sentence on a horse or other land mount, though. These will sometimes come standard with flying mount saddles.

Barding   *(+1 armor, clumsy, 10 coins, 1 weight)*

A   rmored barding on your mount grants you (and all your passengers) +1 Armor, at the cost of -1 ongoing to Control from the Clumsy tag.

Monster Feed   *(8 uses, 4 coins, 1 weight)*

Monster Feed is the monstrous equivalent of dungeon rations, and contains all the various kinds of things monsters eat - raw organs, bits of rusty metal, ground up magical powders, twigs, beetles. It is entirely unfit for normal consumption, but it can be used as bait for monstrous things, or as rations for a mount. If your character is really weird, more monster than person, then you can use Monster Feed as rations, but it tastes terrible.

vehicle equipment

New tag: **Vehicle-Mounted**. A vehicle-mounted piece of equipment cannot be used unless it is installed in a vehicle, which takes time and safety to do. Once it has been mounted, it grants a move to the vehicle in question, which is a viable target for the Damage Report move.

Armor Plating   *(+1 armor, vehicle-mounted, 100 coin, 3 weight)*
   Armored plating grants you (and all your passengers) +1 Armor. You can only install this on a vehicle that doesn't already grant armor.

Equipment Locker   *(10 uses, vehicle-mounted, 50 coin)*
   A handy place to store a reasonable amount of rope, hooks, pitons, spikes, fire-making kits, simple medicine and bandages and so on. You can spend one use of this locker as if it were either Adventuring Gear or Bandages. It costs 30 coin to restock the Equipment Locker.

Ammo Storage   *(10-Ammo, vehicle-mounted, 10 coin)*
   A storage room or cabinet with ammo for every kind of weapon. **While you are aboard a vehicle with an Ammo Storage**, you can take Ammo from it for any weapon you hold, 1-for-1. Restocking the storage costs 5-coin. It does not contain ammo for vehicle-mounted weapons - those must be bought separately.

equipment

Repair Kit   *(6 uses, slow, 35 coins, 1 weight)*

A Repair Kit is like bandages for robots. It takes a lot of time to use a repair kit, at least an hour, and supplies vanish fast. What you use a repair kit for determines how much of it is used up.

1 Use: **Quick Fix**. Take +1 to the Jury Rig vehicle move. Ignore the Slow tag when using this option.

1 Use: **Temporary Fix**. You remove one point of stress from the vehicle, but the next time someone rolls +Control with that vehicle, you mark a point of stress after resolving the roll.

2 Uses: **It'll Hold**. You remove one point of stress from the vehicle, but the next time the vehicle would mark stress, it marks 2 stress instead.

3 Uses: **Full Repair**. You remove one point of stress from the vehicle, with no strings attached.

Ballistae   *(1d10 damage, near, far, 4 piercing, reload, vehicle-mounted, 75 coins, 4 weight)*

Massive crossbows that fire equally massive crossbow bolts. Ballistae bolts are built to tear through armor, and they're mounted on pivoting bases, making them amazing weapons in the hands of a crack shot. They're not the best anti-ship weapon, but they are quite capable of tearing a ship apart with a well-placed shot. Ballistae require a full minute and at least two people to reload.

Cannons   *(2d6 damage or 1 Stress, near vs. other ships, far, vehicle-mounted, reload, 75 coins, 4 weight)*

A pair of cannons for the ship. These cannons fire heavy iron balls at your targets. They are very powerful if they hit their marks, and they're especially good for tearing through other vehicles - **when dealing damage**, they can choose to automatically cause a point of stress instead of rolling damage. Cannons take a minute to reload.

Ballistae Bolts or **Cannon Balls**   *(3 ammo, 15 coin, 2 weight)*

Arrows for ballistae or iron balls for cannons.

Harpoon   *(near, thrown, retractable, 10 coins, 1 weight)*

This heavy harpoon comes attached to a heavy chain. One end of the chain is attached to the harpoon, and the other to the vehicle. It can be thrown or fired from ballistae. If thrown, it deals your damage - if fired, it deals the ballistae's damage.

When you hit an enemy with a harpoon, they cannot get farther away from the ship than Near range. **When you miss with a harpoon**, it can be reeled in and re-used. The harpoon usually survives the impact, as well, and can be re-used if it is retrieved intact. **When you mark ammo with this weapon**, it is damaged beyond re-use.

When you reel in the harpoon while it is still attached, roll +STR. **On a 10+,** you pull them up as close to the ship as you want, and they cannot get farther away from the ship than Close range. **On a 7-9**, they are only forced Close to the ship for as long as you hold the chain, which leaves you open to attack.

Lightning Harpoon   *(near, thrown, retractable, 50 coins, 1 weight)*

This harpoon is similar to a regular one, but it is made entirely of copper, as is its chain. At the end of its chain is a high-voltage battery, which can be switched on and off by the person holding it. This harpoon functions identically to a regular one, but **when you switch the battery on**, whatever the harpoon is stuck inside of takes 1d8 damage, ignoring armor. The battery only has one use before it needs recharging, which takes about a day.

Harpoon Winch   *(vehicle-mounted, 20 coin, 0 weight)*

This heavy winch lets you add the ship's Control value to the roll used to reel in harpoons.

equipment

Ramming Shield *(1 Stress, close, vehicle-mounted, 100 coins, 3 weight)*

A ramming shield is extremely simple, both in design and function – it's a thickly armored part of the vehicle, usually the front end, designed to ram into things with. It is designed to bash through walls and vehicles, and the cost is almost entirely in materials, not skilled labor.

When you use a ramming shield against something larger than you, you crash right through it, and your vehicle is immediately forced to "land" inside your target's walls. **When you use a ramming shield against something smaller than you**, deal an additional +3 damage.

The Firewall *(hand, vehicle-mounted, 200 coin, 0 weight)*

This magical vehicle defense is a specialty of the pyromancer's guild, and requires days of special enchanting rituals. The end result is that the exterior of your vehicle is coated in black, intricate sigils. **When you say the magic word**, these sigils burst into flame until you say it again. **When someone tries to board your vehicle or touch the outer walls in any way**, they take 1d6 fire damage. Extended contact will make them burst into flames.

Naphtha Spitter *(reach, ignores armor, vehicle-mounted, 80 coins, 1 weight)*

This short-range weapon spews burning naphtha over its enemies. Naptha is a highly-flammable, oily black liquid, and anything hit by the spitter will immediately catch fire. Although its range is Reach, you Volley with this weapon instead of using Hack & Slash. The spitter is capable of hitting multiple enemies all at once - **when you Volley with this weapon**, everyone Close to your target also catches fire.

Naphtha Canister *(3-ammo, 20 coins, 2 weight)*

A canister of Naphtha, for loading into a Naphtha Spitter.

Mirror of Archimedes *(near, vehicle-mounted, slow, 50 coins, 2 weight)*

This powerful array of mirrors can be used to create a solar-powered death ray. **When the sun is out and the mirrors are focused on a single spot for about a minute**, that spot catches fire. This "death ray" can burn a hole through anything flammable within 10 minutes. However, the slow build-up of heat the weapon relies on makes it difficult to use in actual combat.

New Hireling: The Pilot
The Pilot has a vehicle, which they can use to take the players from place to place.

Pilot — When the pilot is in a vehicle, players roll +skill in place of +Control. The pilot takes all consequences of botched rolls before players do. **When the pilot is the Pilot of a vehicle and takes you somewhere in it**, you automatically succeed on any Perilous Journey of a distance (in rations) lower than the pilot's skill.

Down With the Ship — When the pilot's ship is damaged badly enough that it goes down in a fiery crash, the pilot ensures the safety of the crew first. A number of people equal to the pilot's skill will escape from the crash unharmed or mostly unharmed, using safety devices the pilot has provided for them. The pilot will always save themselves last - if they don't have enough safety devices, they go down with the ship.

compendium classes
compendium class: Beast Rider

When you ride as if born in the saddle, or train a beast yourself, and form a special bond with your mount you may take one of these moves when you level up.

steady now!

When a beast you are riding attempts to buck you off, you may add your DEX modifier to your Control Mount roll. **When you add +STR or +CON to a roll while on a mount**, you may add your Control stat instead.

come to me!

When you whistle loudly for your mount when it is not nearby, it will quickly arrive at your side in a dramatic fashion.

Beast Bond

When you form a special connection with a particular riding beast, you and it establish a perfect bond of trust. The beast will never attempt to buck you off no matter the danger, and whenever it suffers harm while you ride it you take it for yourself. **While you ride this beast**, its Control stat is increased by one. Should the beast die, you may reform a bond with a different beast after some time in mourning.

compendium class: Adventuring Crewman

"Beam me up, Scotty."
—A thing that was never said on Star Trek

When you have been on exciting adventures in your beloved vehicle, you may take one of these moves when you level up.

I cannot do it, captain!

When you proclaim the impossibility of a task related to your vehicle and are told to do it anyway, gain +1 forward on that task.

Hot shot pilot

When you have a chance to show off your moves as a pilot, you may automatically take the 10+ results of any Control Vehicle rolls.

Love, spit and duct tape

A vehicle you are occupying or piloting may continue moving even if it has no Stress left. You cannot use any Pilot or Passenger moves while it is in this state. The vehicle will not run again once you come to a stop. One more Mark of damage will halt the vehicle.

compendium classes

how to make your own mounts

Is there some special mount you want, but you couldn't find it here? Have no fear! We'll help you find the mount you want.

To begin, let's examine how mounts are already made in the system. They are essentially treated as specialized equipment or as an extension of your character, enhancing what the character can accomplish. Look carefully at the provided examples for moves which look like they might fit your desired mount. Feel free to switch them around, reskin them, and pick moves from two or three mounts to fit the one you want to make (so long as the DM doesn't mind).

Stick to about 2 moves, give or take one. The mount might still be an animal capable of animal moves the GM can make up, but those two or so moves are the core of what the mount can provide you and how it functions while you ride it. Two moves are a good amount for something that can be lost during a battle: Not too much to lose, but also not too much to remember.

When determining its Control rating, consider the following guideline: Control -1 is for a completely uncontrollable beast. Control 0 is a mount that carries you only grudgingly and will likely abandon you as soon as it can. Control 1 is for a mount that will carry you but is either a bit wild or not trained for battle. Control 2 is for a dependable, loyal mount which will not buck you except in the most dire strait, and Control 3 is reserved for mounts capable of being as driven as a player character - intelligent, extremely loyal, and/or strong enough that most things don't bother them. Most mounts will make due with Control 1 or 2.

"Space, the final frontier. These are the voyages of the starship Enterprise. Its 5-year mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."— Captain James Tiberius Kirk, Star Trek

For a vehicle, consider having one Pilot move and one to three Passenger moves. Make sure that Passengers can benefit from a move easily just for being aboard the vehicle. In a vehicle, it's less important to grant everyone a simple advantage and more important to give people cool toys to play with.

how to make your own mounts

The tags provided can give you a dizzying array of potential mounts. You can ride a llama, but you can also make it a Space llama, or make it a Giant llama so you can fit the whole party on its back, or make it a Miniature Llama so that a halfling can ride it at Small size. It can be robotic, imaginary or undead - or all those things at once. You do not need to make a special Skeletal Horse: just give a regular horse the Undead tag, and maybe change one of the moves if you feel like it!

Example mount construction

The dog is a nice mount, but it's a bit generic. What if you want to make a specific dog breed? Time to rise to the challenge and create it.

First, we'll decide on the specific dog. A Corgi, to be exact. The current stat line for the Dog is fine, so we just copy and paste that:

Corgi
Everybody loves a Corgi.
Small, Control +1, No passengers

The two moves already present for the Dog mount are good and hardly overpowering, so we decide to just add a third special move to represent its unique Corgi greatness.

Everyone likes a Corgi
When you try to appear friendly and disarming to those who don't know you while riding a Corgi, roll +Control. **On a 7-9**, you appear harmless and weak. **On 10+**, you appear friendly and honest.

And so you end up with something like this:

corgi
Everyone loves a Corgi.
Small, Control +1, No passengers

everyone likes a corgi
When you try to appear friendly and disarming to those who don't know you while riding a Corgi, roll +Control. **On a 7-9**, you appear harmless and weak. **On 10+**, you appear friendly and honest.

good dog
When you need to control your dog, you may roll Control Mount twice and take the better result.

sic 'im!
When you charge bravely into melee while riding or running alongside your dog, add the dog's Control stat to your Hack & Slash roll.

Now you can name him Barkspawn and ride forth.

Adding mounts and vehicles to starting equipment

If you are playing with this book, you will probably want to use it. So, here's some additional starting gear options, for a variety of different playbooks. If a playbook isn't listed here, then we didn't give them any additional mount options - this doesn't mean they can't have them, just that you'll need to talk to your DM about it.

Core Dungeon World

The Bard
Add the following option to the "choose one" list:
☐ A horse or dog *(page 13 and 16 of Mounted Combat)*

The Cleric
Add the following option to the "choose one" list:
☐ A mount appropriate to your god (with DM approval)

The Druid
Add the following option to the "choose one" list:
☐ A mount appropriate to your Land (with DM approval)

The Fighter
Add the following option to the "choose two" list:
☐ Any mount or vehicle (with DM approval)

The Paladin
Add the following option to the "choose one" list:
☐ A warhorse or unicorn *(page 22 of Mounted Combat)*

The Ranger

The Ranger doesn't gain additional gear options. Instead, their Animal Companion can be ridden as a mount. It has Control equal to its Cunning, a Size appropriate to its type, and the following move:

Loyal companion

When you need to Control this Mount, roll twice and take the better result. You only need to roll the Control Mount move if you are actually riding your Animal Companion.

The Thief

Add the following option to the "choose one" list:

☐ A Tiny roguish pet (such as a frog, bird, rat, or spider). You can have a larger pet, but if you do, it gains the Miniature tag and its size becomes Tiny.

The Wizard

Add the following option to the "choose one" list:

☐ A Tiny familiar (such as a cat, raven, rat, or spider). It gains the Sentient tag.

Funhaver Industries

The Assassin

Add the following option to the "choose one" list:

☐ A Tiny roguish pet (such as a frog, bird, rat, or spider). You can have a larger pet, but if you do, it gains the Miniature tag and its size becomes Tiny.

The Dwarf

Add the following options to the "choose one" list:

☐ A dwarven tunneler *(page 38 of Mounted Combat)*

The Elf

Add the following options to the "choose one" list:

☐ A unicorn, Giant bird, or Giant eagle *(page 22, 24, and 26 of Mounted Combat)*

adding to starting equipment

The Halfling
The Halfling already has such an option - the Pony. Use the regular Horse stats, except change its size to Small.

The Initiate
The Initiate does not need a mount.

The Namer
Add the following option to the "choose one" list:
☐ The ritual of the byakhee *(page 35 of Mounted Combat)* and a keg of Space Mead *(5 uses, 4 weight).*

The Shaman
Add the following option to the "choose one" list:
☐ An Imaginary mount of your choosing, given to you by your ancestors

The Warlock
Add the following option to the "choose two" list:
☐ A warhorse or nightmare *(page 22 and 18 of Mounted Combat)*

grim world

The Battlemaster
Add the following options to the "choose one" list:
☐ A warhorse *(page 22 of Mounted Combat)*
☐ Any one vehicle (with DM approval)

The Channeler
The Channeler doesn't get a Mount option, but if their elementals are safe to ride on, they can be. They have Control +0, Large size, and no moves other than what your moves grant them.

The Necromancer
Add the following option to the "choose one" list:
☐ A Tiny zombified pet (such as a cat, raven, rat, or spider). It gains the Undead tag.

adding to starting equipment

The Shaman

The Shaman doesn't get a Mount option, but they can ride on the Ornery Donkey Spirit. It is Large, with Control +2, and no moves.

The Skirmisher

Add the following option to the "choose one" list:
- ☐ A pegasus or Giant rabbit *(page 28 and 18 of Mounted Combat)*

The Slayer

Add the following option to the "choose one" list:
- ☐ A bear or Large cat *(page 10 and 12 of Mounted Combat)*

The Templar

Add the following option to the "choose one" list:
- ☐ A coeurl or nightmare *(page 36 and 18 of Mounted Combat)*

Jacob Randolph's playbooks

Artificer

Add the following option to the "choose two" list:
- ☐ Any vehicle (with DM approval)

Clock Mage

Add the following option to the "choose two" list:
- ☐ A Robot horse or ornithopter *(page 16 and 42 of Mounted Combat)*

Cultist

Add the following option to the "choose two" list:
- ☐ A byakhee or coeurl *(page 35 and 36 of Mounted Combat)*

Dashing Hero

The Dashing Hero's noble steed can be any mount (with DM approval), but the Pegasus and Warhorse fit best. Also add the following option to the "choose two" list:
- ☐ A sailing ship *(page 43 of Mounted Combat)*

Dragon Mage

Add the following option to the "choose one" list:

☐ A wyvern *(page 29 of Mounted Combat)*

Mage

Add the following option to the "choose one" list:

☐ A Tiny familiar (such as a cat, raven, rat, or spider). It gains the Sentient tag.

Masked Mage

Add the following option to the "choose three" list:

☐ A Tiny roguish pet (such as a frog, bird, rat, or spider). You can have a larger pet, but if you do, it gains the Miniature tag and its size becomes Tiny.

Medic

Add the following option to the "choose one gear" list:

☐ A pet bird or rat *(page 24 and 19 of Mounted Combat)*

Priest

Add the following option to the "choose one" list:

☐ A mount appropriate to your god (with DM approval)

Star Mage

Add the following option to the "choose two" list:

☐ A byakhee or spellsailor *(page 35 and 44 of Mounted Combat)*

Templar

Add the following option to the "choose two" list:

☐ A warhorse or Fearless dog *(page 22 and 13 of Mounted Combat)*

Winter Mage

The Winter Mage does not need a Mount option.

Witch

Add the following option to the "choose one" list:

☐ A Tiny familiar (such as a cat, raven, rat, or spider). It gains the Sentient tag.

adding to starting equipment

The Fae
Add the following option to the "choose your defense" list:
- ☐ Any Tiny mount

The Fool
The Fool would just get any mount they had killed.

The Giant
Add the following option to the "choose your weapon" list:
- ☐ Any Huge mount or vehicle (with DM approval)

The Sorcerer
Add the following option to the "choose one" list:
- ☐ A coeurl *(page 36 of Mounted Combat)*

The Spellslinger
Add the following option to the "choose one" list:
- ☐ A Fearless horse *(page 16 of Mounted Combat)*

Adding to starting Equipment

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