

IN THE SADDLE



Fur and Feather: volume I
In the Saddle: Mounts in All their Glory



Requires the use of the Dungeons & Dragons®
Player's Handbook, Third Edition,
published by Wizards of the Coast, Inc.





Welcome old and new friends alike. Come and sit with me a while. I've a few things to tell you about mounts you see. That's right, it need not be a horse of course. Mounts come in many shapes and sizes, from the odd Boghoof to the monstrous Dragguswulfe and all of them have different temperaments and personalities. This tome is designed to introduce you to the various kinds of mounts that you might encounter on your journeys.

But it's not all about the mounts, oh no, it also contains information on the types of diseases that your mount might catch, cures and some of the more common equipment or tack you might use. For those of you who like the smell of leather, you'll even find there are a few saddles, old and new within these pages. The various mounts are all illustrated by my capable assistant and the lore and knowledge in this book has come from a fine gentleman indeed, one whom which I'd share a glass of mead with at any time of day.



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A FORESTER'S LESSON

by Darren 'The Wolf' Pearce

What do you do when your family are all noble, born with silver spoons in their mouths and given a fine slice of the monetary pie of a nearby duchy? What do you do when you loathe your father, hate your mother and despise your sister? Killing them does no good, for apart from having their deaths on your conscience, you would have the hazard of explaining the deaths to the local militia. However, for one young man, Rikel Gravistan, the choice was simple:

You get away from them. You put your life and effort into the things you care about... You take your best horse, your tack and saddle and you ride as hard as you can until you can ride no more...



It was here that fate chose to take a hand in this young man's life and steer him onto a course, which would change the rapids of his youth into the flowing mature river of experience. It was not long before he had to stop his horse; the animal was a hardy breed, born of the mountains of his home. But even they had their limits and Rikel had pushed this one a little too far. He quickly pulled his mount into the nearside of a babbling brook and saw to patting him down. The horse's breath was heavy and it seemed to the young man that it was having trouble breathing, so he took a blanket and washed it in the river. Intuition told him he needed to cool this horse down, and quickly.

But the rider was far from being a groom or a stablehand – he knew very little about horse care. He could ride like the wind, but servants and the like did all the dirty work. This was not the best idea, but fortunately for him (and the horse!) someone had spied his mistake and could not in all conscience allow it to continue.

"Hold boy!" bellowed a man, coming from the treeline in a blur and crack of branches. He was over seven-feet tall and built like a bear, a scraggly mane of unkempt hair billowing around and down his shoulders, and dressed in the clothes of simple folk. But he carried a presence about him – something that stopped Rikel in his tracks, the blanket all but over the horse.

"Who are..." he began to demand, but the man's steel blue eyes cut him off short, and the boy clung

nervously to his mount's saddle, as if it could protect him from the living wrath of the forest before him.

"No time for questions, and you, put down that blanket! Don't you know how to look after a horse, properly?"

The man's voice had lost none of its impact; he strode in a few long lopes over to Rikel and snatched it. "Bah, you idiot, you want to give the beast the shakes worse than a harem dancer?"

The young man started to stutter a little, but the giant of a man stepped around the horse, took another blanket and began to pat the beast down. "Like this, and be gentle, don't want to shiver the beast with a wet blanket. Where on the earth's soil did you come from lad?"

"Greendale, sir. I'm from the Gravistan family. We are nobles by birth and I am not..."

Again the odd forester cut him off. "Out here, I wouldn't care if you were the king yourself," he snorted.

Rikel blinked, knowing that his father would have had the man flayed if such a thing had been said before him. But he was right, he was no longer in his family's lands – there were harsh places beyond the borders of Gravistan's domain... and he had a feeling that there were going to be harder lessons to come.

"I am sorry, it's just that I am not used to being so rudely addressed."


In the middle of patting down Rikel's horse, the odd man began to laugh, louder and louder, until it became such that the young noble swore the forest itself mocked him.

"Sit down, and pin back your ears whelp," growled the giant man, narrowing his eyes. Something in the man's voice had the noble on his backside before he could register an objection. "Good. Now I'm going to say this only once and you'd better be listening?"

All Rikel could do was nod meekly; the presence of the man drained his will to argue.

"They call me Forester. I am a druid of the order of the sacred groves of leaf and oak," he began softly, his voice whispering like the wind. "Here the laws of the land mean one thing. You live off it, or you die. That means treating folk beyond your duchy right, because, young noble, one wrong word and some of the plainlanders will slit your throat and sell your blood."





If it were possible for the already pale youth to go whiter, he did, and his stomach churned at the very thought. “G...go on?” he stammered.

Forester’s lips turned into a wry kind of grin, a slightly worrying one to the young man, though the druid continued to minister to the heaving beast, which in appreciation nuzzled at his arm, every time he stopped to gesture.

“Out here you’ll learn to cooperate with the salt of the land, and to respect the animals that dwell here, with as much right as the humans. But most of all, you’ll learn to respect the plants and trees. Or...” he paused, as a wind began to whip coldly about, “...you’ll be buried under one of them, before nightfall. We saw your ride. You pushed this fine beast too hard – do that again, and you’ll be paying for it – with your life.”

Slowly the noble blinked again, his jaw doing rather a good imitation of a fish in a bowl. Open, closed, open and closed again. He thought this a joke, preposterous – until inside the druid’s eyes another spirit seemed to look out. The warning wasn’t from the odd man, it was from the very forest, and he looked wildly around and found that a small grey squirrel was sitting by his hand.

Then it bit him, hard and drew blood.

“Ow!!!”

“That’s just for pushing the beast too hard,” said the creature, in the odd man’s voice and it was gone in a flash of tail and speed.

“Better than your life,” snickered the druid, finally finishing with the horse. He had removed the tack and the saddle – and having made sure the beast was well fed, he walked over to where the noble sat, nursing his nipped hand. Blood flowed onto the earth, staining it a ruddy red.

“What are you?” Rikel asked, pondering making the sign of the evil eye or some such charm. The stern look from Forester gave him another involuntary shiver.

“Old man of the woods, me,” he said by way of reply, and allowed for a quick wink. “And I sense you’re, well, you’re not as bad as you’d like to think you are. You’re noble by birth right?” he asked, as he sat down by the noble and stretched.

“Yes I am, and...”

He had been about to say “Proud of it,” but in a moment of intense clarity, he realized that he no longer felt proud. His father was a bully; his mother, a whore; and his sister, a fake. He trailed off with a reddening face. “I don’t like to talk about my family with others.”

“Only family you need out here, is the one you’ve ignored for the whole of your life,” came the cryptic response. The druid began to gather small stones, ringing them and making sure there were a few gaps, whilst Rikel watched on with a sense of odd wonder. Then the druid gathered firewood, twigs and bracken.

“What do you mean?” asked Rikel, curiosity driving the next question from him like a dagger. He met the other man’s eyes again, and looked away, though it wasn’t long before he looked back.

“Don’t you feel an affinity for your horse?” Forester whispered, setting fire to the bracken, after some hearty strikes of a flint and steel.

“Huh?”

“A bond, some kind of connection?” The man shook his head and began to pile in the firewood over the hungry flames.

“I like my horse, but not in that kind of a way!”

Forester began to laugh again, and the forest stilled around them, slowly he turned his head towards the treeline. “Sit still, and say not a word now.”

Rikel blinked again. He was amazed at this stranger, who could command him like no other. But he kept silent, and still.

“Old man of the woods?” called a voice, more a growl than a pleasing tone. It sounded like stones grating in an old metal bathtub.

“Great father Wolf?” replied the druid, waiting patiently, sitting now cross-legged in the clearing. The horse nickered softly and gave a few stamps. Forester calmed it with a word.

“None other,” came the reply, and to the young noble’s amazement a large grey wolf padded into the clearing. It was almost as tall as the druid, and the eyes were as old as the world or it seemed, if possible, a little older. His fur was the deep slate grey of a stormy sky and he walked in a way that gave the watcher the impression of immense controlled power. Rikel fought his desire to run, and sat there open mouthed, slack jawed and gawping.

“Join us?” Forester offered and bowing his head, and oddly enough, so did Rikel, feeling that it was the proper thing to do, for the beast looked as though he could crack the younger man in two like a stick.

The sound of the wolf’s arrival on padding paws brought him closer to the young man. The beast sniffed him, snuffing his clothes in a rather impersonal manner, almost daring him to move, to run. *Be Prey.*

"This is the one who almost rode his mount to death?" the beast questioned Forester, fixing his amber gaze on Rikel, the young man fought against every desire to run.

"Yes," came the druid's reply. "But I sense, he has a great potential, more than he would know."

The wolf turned his shaggy head towards the druid, ears pricking forwards, and he nodded his assent. His narrow eyes opened a little more and he began to pad towards the edge of the forest.

"You will teach him, you will hone him, if he fails – you will kill him."

And those were the last words Rikel ever heard from the strange visitor for a good many years.

"Sleep now," said Forester, and before the boy could reply, he simply thudded to the ground. As if the breath of the world had breathed a sleeping draught into his lungs. He spent a fitful night's sleep by the side of the druid, who never took his eyes off his charge. He didn't know if he would be alive by morning, or what horrors awaited him.



Forester was there when he woke, and wordlessly he bade the boy follow him to his grove. It would be there that the young man learned the lore of the land, to appreciate the worth of it. He was taught how to look properly after his horse, how to ride the beast carefully, and more importantly how to feed and clean the animal. It is said that some of Forester's knowledge remains still, locked in the pages of a mysterious tome that locals have come to call 'In the Saddle' but if this is truth or fiction no one can truly say.



Many years passed in the boy's life, he became a man, a strong man – one who joined the defence of the forest and learned to embrace nature, as he always wanted to. When his mentor passed away, the whole

of the world seemed to stand on the edge of a knife, bleeding tears of sadness. Sap flowed from the many trees in Forester's grove, and the birds would not sing for a whole day.

When Rikel had finished putting the last of the cairn stones over the gravesite he heard a sound.

"So he taught you well, I see, you are still alive."

Turning around, he beheld once more the nightmare from many years ago. Though now he saw the wolf for the magnificent creature he was, and for the being he truly tried to hide.

"Old Wolf," he bowed his head, as was the custom. "Why did he have to die?"

"Life is a cycle, Rikel," growled the creature from the edge of the grove. "Eternal as the birth and as beautiful as death."

"Death is beautiful?"

"Some have said so, those who have met her, but we shall speak no more on this for now." That was the signal; no more information would be given. "Come to me in five more years, then you will be ready."

Again the cryptic lupine began to walk off, padding slowly, a forlorn howl tearing from his throat as he reached the edge of the trees in the grove.

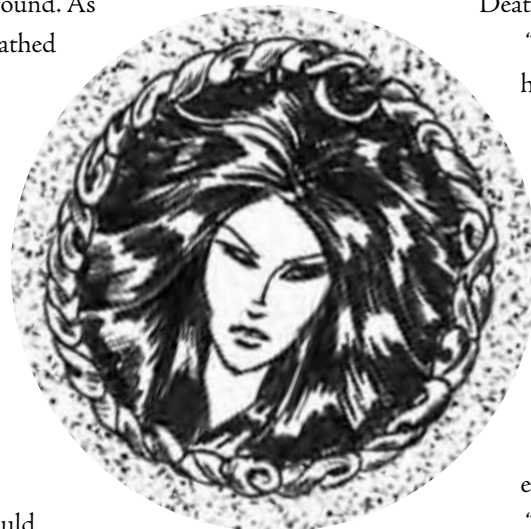
"Ready for what?" Rikel bellowed

after.

"If you have to ask, you need those five years."

And the wolf once more was gone, leaving Rikel to look at his mentor's grave, where there was a single disk upon one of the stones – that of a black raven. He curiously picked it up, turned it over. On the other side was a picture of a beautiful fae woman's face, with hair like dark silk. He put it back and turned towards his hut, by right of the forest – he now stood in guardianship over this grove. Another horse, tied up by a post close to the edge of the clearing – it seemed to grin at him almost, and something caught his eyes. The mount's eyes.

They were like Forester's...



CHAPTER 1: HORSES

I have discovered that there are many adventurers out there who go through their lives believing quite firmly a horse is just an accessory, an item that can be treated in the same way as their armor or sword, simply a convenient way for them to travel from one place to another without catering for their food or stabling costs or basic needs, adventurers who would quite happily abandon their mount to their fate when dungeon delving and never return or who would in times of great famine, or when they forgot to stock up on foodstuffs when they visited the last town or city treat their poor steed as a walking food supply and make a fine meal out of them!

Although I must point out that regarding eating your steed, certain Amazon tribes have informed me that it is perfectly possible to live from your horse in times of food shortages without killing the animal outright. An average horse can be bled to feed its rider for up to a month before it begins to suffer any serious ill effects, however they suggest that this is only done when you are in dire straits of nourishment. They also recommend mares as the best mount, as one can live from their milk and also make cheese from it. A curious if somewhat stomach churning notion, that I hope some of you will take on board and try if you are caught in the wilds with no other food source. Remember if anything happens to your mount it is going to take you that much longer to get to civilization and safety.

I hope that in the following words you will find some useful tips that you can use to round out that unsung hero of adventuring, the trusty mount!

What is the perfect mount?

There are certain things you must consider when choosing the perfect mount for you. The first thing is what species of mount do you desire? Before you choose you might want to take into account certain factors such as weather conditions, the terrain one is going to be crossing through and what food is to be available, to name but three shining examples. I mean seriously one would not take a camel into Polar Regions; the poor beast is perfect for desert conditions! Or consider a boghoof, which is a wonderful beast for navigating a swamp being ridden into a desert! Pick your species according to its specialty. However for a good all round riding creature one should always consider the horse.

Which is the creature that this chapter is concerned with the most, it being the most common and well-known riding creature around.

Where can I find horses?

Horses can be found naturally across a broad variety of terrain types. As a species they are extremely successful at evolving to adapt to various conditions and climates. One shining example of this is the tough little steppes horse, which has adapted extremely well to the extreme cold. The steppes horses are tough sturdy little beasts almost ponies in size, with shaggy fur to protect them from the cold and barrel shaped bodies to provide an adequate fat store for winter. They have small sharp hooves for digging through snow, short hairy ears designed to prevent said extremities from getting frostbite and also to help conserve body heat. And heavily whiskered noses and thickly lashed eyes, again to protect from the cold, driving snow and assist in retention of body heat. These types of horse will not win any prizes for speed but they have great reserves of strength and stamina and are used to subsisting and extracting nourishment from very poor fodder.

At the other end of the spectrum one finds the graceful desert runners, lithe elegant creatures that roam the hot sands and have been tamed over the centuries by desert tribes folk. These horses are long legged, fast runners with short coats and great endurance and are capable of surviving on small amounts of water and the driest of grasses for weeks at a time. It is from these horses that the most successful racing mounts have been bred.

It is assumed that all horses evolved from one type of racial stock. But thanks to the horses innate successfulness at adapting and evolving to new environments and also the intervention of humanoids that have bred horses for many hundreds of years we now have many different types of horse. Horses have been bred for height, speed, strength, intelligence, color and endurance to name but a few.

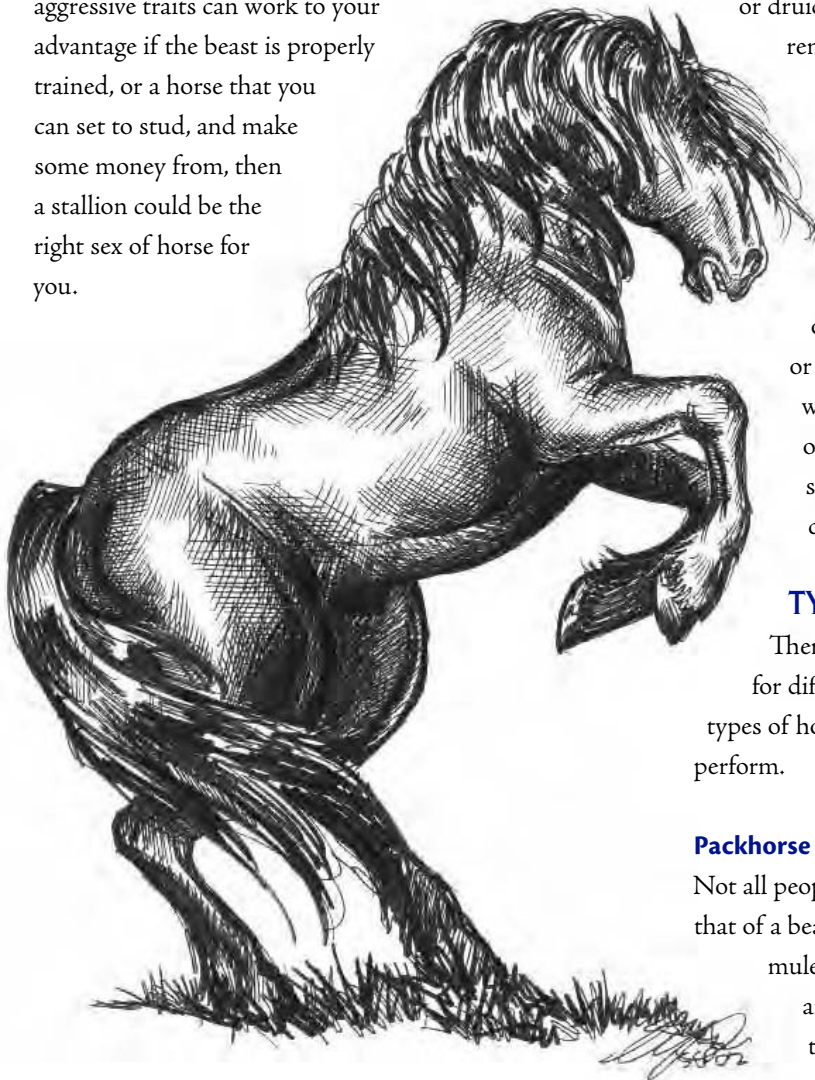
MARES, STALLIONS AND GELDINGS

When choosing your horse you must consider the above carefully, I hope in these few short paragraphs to explain the benefits and possible pitfalls of owning a horse of either sex. At the end of the day the choice is yours!

The Stallion

The traditional image of a horse is a fine prancing stallion, usually black with white running a close second. If one thinks back through countless bardic tales and stories of great heroes and villains I am sure you will find nine times out of ten this is the case. However, whilst stallions can make very fine mounts you should consider the following facts very carefully. Stallions live to breed, the first whiff of a mare in season and you are likely to have a rather distracted, possibly uncontrollable mount. Stallions also have a reputation for building harems. Don't forget that is how herds are structured, one stallion and a herd of mares with some young foals and immature adults, so your stallion may take it upon himself to collect a few mares if you pass by a wild herd!

Stallions also have a reputation for aggressiveness which although can be a fine thing in itself if one wishes to have a warhorse must be thought upon carefully if you are interested in a more docile, friendly mount. In conclusion I would advise that if you want a horse that can defend itself somewhat in combat those aggressive traits can work to your advantage if the beast is properly trained, or a horse that you can set to stud, and make some money from, then a stallion could be the right sex of horse for you.



The Mare

A stallion is a bit of a handful for you maybe? You could consider a mare, the female of the species. The mare is generally a lot more docile and less aggressive than the stallion, although they will defend their young fiercely against predators and human intruders. A mare makes a good all-round riding animal. Although you must be prepared to ensure she is kept away from suitable stallions when she is in season or accept the inevitable consequences of a foal being added to your entourage! Although, back to the Amazons, if you want to drink mares milk and eat mares cheese you are going to have to cope with foals as well! If however, you want a gentler type of mount then a mare could well be for you.

The Gelding

Or don't you want to be bothered with foals or beating stallions off your mare with a stick or even an aggressive horse? There is a third option open to you. That is the gelding. A gelding is a male horse who has been neutered, a simple procedure which your local farrier or druid could perform. This simple procedure removes the aggressive qualities of the full stallion but leaves one with the convenience of not having to worry about foals and the other problems I have outlined with regard to stallions and mares.

Geldings are a favored horse for those who prefer to keep things simple, or who would find coping with youngsters or aggressive horses costly, such as farmers with workhorses, merchants and packhorses or coach horses. I would suggest that for your standard adventurer the gelding could be the correct horse to take on extended travels.

TYPES OF HORSE

There are naturally different types of horses for different jobs. What follows is a selection of types of horse and the jobs they could be expected to perform.

Packhorse

Not all people favor a horse for this type of job, namely that of a beast of burden. Donkeys or more commonly mules, which are a crossbreed between a horse and a donkey, are also used in this role. The types of horses you can find performing this



task tend to be of the smaller sort, maybe even ponies, and are usually tough, uncomplaining creatures that can exist on rough fodder.



Riding Horse

These are also known as Palfreys in knightly circles and would be the sort of horse that a knight would ride when unarmored. They are somewhat more costly than packhorses and generally are not up for extended gallops as they lack the endurance and stamina. Riding horses are much more comfortable as walkers or trotters, and if kept to such speeds can travel for great distances. However riding mounts do require more care and more food, as they tend to be bred from stock that isn't as hardy as those breeds commonly used for packhorses.

Warhorse

There is more to a warhorse than meets the eye. Contrary to popular belief, knights have more than one type of horse. Literally they have a horse for every occasion as befits a personage of knightly quality. The Palfrey as we have already seen could be classed, as the sort of mount one would ride when out with ones lady or when one is traveling from one jousting event to another. However there are two other types, both of which are listed below.

The Destrier

This is the knight's warhorse. It is generally a very powerful type of horse capable of feats of great strength, as one would expect of a mount that can carry a knight in full armour but at the same time capable of great

speed. Destriers do not tend to be overtly armoured, as this would obstruct their speed. These are the types of horse that a knight may well use when jousting and in looks are something similar to a hunter. It is likely that if you choose a Destrier it will be a full stallion or a gelding, as mares are considered too gentle for this type of work. However as always there are exceptions to every rule!

The Courser

These are the best mounts a knight can have. Coursers are usually full stallions as mares and geldings are not considered aggressive enough in mentality for a warhorse of this type. They are large horses with the traditional shaggy fetlocks and well muscled frame that most people think of when they think of a knight's or a paladin's mount.

The Courser is trained to fight in battle and is extremely aggressive as a result, generally a knight will care for this type of mount himself or have a single trusted squire so as to prevent casual injury of a groom by the horse. A courser has been known in battle to maul men like a dog would a rabbit, or trample them under their large, dinner plate sized hooves.

They can carry not just a knight in full armor, but are also trained to wear armor themselves. A well-trained Courser can optimize its armor to attack an opponent. For example using the head spike that a lot of facial horse armor has to gore an opponent. However this means that although they are very strong, they tend to be slow moving when encumbered thus and rather than a full gallop their optimum speed would be a deadly cantering charge.

BREED

Besides the category of horses there are the breeds. That are of the bloodline of their sires and dames. As many of the bloodlines are not bred true, the breed isn't as highly noticeable within medieval horses. A true bloodline will be noticed for this reason, and generally commands a higher price on the market.

Desert Runner

The tribes of the desert believe the horse to be a gift from the Gods due its beauty, grace and speed. They tell many romantic tales of the Desert Runners beginnings. One such legend claims the Gods fashioned the desert south wind into a creature that "shall fly without wings".

No matter how the horse came to the desert, the tribes took them as prized members of their households. Individual horses were selected for the gentle, affectionate nature, the striking look and proud spirit this breed is well known for. This type of horse was also bred to withstand long treks across the desert and the tribal wars, which sometimes followed such trips.

Desert runners are renowned for their strength, courage and stamina, all of which are required for survival in the deserts, and for their speed, intelligence and responsiveness. These traits have been used to advantage to improve other breeds of horse stock, particularly what can be called light horses.

Ancient tribal breeders are careful to record bloodlines and jealously guard the purity of the Desert Runner breed. As a result, even though centuries have passed, the horse type cannot be mistaken for any other breed. Desert Runners always have the same basic distinctive appearance. Namely the following: The head has a characteristic dished profile with a prominent eye, large nostrils and small teacup muzzle. A gracefully arched neck rises out of a long sloping shoulder and broad chest. A short, strong back and high tail carriage complete the elegant look of this type of horse. Desert Runners come in grey, chestnut, bay and roan and an occasional solid black. Although some individuals will vary, most are between 14.2 and 15.2 hands in height and weigh between 800 and 1,000 pounds. Their stamina and endurance in addition to these qualities make them an excellent all round riding animal.

Grassland horse

The Grassland Horse is often a mishmash of various different types of horse. Wild stock and stock that has escaped from domesticated life, or been turned loose as a result of accidents during adventuring such as death of owner, party under attack etc. A mix of numerous breeds that makes (as you can appreciate) a definite mix in terms of coloration, traits and temperament. These horses, while requiring experienced handlers, usually become as tractable as any horse raised from birth on a farm.

Because they are largely the product of natural selection these animals are usually fine riding animals, generally good all-around in terms of pack animals and pulling carts, able to make do on the poorest of fodder and also have exceptional endurance which can make them desirable mounts for an adventuring party out in the wilds.

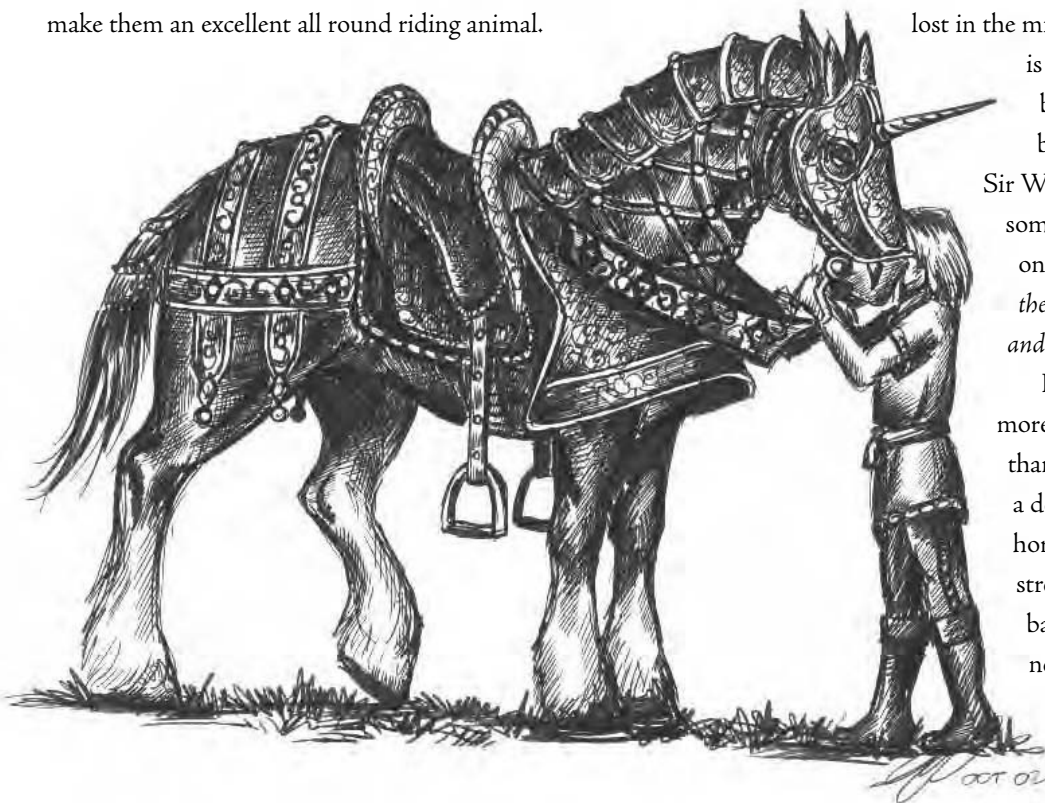
Most grassland horses are of the light horse or warm-blood type similar in size and conformation to the Desert Runner. However horses of draft conformation (carthorse) can also be found. The coat color is the full range of colors found in horses including unusual colors such as piebald and skewbald.

Great Horse (War Horse)

The Great Horse is the standard mount for knights and those who wish to have that extra little bit of backup in combat! The origin of this breed is

lost in the mists of antiquity, as is the case with many breeds. But it is said by the noble researcher Sir Walter Amrey, who is somewhat of an authority on this breed that: "*War then is the ancient heritage and role of the Great Horse.*"

However there is far more to these huge horses than that! There is always a demand for massive horses with great muscular strength. Not just for battle. There is also a need for draft animals of an altogether more docile nature and



as a result there are many variations on this breed that perform gentler tasks such as pulling carts, ploughs and the like. Great Horses of all variants are renowned for their strength, constitution, energy and endurance.

The draft variants of the breed are also renowned for docility and tractability whereas the War Horse type has a reputation for being a savage opponent in battle, often worrying enemies to death with their teeth and trampling them beneath their hooves. Coloration on these horses varies. One of the most common colorations being mostly black, with white markings on face and feet, and frequently with all four legs white up to the knees and hocks. Other colors however are also popular. Especially the all black or white variants for Knights Chargers!

They are tall, rangy horses, muscular, well developed at the vital points and stand on broad, flat, corded limbs which are strongly jointed both above and below, and the backs of which are heavily fringed with long hair from the fetlocks to the upper end of the cannon. Their

feet are generally the size of dinner plates and in height they are often in excess of 20 hands high. Their weight is usually in the region of three tonnes. All in all they are perfectly adapted beasts for the tasks they perform be it transporting a fully armored knight or pulling a heavy cart.

Steppe Pony

A steppe pony is probably the archetypical prehistoric horse some say the breed that all horses were bred from. Their natural habitat is forest, mountain and steppe land, although this sturdy breed can live quite happily in any climate. Except possibly desert as their shaggy coats can often make them overheat. However sometimes these sturdy little fellows can run into trouble in the wild when they come into conflict with farmers, crops are an easy and rich source of fodder compared to the tough grasses they normally survive on.

Steppe ponies are usually a mousy dun in color, although other colors are known. However piebald and skewbald colorations are unknown. Mouse dun

means that the body is a smoky grey color, with the face and legs being darker than the body. The mane and tail are flaxen, but dark in the center where the dorsal stripe passes through. They stand between 13 and 13.2 hands tall. The mane is semi-erect. The head is large, with massive jaws and thick neck. The back is short and strong, with very low withers. The hooves are dark and very tough, never requiring shoes. Which does make them an economical breed for the adventurer.

Steppe Ponies can carry a medium-sized rider despite their small size and are renowned for their endurance. However they do not like being told where to go and generally make better pack ponies or cart ponies than they do ridden mounts. They also get along well with other livestock. They are intelligent, friendly and intensely curious little beasts and are very calm in disposition. However they can also be independent and stubborn.



RANDOM HORSE TRAITS

Despite the fact that horses lack the various mystical or bizarre qualities of the more exotic of riding beasts, these noble creatures are none the less still the most popular when it comes to choosing a riding mount. As a result, horses in all varieties of styles, colors, attitudes, and types can be found in both the busiest of urban environments and the most desolate of wild lands.

When determining the features of a random horse that the characters might encounter, feel free to use the below charts:

I. TYPE

Roll	Horse Type
01–25	Mule
26–65	Pack Horse
66–80	Destrier
81–90	Palfrey
91–00	Courser

- ♦ **Courser:** A heavy warhorse.
- ♦ **Destrier:** A light warhorse.
- ♦ **Mule:** A cross between a horse and a donkey, renowned for their toughness and stubbornness.
- ♦ **Palfrey:** A riding horse.

II. COLOR

Roll	Color
01–20	Black
21–25	Chestnut
26–30	Bay
31–35	Jet Black
36	Blue Roan
37	Grulla
38	Silver Dapple
39	White
40	Dun
41–45	Seal brown
46–50	Bay
51–70	Chestnut
75	Strawberry Roan
76	Cremello
77	Palomino
78	Red Dun
79	Red Roan
80–99	Bay
00	White

- ♦ **Bay:** bay horses are identified by having a reddish brown body and black points (mane, tail, lower legs).
- ♦ **Black:** mostly black horse with possibly some touches of white. Regular black horses will fade to a rusty-brown color if tanned in sunlight.
- ♦ **Blue Roan:** roan on black horse.
- ♦ **Chestnut:** chestnut and sorrel are generally interchangeable terms. These horses are red, yellowish red, or reddish brown.
- ♦ **Cremello:** a cremello has a cream-colored coat, a white mane and tail, pink skin, and blue eyes. A perlino has a cream-colored coat, reddish-tinted points (mane, tail, lower legs), pink skin, and blue eyes. This is a dilution of a palomino.
- ♦ **Dun:** the dun is a dilution of the bay color. It dilutes the reddish brown of the bay's body color to a yellowish color, and adds *primitive markings* or *dun factors*. These consist of a dorsal stripe and horizontal "zebra stripes" on the upper legs, and can also include a transverse stripe over the withers and markings on the ears.
- ♦ **Grey Effect:** grey is a pattern of individual white hairs intermingled with colored hairs. It can occur on any base color. The skin is still the dark color of the original horse color.
- ♦ **Grulla:** grulla (pronounced "grew-yah," and sometimes spelt grullo) is a slate or slate-brown color with black points and primitive markings (dorsal stripe, leg stripes, etc.). Grulla comes in many shades, some light, some dark, some silvery, some olive-colored. All have black points, black masks, and primitive markings. This is a dun dilution of a black horse.
- ♦ **Jet Black:** true black color that is bluish-black and does not fade under extended tanning in sunlight.
- ♦ **Palomino:** palominos feature a gold, yellow, or tan body, and a white or off-white mane and tail. It is a dilution of chestnut. Palomino's bred together will not breed true, the majority will be cremellos.
- ♦ **Red Dun:** the body color of the red dun is a pale, washed-out yellowish red, and the point color is red, in various shades. It is a dilution of chestnut.
- ♦ **Red Roan:** roan on bay.
- ♦ **Roan:** roan is similar to grey in that it is a pattern of individual white hairs sprinkled into the coat. Unlike grey, roan horses are born roan and stay the same color throughout their lives (although they may appear lighter or darker in their winter coats). Also, the head, legs, mane and tail of a roan horse are solid-colored and do not display "roaning."
- ♦ **Seal Brown:** horses that appear black but have reddish-brown tinting in the hair around their muzzle, eye, flank, and behind the elbows.
- ♦ **Silver Dapple:** this is a dilution of black to a flat brown color, usually with dapples, and changes the mane and tail to white, and also a dark mask on its face.
- ♦ **Silver Dapple Bay:** this dilution of bay changes the black mane and tail to white and the black legs to flat brown with dapples, but it leaves the red body color alone
- ♦ **Strawberry roan:** roan on chestnut.



III. MARKINGS

Roll	Marking:
01-25	None
26-35	Blaze
36-45	Star
46-55	Chestnuts
56-65	Stockings
66-70	Blanket
71-75	Prophet's Thumbprint
76-80	Skunktail
81-85	Snip
86-90	Socks
91-95	Bald
96-00	Roll Twice on the Table

- ♦ **Bald:** a bald face is a very wide blaze that extends to and may cover the eyes, nostrils, and upper lip. Horses with bald faces often have white that extends to the lower lip as well, and this should be listed in a description of the face markings.
- ♦ **Blanket:** a colored horse with a white area over the hips, sometimes extending onto the back and sides.
- ♦ **Blaze:** a blaze is a wider white marking that usually covers the region of a star, stripe and snip, but extends to the width of the bridge of the horse's nose.
- ♦ **Chestnuts:** chestnuts are horny growths located on the inside of the horse's legs, above the knees and below the hocks.
- ♦ **Fetlocks:** the hairy featherings around a horse's hooves, pronounced more in some types of horse than another.
- ♦ **Prophet's thumbprint:** dimples or indentations in the muscles just under the skin often appear as permanent marks on some horses in the area of the neck and shoulder.
- ♦ **Skunktail:** pattern of white hairs that's similar to roan. It consists of white hairs on the flanks of the horse and at the top of the

tail. The white hairs on the flanks often spread onto the rib area, where they take on a vertical striping appearance. Officially called Rabicano, called skunktail by most medieval farriers.

- ♦ **Snip:** a snip is any white mark that is located between the nostrils of the horse. A snip may be small, large, centered or extend into one or both nostrils. A snip is often connected to a stripe, and many times with a star and stripe.
- ♦ **Sock:** a white marking that extends half way up the front or rear cannon. Often called a Half Stocking.
- ♦ **Spotted, leopard:** a white horse with colored spots all over.
- ♦ **Spotted, snowflake:** this is a colored horse with white spots in random places on the body.
- ♦ **Star:** a star is any white marking on the forehead of the horse. A star can be small, large, regular or irregular in shape, in the center of the forehead or off to the left or right side of the forehead. Some horses have only a few discernable white hairs on the forehead that do not have white or pink skin underneath and these can be described as a few white hairs on the forehead.
- ♦ **Stocking:** a white marking that extends from the coronet to the knee or hock.

IV. SEX

Roll:	Sex:
01-12	Simple
13-45	Stallion
46-80	Mare
81-00	Gelding

- ♦ **Colt:** A young male horse.
- ♦ **Filly:** A young female horse.
- ♦ **Foal:** A baby horse.
- ♦ **Gelding:** A neutered male horse.

- ♦ **Mare:** A female horse that has reached reproductive maturity.
- ♦ **Stallion:** A full male horse that has reached reproductive maturity.
- ♦ **Yearling:** A common term for a young horse that is just over a year old.

V. HEIGHT

(Height equals 4 inches per hand, or 3 hands = 1 ft)

HEAVY HORSE	
Roll	Height
01-10	15 hh
15-20	15.5 hh
21-50	16 hh
51-70	16.5 hh
71-90	17 hh
91-95	17.5 hh
96-00	18 hh
LIGHT WARHORSE/RIDING HORSE	
01-10	14 hh
15-20	14.5 hh
21-50	15 hh
51-70	15.5 hh
71-90	16 hh
91-95	16.5 hh
96-00	17 hh
PONY	
01-10	9 hh
15-20	9.5 hh
21-50	10 hh
51-70	10.5 hh
71-90	11 hh
91-95	11.5 hh
96-00	12 hh

VI. PERSONALITY

Roll	Personality
01-11	Cowardly
12-23	Stubborn/ Obstinate
24-30	Greedy
31-40	Evil Tempered
41-50	Brave
51-60	Noble
61-72	Intelligent
73-82	Stupid
83-92	Alert
93-00	Cunning

VII. AGE

Roll	Age
01–15	Young
16–65	Mature
66–80	Aging
81–94	Old
95–00	On Last Legs

VIII. NOTABLE FEATURE/FLAW

Roll	Feature/Flaw
01–55	None
56–60	Tattoo/Brand Of Owner/Past Owner
61–63	Slight Limp: Front Right Leg
64–67	Slight Limp: Front Left Leg
68–70	Slight Limp: Rear Right Leg
71–73	Slight Limp: Rear Left Leg
72–80	Missing/Bad Teeth
81–93	Sickly
94–98	Missing Eye
99–00	Roll Twice

IX. SPEED QUALITY

Roll	Speed
01–05	Ploddingly Slow: -10 off base speed
06–10	Slow: -5 off base speed
11–85	Average
86–90	Above Average: +2 to base speed
91–95	Excellent: +5 to base speed
96–00	Superb: +10 to base speed

IX. INTELLIGENCE

Roll	Intelligence
01–10	Slow Witted: -1 to base intelligence
11–85	Average
86–95	Intelligent: +1 to base intelligence
96–00	Extremely Intelligent: +2 to base intelligence

CARING FOR YOUR MOUNT

HORSE CARE: INTRODUCTION

Caring for your horse or indeed any mount can be a time consuming business. At all times you must remember that your faithful steed is also a living creature with wants, needs, demands and most importantly a mind of their own! For simplicity this chapter will cover the basic care of that most common of our faithful mounts, namely the horse although this advice is easily adapted for use amongst some of the more unusual riding companions that you may consider during your adventuring career. In short look after your

warhorse well and it may not be so inclined to run away or flee in combat!

We must remember that horses are prey animals and have a very strong sense of self-preservation. Their instincts are to run quickly from any threat and to stay within the security of the herd. This can be of great benefit to the fleeing adventurer but can be somewhat of a hindrance if you are trying to persuade your mount to charge valiantly into combat. Trust is an important issue you, the rider must become your horses herd mate, someone they fell they can turn to and rely on. In order to trust, one has to believe that they will respond appropriately and consistently in a given situation and that they will follow through with what they say. The same goes for horses and indeed any other mount that you might be considering. To build trust with your mount, you must respond appropriately and consistently to their behaviour or anticipated behaviour and once started on a course of action, follow through. Otherwise you are going to end up with a very confused and even frightened mount!

It can be useful to understand what your mount is saying. But what are you to do if you do not have access to those convenient spells that allow one to communicate with ones mount? Why we have to learn to understand what our horses are saying via other means! Horses don't use words. They don't even use sounds to any great extent. But watch horses as they interact with one another and with people. Their ears, eyes, muzzles, tails and body posture are all communicating. By learning your mounts body language you can greatly enhance your riding skill and possibly your chances of survival.

SOME TIPS ON THE BODY LANGUAGE OF THE HORSE:

Body Posture

The most obvious signal is the body posture of the horse. It's easy to tell the difference between the high, rounded outline of an excited horse and the flat outline of a relaxed one. Also be on the alert for tense muscles and quivering. These can be signs of a horse that is ready to bolt [See page 27 for some illustrations].

Ears

Ears are good indicators. They point in the direction of the horse's attention. Which is very useful if your horse has spotted that ambush ahead and you haven't! Ears pinned back indicate anger or fear. Ears moving back



and forth often indicate uncertainty. Be warned though, if your horse's ears are flat back against its head you may be in for a kicking! In an ideal situation though one ear at least should be turned in your direction as you ride so that the horse is aware of you and your commands.

Tail

The tail is also very expressive. 'High-tailing' is a well-known sign of excitement, but did you realize horses could flatten their tails between their legs like dogs when frightened? A horse that dances away from something with his tail tucked under is truly scared. Tail lashing is a sign of irritation and annoyance rather like how a cat uses its tail it express the same emotion.

GROOMING

Now we come to the actual caring for your mount. Once again some specifics may differ from species to species, but for ease of use once more I am using that standard mount the horse as an example. In this section we will be covering such subjects as feeding, care throughout spring and winter and care of the hooves and some common problems that you may have to deal with.

Feeding your horse

Despite their size horses have fairly small stomachs. Their body is designed to be grazing almost continuously. The amount your horse needs to eat can depend on several factors such as age, amount of activity and even the individual breed. It stands to reason that a small pony is going to eat far less than a large warhorse! Remember if you don't feed your horse correctly the time will come when it suffers, and if you are out in the wilderness miles away from anywhere you could suffer as well!

The most common food for horses is good quality grass, although some of the smaller breeds can make do on surprisingly thin pasture. However grass alone will not meet all a horses nutritional needs. Don't make the mistake of thinking just because a field is green that it is sufficient grazing for your mount, some of the plants may be poisonous such as ragwort. Many people feed their horses hay which is the basic food for a horse that is offered in stables, roadside inns etc. Check the hay before feeding it to your horse. Make sure it is dust and mold free. Dust can give your horse breathing problems and moldy hay can cause colic. Sensible precautions are

shaking the hay before use or soaking it before feeding as this dampens down any dust.

Hard working horses, pregnant mares or foals cannot gain enough nutrition from hay or grass. They need to be fed concentrates such as grain and also need an adequate amount of salt and minerals to provide them with a well-rounded diet.

Horses also need plenty of fresh water. An average horse will drink anything from 5 to 10 gallons of water a day. So if you're intending on desert travel I would recommend using another species of mount more well adapted to dry conditions. An important tip however, if you have worked your horse very hard, is not to let him drink too much at once. Several small drinks are better as too much water at such times can cause stomach cramps in an overheated horse.

The basic rule for feeding your horse is little and often as they would eat in their natural environment, and watch out for overeating. Most horses are greedy and will overeat and too much of a good thing can pave the way for health problems! Particularly Laminitis, which is an acutely painful hoof condition and is caused by an overindulgence of fresh spring grass.

There is one final thing to remember about feeding your mount. Don't forget treats. Good treats for horses are things such as apples, carrots (sliced lengthways) and various sweetmeats. Always remember when offering your horse treats to place them on the palm of your hand, which should be held out flat. Horses are very good at mistaking fingers for treats, a trait which when carried over to other species of mount could be considered quite perilous. And possibly result in the loss of a finger or two.

Hoof care

"No foot, no horse."

Have you ever heard this saying? It's quite true. A horse's entire weight often consists of more than 1000 lbs, is supported by four, relatively small feet. Especially when looked at in comparison with the overall size of the horse. Without healthy feet, a horse is in trouble. And without a healthy horse the adventurer can be in trouble! I cannot impress the importance of looking after your horse's feet. Well fitting shoes are a must. That is what blacksmiths and farriers are for. Your local farrier not only shoes horses, he can also diagnose ailments of your mount and quite often suggest or administer remedies.



Cleaning and trimming

A hoof-pick is one of the most important pieces of equipment you can have. Always clean your horse's hooves before and after riding. This will give you ample time to check for stones in the hooves, loose shoes and the like. A horse's hooves grow continuously rather like human fingernails. They need to be trimmed every six to eight weeks to keep them in shape. This is a job for your local farrier because an inexperienced person could trim too much off causing pain to the horse, which could result in lameness.

Shoeing

Horses who are doing a lot of work or working on hard ground will need to be shod. Horses with weaker hooves may also need to be shod as a preventative measure to protect the hooves from damage or further harm. Shoes need to be reset every six to eight weeks as leaving them on for too long can damage the hoof as it grows. Now before you get squeamish at the thought of someone nailing pieces of metal to your beloved mounts hooves consider the following. The hoof is only the hard outside covering of the foot of the horse. It protects the sensitive wall, sole and frog of the foot, but the hoof itself has no blood supply or nerves. Most horses object more to the smells and sounds in a blacksmith's than to having their hooves shod. For in truth they cannot actually feel it!

Problems

What follows are some problems that can occur if one doesn't follow the above advice. Your local farrier, druid or healer should be able to take care of them but I feel, as I am sure you do that prevention is better than the cure!

Keeping your horse in wet, dirty conditions can result in the following problems. I would advise once again, if you are going to be travelling through a swampy area use one of the species of mount equipped to deal with the conditions such as the Boghoof. Thrush, the more common of the two problems, is an infection of the frog. Canker (hoof rot) is an infection of the whole foot. You'll recognize both from a foul odour and discharge from the disintegrating frog. These ailments can cause a great deal of distress to your horse.

Horses can suffer from corns as well! They are caused by constant, small, repetitive pressures to a part of the foot. Common causes are a poor shoeing job or shoes that are left on for too long. Rather similar to corns in a humanoid! They can also suffer from bruises and are prone to puncture wounds to the sole of the hoof that can lead to lameness. (Where a horse limps or favours the injured limb).

Proper care by the farrier can prevent cracks to the hooves, which can be a cause of infection. Good trimming and shoes can prevent this problem.

CARE THROUGHOUT WINTER AND SPRING

Winter

Horses are well adapted to cold weather, they grow a complete winter coat and as long as they have some form of shelter from wind and wet they can stay comfortable when the temperature plunges. Many horses appreciate a horse blanket but if you do blanket your horse then make sure you take it off and brush him often. Also make sure the blanket is warm enough for it will keep the coat flat. Like most animals a horse's hairy coat is designed to stand up in cold weather to trap warm air close to the body.

It is wise to make sure your mount has extra feed in winter to help combat the cold. Even more important is to make sure there is plenty of water available. You might think your mount can get by on eating snow, but consider how much is he going to have to eat to make up the 5 to 10 gallons of water he needs daily? Also consider the cooling effect upon the horse's body this would have.



When riding in winter you should consider the additional challenges. Dressing warmly will take care of the weather but consider the footing. Stay off icy patches and remember that frozen ground can be as hard as stone, even if it isn't icy. Don't go any faster than a walk unless there's a good cushion of snow on top and you are sure there's no ice underneath. Always carry a hoof-pick with you and be prepared to stop periodically and pick out the icy build up from your horse's hooves as "snowball" feet can be very slippery and extremely hazardous to horse and rider.

Spring

Spring is the time when horses shed their heavy thick winter coats and a good grooming kit with sturdy brushes and a curriers comb can be your best friend! Now is the time of year to check upon your mounts teeth especially if your horse is prone to tossing his head when being ridden or is dropping his feed a lot when eating. This is because of the way horses are chewing; sometimes their molars wear unevenly and can develop points that can cut the inside of the cheek. Asking the farrier to check the teeth and file the points down if this is a problem. This task is best left to the expert as this is a tricky process and one the horse doesn't appreciate at all.

With nice weather it is only natural to want to ride more, but don't overdo it at first especially if you've not been riding in the winter. You and your mount will both need to get back into condition before you do anything strenuous. Be prepared for your mount to be in high spirits to begin with, it is only natural that they will appreciate the warmer weather as well and been more frisky because of it. Begin with plenty of walking to build up muscle and wind before you head back into those mountains! Check your horses skin isn't rubbed from the saddle and girth, as sores can be very painful. It is wise to condition yourself as well as saddle sores are a misery to any rider!

One word of warning, spring is also the time of year when grass is at its freshest. Don't let your mount overindulge as this can cause health problems as I have mentioned previously. Hopefully these few tips and pointers will be of benefit to you and your mount! Pleasant Journey!

CARING FOR OTHER MOUNTS

Banded Howlers – Banded Howlers are more or less treated the same as a wild or domesticated dog

when it comes to health issues. They get pretty much the same diseases or infliction, and heal up in more or less the same manner. Nutritional needs are likewise more or less the same, and banded howlers seem to enjoy the same variety of treats as dogs do.

Barbcat – Barbcats are clean freaks and often have hairball related digestive problems in the same manner that domestic house cats do. When such an issue arises, fish oil is usually deemed at being the most effective treatment for the discomfort. In addition, if these creatures are kept in a filthy environment they are susceptible to a disease similar to ick, a disease that is fatal to fishes. This particular strain, known as barbick, causes the spiny combs of the barbcat to slowly rot away, eventually infecting the creature's spine and nervous system. The condition is not very common, fortunately, and general care and reasonably clean bedding prevents the barbcat from contracting barbick.

Battle Goat – Though larger and having a wee bit of a different build about them, battle goats are not too much different from regular goats when it comes to issues of health. They have very resistant stomachs and seem to be bothered very little with the elements of poison and disease.

Boghoof – Other than their obvious immunity to poison, little is known about the health and care of boghooves. They seem to be resistant to a good number of diseases, and sick boghooves in the past have seemed to be able to take care of their own problems if allowed to wander about in the marsh for a while. Though the exact means of cures are unknown, it appears that various plants, fungi, and lichens in the marshlands cure the boghoof of most of its ailments. The hooves of the boghoof are more like that of goats, and thus can handle the harder, rockier terrain better than the hooves of horses.

Croaker Wurm – As these creatures are highly intelligent, croaker wurms tend to their own ailments. As a result, very little is known about the health issues of croaker wurms.

Dragguswulfe – The dragguswulfe is a very difficult creature to take care of due to its seemingly hybrid composite of dragons and dire wolves. It appears that these creatures need an ample supply of water and a meat based diet that is high in nutrients and protein, just like the manner of normal dogs and wolves. On the issue of poison and disease, the dragguswulfe carries a normal response to poisons as well as various diseases.

MOUNT-RELATED DISEASES

Disease	Infection	DC	Incubation	Damage
Barbick	Contact	18	1d6 days	2d4 Cont
Purple Snout	Contact	18	1d3 days	1d6 Con
Scag Worms	Contact	14	1d3 days	1d6 Str
Spring Tongue	Ingested	15	1d3 days	1d8 Dex†

†Each day while recovering, the creature must succeed a Fortitude save against the difficulty class of the disease. If the creature fails this saving roll, they slip into a temporary paralysis that lasts for the remainder of the recovery time. During this time the creature must be under constant care and supervision in order to survive. It can still swallow and utilize from the neck up, but must be placed in a comfortable lying position to prevent choking or difficulty in breathing.

‡Each day while recovering, the creature must succeed a Fortitude save against the difficulty class of the disease. If the creature fails this saving roll, they do not heal back any ability points for that day.

Descriptions

Barbick – Barbick, or Barb Cat's Ick, is a dreaded disease that affects barbcats. It rots away portions of the creature's spiny comb and can cause temporary paralysis. If the barbcats is not tended to during this time, the condition easily becomes fatal.

Barbick is caused by filth, something that the barbcats's natural instinct usually prevents. If forced to constantly journey through untidy areas with little chance of grooming, the barbcats may run the risk of contracting the ick. The barbick bacteria flourishes in warm, moist environments and the first few visible symptoms actually start to appear during the later half of the incubation period. Traces of sickly looking mucus can form around the barbcats's eyes and the white film of the barbick start to appear along the spiny comb of the barbcats. If given initial treatment during this time, the barbcats still suffers the damage of the disease but is not at risk of losing its spines. The spiny comb is usually treated with vinegar and an internal medicine of cinnamon, rosemary, vinegar, mugwort, and clove is usually brewed and put into the barbcats's food and water. If this mixture is given to the barbcats once every three hours, the barbcats gains a +4 bonus to its Fortitude rolls against paralysis.

Purple Snout – This disease affects warsnouts and is named after its key symptom, a swollen, purple snout. Though no exact cause is known for sure, warsnouts are vulnerable to catching purple snout when they have been kept in untidy surroundings while healing up various war wounds.

Scag Worms – Scag worms are tiny parasitic worms that infect warm-blooded creatures. They are no more than 1/16 of an inch long and commonly exist in areas of tremendous filth and organic waste. When a warm body comes into contact with a colony of scag worms, these parasites crawl upon the unsuspecting and begin to burrow through the flesh. This burrowing leaves behind reddish colored pockmarks, which is considered the initial symptom of a scag worm infestation. Once inside the skin, the scag worms set up shop and begin consuming microscopic portions of waste, muscle tissue, fat, and skin cells. As consumption of the host occurs, the asexual scag worm begins laying eggs by the hundreds in addition to producing its own bodily waste. This waste causes internal discomfort and reactions to set in, causing severe patches of bloating and discoloration of the host's skin. The flesh turns a sickly whitish yellow in the center of such bloating, with patchy rings of purplish blue surrounding the areas of infection. All hair located in the infected areas tends to fall out, and creatures that are suffering from an infestation of scag worms experience a loss in strength and stamina. In order to help the host creature rid itself of scag worms, a mixed tea of wormwood, pumpkin seed, and mugwort is typically consumed.

Spring Tongue – Somewhat named for the dark, discolored streaks that form on the creature's tongue, spring tongue is a feared disease amongst riders and breeders. A form of bacteria that gets into pond water during the middle part of spring causes spring tongue. When a creature or animal drinks this polluted water, they are at risk for developing spring tongue.

A sure sign of a possible contaminated pond would be one where livestock frequent and as such occasionally dispel bodily waste in or near the pond. Mounts are not the only creatures that can develop spring tongue; humans and other humanoids can contract the disease as well. Once spring tongue has taken hold, recovery time can be rather erratic. Some victims have recovered within a week of the infection, others may take a month or longer.



CHAPTER 2: THE MISCELLANEOUS USE OF THE RIDING BEAST

Owning a mount goes beyond the aspects of simply riding or hauling around heavy burdens. Depending on the individual's particular walk of life, certain creatures hold more benefits and potential than others. Below are several varieties of uses for mounts and which creatures hold more merit for certain needs or tasks.

Animal Friendship (spell)

While limited to actual animals instead of beasts or other monster types, the consideration of a mount as a befriended animal is still a useful and wise choice. Befriending a wild horse, for example, would allow a character to obtain an appropriate mount in a situation where they may have not been able to afford such a creature. This would also be useful in the wild in situations where the characters have lost their pack animals due to wild beasts, theft, or some other misfortune.

BEASTS OF BURDEN

While speed and a combat worthy line of natural defenses is a plus with all varieties of mounts, the hard working draft animal gains its respect from a high degree of strength, endurance, and willingness to be put to work. In addition, such animals that are worthy of the stew pot, provide good, drinkable milk, or can cross-uncertain terrain with little effort or complaint hold additional merit when it comes to choosing pack animals. These creatures are common amongst traveling merchants, farmers, lumber camps, and mining communities.

Choice Creatures and their Benefits

Boghooves – The boghoof is an ideal beast of burden, especially for its nature of tackling some of the most uncertain types of terrain. These creatures are both loyal and sturdy, and are sometimes fairly common in marshland communities.

Donkeys and Mules – Due to availability, ease of adaptations to environment, and their strength donkeys and mules are perhaps the most chosen of pack animals. Often these creatures are also seen on farms pulling plows and lugging around loads of goods, tools, or fruits and vegetables.

Elephants – Due to their great size, elephants, mastadons, and mammoths are often put to use as beasts of burden. These are common in the more exotic lands.

Frost Foxes – Though intelligent creatures with a free will, the frost fox takes both pride and investment in its ability to carry both cargo and passengers across the frozen wastes. These creatures tend to live in communities, ever eager to provide the benefits of their labor for the warmth of the denhouse and the provisions of food and fresh water.

Fungglutton – Funggluttons are praised for their ability to haul around heavy objects and loads underground. Huge in proportions and incredibly strong, these creatures are commonly used by dwarves and drow alike.

Horses – Horses are common beasts of burden and pack animals. Their appearance can be found most anywhere, from farms to merchant caravans to adventuring parties.

Rocksloth – The rocksloth is commonly used in mountainous terrain to haul heavy loads.



Though a bit slow, its ability to cross uncertain terrain is quite reliable.

Trudd – Trudd are popular with lizard folk in the service of pack animals and general beasts of burden. They also function as riding mounts to a fair degree as well. In addition, trudd are also kept for their detritivorous diet. A well kept coastal cave that has little trash strewn about other than abandoned piles of clamshells are a good indication that there are trudd nearby.

MASTERS OF THE ARENA

While it is common to see humanoid gladiators fight one another to the death on foot, bloodthirsty crowds have often took delight with the arrival of strange beasts into the arenas. Though usually these creatures are simply pitted against the gladiators or one another, it is possible to occasionally make use of various animals or beasts as mounts. Often armed contestants are saddled up to such creatures but from time to time these mounted beasts serve as quick and effective movement for the guard sentries who patrol the edges of the battleground.

Choice Creatures and their Benefits

Banded Howler – Provided that such a creature would be even allowed to enter the arena, banded howlers make formidable mounts. Usually the rider of a banded howler has their ears plugged shut with wax.

Barbcat – Barbcats are natural choices for arena combat. Their flashy appearance combined with a fierce backing of deadly natural weaponry make barbcats amongst mounted gladiators and audience members alike.

Battle Goat – Though not nearly as exciting to watch as many of the other choices, battle goats make for good combat ready creatures all the same. They are not quite as quick and limber as some of the other choice mounts, however, and when pitted against such creatures battle goats are often easily taken down.

Dire Wolves – Dire wolves make excellent killers and mounts in the arena. Strong, agile, and brutal, dire wolves easily scatter all but the most steadfast of competitors.

Dragguswulfe – Dragguswulves are not usually dumped into the pits of the arena on their own free will. Often, if a captured dragguswulfe is placed in a gladiator's arena for a display of sport, the creature will

quickly attempt to gang up with the most worthy of foot competitors and keep such a truce long enough to kill off the remaining competition.

Horses – Though suited more for the open battlefield than the confines of the arena, horses are still sometimes used in such battles. Usually if other varieties of mounts are present, horses are often at terrible odds and brought down rather quickly.

Lions And Tigers – These large felines are staple beasts of the arenas and some have found it possible to ride such creatures.

Warnout – Due to their strength and aggressiveness, warnouts make excellent mounts for arena combat. Perhaps the only problem with a warnout in such a battle is that sometimes their aggressiveness overrides any degree of proper judgment or caution.

MOUNTED THEFT AND SKULLDUGGERY

Those who deal in the darker trades of humanity have often relied on mounts for quick getaways. A few of the more skillful of rogues have even learned to utilize such creatures for ride by thefts. Below are the more recommended beasts for these shady characters.

Choice Creatures and their Benefits

Banded Howler – Due to its reverberating howl attack that leaves victims temporarily paralyzed, the banded howler is a choice mount for the most sinister of rogues and assassins.

Boghoof – For rogues who like to make their dens in the thickest of marshes, boghooves serve as good mounts for the trip to and from home. Due to their rather homely appearance, these creatures are seldom looked upon for any great length of time.

Duneflap – Duneflaps hold favor with assassins and thieves who often seek the retreat of the desert wastes to stay alive.

Horses and Ponies – Horses and ponies are valued by rogues for their stealth and speed as well as the ease of blending such a common mount into the everyday street life. While something along the lines of a banded howler, barbcat, or dragguswulfe would raise more than a few eyebrows amongst the typical villagers, the common, everyday horse hardly brings forth much attention or notice.

Riding Hare – Though a bit flashy and difficult to tame, the riding hare serves as an ideal mount for those who need a quick getaway.



Saddle Hopper – Much similar to the riding hare, those who need to get away fast usually seek out the speed of a saddle hopper.

MOUNTS AND THE ORDER OF PALADINS

Paladins have strict codes by which they must live by and therefore their selection of an appropriate mount is chosen with great care and consideration. Just as the paladin lives to serve his or her cause, the paladin's mount lives to serve its master. Due to such requirements, the selection of potential creatures is more limited for a paladin. Creatures that are previously "individual" are not very good choices for a paladin. Usually the better picks are of an animal's intelligence and truly neutral, and thus not having much of an outlook on life for its own before entering service as the paladin's chosen mount. Below is a list of land moving creatures that a paladin might wish to select as their appropriate mount.

Choice Creatures and their Benefits

Barbcat – Though many paladins would gawk at such a ferocious beast as a potential mount, those who have learned of the barbcat's loyal nature have found these beasts to be the one of the most dependable and combat worthy mounts to ever be brought into service.

Boghoof – Though scoffed at by most other paladins, those with a heart that's humble and sensible have found great worth in the service of a loyal boghoof. These creatures lead their paladin masters across bitter terrain without question or dispute and are ever grateful for simple acts of kindness.

Dire Wolves – Though considered a bit of a bizarre selection by most, some paladins prefer the use of dire wolves as an appropriate mount.

Duneflap – Due to their good nature and uncanny survival skills in the desert, paladins of the more arid environments often choose the duneflap as their prized mount.

Horses – Horses and ponies are by far the most common selection for a paladin, the prime choice usually being the warhorse or the warpony.

Lions – It is not uncommon to see some paladins ride a lion into battle. These are considered to be noble creatures and can be very loyal to their master.

PRESTIGE IN THE SADDLE

For the poor commoners of the crowded streets or desolate farmlands, the image of a well dressed individual riding on the back of some great mount brings forth the feeling of power, might, and prestige. Often such individuals learn how to make such imagery more effective through the learning of a proper saddle posture. In addition, the proper utilization of dramatic saddles and barding gear adds to the desired sense of flair. While such things are beneficial, every rider who seeks to make an impression knows full well that the proper choice of mount can be crucial.

Choice Creatures and their Benefits

Barbcat – For an overall sense of both style as well as intimidation, nothing can equal an entry on the back of a barbcat.

Croaker Wurm – Having the blood and kinship of dragons, croaker wurms are not easy creatures to put into the service as mounts. Those who do have the rare opportunity to form such a bond with croaker wurms usually earn their place in legend. It is vital that the rider doesn't become too cocky about the croaker wurm however, for the creature is able to listen and understand. Like all dragons, croaker wurms have a fierce sense of pride and a thorn in the creature's reputation is treated with more vengeance than a wounding from the blade of a sword.

Dragguswulfe – If the character has had the rare opportunity to save the life of a dragguswulfe, then the mere sight of such an individual on this majestic beast is enough to signify greatness in the eyes of most. Great caution must be taken with not becoming too overly exploitative of the service of the dragguswulfe, however, for the creature has been known to turn on the arrogant from time to time.

Dreadmare – Though it's a rare event to have a dreadmare in one's service, those who do have discovered that the mere knowledge of such a creature is enough to make the common villager run in fear. Dreadmares are perhaps considered to be the most 'sacred' of riding beasts amongst many chaotic neutral individuals.

Ghastmare – The ghastmare is an evil, terrifying beast that's appearance is usually greeted with fear, dread, or hatred. Evil necromancers and other such foul individuals may be riding on the back of a ghastmare, and the sight of such a mount typically signifies that the rider is powerful in the ways of darkness and evil.

Haintshag – Sometimes evil characters will make use of a haintshag as a mount. Though these creatures are not often to be trusted for very long, their bizarre, wicked appearance sends most villagers scampering into their cottages for safety.

Horses – While quite common, horses are still considered objects of wealth, power, and prestige. Often those who are riding such animals for the effect of appearance prefer the war stocks or the more exotic of breeds.

SCOUTING THE WILD LANDS

When it comes to survival in the wild, emphasis is placed more on the practical nature of a riding mount rather on what would be the most stylish. Creatures that are reasonably full of endurance and the ability to cross the worst of terrain are usually held in the highest of favor.

Choice Creatures and their Benefits

Battle Goat – Though rather aggressive, battle goats make survival animals. They share much of the endurance and diet of normal goats, and can cross more difficult forms of terrain.

Boghoof – The boghoof is perhaps the prime choice of mount for druids and rangers. Its mild disposition, willingness to put up conditions that are with less than savory, plus natural ability to travel across rough terrain make the boghoof and desirable riding beast.

Camels – Camels are common animals that are used for transportation across deserts and other arid environments.

Donkeys and Mules – These creatures are valued for being quite dependable mounts and pack animals when dealing with unsavory environments.

Duneflap – Duneflaps are ideal mounts for desert travel. They are dependable and fair natured creatures and the breeze from the idle flapping of their tails is always welcome by riders.

Frost Foxes – Frost foxes are ideal creatures for the frozen wastes. Their intelligence and good disposition also allow the rider a sense of security and companionship when trying to find the way back home during the middle of a blizzard.

Horses and Ponies – Horses and ponies are also commonly used due to their popularity and reasonable ease to find for purchase, but are perhaps not always the best of choices for rugged environments.

Warnouts – Warnouts are fierce and sturdy, and often chosen by bounty hunters and orcs alike for the ideal travel mount across the more unforgiving of terrain.

THE DARK JOURNEY BELOW

The journey into the caverns below might bring a great deal of interest to greedy humanoids, but most pack and riding animals refuse to set hoof, foot, or claw into such places. For the need of hauling around equipment and individuals deep underground, special beasts are usually sought out.

Choice Creatures and their Benefits

Fungglutton – The fungglutton is perhaps the overall best choice for a pack animal when it comes to large caverns. These creatures are of huge proportions and while they have an equally massive diet, funggluttons are not too terribly picky about what they eat.

Rockbeak – Rockbeaks are commonly used as mounts and beasts of burden in the underground caves and caverns. These creatures are usually somewhat in common supply, and often seen in the company of drow or goblinoids.

Rocksloth – The mountain dwelling rocksloth is a choice mount, especially amongst those who dwell in the caves of higher elevations.

Trudd – Trudd are fairly common amongst coastal caves are often used by lizard folk.

TO RIDE A FAMILIAR

While it may seem unusual to choose a riding mount as a familiar, there are certain advantages such a decision. For an example, due to the mystical link between the rider and their mount, the rider usually has less worry of what is going on back at the campsite when they are wandering in the caverns and dungeons below. Likewise, in combat situations both the familiar mount and the master rider are more in tune and thus emerge into a deadly fighting machine.

Familiar	Special
Camel	Master gains +4 to Fortitude saves against heat conditions
Dog, Riding	Master gains Scent
Donkey/Mule	Master gains +2 to Will saves
Horses/Ponies (Any)	Master gains +1 to Strength



Choice Creatures and their Benefits

Just as the wizard or sorcerer benefits the familiar, the familiar in turn usually benefits the master. Sometimes it may be in the form of an ability increase, other times it may be through some special benefit or power.

Camels – Camels are natural desert survivors, and having one as a familiar allows the wizard or sorcerer to adjust to the blazing temperatures of such arid lands.

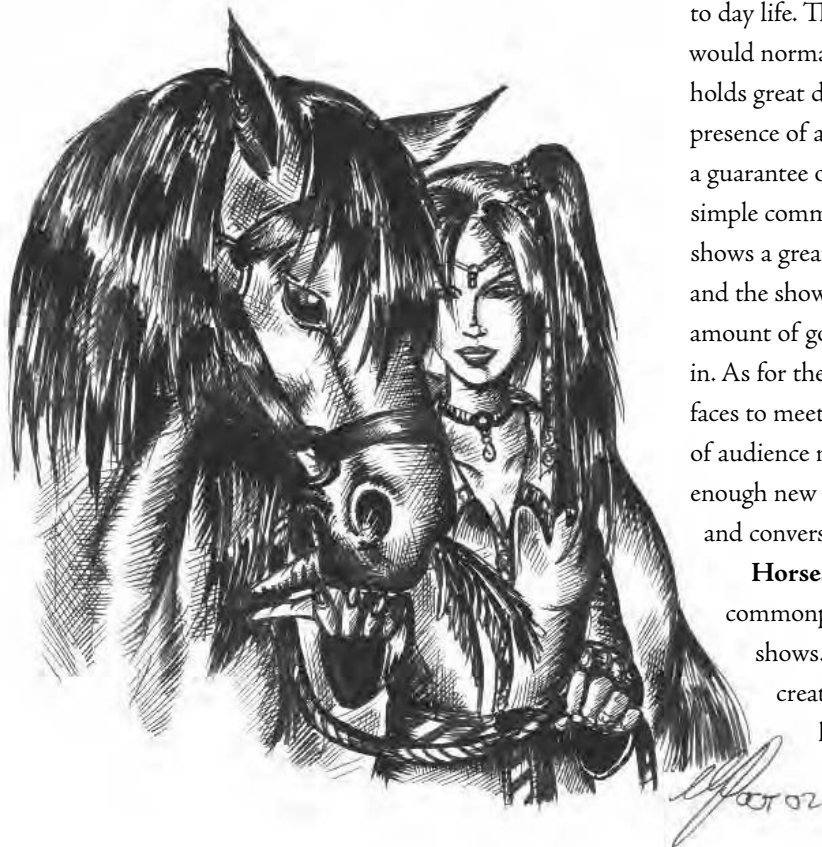
Riding Dogs – Those who have chosen a riding dog as their familiar gain the animal's sense of scent.

Donkeys and Mules – Though faithful, donkeys and mules are also considered stubborn animals. When chosen as familiars, their master seems to pick up this trait as well.

Horses and Ponies – Horses and ponies are strong, sturdy creatures and masters who have chosen these beasts as familiars seem to have gained a portion of such qualities.

TRAVELING ENTERTAINMENT

It is quite often that traveling performers, carnivals, and other such exotic shows make their way into the fairgrounds, streets, and theaters of different communities. These groups of entertainers hold a heavy degree of reliance on mounts and pack animals to make the arrival of their shows possible. As a full utilization of group and gear into the spirit of the



performance guarantees a more profitable reception, such entertainment parties often seek out beasts that are not only worth their salt for hauling, but interesting to the audiences as well.

Choice Creatures and their Benefits

Elephants – Elephants make for both excellent hauling and also entertainment. Villagers from all around gather to see these huge beasts and sometimes elephants are also taught to perform various tricks.

Gabbergib – The gabbergib is perhaps the most entertainment ready of all riding mounts. If the mere of sight of a talking creature with two heads and an overall strange looking appearance isn't enough of an attraction, the ability to teach the gabbergib to sing in harmony or tell jokes and stories makes for a highly profitable show. As the gabbergib loves companionship and new exciting experiences, they often freely and eagerly enter the lifestyle of a traveling performer. Often these creatures are given their own side booth or tent where audience members can pay a small fee (usually either a bartered good or item or one or two copper coins) for the chance to converse with the gabbergib for a few minutes (typically measured with a small hourglass). Quite often audience members are drawn to this exotic creature over the fact that the gabbergib is not only willing to talk to them but also genuinely interested in the general tidbits of a such a poor commoner's day to day life. Things about the audience member that would normally seem plain and dull the gabbergib holds great delight in asking about. In a nutshell, the presence of a gabbergib in a traveling show is usually a guarantee of mutual benefit and delight for all. The simple commoners feel special when the gabbergib shows a great deal of interest in their normally dull lives and the show owner is more than delighted with the amount of goods and coinage that the creature brings in. As for the gabbergib, it is simply thrilled to have new faces to meet and new things to see. A full night's worth of audience members can provide the gabbergib with enough new conversation to keep its two heads satisfied and conversing for several weeks.

Horses – Despite the fact that horses are commonplace, they are still favorites with traveling shows. In addition to being sturdy, reliable creatures for pack handling, the very same horses can be quickly cleaned up and put into the center of entertainment.

CHAPTER 3: RACIAL VIEWS

'A horse! a horse! my kingdom for a horse!'

William Shakespeare (1564–1616)

King Richard III, Act 5 scene 4

Don't be fooled by all these exotic animals you see used as mounts. Sure, if you are fortunate enough to see an elven gryphon rider in flight you'll remember that for the rest of your days, but if you bother to look just beyond the tip of your nose, you'll see that what really gets the job done are equines. Yes, equines. You know, horses, ponies, donkey, and mules. You can have your exotic beasts with their high maintenance and uncertain temperaments. Ever see a gryphon help someone plow a field? Didn't think so. Give me a steady horse and I'll travel the world.

You will find equines being used in almost every environment, from the coldest tundra to the hottest desert. They plow the farmer's field, transport the merchant's goods, and carry the knight into battle. They are a symbol of status and wealth and, in some lands, worshipped like the gods. They can be bred for almost any quality, from speed, to strength, to size, and for every type of temperament. In short, there is no group of animals as adaptable as equines.

It is this adaptability that has seen equines find their way to almost every land and every culture. I say almost because it is true that they are not found in the frozen wastes and there are some groups of sea-faring peoples that have no use for them, and in one remarkable case have not even heard of them. But otherwise, wherever you can think to go, you will find an equine, be it a horse or one of its cousins, faithfully fulfilling its duties.

For me, one of the more fascinating aspects of the flexibility of equines is how the different races employ the horse and its relations. While equines play much the same role for everyone, each race has found a way to adapt equines for their own particular uses and needs.

HUMANS

Being the most diverse of all the races, it is safe to say that no race makes better use of equines than humans. For everything from transport to labor to battle, the horse and its kin have stood side-by-side with humans in their journey through the ages. In fact, in many cases the history of humans is the history of the horse. The vast human cities would not be possible without equine

labor for building and maintenance. The great amounts of commerce and trade, that ceaseless river of goods that is the lifeblood of most human lands, would not function without the support of sturdy equine backs. The human ability to wage warfare would be severely curtailed without the presence of the horse.

It is also in human lands that one finds the greatest status accorded to equines, especially horses. Often it is the amount of horses, or just the fact that one owns one, that indicates a person's status, wealth, and importance. The poor peasant is easily distinguished by his lack of a mount just as the nobleman is known by the quality of his traveler and the merchant by the size of his team. Among the steppe nomads, the ideas of status, wealth, and power are so intertwined with the horse that they are indistinguishable; trades are not done in coin but in horses and it is the size of the horse herd that determines not only an individual's, but also a clan's, wealth, position, and power. In such lands raids and warfare are often conducted solely for the purpose of gaining horses.

While humans have been known to use anything under the sun as a mount, ask a human about his or her preferred mount, and chances are you'll hear them mention the horse. Of course, for those who cannot afford one, or those who do not care for the horse's temperament, a pony, donkey, or mule will do just fine as a mode of transportation. And even if walking, humans will often bring along a mule or donkey to carry their supplies.

Naturally, being so intertwined with the horse, it is among humans that the greatest of horsemen will be found. While the knight on his grand courser is an impressive sight and worthy of respect, it is among the nomads of the steppe that the greatest horsemen in the world are found. Their feats of horsemanship are legendary, and rightfully so. Yet their way of warfare is as different from that of the aforementioned knight as night to day.

In fact, it is among the humans that horses have reached their greatest battlefield potential. From the heavy cavalry of armored knights, to the mounted archer of the steppe nomads, to the sneaking scout and the swift messenger, no race employs horses on the battlefield in greater numbers, or to better effect, than humans do.



Finally, one will find no more diversity in the equine ranks than among humans, who have to be regarded as the greatest equine breeders in the world. From giant working horses that pull the heaviest of loads, to small, sturdy ponies no taller than a human's waist that work in the mines, humans have truly explored the diverse possibilities inherent in the stock.

ELVES

If there is any race that could create an argument against humans being the greatest riders and mounted combatants on earth, it is the elves. Renowned for the fine quality of their horses and their almost magical relationship with their mounts, the picture of the graceful elven maiden on a beautiful white stallion has become part of almost every culture's mythology. Still, while horses are a cherished part of elven life, they do not play the decisive role that equines do in human lands.

It can be argued that elves have as deep, if not deeper, an affection for horses as humans do, but their affection is different. Certainly both races value the intrinsic qualities of horses, but humans value those qualities in light of the animal's ability to aid them, whether it be plowing a field or winning a battle. Elves, on the other hand, appreciate the qualities of horses in their own light. Even the steppe nomads, whose lives are so intertwined with their horses that they are scarcely indistinguishable, ultimately view their horses through the prism of usefulness. Elves appreciate horses for the expression of strength and beauty that they are, thinking of their usefulness in largely a secondary light.

This appreciation of a horse's intrinsic qualities is reflected in the breeding of elven horses. While elves, like the other races, are certainly capable of breeding a very diverse stock of equines, they do not choose to do so. Elven mounts, and horses are used almost exclusively as mounts, are bred for intelligence, speed, and grace, and not necessarily in that order. While this is certainly an expression of the elven love for things of natural beauty and an attempt to epitomize what they see as the ideal qualities of the horse, it is also an adaptation to the realities of the elven homelands whose verdant corridors are more easily traversed on sligher, swifter horses than are bred by humans.

Elves will almost always insist on an elven mount, considering them superior to other breeds. Naturally,

if none are at hand, an elf will choose a mount that is as close to the qualities possessed by an elven horse as he or she can find. Thus an elf will choose a palfrey or smaller warhorse over a massive destrier or courser, as the smaller, lighter horses better reflect the elven ideas and attitudes on horses.

Now, I mention horses because except for horses, one sees few equines of other sorts employed in elven lands. This is probably due to the fact that elves tend to lead lives of simple material existence when compared to humans and do not have the grand level of organization seen in human lands. The elven way of life does not require large amounts of animals for transport or labor, and thus one almost never sees ponies, mules, or donkeys in elven lands. That is not to say that elves traveling abroad will not make use of such breeds as pack animals, but it is a rare sight indeed in elven lands; it is an unusual elf who cannot transport all he needs on the back of his trusty elven steed.

In terms of warfare, while elves are certainly skilled horsemen, their strong magical abilities and the nature of elven warfare means that the role of the horse is much more limited than among humans. Relying on speed and quickness, favorable qualities in elven homelands, elves prefer to keep themselves at a distance from their foes while causing as much damage as possible. While elven light cavalry is occasionally used in melee when necessary, elven heavy cavalry is almost unheard of and there is no equivalent to the human mounted knight to be found among the elves.

Furthermore the same rider often performs these diverse roles, unlike among humans who tend to specialize their mounted forces. Thus an individual elven warrior might scout the enemy, harass them with arrows and spells, before joining with some of his or her fellows and engaging the remnants with light lance. Despite this lack of diversity and specialization when compared to humans, few will argue with the effectiveness of a mounted elven force.

DWARVES

Spending most of their lives in their underground citadels and mines or conquering the peaks of the tallest mountains, dwarves would appear to have little use for equines. Yet, while a dwarf-owned horse is extremely rare, equines do find their place among

the dwarves. As with most other things, dwarves are chiefly concerned with the usefulness of such animals.

Dwarves are not known for their great husbandry skills, being competent if rather unimaginative and efficiency-minded. Furthermore, while they certainly take good care of their animals, prizing them in proportion to the amount of work they can do, they do not seem to develop the deep affection that other races such as humans or elves have been known to do. Certainly there are exceptions, but these are to be found generally among dwarven breeders. The remainder of dwarven society treats these animals as they would any other hardworking member of their society, with respect if not love.

Despite the fact that they are certainly capable of breeding appropriately sized mounts, a dwarven rider is virtually unheard of. Although the environment of the dwarven realms is clearly not favorable to the creation of a strong horsemanship tradition, even when in terrain favoring horses dwarves tend not to ride. Some speculate that it is the strong connection that dwarves feel with the earth, but I suspect it has more to do with the fact that so few dwarves have a need to, or even the opportunity for, riding.

That is not to say that a dwarven merchant will not ride on a donkey or mule, and the occasional pony-riding dwarf has been seen, but this is not riding in the grand tradition of other races. Rather, this is a more expedient way to get from one place to another and even then, it is usually undertaken reluctantly as most dwarves prefer to lead such animals than use them as mounts. Even those dwarves that do ride on a regular basis are far from expert horsemen, developing their skills only so far as to allow them to ride safely.

Obviously, for the above-mentioned reasons, the very notion of dwarven cavalry is absurd. The dwarven martial tradition, crafted in countless battles in the bowels of the earth and atop mountain spires, reflects the nature of combat in that environment. The emphasis on heavy arms and armor combined with the realities of fighting in confined spaces and the need to traverse extremely challenging terrain all weigh against the use of mounts for combat. The typical dwarven warrior of the line is armored almost as heavily as a human knight, yet does not possess the height. To breed equines capable of carrying such a burden, yet allow for the shorter stature of the rider,

would be a great undertaking, if it could be done at all. Furthermore, the care that is typically required for such a mount is much more difficult to obtain in dwarven lands. Ultimately, the investment required is simply not efficient for the use a dwarf would get out of his or her mount.

GNOMES

Given the gnomish reputation for tinkering and engineering all things mechanical, it might surprise you to know that gnomes are actually quite competent breeders. Gnomes have bred a number of small ponies, mules, and donkeys to serve their everyday needs by turning their inquisitiveness to breeding. Although gnomish attitudes largely reflect dwarven views in that they breed their animals mostly to perform labor and transport goods, the more mischievous nature of gnomes has also allowed for some very spirited, and intelligent, mounts to be produced.

Gnomes, needless to say, prefer appropriately sized mounts. While the skills of gnomish riders can vary from non-existent to excellent, most gnomes that choose to ride are no more adequate riders. This appears to be largely due to the fact that gnomes tend to put their minds to other uses than becoming great horsemen. Nevertheless, there are those gnomes that have put the effort usually reserved for great engineering projects into horsemanship and have become excellent horsemen.

This is especially true among the more adventuresome and/or tricky gnomes who have found the availability of a trusty mount to be an aid not only in pranks but also in getting out of, and into, interesting situations. In fact, the sudden appearance of a gnomish-sized pony among people are that are not used to seeing such a small animal is often enough to cause distraction.

Gnomes are not really warlike, preferring trickery to direct confrontation, and thus do not have a strong cavalry, or martial for that matter, tradition. Gnomes, prefer to avoid combat whenever possible, relying on their mount's agility and natural, as well as illusory, obstacles to throw off any pursuit. If forced into combat gnomes prefer to use their mounts to perform hit-and-run attacks. Often these attacks are made with the aid of illusions to both hide the gnomes and confuse their opponents.





HALFLINGS

Like the other surface-dwelling races, equines play an important role for halflings. In fact, except that halfling-bred equines tend to be about half to a quarter of the size of their human-bred counterparts, there is actually little to distinguish the use of equines between the two races. Halfling ponies carry their riders across the lands even as halfling donkeys and mules pull wagonloads of halfling goods on the world's highways. And while other races may be surprised at this, the natural athleticism of halflings actually makes them excellent riders.

Despite these fundamental similarities there is simply no escaping the fact that halflings and their equines are, to put it bluntly, small. This lack of relative stature, while not affecting the usefulness of equines to halflings, does have real implications for halflings in their dealings with the surrounding world. Given their shorter gait, halfling ponies, mules, and donkeys cover less distance than their larger counterparts and are able to carry and pull less weight. While this does not matter among the halflings, when dealing with the outside world this can present a competitive disadvantage to halfling merchants. Thus it is common for the more established halfling merchants to rely on human-sized animals to carry goods while they either ride on the wagon or ride along on a halfling pony, the heavy load slowing the larger creature enough for the smaller mount to keep pace.

Inevitably, the reality of size is reflected in the use of equines in halfling warfare. Unable to pound it out with larger races and their mounts, halflings prefer to use their ponies in scouting, light cavalry, and horse archer roles. Relying on hit-and-run tactics and trickery, halflings try to use their mounts' small size and superior maneuverability to advantage. Frequent tactics include ambushes, the use of nets to entrap horses and riders, and a rope strung between two ponies that is used to trip larger opponents. Also, halflings tend to prefer broken terrain, such as rolling hills or woods, as it allows them to stay hidden longer and also to escape into areas larger animals cannot follow as quickly, if at all.

HALF-ORCS

Although often considered dull and crude due to their orcish parentage, half-orcs actually can make surprisingly competent horsemen, especially if they

follow their human parentage. While they may not be overly intelligent, as the saying goes, they are not stupid. Half-orcs recognize the value of horses and other equines as any of the other races do and employ them for labor, transport, and above all, warfare.

While not the sophisticated breeders humans are, largely due to their focus on size and strength, half-orcs are very competent at husbandry and understand the value of taking care of their mounts. In fact, due to their frequent role as outcasts, many half-orcs develop a deep affection for their mounts, appreciating the animal's non-judgmental nature to the attitudes of those around them.

Whether through their orcish nature, or because they often have no choice, half-orcs tend to be opportunistic riders willing to accept any mount they can find. When having a choice, however, orcs always prefer the largest and most powerful mount available. Half-orcs are especially interested in coursers and other warhorses, but it is not uncommon to see a half-orc riding on a large workhorse. As a result, half-orc breeders tend to emphasize size and strength while sacrificing speed and dexterity.

Half-orc cavalry skills vary widely and are largely dependent on where they were raised and what they had available to them. On the wide-open grasslands where orc tribes vie with the human clans, half-orcs are often just as skilled as the renowned human nomad horsemen, whether raised by orcs or humans, and it is not unheard of for small gangs of half-orcs to carve out their own territories. In more "civilized" areas, half-orcs are often kept away from the knightly arts and so their skills as horsemen tend to be more rudimentary. Of course, there are exceptions, and when able to secure proper training and equipment, half-orcs are quite capable of taking on any role played by human horsemen.

HALF-ELVES

Half-elves tend to reflect the nature of whichever race or society they identify with more strongly. Those choosing the elvish way tend to prefer slighter, quicker horses and focus on the elven tactics of harassment and pursuit. Those in human lands are able to play any role humans do, although their elvish nature seems to lead them to prefer scouting, archery, and light cavalry. Nevertheless, half-elven knights are certainly not unheard of.

CHAPTER 4: IMPROVING YOUR MOUNT

FEAT TRAINING

Although animals and beasts cannot on their own gain feats, with the application of training, mounts of all types may gain the benefits of certain feats. Training for any action is very time-intensive; training a mount to gain the benefit of a feat is particularly so. Time to train is 1 year with a DC 20 for domesticated animals and 25 for beasts and wild animals.

Continuous training is particularly important for gaining feats. Domestic animals that have their training interrupted for one to four weeks make no additional progress on their training, although training can be picked up again where it left off. Interrupting a domestic animal's training for more than one month results in total regression and the entire training process must be started over again. The time for beasts is half that for domestic animals; one to two weeks delay or complete regression if more than two weeks. In addition, for certain feats additional reinforcement training may be required to maintain the feat.

The would-be trainer must already have succeeded in rearing the animal or beast, if not already a domesticated breed, and have succeeded at teaching the animal the basic tasks of its general purpose in line with the description in the Handle Animal skill.

In general, an animal or beast may not gain more than one or two feats through this process with the exception of Skill Focus which may be gained multiple times.

Run

Perhaps the most common feat taught to mounts of all sorts is the ability to run, fly, swim, crawl, etc., faster. The concept behind the training is very simple: to strengthen the animal's muscles and also teach it to make the most of its natural gait or other method of

movement. Usually this involves the addition of either weights or various forms of resistance, such as bands between the legs, to strengthen the appropriate muscles. Follow-up training consists of regular sessions of exercising the animal at maximum speed, usually once per week, to keep the muscles in shape. A supplemental diet, usually more food or better food, is also required both during this period and the maintenance period following. Inadequate nutrition for a significant period of time, usually a month, prevents the mount from taking advantage of this feat until it can receive proper rations once again.

Note that mounts with multiple modes of

locomotion, such as a

griffon, can receive the feat for both modes. Each mode is considered a different feat for this purpose and must be trained, and resolved, independently.

Furthermore, due to the exertion of the training, training for both modes may not be conducted simultaneously. If it is attempted simultaneously, neither attempt will be successful.

Endurance

Another popular feat, gains in endurance are the result of training and conditioning and rely heavily on appropriate nutrition. The animal's endurance is increased through steadily longer periods of exertion at a significant level, either by through the addition of weight and/or resistance usually coupled with an increase in pace and/or distance.

Nutrition is very important in proper development and maintenance of endurance, quantity being somewhat more important than quality. Improper nutrition will quickly strip the mount of its ability to



employ this feat until it can be properly fed again. This is the result of the simple formula that an animal doing more work requires more energy.

Great Fortitude

Training an animal in this manner is almost like endurance training, except that the training focuses more on making the mount tougher in a physical and mental sense than in increasing its capacity for work. Placing the mount in more severe conditions than it usually encounters naturally does this. Techniques generally center on subjecting the animal to carefully monitored conditions of great physical and mental duress, such as cold or heat or lack of proper nutrition combined with physical exertion. Constant monitoring of the mount's condition is required at all times lest injury strike and appropriate recovery time is crucial. Once gained, however, this feat remains without any special work on the owner's part.

Lightning Reflexes

The mount's abilities to react are improved through constant physical training focusing on decreasing reaction time to various stimuli while at the same time honing the mount's physical movements to maximum efficiency. This is usually accomplished through obstacle courses featuring hindrances of various kinds as well as thorough physical instruction in accomplishing avoidance maneuvers with the greatest economy of motion. Once gained, this feat remains with the mount, although occasional reinforcement may be required.

Dodge

Improving a mount's ability to evade attacks from opponents centers on familiarizing the animal with common forms of physical attack and refining, or overcoming, its natural tendencies during such times. Often such training consists of attacking the mount with various training weapons, usually canvas covered poles and such, and training the animal to react properly by controlling its body motions. Once established, occasional reinforcement is all that is needed to maintain it.

A mount possessing this feat uses it against either the first opponent that attacks it, or against the opponent it perceives as the greatest threat (usually the largest). Note that this feat does add a +1 bonus to the mount's effective armor class if a rider using the

Mounted Combat feat is attempting to counter a blow delivered by the opponent the mount is dodging.

Weapon Focus

A mount's ability to attack with its natural weapons can be improved by focusing training on having the animal defend itself or attack on a regular basis. The principle is to hone the mount's combat skill by subjecting itself to more, and different, conflicts than it would encounter in its normal state. The mount becomes used to having to defend and/or attack and thus gains greater ability in the use of its natural weapons. Once gained, this feat requires little in the form of maintenance other than occasional reinforcement.

Skill Focus

This feat is somewhat different from the other feats. Training time is cut to 2 months with a DC 20 for domesticated animals and 25 for beasts and wild animals. While the training time is cut, the same continuous training penalties apply, *i.e.* domestic animals cannot have their training interrupted for more than four weeks or they regress.

In order to take full advantage of these skills, the animal must usually be in sight of its trainer, or be communicated with by some other means, so that he or she can guide it in a proper manner. If the trainer is not available to guide the animal, the animal must succeed at a wisdom check (DC 15 for domestic animals, 20 for wild animals or beasts) or forget the training and follow its instincts during that particular use of the skill.

- ♦ **Balance** – training involves putting the animal through various obstacle courses and difficult terrain to teach it how to properly maneuver and pace its way through a variety of challenging terrains while ignoring its own fears and instincts. Can be applied to any animal that moves chiefly on the ground, such as equines or dogs.
- ♦ **Climb** – an offshoot of balance training, it involves guiding the animal through various climbable obstacles, teaching it patience and overcoming its natural instincts. The animal must be able to climb naturally in order to focus on this skill.
- ♦ **Hide** – the animal learns to seek out sheltered areas through the commands of its trainer as well as to remain perfectly still until called for.

- **Intimidate** – the animal must either be able to act ferociously or be of large enough size to be naturally intimidating. For instance, horses can be taught to snort, stamp, and rear while dogs are often taught to growl or bark intensely.
- **Jump** – many animals are hampered in their jumping by their instincts. Through training, they discover that they can jump farther than they think while also overcoming their natural aversion to the act of crossing certain obstacles.
- **Listen** – this training does not increase the animal's natural ability to listen, but rather trains it to focus on certain sounds and react appropriately to them. Usually this involves exposing the animal to specific sounds and then showing it the appropriate reaction. Guard dogs are often trained to bark at the sound of approaching feet, for instance.
- **Move Silently** – like climbing, this is chiefly an exercise in control and teaching the animal patience in order to make it a more effective stalker by ignoring its instincts and following the commands of its trainer.
- **Search** – trainer-reliant skill in that it chiefly focuses the animals search skill under the trainer's guidance.
- **Spot** – often used for hunting dogs and falconry, it teaches the animal to look for things the trainer has taught it to look for.
- **Wilderness Lore** – training in wilderness lore makes the animal a more effective tracker under the guidance of the trainer by focusing it on a specific scent and avoiding other smells. Note that this applies only to animals with the special quality of scent.

HORSE TRICKS: NORMAL

Time to Teach: 2 months, DC 15

Attacking

This is basic battle training.

Effect: Warhorse already have, other horse once trained are 5 DC easier to control in combat

A mount with a naturally aggressive temperament should excel in basic battle training. During the course of training the horse is trained to use its natural defenses against predators or in the case of a stallion

its instinct to fight other stallions. Basic battle training involves the horse being taught to rear and attack, often following up by trampling its target beneath its hooves and to bite its attackers. The horse is also trained to protect its rider should they fall.

Backing Up

Effect: Without this skill it is a DC 15 ride check to back the horse up.

It is not a particularly natural movement for a horse to back up. In the wild a horse's instinct is to flee from anything that blocks its path. With patience though a horse can be trained to backup upon command, usually at a standard walking pace. This trick does require the mount to have a great amount of trust in its rider, as the horse cannot turn far enough to see where it is going.

Bowing or Curtsy Bow

Effect: DC 5 Ride check to perform the trick.

This trick is very popular with the ladies, children and is a great bonus for any entertainer. With patience a horse can be taught to extend one foreleg forward and incline its head towards the ground. This is a natural progress from the grazing habit of horses that often shift legs and extend necks to reach that nicest piece of grass! Sometimes it is necessary at first to persuade the horse to do this trick with a rope attached to the leg so a gentle pull causes it to move a little and the appropriate command word given. With patience and many treats though a horse will eventually learn to bow.

Carrying a Rider

Effect: This is basic training for a horse. Any designated as riding or better already have this. It is only required if you are breaking your own horse.

It is not natural for a horse to carry a rider. The first weight of something upon an unbroken horses back can cause them to flee, buck or rear in an attempt to dislodge what they see as a natural predator. The breaking of horses is a business that takes patience, or you may end up with a ruined horse. To begin it is wise to place something that smells of you over the horses back, such as a cloak, to get the horse used to the idea of having something on its back. With time you can progress to leaning yourself across the horses back so it gets used to a weight and then progress to saddles, although persuading the horse to have its girth cinched





can take some doing! It is advisable to let the horse sniff the tack (saddle and bridle) to become accustomed to them. Expect a few falls when you do first get upon your horses back, but with time and luck you should both work well as a team.

Cavalry March

Effect: horse can travel 10% more distance during the day.

To perform this trick you will need to build up the stamina of your horse. Long rides each day and excellent quality fodder with plenty of grain to help build muscle and energy levels should do the trick. With training your horse should soon be able to go the distance!

Carrying a Saddled Rider

Effect: +2 to ride checks to stay in saddle

This follows on from training a horse to carry a rider. It is necessary to get your horse used to the saddle by letting it look at it, get the scent, so it knows what it has on its back. Place the saddle on the horse unclenched at first. Prepare for trouble when you do decide to fasten it as horses have a trick of inflating their bellies so the saddle just slides around them! A swift knee to the stomach soon causes them to expel the air and soon they will give up! Prepare for a few falls at first, but a horse will soon become accustomed to the weight of a rider on its back.

Fighting Beside Troops

(Second step in combat training)

Effect: horses, once trained, are 10 DC easier to control in combat, stacks with bonus from attacking (warhorses have already).

The horse who has been trained to kick, bite and trample opponents in battle can be a liability when fighting beside troops without proper training for the horse may look upon all those around it as targets to attack. With training the horses instincts can be curbed so that it only attacks those who attack it or its

rider in combat. Although it is always wise to stay away from a riderless warhorse as they are also usually trained to respond to one rider only.

Follow

Effect: DC 5 Ride check to get the horse to follow by gestures alone.

A horse is a curious creature, and also a greedy one. By utilizing these two traits you can get your horse to follow you. Begin by making the gesture as you call the horse's name, when it responds and follows award it with a treat. Eventually you will get the horse to follow you with a gesture only, as it associates the gesture with a treat!

Guard

Effect: DC 10 Ride check to control the horse to stand its ground in combat.

A horse's natural instinct when faced with danger is to flee. This can be a problem if you want to fight or wish the horse to stand its ground.



Accustoming your horse to loud noises, shouts and activity going on around it is beneficial when wanting your horse to stand its ground. This sort of training is called aversion training and when it is complete you should have a horse that is steadier and less prone to fleeing if it perceives something as threatening. This trick can be combined with the battle training tricks.

Leap

Effect: Horses trained to leap get a +2 to their jump check, and +2 to the riders skill check to control them.

Horses can jump yes, but they do actually prefer not to because they cannot see what is on the other side. With training and a trusted rider a horse can overcome this instinct. It is best to begin with small jumps to accustom the horse to jumping and to the shift in weight of its rider before moving onto larger obstacles.

Lying Down

Effect: DC 5 ride check to perform this.

This is a difficult trick to teach a horse as lying down is not a particularly natural position for them. Most horses actually prefer to sleep standing up. Patience and treats are helpful when teaching this trick. One may also need to employ a rope (to pull a leg gently so the horse begins to lie down) as well as a gesture or command word. With practice the horse will lie down upon command.

Pack Training

Effect: Those trained to carry heavy weights may be encumbered for 10% more before feeling the effects of encumbrance.

Carrying a pack is a far different matter than carrying a rider. A pack is a dead weight that doesn't move or shift. The horse must also become used to a different type of saddle and harness. Patience and time is required to accustom the horse to traveling and moving with heavy loads, a routine of slowly increasing the weight as the horses back strengthens is beneficial as is the correct fodder to help build up muscles.

Pick Up Items

Effect: DC 5 Intelligence check for the horse to recognize a specifically trained item. Requires an addition DC 10 Handle item check and 1 week per item to train the horse to recognize a specific item.

Treats again are good when teaching a horse this trick. A great one again, for those who are entertainers. Smearing the object in something the horse likes is a good start to persuading the horse to pick it up and I cannot express enough the importance of a verbal or gestural command at the same time. With tie and practice your horse will be able to perform almost miraculous feats of recognition!

Responds in combat

(Third step in combat training)

Effect: warhorse already has, other horses once trained in the three modes are treated as warhorses.)

When a rider is occupied with sword and shield they obviously cannot guide the horse using reins. Sometimes even knee pressure is impossible. This trick teaches the horse to respond to threats in its vicinity without guidance. Often a horse will assist its rider in taking down an opponent. Again natural aggressiveness and to some extent intelligence plays a large part in how successful a horse will be at this trick.

Responding to Guiding By Knees

Effect: +2 to Riding Check to control

This trick works better when riding bareback as opposed to when riding with a saddle, although the fact is that the rider must exert more pressure with their knees. A horse can be trained to respond to knee pressure leaving the hands free for combat or lute playing for example! Squeezing of both knees is the signal for a horse to move on, a pressure right or left can turn the horse in the appropriate direction, a release of pressure can be the signal for your horse to stop. This trick is also extremely useful if for some reason tack is broken or stolen.

Rough Terrain Traveling

Effect: Trained to move properly through rough terrain and so move at full speed through undergrowth, or $\frac{3}{4}$ speed through mud.

Horses can adapt to almost any type of terrain and this trick is one that requires practice and patience to accustom the horse to the sensation of brush moving against its legs or head or mud pulling on its hooves. A trusted rider is of great benefit to the horse to assist in finding the best route or steering towards less deep mud patches *etc.*



Shaking hands

Effect: DC 5 ride check to perform this.

A useful trick, again for entertainers; also one that is of great help when examining your horse's feet. It is a bit like teaching a dog to 'shake a paw', although as a horse doesn't purposefully move its hoof upwards in the same way you may have to lift it, say the command word and then once again offer a treat. Your horse will be quick to respond to this method of training and in no time at all will be the most well mannered mount in the town!

Sitting Down

Effect: DC 5 Ride Check to perform this.

A difficult trick to teach a horse as the sitting position is one that is not natural to them. However pressure up the rump and patience along with the correct command word or gesture and the appropriate award can result in your horse sitting as a dog would! Again a trick much loved by entertainers!

HORSE TRICKS: UNUSUAL

Time to Teach: 2 months, DC 20

Ashamed Look

Effect: DC 5 ride check to perform this.

For the perfect hang dog look you really need drooping ears, lowered head, and a pathetic look in the eyes. You also need patience, treats and a perfect knack of timing to give your horse the idea that, this expression is beneficial to it! Of course the ladies and children flocking around with apples, sweets and pats may be a perfect reward in itself for the horse!

Come when whistled to

Effect: DC 5 Ride check to perform.

This trick is fairly easy to teach your horse. You whistle and call its name. When the horse comes you reward and praise it. Use the same whistle each time and eventually you will no longer need to call the horses name it will respond to the whistle alone.

Counting

Effect: DC 5 Intelligence check for the horse to properly remember.

This trick takes time and patience to teach. One of the more common methods involves teaching your mount to respond to small hand gestures or scare seen foot tapings. The number of times you move

your finger is the number of times the horse has to tap its hoof! A marvelous trick for entertainers as the attention of the audience is usually upon the amazing counting horse!

Jousting

Effect: Without this training a horse will cause its rider a -5 ride skill check to control the mount.

In the professional joust, known as the tilt the horse is trained to charge along side a wooden partition that separates it from the other horse. Most jousting horses will be trained warhorses as the need to respond to signals with out reins etc. Jousting may seem dangerous for the horse but they are usually heavily armored and to hit a horse usually means the rider is dishonored and disqualified from competition. The training however gets the horse used to the weight of a rider carrying a lance, which can at first throw it off balance and also to sudden halts, loud noises and impacts.

Rearing

Effect: DC 5 Ride check for the rider to control the horse during the controlled rear.

Rearing is a natural instinct so this trick merely plays upon and enhances that trait. A horse can be trained to rear by settling ones weight back in the saddle and apply light pressure backwards on the reins. Heavy pressure can damage the horse s mouth and make it less sensitive. Getting the horse to rear for any length of time is possible but needs patience and balance on the part of both the horse and rider!

Shaking Head 'No' and Nodding 'Yes'

Effect: DC 10 Intelligence check for the horse to properly respond.

Children and adults alike love this trick. Shaking the head is a natural horse movement and along with nodding is one that they will learn very quickly to perform upon command. The command can be verbal, but for a really good effect it is wise to train your horse to respond to hand gestures. Then when you wish to exhibit this trick you can really seem to be arguing with the horse or the horse arguing with you!

Smile

Effect: DC5 Ride Check to perform.

Smiling is a behavioral trait; horses will do this when they smell something tasty in the area. Combined

with treats and gestures or commands you can get your horse to apparently smile when you want it to!

Swimming

Effect: Horses not trained to swim require a DC15 Ride Check to direct the horse into the water. Those with the training receive a +2 to swim checks.

Horses can swim. But they do not particularly like it and in the wild will try to jump the water or find a shallow place to ford across. However with patience a rider can persuade its horse to swim. They may have to swim alongside the horse though at first until the horse becomes used to the feelings of water all around it and no solid ground beneath its hooves. A horse is also used to following its riders lead, which is invaluable when teaching them to swim, as long as the rider goes first!

Taking Food From your Mouth

Effect: DC 5 Ride check to perform.

As this trick plays upon a horse's natural greed it is a fairly easy one to teach. However it is advisable to make sure most of the food is outside of the rider's mouth so that you don't get nibbled by accident. Horses on the whole are fairly gentle when it comes to taking food, but you may wish to make sure yours isn't one of the exceptions before you try this trick for the first time!

Wear Light Armor

Effect: Basic Training for a light or heavy warhorse. Any horse wearing barding not trained to wear armor is affected just like a PC without the armor proficiency (light).

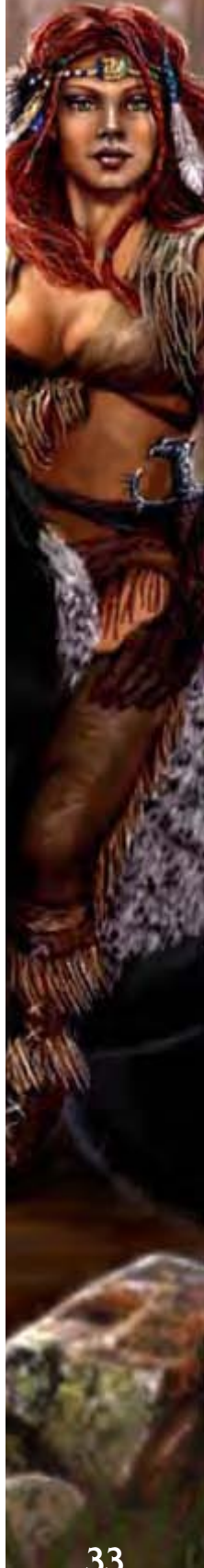
Horses are not used to gear that may inhibit their movement or weigh them down. Barding must be introduced to your horse

in much the same way saddles or bridles are. Sniffing, laying it on without fastening so the horse becomes accustomed to the weight etc are all essential when teaching this trick. A horse must become accustomed to the feel of something flapping around its legs belly and rump, so that it does not think it is being attacked or harmed. However in a fairly short period of time a horse will quite happily wear barding.

Wear Medium/Heavy Armor

Effect: Basic Training for a heavy warhorse. Any horse wearing barding not trained to wear armor is affected just like a PC without the armor proficiency (medium).

As when training a horse to wear light armor a horse must become used to the sight, scent and weight of such armor. One must also accustom the horse to the feeling of being more enclosed than it would be normally and also the fact that its movement is inhibited to a certain extent. Due to the weight of heavy armor, most warhorses cannot gallop; their top speed is usually a lumbering canter. Building up the weight of the armor piece by piece is a standard way of accustoming the horse to this sort of armor, adding a new piece by degrees so in time the horse becomes used to wearing and moving in the full armor.



CHAPTER 5: RIDERS

There is more, much more to riding a horse than meets the eye, and far more to maintaining one than simply shoving a nose bag onto its face at the end of a day! There are whole professions that have sprung up simply around the premise of caring and maintaining your mount. Veterinary, Ostler, Blacksmith and Groom to name but a few! Additionally let us not forget the crafts and professions associated with the mount, those tailors and cobblers who maintain the rider in warmth and style, the folk who make saddles and other equipment and last but by no means least those people who ensure that every part of the mount is used, making sure it is useful even after its sad demise, the tanners and gluemakers!

What follows are descriptions of various skills, some new ones, some old ones with a different twist on them making them more mount friendly and much more comprehensive.

NEW SKILL

Heal: Veterinary (Wis; Trained Only)

Veterinary healing is much similar to the normal Heal skill but is used on animals, beasts, and such rather than on humanoids. Due to a wider variety of patients that must be tended to, trying to provide veterinary healing when untrained is rarely successful. However, with the exception of poisons and disease, treating an animal or beast is usually easier due to the fact that most of these creatures are naturally rapid healers.

Check: Depending on the exact need of healing, the DC and effect varies.

Task	DC
First Aid	10
Long-term care	12
Treat caltrop wound	15
Treat poison	Poison's DC+3
Treat disease	Disease's DC+2

- *First Aid:* This is the same practice of treatment that is performed with the normal Heal skill.
- *Long-term Care:* Long-term care is used when a person needs to treat a creature for a day or more. If such an action is successful, the creature is allowed to recover hit points and lost temporary ability points at twice the normal rate. Usually twice such

an amount would be: 2 hit points per hit die each day if the day is spent doing only light activity, 3 hit points per hit die each day if the creature is completely resting, and a total of 2 ability score points per day. Due to nature of such care, it is possible to tend up to four creatures a day. Having a healer's kit on hand allows a +2 circumstance bonus to Heal checks.

- *Treating Caltrop Wounds and Spike Growth or Spike Stone Injuries:* Treatment of such is the same as with the normal Heal skill.
- *Treat Poison:* Though this is the same general practice of treatment as with the normal Heal skill, 3 points are added to the DC of the poison due to the unpredictability of a creature's exact reaction to a poisonous substance.
- *Treat Disease:* Though this is the same general practice of treatment as with the normal Heal skill, 2 points are added to the DC of the disease due to the fact that a creature's body might respond a bit differently to the disease.

Special: If you have 5 or more ranks in Profession (herbalist), you gain a +2 synergy bonus to Heal: Veterinary checks.

INSIGHT ON OLD SKILLS

While it would seem that horse traders and saddle makers would be the only villagers who hold trade in the riding of horses and other such mounts, the presence of these creatures actually opens up a whole world of opportunities for many individuals. In addition to craftsmen and those of profession, individuals with special skills can benefit from some form of trade involving horses and mounts. Below are several examples of how these creatures relate to various skills.

Craft: Blacksmith

Though the main relation of the blacksmith is that of a supplier of metal parts for saddles and bridles, he is also a staple maker of horseshoes. If there is no farrier available in the village, then it is also the service of the blacksmith to remove and attach the shoes to the horse's hooves.

Craft: Cobbling

While most people would not associate the village shoemaker with the riding of beasts, any rider worth their salt knows that good boots are important. The cobbler makes and repairs such riding boots. Though shoe and boot making is a venture often taken up by leather workers as well, the quality is usually better if created with the concentrated skills of the cobbler.

Craft: Founder

The founder's role in society is that of an artisan who makes castings of metal objects. Often there are particular items that are needed by the saddle makers and in great quantity. When such a need presents itself, the founder and his moulds are quite a handy asset.

Craft: Glue Maker

Though some devoted horse lovers are quick to gawk in horror at such a craftsman, the glue maker usually always has a welcome presence in areas where horses and other beasts of burden are in heavy supply. When such a creature passes on, the body is usually deemed unfit for eating. The glue maker can render the carcass into a form of natural glue, however, and thus performs the service of getting rid of the animal's body in addition to providing some means of monetary compensation for the misfortunate death.

Craft: Leatherworking

The leatherworker is an important craftsman for riders in the sense that this individual can make and repair saddles. In addition, most leatherworkers usually deal in chaps, bridles, and leather saddlebags as well.

Craft: Wainwright

The job of a wheel and wainwright is that of building and repairing carts and wagons. Wainwrights are usually available in most community sizes, and such an occupation flourishes in communities that are located along major trading routes.

Handle Animal

In addition to training animals and beasts to do specific tricks or encourage greater performance, handle animal is also used to "break in" horses and other creatures for the domestic services as a mount or beast of burden. Most communities have at least one individual with a fair degree in this skill, and such services may be useful

in training a recently acquired creature. Most purchased animals have already received training from an animal handler.

Profession: Farrier

The farrier offers both the services of a physician and one who puts horseshoes on the horses' hooves. In addition, the farrier keeps the growth of such hooves in check and provides a general physical of the horse's condition.

Profession: Groom

The groom is responsible for the cleaning, brushing, and general care of horses and other such mounts. A master in this field may also hold the responsibility of dressing up the animals and beasts for show or the tending of a nobleman's prized mount.

Profession: Stable hand

The stable hand's main job is to provide food, water, and a clean environment for horses and other mounts. They can often be found cleaning out the stable stalls or carrying hay and buckets of water. Stable hands also serve a valet position, leading mounts back and forth from the stables, barns, and corrals.

Profession: Tanner

The tanner cures, preserves, prepares, and dyes a wide assortment of pelts, furs, hides, leathers, and suede. Often, when an individual wants a saddle made of a special hide or dyed to a particular shade of coloration, the leatherworker will usually seek out the contracted services of an expert tanner. In turn, if certain materials are not on hand at the time, the tanner will seek out the services of a fur trapper (or adventurers) and dye makers.

FEATS

For some folk riding their mount just simply isn't enough. They practice continuously to perfect feats and tricks that the common rider may find uncanny or remarkable. The bard who can play her lute whilst riding, her trusty steed following the path with no guidance, the monk apparently asleep as he rides! There is even a place for those with no morals and fewer scruples. Even stealing whilst on horseback can be perfected into an art form. If you are one of the people who wish to be a cut above the ordinary when it comes to polishing your riding skills, then these feats could be for you.





Prerequisites: Dex 15+, Ride By Larceny, Pick Pocket

Benefits: The character may attempt to snatch a loose, reasonably light weight object from an unsuspecting individual. Treat such an attempt as a Pick Pocket check with a -3 penalty.

Meditative Riding [General]

The rider gains 1 full hour's worth of meditation during 6 hours of normal, uneventful riding.

Prerequisites: Elven Blood (or another humanoid who meditates instead of sleeping), Ride Skill

Benefits: The rider gains 1 full hour's worth of meditative rest for six hours that they are riding on a mount where the travel is of a normal pace and uneventful. During this time the rider is not fully in the deep trance but nearly 'half the way', allowing a staple portion of the meditative rest.

Due to the rider's state when using this feat, the rider suffers a -5 to any sudden Ride checks. The maximum amount of rest that can be gained from meditative riding in a day's time is 1 hour's worth. This amount of additional rest can be used to tend to exhaustion and fatigue or substitute a portion of the character's normal meditative period.

Bardic Riding [General]

The rider is able to play music, sing and/or tell stories with normal performance quality during normal, uneventful riding.

Prerequisites: Ride skill, Perform skill

Benefit: The rider is able to make Perform checks with no penalty if singing, playing an instrument, or telling a lengthy story when the travel is of a normal pace and uneventful. Due to the obvious distraction, however, if the rider is required to make a sudden Ride check they receive a -3 penalty.

Improved Ride by Larceny [General]

The character is proficient at snatching loose objects from unsuspecting victims while riding by on horseback. Improved Ride By Larceny is a step up from Ride By Larceny.

Mount Striking [General]

The character gains a bonus to attack rolls against riding mounts.

Prerequisites: Dex 13+, Str 12+

Benefits: When attacking a riding mount, the character gains +2 to their attack rolls.

Special: If the character is using a piercing weapon, they gain an additional +1 to the attack roll bonus.

Mounted Scouting [General]

The rider is especially skilled at spying and scouting while riding.

Prerequisites: Ride skill

Benefits: The rider gains a +2 bonus to Search and Spot checks while riding a mount.

Nap Riding [General]

The rider gains 1 full hour's worth of sleep for every 4 hours of normal, uneventful riding.

Prerequisites: Ride skill

Benefit: The rider gains 1 full hour's worth of rest for every four hours that they are riding on a mount where the travel is of a normal pace and uneventful. During this time the rider both fully relaxed and in thought or actually somewhat asleep but with half an eye open in case of trouble.

Due to the rider's state when using this feat, the rider suffers a -5 to any sudden Ride checks. The maximum amount of rest that can be gained from nap riding in a day's time is 2 hour's worth. This amount of additional rest can be used to tend to exhaustion and fatigue or substitute a portion of the character's normal sleeping period.

Ride by Larceny [General]

The character is proficient at snatching loose objects from unsuspecting victims while riding by on horseback.

Prerequisites: Dex 13+, Pick Pocket

Benefits: The character may attempt to snatch a loose, reasonably lightweight object from an unsuspecting individual. Treat such an attempt as a Pick Pocket check with a -6 penalty.

Saddle Posture [General]

Due to a trained and disciplined air, the rider gains a +2 bonus to certain Charisma based skill checks when riding a mount. Saddle posture is a benefit to those who understand the subtle manipulations of one's appearance when riding into the sight of others.

Prerequisites: Ride skill

Benefits: The rider gains a +3 to Bluff, Diplomacy, and Intimidate skill checks when mounted.

Snow Rider [General]

The rider has exceptional skill with navigating their mount through snow and hail.

Prerequisites: Ride skill

Benefits: Due to the rider's skill of maneuvering his or her mount in snow or hail, movement is at $\frac{3}{4}$ normal pace.

Normal: Movement across snow and hail is typically $\frac{1}{2}$ the normal movement speed.

SPELLCASTERS**Barding**

Conjuration (Creation) [Force]

Level: Drd 1, Pal 1, Rgr 1, Travel 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One mount of Large-size or smaller

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A tangible, but invisible, field of force surrounds the paladin's mount providing a +4 armor bonus to AC. Unlike normal barding, a mount warded by *barding* suffers no speed reduction or armor check penalty. Since *barding* is a force effect, incorporeal creatures cannot bypass it. The armor bonus provided by *barding* does not stack with any other armor bonus; the higher of the armor bonuses takes precedence.

Bind Mount

Abjuration

Level: Clr 3, Drd 2, Pal 2, Rgr 2, Travel 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft + 5ft./2 levels)

Target: One creature of Large-size or smaller

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell binds the caster's mount to the caster's own will and makes the mount less likely to be affected by outside influences. The *bound* mount uses the caster's Will Save Bonus score instead of its own for all Will-based saving throws for the duration of this spell.

Blessed Mount/Cursed Mount

Transmutation

Level: Clr 3, Drd 3, Pal 2, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Fortitude (harmless)

Spell Resistance: Yes (harmless)

This spell transforms the caster's mount into a representative of their faith. The creature takes on the



Celestial Creature template if the caster is good or the Fiendish Creature template if the caster is evil. In the case of neutral clerics, the determination is made on whether the cleric is able to turn or rebuke undead. Lawful neutral, neutral, or chaotic neutral casters other than clerics can decide which template they choose when the spell is cast the first time. Any subsequent castings of the spell always result in the same template as the original choice.

Claw of Flame/Frost/Acid/Electricity

Evocation [Fire or Cold or Acid or Electricity]

Level: Drd 2, Pal 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Claw of Flame/Frost/Acid/Electricity wreathes one natural weapon of the subject creature, such as a

griffon's claw, dog's bite, a person's fist, or an elephant's tusk, in the energy chosen by the caster (either fire, cold, acid, or electricity). The energy does not harm the creature, but will affect the area touched by the creature's appendage. Thus a horse with a *hoof of flame* would set combustible items alight wherever its hoof touches the ground.

The natural weapon now deals energy damage of the chosen type in addition to its normal damage. The amount of additional damage varies by the size of the creature:

Size	Damage
Fine	None
Diminutive	None
Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d6

Note that an untrained creature subjected to this spell is liable to panic; seeing its claws on fire or dripping with acid is not something it is prepared to handle. Thus this spell is only safe to use on a creature that has been appropriately trained through the use of the Handle Animal skill (considered an unusual task, each form of energy requiring that it be taught separately) or that is intelligent enough to understand what is happening, such as a unicorn or an elf.

Create Fodder

Conjuration (Creation)

Level: Clr 1, Drd 1, Pal 1, Rgr 1, Travel 1

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft + 5 ft/2 levels)

Effect: Creates fodder for one mount/level

Duration: Permanent (See text)

Saving Throw: None

Spell Resistance: No

This spell creates an appropriate amount of fodder (oats for horses, meat for dogs, etc.) for the animals in question. The fodder created is effectively permanent, unless it is of a perishable nature such as meat or freshly cut vegetation, although it must still be stored appropriately (grain must be kept from moisture, etc.).



Control Mount

Enchantment (Charm) [Mind-affecting]

Level: Brd 2, Clr 2, Drd 1, Pal 1, Rgr 1, Sor/Wiz 2, Travel 2

Components: V, S, DF/M

Casting Time: 1 action

Range: Touch

Target: One mount of Large-size or smaller

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell imbues a non-combat trained mount with the calm of a combat-trained mount obviating the need for a successful Ride check to control the mount in combat. This spell also allows the rider to control the commanded mount with his knees (Ride check DC 5) and free both hands for combat.

Without this spell a mount not trained for combat, such as a light horse, pony, or heavy horse, requires a Ride check (DC 20) each round as a move-equivalent action just to control it. If the Ride check fails, then the entire round is spent trying to control the mount and the rider can take no other action.

Material component: A piece of sugar or apple, or other snack appropriate to the mount to be *controlled*, which is fed to the mount during the casting of the spell.

Dragon Mount

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell infuses the caster's mount with the blood of a dragon turning the creature into a fearsome beast. The mount assumes the Half-Dragon template appropriate to the type of dragon desired by the caster.

This spell only affects animals and beasts.

Material Component: The scale (vial of blood?) of a dragon of the appropriate type which is consumed during the casting of the spell.

False Limp

Enchantment (Compulsion), Mind Affecting

Level: Wiz/Sor 0, Brd 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: One mount

Duration: 2 hours/level

Saving Throw: Will negates

Spell Resistance: Yes

When cast upon a mount the mount is forced to walk with a slight limp in one leg. This limp does not actually slow the mount down but rather makes the mount look uninviting to potential buyers. Crooked horse traders often use false limp on the animals of their competitors.

Material Component: A small bag full of thorns and an old, rusty horseshoe.

Fix Teeth

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: 1 target

Duration: Instantaneous

Saving Throws: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell causes a target's teeth to become 'fixed'. Old chipped teeth become new and shiny again, crooked ones become straight, and even missing teeth reappear. The effects of the spell are permanent, allowing one's teeth to be at their best once again. While this spell is just as useful on humanoid subjects, *fix teeth* is quite popular amongst horse traders.

Material Component: A handful of old animal teeth.

Glow Tracks

Illusion (Glamer)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 target

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes



This spell causes a target's tracks or foot/h hoof prints to glow with a bright, greenish light. The target will continue to make such glowing tracks for the full duration of the spell and likewise during this time the tracks will remain to glow. Once the duration has ended, the tracks will cease glowing and the light thus fades away.

While this spell is useful for spies and bounty hunters, it is believed that it first held purpose as a 'safety and rescue' spell, allowing nighttime travelers the ability to keep from getting lost when following another rider.

Good Teeth

Illusion

Level: Wiz/Sor 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft +5 ft/2 levels)

Target: One mount

Duration: 2 days/level

Saving Throw: Will negates

Spell Resistance: Yes

When cast upon a mount, particularly one with missing or bad teeth, the mount appears to have a set of absolutely perfect teeth. This spell affects both the visual and touch senses. This spell is typically reserved for crooked horse traders that wish to move inferior animals very quickly.

Material Component: A handful of old animal teeth.

Hoof Trotting

Enchantment (Compulsion)

Level: Wiz/Sor 0, Brd 0, Clr 1, Animal 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft +5 ft/2 levels)

Target: One quadruped mount of Large-size or smaller

Duration: 2 rounds/level

Saving Throw: Will negates

Spell Resistance: Yes

When cast upon a quadruped mount, the creature must make a Will save or immediately begin performing a swaying, shuffling, galloping like dance. If a bard or other musician is playing nearby, the affected mount will 'dance' in perfect rhythm to the music.

Mice Fright

Enchantment (Compulsion), Mind Affecting

Level: Wiz/Sor 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft +5 ft/2 levels)

Target: One mount

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

When cast upon a mount, the mount becomes extremely frightened by living creatures of Tiny or Diminutive size. When such a creature comes within 10' of the mount, the mount must make a Will save (DC 18) or be overwhelmed with fear. So shocked is the mount that the mount flees the area for 1d8 rounds. If unable to flee, the mount will attempt to trample the tiny/diminutive creature or otherwise cause what damage is necessary to ensure the mount's escape.

Material Component: A dead mouse.

Prismatic Hide

Illusion

Level: Wiz/Sor 0, Brd 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft +5 ft/2 levels)

Target: One mount

Duration: 2 hours/level

Saving Throw: Will negates

Spell Resistance: Yes

When cast upon a mount the fur, hide, or hair of the creature slowly changes from color to color, crossing the full spectrum of the rainbow. Though this spell is useless for practical reasons or purposes, it is quite popular for parade and show creatures.

Material Component: A handful of different colored berries and some shards of colored glass.

Rapidity

Transmutation

Level: Brd 2, Clr 2, Drd 1, Pal 1, Rgr 1, Sor/Wiz 2,

Travel 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One mount of Large-size or smaller

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This endows a mount with extraordinary movement speed. The mount's current speed and jumping distances, if appropriate, are both doubled. These benefits count as enhancement bonuses.

This doubling of speed applies to all forms of locomotion employed by the mount. Thus an aerial creature would have both its movement on land as well as in the air doubled.

Saddle

Conjuration (Creation) [Force]

Level: Clr 1, Drd 1, Pal 1, Rgr 1, Travel 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Effect: Creates a saddle equivalent to a normal saddle

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell creates a field of force in the shape of a saddle. It acts like a normal saddle in all respects. This is a utility spell that avoids the -5 penalty to riding bareback.

Saddle Comfort

Transmutation

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 saddle

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes a saddle to be comfortable and resistant to the bumps and jarring motions of the mount for a short duration of time. Riders have noted in the past that saddles affected with the *saddle comfort* spell are just as comfortable to sit in as the greatest of padded thrones.

Material Component: A feather.

Traitorous Disposition

Enchantment (Compulsion), Mind Affecting

Level: Wiz/Sor 1, Brd 1, Clr 1, Animal 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: One mount of Large-size or smaller

Duration: 2 hours/level

Saving Throw: Will negates

Spell Resistance: Yes

When cast upon a mount, the creature becomes rather annoyed when the mount's owner or rider tries to come within 5 feet of the creature. The mount will not attempt to chase the owner/rider, but will try to kick and/or bite at the owner/rider when they come within 5 feet.

Winged Mount

Transmutation

Level: Sor/Wiz 2, Travel 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Fortitude (harmless)

Spell Resistance: Yes (harmless)

The spell causes a pair of wings to grow out of the mount's side allowing it to take to the skies. The mount can fly at up to twice its land speed with maneuverability dependent on size:

Size	Maneuverability
Fine	Good
Diminutive	Good
Tiny	Average
Small	Average
Medium	Poor
Large	Poor
Huge	Poor
Gargantuan	Clumsy
Colossal	Clumsy

Note that an untrained creature subjected to this spell cannot fly properly and is liable to panic at seeing wings sprout from its body or feel itself take to the air. The creature can only fly properly once it has been appropriately trained through the use of the Handle Animal skill (considered an unusual task).

The wingspan of the newly created wings is three times the length of the creature. The carrying capacity of the creature while aloft is the same as its normal carrying capacity. *Material Component:* an eagle's feather.



CHAPTER 6: PRESTIGE CLASSES

FOG RIDER

“Sometimes it’s hard to figure out what one should fear the most... what stands within the fog or the fog itself.”

Fog riders are evil trail bandits who use magical means to embrace the hidden powers of the night fog. Both cunning and brutal at heart, they constantly seek ways to harm and steal from their victims. While some rogues are merely content to just walk off with a fair amount of loot, it seems to be the goal of the fog rider to bring both fear and humiliation into the hearts of their targets.

The typical Fog Rider keeps a somewhat regular route from which they reap their profits. While most common criminals would be easily thwarted by such repeated appearances in a given area, the protective, mystical fog of the Fog Rider keeps the dark individual hidden away and secure. Besides, after being stripped naked, paralyzed, and wounded by a strange stream of mist, most of the victims are both too embarrassed and too frightened to remember or go into a great length of detail about the events of the evening.

Fog Riders take up their path through the study of many ancient tomes and passages. It seems that while there is no central book known to exist on how to become a fog rider, step by step, several grimoires and manuals from ages past often discuss portions of the general process. Usually to find the exact amount of books worthy of discussing how to become a fog rider the character has to spend at least 1200 gp on research materials.

Hit Die: d10

Requirements

Alignment: Any Evil

Base Attack Bonus: +4

Ride: 8 ranks

Hide: 8 ranks

1200 gp for research

Class Skills

The class skills and key abilities for each skill are Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Knowledge: Arcana (Int), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Pick Pocket (Dex), Ride (Dex), Search (Int), Spot (Wis)

Skill Points at Each Level: 4 + Int Modifier

Class Features

The following are the class features of the Fog Rider.

Armor and Weapon Proficiencies: The Fog Rider is proficient with all martial and simple weapons. In addition, the Fog Rider is proficient in one exotic weapon of their choice. The Fog Rider is proficient in the use of light and medium armor, and is proficient in using a shield.

Darkvision (Ex): The Fog Rider gains darkvision, 60 feet.

Night Ride (Ex): The Fog Rider gains a bonus to Ride checks when riding their mount at night or in the darkness. The night ride bonus is +1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level.

Fog Vision (Ex): The Fog Rider’s eyes automatically adjust to mist, smoke, and fog, allowing

the character to see normally in the midst of such conditions.

Fog Cover (Su): A strange, protective fog follows the Fog Rider and his mount, granting them both a bonus to Hide checks. This bonus is +1 at 2nd level, +2 at 4th level, +3 at 5th level, +4 at 6th level, and +5 at 8th level.

TABLE: FOG RIDER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special Abilities
1	+1	+2	+2	+2	Darkvision, 60', Night Ride +1
2	+2	+3	+3	+3	Fog Vision, Fog Cover +1
3	+3	+3	+3	+3	Night Ride +2
4	+4	+4	+4	+4	Fog Cover +2, Fog Shield +1
5	+5	+4	+4	+4	Night Ride +3, Fog Cover +3
6	+6	+5	+5	+5	Fog Cover +4, Fog Shield +2
7	+7	+5	+5	+5	Night Ride +4, Fog Shield +3
8	+8	+6	+6	+6	Consuming Mist, Fog Cover +5
9	+9	+6	+6	+6	Night Ride +5, Paralyzing Mist
10	+10	+7	+7	+7	Devouring Mist, Fog Shield +4

Fog Shield (Su): The mystical fog that constantly surrounds the Fog Rider and his mount gives both the rider and mount a magical armor bonus. This bonus is +1 at 4th level, +2 at 6th level, +3 at 7th level, and +4 at 10th level.

Consuming Mist (Su): At 8th level the Fog Rider is able to outstretch their arm and shoot forth a stream of strange mist from the palm of their hand. This mist can travel towards a single target up to 50 ft and quickly covers the target. The mist is slightly acidic, and is quite corrosive towards cloth, silk, and such fabrics. Within a single round all clothing, canvas sacks, and other such cloth related items on the target are completely deteriorated, causing the target to be more or less naked (unless wearing armor) and any items stored in fabric based bags to spill out upon the ground. The mist fully fades away within 5 rounds. At 8th level The Fog Rider may use their mist attack twice every 12 hours.

Paralyzing Mist (Su): At 9th level the mist attack of the Fog Rider advances in power, its mystical property also developing the power to stun the target. The target must succeed a Fortitude save (DC 13) or be paralyzed for 1d4 rounds. The mist dwindles for a bit longer, finally fading away within 8 rounds. Once the target has been paralyzed by the mist attack, they are immune to its paralyzing effects for a full day afterwards. At 9th level The Fog Rider may use their mist attack twice every 8 hours.

Note: The Mist still contains its fabric corroding properties.

Devouring Mist (Su): At 10th level the mist attack of the Fog Rider becomes more corrosive, now eating away at the flesh of the target. Upon the initial encounter with the mist the target must succeed a Fortitude save (DC 12) or take 1d6 points of damage. This save is in addition to the save that they must also make to avoid paralysis. Each additional round there after, the target must make another Fortitude save (DC 12) or take another 1d3 points of damage from the corrosive mist. The mist now remains for a total of 12 rounds, and is capable of clinging to and/or following the target no matter how hard they attempt to escape it. At 9th level The Fog Rider may use their mist attack twice every 4 hours.

Note: The Mist still contains its fabric corroding and paralyzing properties.

GALLOPING TROLLOP

“Almost as soon as she had arrived, she was gone, taking the hearts of the men of the town with her.”

Galloping Trollops are named for the way that they ride from village to village, swindling the lonely men of the community out of their few precious fortunes and then quickly moving on before the women of the village have her head impaled on a wooden stake or worse. While such a woman would seem little different than the standard assortment of drifting prostitutes and harlots, the Galloping Trollop relies on a combination strange mystical practices and finely tuned socially manipulative skills to further her lucrative, if not somewhat repulsive, career.

Though on a few rare occasions the special skills have been used to trick and defeat evil, there is no element of goodness in the practices of the Galloping Trollop. While perhaps sophisticated in the mystical and social arts, her wicked and naughty ways are generally held in the same light as the practices of rogues, harlots, and scheming opportunists. While easy to pander in the ways of lust, the Galloping Trollop holds little love for anything other than herself and her own well being.

As word about the wicked ways of the Galloping Trollop often quickly get around town, such a character seldom settles in any community for more than a few weeks. Most of these individuals consider their riding mount to be perhaps the only true, loyal friend that they have in life. Such a friend is useful indeed too, as the Galloping Trollop must often make a quick departure or risk arrest or physical harm from the angry townsfolk that she has fooled or swindled.

Hit Die: d6

Requirements

Alignment: Non-Good, Non-Lawful

Base Attack Bonus: +3

Sex: Female

Ride: 4 ranks

Gather Information: 6 ranks

Bluff: 6 ranks

Diplomacy: 6 ranks

Class Skills

The class skills and key abilities for each skill are Appraise (Int), Bluff (Cha), Diplomacy (Dex), Disguise (Cha), Gather Information (Cha), Handle Animal



(Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Ride (Dex), Search (Int), Sense Motive (Wis)

Skill Points at Each Level: 4 + Int Modifier

Class Features

The following are the class features of the galloping trollop.

Armor and Weapon Proficiencies: The galloping trollop is proficient with all simple weapons. In addition, the galloping trollop may choose 1 martial melee weapon to be proficient in. The galloping trollop gains no proficiencies in the use of light and medium armor, and is not proficient in using a shield.

First Impression (Ex): The galloping trollop relies on a stunning first impression to sway a temporary favor amongst strangers. By using careful observances, warm friendliness, and subtle reactions she is able to add a temporary bonus to many social based skills. A strong first impression bonus usually leads the target strangers to believe that the galloping trollop is not only an unusually remarkable woman but also someone who is potentially trustworthy. Such affected skills include Diplomacy, Bluff, Gather Information, and Performance. Once an individual has known the galloping trollop for more than 24 hours the individual begins to see a more normal side of the trollop and thus the first impression bonus no longer applies to any social skills used towards that individual. The bonus is +1 at 1st level, +2 at 2nd level, and +3 at 5th level. The First Impressions bonus can be compounded with other bonuses, including False Past and the Seduction Bonus.

TABLE: GALLOPING TROLLOP

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+2	+0	+2	First Impression +1
2	+1	+3	+0	+3	First Impression +2, Size Up Community +1
3	+1	+3	+1	+3	Size Up Community+2
4	+2	+4	+1	+4	False Past +1, Quick Departure
5	+2	+4	+1	+4	First Impression +3, Seduction Bonus +1
6	+3	+5	+2	+5	False Past +2, Size Up Community +3
7	+3	+6	+2	+6	Seduction Bonus +2, Keeping Appearances
8	+4	+6	+3	+6	Size Up Community +4
9	+4	+7	+3	+7	False Past +3, Size Up Community+5
10	+5	+7	+3	+7	Seduction Bonus +3, Block Memories

Size Up Community (Ex): The galloping trollop is exceptionally clever when it comes to figuring out who’s wealthy and who can easily be seduced upon arriving in new communities. When trying to find out about the various important social elements (where the rich go to socialize, who’s the wealthy widow in town, etc.), she gains a bonus towards Gather Information checks. The bonus is +1 at 2nd level, +2 at 3rd level, +3 at 6th level, +4 at 8th level, and +5 at 9th level. When applicable the Size Up Community bonus may be compounded with other bonuses (DM’s option).

False Past (Ex): The galloping trollop is a master at putting on a false air about her history and past. Taking on a whole new identity is second nature and often she will use her Size Up Community ability to find out what kind of “entrance” into town would be the most beneficial. From rich widows to paupers to royal diplomats, no guise is too over the top or awkward for a galloping trollop. While the bonus is immediate and affects certain skill checks, the galloping trollop loses the false past bonus towards those who have become disillusioned to the trollop’s tricks. This can often be because of obvious actions of the galloping trollop, whether through intentional harm of someone that the trollop was formally friendly towards or most often missed rolls when trying to fake off various things (DM’s choice on matters). Such loss of the False Past can occur also because the target individual may have come across (accidentally or intentional) evidence proving that the galloping trollop is a “fake”. Despite the fact that a particular individual may have become disillusioned, other target individuals around the disillusioned character might still believe in the false guise that the galloping trollop is putting on.

The False Past bonus can be used to benefit the following skill check: Bluff, Disguise, Diplomacy, Intimidate, Gather Information, Pick Pocket. Some situations may prevent the use of False Past (DM’s option) with these skills. The bonus is +1 at 4th level, +2 at 6th level, and +3 at 9th level. The False

Past bonus can be compounded with other bonuses, including First Impressions and the Seduction Bonus.

Quick Departure (Su): As the galloping trollop tends to make enemies during her visits from town to town, she is often in need of a speedy escape. At 4th level the galloping trollop is able to magically aid her mount to travel faster. The mount gains +10 feet to their base speed and may use this increased speed without suffering fatigue.

Seduction Bonus (Ex): The galloping trollop gains a bonus towards certain related skills when dealing with the opposite sex. These skills include the following: Bluff, Diplomacy, Gather Information, and Perform. The bonus is +1 at 5th level, +2 at 7th level, and +3 at 10th level. The Seduction Bonus can be compounded with other bonuses, including First Impressions and False Past.

Keeping Appearances (Su): Through the use of ancient and mysterious magic, the galloping trollop shields her person, worn clothing, and carried objects with a mystical aura that allows the trollop to constantly look her best. She can ride through the worst of winds without messing up her hair, mud and dirt seem to effortlessly fall away from her skin and clothing, and even most bruises about her face or minor wear and tear to her garments mystically fade away.

Block Memories (Su): At 10th level, the galloping trollop is able to use a supernatural gazing attack that causes the target to temporarily lose all memories that they may have about the trollop. In fact, targets who fall victim to the gaze of the galloping trollop are usually suddenly confused as to why the strange woman is in their presence. The block memories gaze attack is under full control of the galloping trollop and may be used or “turned off” at her will. When used, the target must succeed a Will save (DC 15) or immediately lose all memory of the galloping trollop. This memory block lasts for exactly 24 hours provided that the trollop avoids any possible further interaction with the target. Trying to re-seduce or otherwise persuade a memory blocked target causes the memories to return in a matter of 2 to 5 (1d4+1) minutes.

MOON RIDER

“Evil is not the only force that clings to darkness.”

Moon riders are a mysterious breed of warriors who use the powers of night to aid their endless

travels. Making their journey under the stars of midnight, Moon Riders hunt down and defeat evil in its many forms, particularly lycanthropes. While clinging to the darkness and sometimes a bit grim in personality, there is only good amongst the ranks of Moon Riders.

Holding particular interest in monitoring the area against the plague of lycanthropy, Moon Riders can often be seen carrying around sprigs of belladonna or brandishing silver weapons. Though hating evil in all forms, Moon Riders often express that the undead are usually taken care of by the clerics and that the madmen typically have the local guard to deal with. Despite such a claim though, the Moon Rider never turns down the chance to rid their land of any form of evil and is willing to risk their own life should they happen across someone who is in dire distress and under the attack of an evil presence.

Moon riders all seem to belong to a loosely formed structure that operates kind of like a family. Once a Moon Rider realizes that another one of his kind is operating in the area, the Moon Rider approaches the newcomer with offerings of acknowledgement, assistance, and mutual protection. Such measures are not only performed out of a sense of brotherhood but also for safety. If it is not immediately known that the individual is another Moon Rider, they might be accidentally slain by their fellow peers who were out stalking the forces of evil.

Prospective Moon Riders are initiated into the fold by a veteran rider (4th level or higher), who instructs the basics of their art to the prospective member during late night rides. Once the prospective rider has become a full-fledged member (1st level moon rider), he or she is introduced to the other local members. Unless having a strong desire for travel to distant lands, most Moon Riders keep to their regular posts around their native homelands. Often they ride through the night, covering many miles before dawn.

Unlike many organizations, all forms of good aligned characters are welcome to become Moon Riders. The Moon Riders recognize the value of different races and character classes and hold no discrimination towards sex. Often, local Moon Riders who formerly held different character classes will gather together in small adventuring parties when certain situations happen to arise.

Hit Die: d10



Requirements

- Alignment:** Any Good
- Base Attack Bonus:** +6
- Ride:** 4 ranks
- Handle Animal:** 4 ranks
- Spot:** 4 ranks
- Listen:** 4 ranks

Class Skills

The class skills and key abilities for each skill are Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis)

Skill Points at Each Level: 4 + Int Modifier

Class Features

The following are the class features of the Moon Rider.

Armor And Weapon Proficiencies: The Moon Rider is proficient with all marital and simple weapons. In addition, the Moon Rider is proficient in one exotic weapon of their choice. The Moon Rider is proficient in the use of light and medium armor, and is proficient in using a shield.

Darkvision (Ex): The Moon Rider gains darkvision, 60 feet.

Night Ride (Ex): The Moon Rider gains a bonus to Ride checks when riding their mount at night or in the darkness. The night ride bonus is +1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level.

Night Wind Speed (Su): Any mount that the Moon Rider is riding gains +10 feet to their Base speed when the Moon Rider is riding the mount at night or in the darkness.

Starlight Direction (Ex): When riding at night under a clear sky, the Moon Rider is able to direct their travels in the dark by observing the stars. Starlight Direction adds a bonus to the rider's Intuit Direction. The bonus is +1 at 2nd level, +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level.

Attack Evil (Ex): The Moon Rider gains a bonus towards attack rolls against evil creatures and characters. The bonus is +1 at 6th level, +2 at 8th level, and +3 at 10th level.

Resist Lycanthropy (Su): The Moon Rider gains additional resistance towards lycanthropy. This resistance bonus is added to their saving throws against contracting the curse of lycanthropy. The bonus is +1 at 5th level, +2 at 7th level, +3 at 9th level, and +4 at 10th level.

MOUNTED ARCANE SPELLCASTER

The nomad tribes of the desert, steppes, and tundras live on their mounts and are rightly renowned as fearsome warriors. What is less known is that their sorcerers, wizards, and adepts are the warrior's equal while mounted. Charging into battle on magically bonded mounts they fly into the enemy, cast their spells, and are gone before the enemy can retaliate.

Mounted arcane mounted arcane spellcasters take their first step on their path by performing a magical ritual that bonds their mount to them. This ritual requires that the mounted arcane spellcaster either have

TABLE: MOON RIDER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special Abilities
1	+1	+2	+2	+2	Night Ride +1
2	+2	+3	+3	+3	Darkvision, 60', Starlight Direction +1
3	+3	+3	+3	+3	Night Ride +2
4	+4	+4	+4	+4	Night Wind Speed, Starlight Direction +2
5	+5	+4	+4	+4	Night Ride +3, Resist Lycanthropy +1
6	+6	+5	+5	+5	Starlight Direction +3, Attack Evil +1
7	+7	+5	+5	+5	Night Ride +4, Resist Lycanthropy +2
8	+8	+6	+6	+6	Starlight Direction +4, Attack Evil +2
9	+9	+6	+6	+6	Night Ride +5, Resist Lycanthropy +3
10	+10	+7	+7	+7	Starlight Direction +5, Attack Evil +3, Resist Lycanthropy +4

no familiar, or to sacrifice the familiar they do have (there are no negative effects from having the familiar die in this manner). At the end, the mounted arcane spellcaster's mount is now effectively their companion (familiar).

Hit Die: d4

Requirements

Ride: 5 ranks

Handle Animal: 5 ranks

Feats: Mounted Combat

Special: Ability to cast arcane spells

Class Skills

Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (all skills, taken individually) (Int), Ride (Dex), Scry (Int), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Companion Basics

Use the base statistics for a creature of its type with the following changes:

Hit Dice: Treat as the mounted arcane spellcaster's total levels for all effects related to Hit Dice. Use the companion's normal total if it is higher.

Hit Points: Equivalent to the mounted arcane spellcaster's total. Use the companion's normal hit points if they are higher.

Attacks: Use the mounted arcane spellcaster's based attack bonus. Add the companion's Dexterity

or Strength modifier, whichever is greater, to get the companion's unarmed melee attack bonus.

Saving Throws: Use the mounted arcane spellcaster's current base saves if they are higher than the companions. The saves are still modified by the companion's abilities, not the mounted arcane spellcaster's.

Skills: Use the normal skills for creatures of its type. For each level the mounted arcane spellcaster attains, the companion gains +2 skill points (modified by intelligence, but never less than 1 skill point), which the companion may use to improve existing skills or learn new ones.

Class Features

Due to the magical nature of the relationship between the mounted arcane spellcaster and his companion, the class features for both are summarized here.

Weapon and Armor Proficiency: As per their previous arcane spellcasting class.

Alertness: At 1st level, any time the mounted arcane mounted arcane spellcaster is mounted on his companion he receives the Alertness feat (+2 to Listen, Spot).

Improved Evasion: Beginning at 1st level, if the companion is subjected to an attack that allows a Reflex saving throw for half damage, the companion takes no damage if it makes a successful saving throw and half damage even if the saving throw is failed. The mounted arcane mounted arcane spellcaster gains this benefit as

TABLE: MOUNTED ARCANE SPELLCASTERS

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day	Natural Armor	Int.
1	+0	+0	+0	+2	Alertness, improved evasion, share spells, empathic link, long life	+1 level of existing class	+1	6
2	+1	+0	+0	+3	Touch, Dodge	+1 level of existing class	+2	7
3	+1	+1	+1	+3	Mounted Spellcasting	+1 level of existing class	+3	8
4	+2	+1	+1	+4	Improved Mounted Combat	+1 level of existing class	+4	9
5	+2	+1	+1	+4	Mobility	+1 level of existing class	+5	10
6	+3	+2	+2	+5	Speak with animals of its type	+1 level of existing class	+6	11
7	+3	+2	+2	+5	Spell resistance	+1 level of existing class	+7	12
8	+4	+2	+2	+6	Spring Attack	+1 level of existing class	+8	13
9	+4	+3	+3	+6	Immunity to aging	+1 level of existing class	+9	14
10	+5	+3	+3	+7	Imbuement	+1 level of existing class	+10	15





well as long as he is mounted. Improved evasion is an extraordinary ability.

Share Spells: Starting at 1st level, at the mounted arcane spellcaster's discretion, he may have any spell cast on himself also affect his companion. The mounted arcane spellcaster must be mounted on the companion at the time the spell is cast. If the spell has a duration other than instantaneous the spell stops affecting the companion if the mounted arcane spellcaster dismounts, or is knocked off. The spell effect cannot be restored even if the mounted arcane spellcaster manages to remount the companion prior to the expiration of the spell effect. Additionally, the mounted arcane spellcaster may cast a spell with a target of "You" on his companion as a Touch range spell instead of on himself. The mounted arcane spellcaster and his companion can share spells even if the spells do not normally affect creatures of the companion's type as it is considered a magical beast.

Empathic Link: Beginning at 1st level, the mounted arcane spellcaster has an empathic link with his companion out to a distance of one mile. The two of them communicate telepathically, but they cannot see through each other's eyes. Note that the intelligence of the companion may limit the ability of it to convey information.

Long Life: At 1st level, the companion now lives twice as long as a normal animal of its kind.

Touch: At 2nd level, the mounted arcane spellcaster may designate the companion as the "toucher" when casting touch spells. The mounted arcane spellcaster must be mounted on the companion as he would for sharing spells.

Dodge: At 2nd level the companion gains the Dodge feat as a bonus feat. The mounted arcane spellcaster also benefits from this feat as long as he is mounted on the companion.

Mounted Spellcasting: At 3rd level the mounted arcane spellcaster gains the Mounted Spellcasting feat as a bonus feat.

Improved Mounted Combat: At 4th level the mounted arcane spellcaster gains the Improved Mounted Combat feat as a bonus feat.

Mobility: At 5th level the companion gains the Mobility feat as a bonus feat. The mounted arcane spellcaster also benefits from this feat as long as he is mounted on the companion.

Speak with animals of its type: At 6th level the

companion gains the ability to communicate with animals of its general type. The level of communication is limited by the intelligence of the creatures involved.

Spell Resistance: At 7th level the companion gains spell resistance equal to the mounted arcane spellcaster's total levels +5. This benefit is part of the nature of the companion and does not extend to the mounted arcane spellcaster.

Spring Attack: At 8th level the companion gains the Spring Attack feat as a bonus feat. The mounted arcane spellcaster also benefits from this feat as long as he is mounted on the companion.

Immunity to aging: At 9th level, the mounted arcane spellcaster's companion is immune to the effects of aging, ignoring any penalties for aging and cannot be magically aged. Any penalties already in place remain in place. The companion still accrues bonuses and still dies naturally when its time is up, subject to long life.

Imbuement: At 10th level, the mounted arcane spellcaster's companion is so steeped in magic that it gains damage reduction of 20/+1.

PHANTASMIC SCOUT

"I can still see her but it's like she's in the wind, maybe she is the wind. Maybe something else, I think she's a ghost."

Phantasmic Scouts are mysterious individuals who often appear ghostly in nature. While the class as a whole caters to no particular alignment, the Phantasmic Scout is usually feared by villagers for their strange and mysterious powers. Many of their abilities make the Phantasmic Scout appear to be some sort of incorporeal undead, and their ability to echo their battle rides have been known to cause whole units of guards to flee in fear.

While it would seem natural that such power would come from only pure evil, many Phantasmic Scouts are actually good in alignment. Using their illusionary elements, these noble riders often catch evil forces of their guards and use their fears of the unknown against them. Often before an approaching Phantasmic Scout is even seen riding into battle, many of the smaller and weaker units have fled in fear of their very lives. Those who were bold enough to remain behind and fight quickly believe that they are actually trying to engage battle with some sort of ghost.

While the practice of the Phantasmic Scout is open to all walks of life, the prestige class is usually more popular with bards, rogues, rangers, and sorcerers.

Hit Die: d8

Requirements

Base Attack: +4

Hide: 6 ranks

Intimidate: 6 ranks

Ride: 4 ranks

Class Skills

The class skills and key abilities for each skill are Bluff (Cha), Concentration (Con), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Perform (Cha), Ride (Dex), Search (Int), Spot (Wis)

Skill Points at Each Level: 4 + Int Modifier

Class Features

The following are the class features of the Phantasmic Scout.

Armor And Weapon Proficiencies: The Phantasmic Scout is proficient with all marital and simple weapons. In addition, the Phantasmic Scout is proficient in one exotic weapon of their choice. The Phantasmic Scout is proficient in the use of light and medium armor, and is proficient in using a shield.

Insubstantial Illusion (Su): At will, the Phantasmic Scout can cause themselves and their mount to appear insubstantial or “ghostlike”. Turning this illusion on or off is considered a free action.

Incorporeal Form (Su): At will, the Phantasmic Scout and their carried equipment can become incorporeal for a short amount of time. If riding their mount, the mount also becomes incorporeal.

Incorporeal Phantasmic Scouts or their mount cannot attack corporeal creatures. They can, however, attack other incorporeal encounters. Otherwise, the following similarities to normal incorporeal creatures apply: can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, always moves silently. The Phantasmic Scout may remain incorporeal for up to an hour and may use this ability once per day.

Displacement (Su): The Phantasmic Scout can surround themselves and their mount with a mystical, light-bending glamer that makes it difficult for opponents to surmise the true location of the Phantasmic Scout, even when the Phantasmic Scout is mounted. Any melee or ranged attacks directed at the Phantasmic Scout have a 50% miss chance unless the opponent can locate the Phantasmic Scout by a means or method other than sight. A *true seeing* effect, however, allows the opponent to accurately view the Phantasmic Scout’s true location. *See invisibility*, however, has no effect. The Phantasmic Scout may turn on or off the Displacement ability at will and doing such is considered to be a free action.

Echoing Approach (Su): The Phantasmic Scout has the ability to adjust the winds around her and her mount at will, thus allowing them to carry their sounds as though there were more than one rider approaching. At 1st level, the Phantasmic Scout sounds like two individuals approaching. This ability increases to the following amounts: the scout sounds like five individuals at 3rd level, ten individuals at 5th level, twenty individuals at 7th level, thirty five

individuals at 9th level, and fifty individuals at 10th level. Any creature of intelligence that can hear the approach of the Phantasmic Scout but cannot see them must succeed a Listen check (DC 20) or believe that the sounds are genuine and that there really is more than one individual approaching. Sometimes even if the Phantasmic Scout is

TABLE: PHANTASMIC SCOUT

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special Abilities
1	+0	+2	+2	+2	Echoing Approach (x2)
2	+1	+3	+3	+3	Insubstantial Illusion
3	+2	+3	+3	+3	Echoing Approach (x5)
4	+3	+4	+4	+4	Trackless
5	+3	+4	+4	+4	Echoing Approach (x10)
6	+4	+5	+5	+5	Displacement
7	+5	+5	+5	+5	Echoing Approach (x20)
8	+6	+6	+6	+6	See Invisibility
9	+6	+6	+6	+6	Echoing Approach (x35)
10	+7	+7	+7	+7	Echoing Approach (x50), Incorporeal Form



seen, it is tempting to believe that there must be more riders behind. Intelligent creatures who see the Phantasmic Scout must succeed a Spot check (DC 12) or still be somewhat convinced that multiple riders are approaching.

The echoing approach affects any sort of noise that the character may make, including the performance of musical instruments or singing. Songs sound like a large chorus and music sounds as though it is being played by several, perfectly tuned minstrels.

The Phantasmic Scout can turn this ability on or off at will and doing such is considered to be a free action.

Trackless (Su): At 4th level, the Phantasmic Scout no longer leaves footprints and any scent that they would normally leave behind fades away in 1d4+1 rounds. If the Phantasmic Scout is riding their mount, the mount gains the same Trackless benefit. The Phantasmic Scout can turn the ability on or off as a free action.

See Invisibility (Su): At 8th level, the Phantasmic Scout can see invisibility as the spell cast by a 20th-level sorcerer. The ability is continuous and the Phantasmic Scout can turn the ability on or off as a free action.

SADDLEBACK EXPLORER

“For some it’s easier to go on foot... for others, hoof.”

While most adventurers have made use of horses and other riding mounts at some point in their careers, the saddleback explorer builds his whole career out of roughing it across the wide open terrain while riding on the back of such an animal. Wise, experienced, and tough to the core, saddleback explorers make for hardy

and reliable characters when it comes to large land campaigns.

As the saddleback explorer works to adapt his self to wherever the trail may take him, not all characters are really adaptable to the explorer’s way of life. Rangers are obvious choices for saddleback explorers as they are already familiar with the saddleback explorer’s way of life. Druids are also well suited and while normally desiring the better things in life, bards find the lifestyle of saddleback explorers worthy of legend and song and as such, quite tempting. While many sorcerers have been known to take up the ways of the saddleback explorer, wizards are not very well suited for the spartan lifestyle. Usually most wizards who have attempted to take up the ways of the saddleback explorer grow frustrated when they realize that there’s no place on an animal’s back for the tons of research equipment that they often rely on. Likewise, rogues tend to be drawn to such a rough and tumble lifestyle only when they have earned the title of outlaws.

While monks and paladins admire the determination and wisdom of the saddleback explorer, their personal goals often take them along different paths. Clerics likewise are usually too busy to with their normal duties. Fighters and barbarians, however, have often chosen the ways of the saddleback explorer.

Hit Die: d8

Requirements

Ride: 6 ranks

Handle Animal: 4 ranks

Wilderness Lore: 4 ranks

Profession (Herbalist): 2 ranks

Intuit Direction: 4 ranks

TABLE: SADDLEBACK EXPLORER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special Abilities
1	+0	+2	+2	+2	Find Feed +1, Find Shelter +1
2	+1	+3	+3	+3	Bonus Language, Sense Water
3	+2	+3	+3	+3	Rider’s Direction Sense +1
4	+3	+4	+4	+4	Riding Dodge +1, Bonus Language
5	+3	+4	+4	+4	Rider’s Direction Sense +2, Find Shelter +2
6	+4	+5	+5	+5	Find Feed +2
7	+5	+5	+5	+5	Riding Dodge +2, Bonus Language
8	+6	+6	+6	+6	Rider’s Direction Sense +3
9	+6	+6	+6	+6	Riding Dodge +3, Find Shelter +3
10	+7	+7	+7	+7	Find Feed +3, Rider’s Direction Sense +4

Class Skills

The class skills and key abilities for each skill are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge: nature (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex),

Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis)

Skill Points at Each Level: 6 + Int Modifier

Class Features

The following are the class features of the saddleback explorer.

Armor And Weapon Proficiencies: The saddleback explorer is proficient in all forms of simple and martial weapons. The saddleback explorer is proficient with light armor and does not gain proficiency with shields.

Bonus Language: Due to the wide open travels that the saddleback explorer often makes when adventuring, the need for a diverse knowledge of languages often comes in handy. The saddleback explorer gains additional bonus languages at 2nd level, 4th level, and 7th level.

Find Feed (Ex): The saddleback explorer gains a bonus to Wilderness Lore checks when trying to find feed for his mount (provided that the mount is an herbivore or omnivore that can sustain itself with a diet of plants). This bonus is equal to +1 at 1st level, +2 at 6th level, and +3 at 10th level.

Find Shelter (Ex): The saddleback explorer gains a bonus to Wilderness Lore checks when trying to find shelter or coverage for himself and his mount. This bonus is +1 at 1st level, +2 at 5th level, and +3 at 9th level.

Riding Dodge (Ex): The saddleback explorer learns how to better dodge attacks while riding their mount. When avoiding an attack, the saddleback explorer gains an armor bonus if they are mounted. This bonus is equal to +1 at 4th level, +2 at 7th level, and +3 at 9th level.

Rider's Direction Sense (Ex): The saddleback explorer gains a bonus to Intuit Direction checks. This bonus is +1 at 3rd level, +2 at 5th level, +3 at 8th level, and +4 at 10th level.

Sense Water (Ex): The saddleback explorer gains an uncanny ability to find a drinkable water source for himself and his mount. If such a source is within a mile of the saddleback explorer, he makes an automatic Wilderness Lore check (DC 10). A successful roll leads the explorer to the water source.

TRAVELING COLLECTOR

"The payment's good and the trail is fresh... yeah, I'll find him."

While most bounty hunters are content to pick up local outlaws, the Traveling Collector lives for the larger profits that can be obtained by traveling the distant roads. By using an effective combination of muscle and magic, successful Traveling Collectors quickly gain a degree of notoriousness and are often respected by the law and the criminals alike. While there's many individuals who want an easy way to gain the luxuries of life, few wish to become a target of a Traveling Collector.

Though the traveling collector must often walk amongst and deal with the lowest elements of society, the collector must always hold some aspect of respect for the laws of the land. As such, there are no known traveling collectors of chaotic alignment. Whether the Traveling Collector personally agrees with the laws or not, they recognize such orders and those who break them as being the "bread and butter" of a bounty hunter's career. Whenever someone breaks the law and tries to get away with it by fleeing the land, they've suddenly become a potential profit for the Traveling Collector.

Though most Traveling Collectors work exclusively for the side of the law, a few are also known to dabble in the criminal underworld, working mostly for crime bosses and loan sharks. Such collectors are usually of neutral evil alignment, but a few true neutrals are known take up such career opportunities as well.

Traveling Collectors are often human or half orc, but half elves are other races of humanoids aren't entirely uncommon either. While several classes of characters often take up the trade of the Traveling Collector, rangers are usually best suited for the job.

Hit Die: d10

Requirements

Alignment: Any non-chaotic

Base Attack: +3

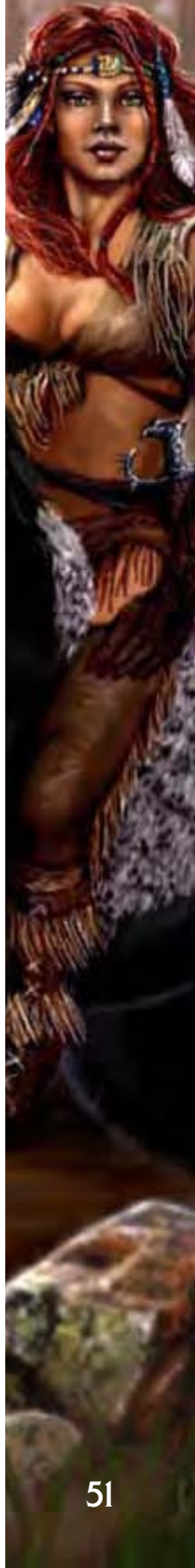
Gather Information: 5 ranks

Search: 4 ranks

Ride: 4 ranks

Class Skills

The class skills and key abilities for each skill are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Move



Silently (Dex), Ride (Dex), Search (Int), Spot (Wis)
Skill Points at Each Level: 4 + Int Modifier

Class Features

The following are the class features of the Traveling Collector.

Armor And Weapon Proficiencies: The Traveling Collector is proficient with all marital and simple weapons. In addition, the Traveling Collector is proficient in one exotic weapon of their choice. The Traveling Collector is proficient in the use of light and medium armor, and is proficient in using a shield.

Bounty Focus (Ex): The Traveling Collector is able to focus his concentrations and thoughts on his wanted target with uncanny precision. When directed towards the hunted target and the Traveling Collector is in an area where a skill check related towards the hunted target would be applicable (DM’s approval), the Traveling Collector gains a bonus towards the following skill checks: Gather Information, Listen, Search, and Spot. The bonus is +1 at 1st level, +2 at 5th level, +3 at 7th level, +4 at 8th level, and +5 at 10th level.

Visionary Figment (Su): The Traveling Collector is able to concentrate on the hunted target and get some form of descriptive mental picture that applies to the target’s current location. Usually this figment is reasonably vague but holds some potential towards finding the target (Examples include: Standing next to orcs, walking down a stone hallway, or standing in front of a large red tapestry). As the Traveling Collector advances in level, they may use this ability more and more per day. At 3rd level the Traveling Collector gains

the use of visionary figment once per day, twice per day at 6th level, and finally three times per day at 9th level.

Bonus Feat: At 3rd and 4th level, the Traveling Collector may select a feat of their choice. This may be any sort of desired feat, but the Traveling Collector must still meet the feat’s prerequisites.

Read Trail (Su): At 10th level, the Traveling Collector gains a supernatural ability that allows them to determine whether or not their hunted target has traveled down a certain path and when if the target did travel down the particular road. This feat is obtained by placing one’s hand upon the road and making a successful Concentration check (DC15). The Traveling Collector may use this feat an unlimited amount of times per day but if they happen to fail a check on a particular stretch of road or trail, the Traveling Collector must wait at least an hour before attempting to read the same trail or road again.

Subdual Damage Bonus (Ex): The Traveling Collector gains a bonus towards Subdual damage. This bonus is +1 at 3rd level, +2 at 6th level, +3 at 8th level, and +4 at 9th level.

WANDERING MERCHANT

“I remember him coming to town with his goods... promising to pay back the full amount of coin that I spent if I wasn’t happy with the item. Three days later he was long gone down the trail and the items that I had purchased were far from perfect.”

Though still somewhat accustomed to the finer things in life, the wandering merchant is a great deal hardier in nature than the city dwelling peddlers who rarely go beyond a few miles past the community they

live and work in. As the road makes for a hard bed and the meals of a traveler rather tough, the wandering merchant is likely to “live it up” whenever they enter a town or other such community. In order to pay for such luxuries, however, the merchant must make that much more of a profit. Usually in order to do so the wandering merchant has to either haggle a great deal or be a bit dishonest about the true value of his

TABLE: TRAVELING COLLECTOR

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special Abilities
1	+1	+2	+2	+2	Bounty Focus +1
2	+2	+3	+3	+3	Visionary Figment (1)
3	+3	+3	+3	+3	Bonus Feat, Subdual Damage +1
4	+4	+4	+4	+4	Bonus Feat
5	+5	+4	+4	+4	Bounty Focus +2
6	+6	+5	+5	+5	Visionary Figment (2), Subdual Damage +2
7	+7	+5	+5	+5	Bounty Focus +3
8	+8	+6	+6	+6	Bounty Focus +4, Subdual Damage +3
9	+9	+6	+6	+6	Visionary Figment (3), Subdual Damage +4
10	+10	+7	+7	+7	Bounty Focus +5, Read Trail

products. Many communities have caught on to similar antics in the past and some can be a bit weary of the pandering stranger when he comes wandering into town.

A few such merchants, however, have found a more honest means of making a lucrative living off of their trade. Instead of trying to peddle off the more commonplace items, such wandering merchants are actually adventurers who gather interesting objects from the various ruins and dungeons that they visit. Some of these items may be very valuable or even magical, others might just be interesting.

Hit Die: d8

Requirements

Appraisal: 6 ranks

Ride: 4 ranks

Handle Animal: 4 ranks

Class Skills

The class skills and key abilities for each skill are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intuit Direction (Wis), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Wilderness Lore (Wis)

Skill Points at Each Level: 8 + Int Modifier

Class Features

The following are the class features of the Wandering Merchant.

Armor And Weapon Proficiencies: The wandering merchant is proficient in all forms of simple and martial

weapons. The wandering merchant is proficient with light armor and does not gain proficiency with shields.

Bonus Language: Due to the wide open travels that the wandering merchant often makes when peddling his goods, the need for a diverse knowledge of languages often comes in handy. The wandering merchant gains additional bonus languages at 1st level, 3rd level, 6th level, and 8th level.

Rider's Direction Sense (Ex): The wandering merchant gains a bonus to Intuit Direction checks. This bonus is +1 at 2nd level, +2 at 3rd level, +3 at 4th level, and +4 at 5th level.

Detect Thief (Ex): The wandering merchant gains an uncanny ability to spot potential thieves and detect their motives. While the Detect Thief bonus can apply towards any skill that's being specifically used (and for such purpose only) to monitor the activity of nearby thieves, Sense Motive, Listen, and Spot are the obvious choices. The bonus is +1 at 1st level, +2 at 4th level, +3 at 5th level, +4 at 7th level, and +5 at 9th level.

Haggle (Ex): The wandering merchant is a master of haggling, bribing, bartering, pandering, and playing up to the local authorities with a smooth, silvered tongue. A good merchant knows how to use their haggling to both con their customers and to keep themselves in the good graces of the local authority. The Haggle bonus applies to the skills Bluff and Diplomacy whenever one of the two skills is used to sell an item or to keep one's self out of trouble with a local power. The bonus is +1 at 2nd level, +2 at 4th level, +3 at 6th level, +4 at 10th level.

Find Trail (Ex): When lost in the wilderness, the wandering merchant is able to rely on subtle signs and markings that would indicate the passing of travelers. Once a few of these indicators are spotted, it's not

too long before the wandering merchant is back on the trail or near a civilization. When using Wilderness Lore to get back on the trail or find a nearby civilization, the wandering merchant adds their Find Trail bonus. The bonus is +1 at 7th level, +2 at 8th level, +3 at 10th level.

TABLE: WANDERING MERCHANT

Class Level	BAB	Fort. Save	Ref. Save	Will Save	Special Abilities
1	+0	+2	+2	+2	Bonus Language, Detect Thief +1
2	+1	+3	+3	+3	Rider's Direction Sense +1, Haggle +1
3	+2	+3	+3	+3	Bonus Language, Rider's Direction Sense +2
4	+3	+4	+4	+4	Rider's Direction Sense +3, Detect Thief +2, Haggle +2
5	+3	+4	+4	+4	Rider's Direction Sense +4, Detect Thief +3
6	+4	+5	+5	+5	Bonus Language, Haggle +3
7	+5	+5	+5	+5	Detect Thief +4, Find Trail +1
8	+6	+6	+6	+6	Bonus Language, Find Trail +2
9	+6	+6	+6	+6	Detect Thief +5
10	+7	+7	+7	+7	Haggle +4, Find Trail +3



REPLACEMENT CORE CLASS: MONGOL

Introduction

This section is not designed to be a comprehensive history of the Mongols or their tactics. There are many resources available that delve into this topic with great detail. What follows here is a synopsis of the most applicable aspects to creating PC/NPC Mongol-type warriors and also creating a little bit of “flavor” to help the DM and Player find their place in the world.

The Mongol character class is a fighter-based PC/NPC class based on the warriors that rode under Genghis Khan and created the largest contiguous empire the world has ever seen. Renowned for their ability as horsemen and bowmen, the Mongols were an almost exclusively cavalry force that used the mobility of their hardy steppe ponies to great advantage. History shows them as superior physical specimen, stronger than their size would indicate and capable of feats of endurance that tax the modern triathlete.

Physically the average Mongol warrior averaged around 5'5" in height and weighed around 155 lbs of solid muscle. Deceptively strong, historical experts have cited that the heavy Mongolian recurve bow, designed to be fired from the ground rather than from horseback, had an average draw of 166 lbs. A cousin of Kublai Khan is said to have fired an arrow over 500 yards (1,500 feet) with one of these bows. The Mongols also carried a lighter recurve bow for use from horseback. By comparison, history's most famous bow, the English longbow, has been estimated to have needed a maximum draw of around 90 to 110 lbs but was more likely around the 80 lbs range.

The Mongol warrior was expected to function and survive on his own for extended periods of time. Unlike his European counterparts, the average Mongol warrior had three to five horses that he led and switched with. He had a full tool kit to repair every aspect of his equipment including sinew and bone needle, an awl, a lasso, and a pot. Shelter was courtesy of a small, felt tent. He carried a waterproof leather bag to keep his spare clothes dry that could also be used as a flotation device. The efficacy of the Mongol warrior's equipment has been shown by the fact that their army operated in the depths of the Siberian winter where temperatures can reach 60 degrees below zero.

He carried field rations, which consisted of such items as dried meat, dried fruit, dried milk, and millet. This diet was supplemented by catching game that they

came across, cooking the meat in the animal's own stomach if no pot was available. In extreme cases, a Mongol warrior could survive over a week simply by opening a horse's vein, drinking a measure of the horse's blood, and sewing the vein shut leaving the horse none the worse for wear.

The armor of choice was a type of scale mail made of layers of hardened leather covered by metal scales and the use of this armor was not simply the privilege of the noble, but even the lowest of the Mongol warriors was so protected. In addition, they usually carried a small shield made of lacquer-impregnated leather that was strong protection against arrows and swords and also survived humidity very well.

If available, the Mongol warrior would wear underwear made of Chinese silk. The silk served the dual purpose of lessening the chance of penetration by long-range arrow shots; even if the arrow penetrated the skin the silk would often stay wrapped around the arrow preventing both poisoning and allowing the arrow to be drawn out by pulling on the silk.

The horses of the Mongols were a hardy steppe breed renowned for quickness and endurance; they survived the Siberian winters out in the open. The fact that the average Mongol warrior had a number of them on hand allowed him to switch between horses to ensure he always had a fresh one. They were occasionally covered in leather armor or iron armor for protection. The chief asset of the Mongol style of horsemanship involved the use of the stirrup, which allowed the Mongol warrior to fight adroitly in the saddle and gave him a huge advantage over his Western foes who did not at the time possess such devices.

The Mongol forces themselves were ably led and extremely organized, at least during the time of Genghis Khan. Although the average Mongol horseman was far superior than his foes in almost all aspects of soldiering, it was the intelligent application of resources that resulted in the Mongol conquests. Always willing to adapt and use the tools of their enemies, the Mongols succeeded in laying siege to the large cities of China and Europe even though they had no previous knowledge of such tactics; they simply found the right people. Ultimately, it was this intelligence and ability to adapt that gave the Mongols the decisive edge on the battlefield. Masters of strategy, including psychological warfare, and tactics few armies of any time have ever matched the prowess of the Mongol hordes.

TABLE: MONGOL

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+2	+0	Bonus Feat
2	+2	+3	+3	+0	Bonus Feat
3	+3	+3	+3	+1	
4	+4	+4	+4	+1	Bonus Feat
5	+5	+4	+4	+1	
6	+6/+1	+5	+5	+2	Bonus Feat
7	+7/+2	+5	+5	+2	
8	+8/+3	+6	+6	+2	Bonus Feat
9	+9/+4	+6	+6	+3	
10	+10/+5	+7	+7	+3	Bonus Feat
11	+11/+6/+1	+7	+7	+3	
12	+12/+7/+2	+8	+8	+4	Bonus Feat
13	+13/+8/+3	+8	+8	+4	
14	+14/+9/+4	+9	+9	+4	Bonus Feat
15	+15/+10/+5	+9	+9	+5	
16	+16/+11/+6/+1	+10	+10	+5	Bonus Feat
17	+17/+12/+7/+2	+10	+10	+5	
18	+18/+13/+8/+3	+11	+11	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+11	+6	
20	+20/+15/+10/+5	+12	+12	+6	Bonus Feat

Mongols in the Fantasy World

Even in a world filled with magic, the Mongol warrior is to be feared and respected. Aside from being a generally capable fighter, the range and accuracy of his weapons makes him a threat especially on the open ground as he is able to accurately loose missiles from long distance. His mobility while on horseback and his skill make him the ultimately mobile fighter, able to move in and out as long as the terrain allows. However, since his skills rely on open terrain and his horse and bow, he is much less effective in dungeon environments where he becomes a solid, if unspectacular, fighter. Naturally, if his foes have magic, the Mongol warrior can count on his own wizards, sorcerers, and clerics to add that necessary counterpunch.

The Mongol Class

The Mongol class described herein is based on the standard Fighter template with appropriate modifications made for certain historical aspects. It focuses on the classic Mongol horse-archer, not the heavy cavalryman. The following information is a compromise between the historical information and the need to have game balance.

Game Rule Information

Mongols have the following game statistics.

Abilities: Dexterity is the most important ability as it influences his ability to shoot his bow and ride his horse. Strength is also important and his toughness should be reflected by a high Constitution score.

Alignment: Any, although historically it tends toward Chaotic Neutral (a strong sense of individualism that can be harnessed by the proper force).

Hit Die: d12 (to reflect the fact that the Mongol fighter is tougher than his more “civilized counterpart”)

Class Skills

The Mongol class skills are Craft (Int), Handle Animal (Cha), Listen (Wis), Ride (Dex), Spot (Wis), and Wilderness Lore (Wis). A Mongol must have at least a +2 Add in the Craft (Bowmaking) skill at 1st level. Additionally, a Mongol must always have the maximum ranks in his Ride skill for his level (Level +3).

Skill Points at 1st level: (4 + Int modifier) × 4

Skill Points each additional level: 4 + Int modifier

Class Features

All of the following are class features of the Mongol.

Weapon and Armor Proficiency: The Mongol is proficient in the use of all simple weapons, axes, lances, and the scimitar, medium and light armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: These bonus feats must be drawn from the following list: Combat Reflexes, Dodge (Mobility, Spring Attack), Improved Critical, Improved Initiative, Mounted Combat (Mounted Archery, Trample, Ride-by Attack, Spirited Charge, Improved Mounted Combat*), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Weapon Focus, and Weapon Specialization.

*Feat description found in this text.

Recurve bow, light: This bow represents the epitome of the composite shortbow. It is usually used while mounted and is always made with especially heavy pulls to take advantage of the Mongol’s strength. The archer may add a maximum of +3 of his strength bonus to the damage caused by the bow’s arrows.



Recurve bow, heavy: This bow represents the epitome of the composite longbow. It can only be used on the ground, never mounted, and is always made with especially heavy pulls to take advantage of the Mongol's strength. The archer may add a maximum of +5 of his strength bonus to the damage caused by the bow's arrows. Note that there is no cost listed as the Mongols did not actually use money but rather worked on a barter system. These bows would fetch a pretty penny equivalent to at least a Mighty Composite Shortbow or Longbow on the open market.

Standard light arrow: This is the standard anti-personnel and hunting arrow fired from the light recurve bow.

Standard heavy arrow: This is the standard anti-personnel and hunting arrow fired from the heavy recurve bow.

Screaming arrow: This arrow has a horn point shaped to scream as it flies through the air. It is designed to frighten the enemy prior to an attack.

Whistling arrow: This arrow had four holes in its shaft and an open front which caused it to whistle as it flew through the air. It was largely used to attract the attention of game a hunter was stalking. While the animal paid attention to the arrow, the hunter would use a regular arrow to try and bring it down.

There were, in fact, many more arrow types such as blunt arrows to stun small game and arrows that could be skipped across the water to sever the heads of waterfowl. However, the four listed above provide those which will most frequently be used in the game.

Mongol Scale Mail: This light armor is made of a clever combination of leather covered by metal plates. It is designed specifically to allow maximum movement while on horseback. It is no easier to don or remove than ordinary scale mail.

TABLE: MONGOL EQUIPMENT

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type
Recurve bow, light	handmade	by arrow	x3	80 ft.	2 lb	Piercing
Recurve bow, heavy	handmade	by arrow	x3	150 ft.	3 lb	Piercing
Standard light arrow (30)	handmade	1d6	x3	–	3 lb	Piercing
Standard heavy arrow (30)	handmade	1d8	x3	–	4 lb	Piercing
Screaming arrow (30)	handmade	1d2	x2	–	5 lb	Piercing
Whistling arrow (30)	handmade	1	x2	–	3 lb	Bludgeoning

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Mongol Scale Mail	handmade	+4	+4	-3	20%	30 ft.	20 ft.	25 lb.

Silk Underwear: Wearing silk underwear reduces the damage from piercing weapons by 1 point (to a minimum of 0). In addition, the presence of silk underwear reduces the DC for Heal checks to provide first aid to such wounds by 5. Finally, if the weapon is poisoned with contact poison, the wearer can choose to make a second initial save if the first one fails (effectively getting two saves against the poison's initial damage).

The Mongol Horse

The horse of the Mongol is more akin to a pony than the classic European horse. It is renowned for both its speed and toughness, combining the best traits of the donkey and the light horse; a strong, swift fighter in a tight package. The Mongols allow their horses to run in semi-wild harems, never bothering to fence them in. This ensures a healthy, strong stock. The Mongol horse can fight while carrying a rider but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10). The carrying capacity for a Mongol horse is up to 230 pounds; a medium load 231-460 pounds; a heavy load 461-690 pounds. A Mongol horse can drag up to 3,450 pounds.

Hit Die: 3d8+12 (25 hp)

Initiative: +1 (Dex)

Speed: 60 ft

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 hooves +4 melee
bite -1 melee

Damage: Hoof 1d4+3; bite 1d3+1

Face/Reach: 5 ft × 5 ft / 5 ft

Special Qualities: Scent

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 16, Dex 13, Con 19
Int 2, Wis 13, Cha 6

Skills: Listen +7, Spot +7

Challenge Rating: 1

CHAPTER 7: CHARIOTS

INTRODUCTION

Chariots were in use in the Middle and Near East until the Iron Age and in Celtic Britain until the 2nd century AD when they marched off the pages of history with the advent of cavalry, which was cheaper to maintain and able to maneuver in rougher terrain. In their time, chariots were the weapons platform of choice and the fate of empires and kingdoms was decided in mighty clashes between chariot-mounted forces; a text like this would not be complete without giving them their just due.

HISTORICAL BACKGROUND

Chariots, like any vehicles, were quite varied in their design and execution. The Assyrian chariot was a heavy vehicle that offered significant protection to its occupants. Often drawn by four horses instead of two and carrying four occupants, the driver, a nobleman, and two shield-bearers who offered additional protection to the nobleman, its design left something to be desired as the wheels and axle were located at the rear of the chariot platform. This meant that it was the horses rather than the wheels that carried most of the weight, which slowed the vehicle down.

The Egyptians adopted and improved the Assyrian design by moving the axle to the middle of the platform, which lightened the load on the horses considerably. In addition, Egypt's relative lack of wood meant that Egyptian chariots were lighter in their construction and offered less protection than their Assyrian counterparts. However, their increased speed and maneuverability more than made up for this shortcoming.

Celtic chariots, unlike Egyptian or Assyrian chariots, were open in the front so that the warrior could stand on the chariot tongue and hurl spears at his foes. They were also relatively lightweight in design, their sides protected by a wooden frame interlaced with wicker.

The chief weapons used from a chariot were the bow and spear as the chariot made a relatively steady platform from which to launch missile weapons. Melee weapons such as swords could also be used, but this would be dangerous as it required getting the chariot close to the enemy, which exposed the team to attack and also made collisions very likely.

Usually a chariot had a driver and a warrior. The driver drove the team under the direction of the warrior

while the warrior fired his bow or threw his spear at his opponents. There are images on Egyptian tombs of lone spearmen on the hunt operating the chariot by themselves, maintaining control of the team with one hand and wielding the spear with the other. This tactic would be very difficult to employ in combat, however, as the team would only be able to move in a straight line until the driver could get both hands back on the reins again.

Chariots in their time filled all of the roles cavalry would later on. They were used as scouts in advance of the main force and as messengers. In combat, warriors could fire from the chariots while on the move, but often the driver would bring the chariot into position and stop while the warrior fired his bow or threw his spear, sometimes dismounting to cover terrain the chariot could not, before moving on again. Naturally, the chariot could also charge foot troops, crushing the foe under the hooves of the team and the wheels of the chariot.

CHARIOT BASICS

For game purposes the basic two-horse chariot for medium sized creatures is considered to be a wooden platform 5 ft long and 5 ft wide surrounded on three sides by a waist-high wooden frame which provides one-quarter cover (+2 bonus to AC, +1 bonus to Reflex Save) except at the rear. The chariot for small creatures, such as halflings, gnomes, and goblins, is the same in all respects except that it is 3 ft long and 3 ft wide and provides the cover bonus only to creatures of small size.

Item	Cost	Weight
Chariot, medium	30 gp	200 lbs
Chariot, small	20 gp	100 lbs

CHARIOT COMBAT

Fighting from a moving chariot is a form of mounted combat and provides several advantages to the mage or warrior who chooses to do so provided they have the proper skills and a well-trained team.

The Team

The most important aspect of charioteering is to have a well-trained pair of draft animals. Anything trained as a combat steed, such as warhorses or warponies, can be



used. The animals must be trained as a team to avoid the usual rivalry that ensues when animals are placed in close proximity to each other; a pair of untrained warhorses yoked next to each other will nip, bite, and kick at each other making control impossible.

If you are using a pair of animals that are combat trained but not team trained you must succeed at a Charioteering check (DC 20) each round as a move-equivalent action to control them. If you fail, the check is considered to be a full-round action and you can do nothing else that round. If you succeed you take a partial action following the move-equivalent action to establish control.

The same rules apply if you are using a pair of non-combat trained animals that have been trained as a team such as heavy horses. In this case the problem is not having them work together as a team, but their fear of combat.

It is impossible to effectively use a non-combat, non-team trained animals to maneuver a chariot in combat.

Combat while on the Chariot

If the chariot moves more than 5 feet you can only make a partial melee attack, as you have to wait to close with the enemy before attacking eliminating the possibility of making a full attack.

If you attack a creature of your size or smaller that is on foot you receive a +1 bonus to melee attacks for occupying higher ground.

You can use ranged weapons from a chariot at reduced penalties compared to riding a mount. If the chariot is taking a double move, you may use a ranged weapon at a -2 penalty on the attack roll. If the chariot is running (quadruple speed), the penalty increases to -4. In either case, you make your attack roll after the chariot has completed half its movement. Note that someone firing missile weapons may use the full attack action while the chariot is moving. In addition, you can make move-equivalent actions, such as loading a crossbow, normally while the chariot is moving.

Casting Spells from a Chariot

A spellcaster may cast a spell normally if the chariot moves no more than its normal speed either before or after the casting (it stops for you to cast the spell). If you cast a spell while the chariot is moving you must succeed at a Concentration check (DC 5 + spell level) due to the motion or lose the spell. If the chariot is

running (quadruple speed) you may cast the spell once the team has moved up to twice its speed, but the Concentration check is more difficult (DC 10 + spell level) due to the rougher motion.

If One Of Your Team Is Killed In Battle

If one of the animals on your team is killed, you have to succeed at a Charioteering check (DC 15) to make a soft fall. If the check fails, you take 1d6 points of damage from the fall.

If You Are Dropped

If you are knocked unconscious or otherwise disabled you have a 50% chance to drop into the chariot. Otherwise you fall out and take 1d6 points of damage.

Single Occupant Chariot

Unlike mounted combat, you cannot control your team except for with the reins. In order to be truly effective, someone must drive the chariot while another does the fighting and/or spellcasting. Nevertheless, it is possible to for one person to both drive the chariot and engage in combat at the same time. The simplest way to accomplish this is to stop prior to casting a spell or engaging in missile or melee combat. Thus a fighter or spellcaster could use his move action to maneuver the chariot into position and his attack action to fire a bow, throw a spear, hack at the opponent with an axe, cast a spell, etc.

If the chariot is in motion the entire time, such as during a double move or a run, you must keep one hand on the reins at all times and succeed at a Charioteering check (DC 5) to keep the team steady. Failure to do so means you spend the entire round trying to keep the team steady. The chariot may only move in a straight line during this round since you cannot turn it.

Once the team is steady you may attempt to cast your spell with your free hand subject to a successful Concentration check (see above). If you are attacking with a melee weapon, you may only use a weapon you can employ with one hand. The same applies to missile weapons.

NEW SKILLS

Charioteering (Dex)

You know how to maneuver a chariot. When this skill is selected you must choose the type of animal team that you are used to controlling, such as horse or dog. If you

use the skill with a different animal team than you are used to, your rank is reduced by 2 (but never below 0). If you use this skill with a very different team, such as giant lizards instead when you are used to horses, your rank is reduced by 5 (but never below 0).

Check: Typical charioteering actions do not require checks.

Charioteering Task	DC
Stay in chariot	5
Cover	15
Soft fall	15
Fight with untrained team	20

- *Stay in chariot:* You can react instantly to try to avoid falling out of the chariot when you hit a bump or hole or when you take damage.
- *Cover:* You can react instantly and drop below the chariot walls giving yourself nine-tenths cover (so you can still see where you are going). You cannot attack or cast spells while covering behind the chariot walls. If you fail, you still receive the standard one-quarter cover benefit.
- *Soft fall:* You react instantly to try and take no damage when you fall off a chariot, such as when it overturns or you are knocked out of it. If you fail you suffer 1d6 points of falling damage.
- *Fight with untrained team:* As a move-equivalent action you can attempt to control a team that is not trained for drawing a chariot while in combat. If you fail, you can do nothing else that round.

Special: If you have 5 or more ranks in Handle Animal, you get a +2 synergy bonus to Charioteering checks.

NEW FEATS

In order to make use the feats Drive-by Attack and Spirited Attack both the driver and combatants must have them. Only the driver may make use of the Chariot Combat and Chariot Overrun feats, as he is the one holding the reins. Chariot Archery is usable by the combatants whether the driver has it or not.

Chariot Combat [General]

You are skilled in combat from a chariot.

Prerequisite: Charioteering Skill

Benefit: Once per round when your team is hit in combat, you may make a Charioteering check to negate the hit. The hit is negated if your Charioteering check is greater than the attack roll.

Chariot Archery [General]

You are skilled at using ranged weapons from a chariot

Prerequisite: Charioteering Skill, Chariot Combat

Benefit: The penalty suffered when using a ranged weapon from a chariot is reduced by 2; 0 instead of -2 if your team is taking a double move, and -2 instead of -4 if your team is running.

Chariot Overrun [General]

You are skilled at running over opponents with your chariot

Prerequisite: Charioteering Skill, Chariot Combat, Trample

Benefit: When you attempt to overrun an opponent while in your chariot, the target may not choose to avoid you. If you knock down the target you may make one attack against him or her, gaining the standard +4 bonus on attack rolls against prone opponents. If you succeed, you deal the listed wheel damage (1d6 for a medium chariot, 1d4 for a small chariot). This feat is combined with the Trample feat allowing one member of your team to get one hoof attack against the prone opponent as well.

Drive-By Attack [General]

You are skilled at fast attacks from a chariot

Prerequisite: Charioteering Skill, Chariot Combat

Benefit: When you are in a chariot and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your team's total movement may not exceed double its speed. You do not provoke an attack of opportunity from the opponent you attack.

Spirited Attack [General]

You are skilled at making devastating attacks from a chariot.

Prerequisite: Charioteering Skill, Chariot Combat

Benefit: When you are in a chariot and use the charge action, deal double damage with a melee weapon.



FAMOUS (AND INFAMOUS) CHARIOTS

AMBUSH CHARIOT OF THE ENDMARSH LIZARDFOLK

The lizardfolk tribes near the plains of Endmarsh were never known to behave in a particularly violent or aggressive manner until the human settlements moved into the area. At first the lizardfolk chose to ignore these new inhabitants, it seemed that their land of choice was that of the plains surrounding the edges of the marsh while the tribe preferred the actual marsh itself. After a few of the tribe members were claimed by human arrows while the tribe was on a hunting expedition for wild pigs, the philosophies regarding the tribe's relations to their new neighbors quickly changed.

Taking note of the human's war tactics and equipment, it became apparent that the lizardfolk would need a mechanism that would allow them to move swiftly across the plains yet allow the rider a reasonable amount of ease to take aim at their human foes. While riding on the back of a boghoof would allow the speed, it would limit the rider's aim. Upon the capture of a human scouting chariot team the lizardfolk tribe found what they were seeking.

While the ambush chariots of the Endmarsh lizardfolk tribes were somewhat inferior combat-wise and not quite as remarkable as the other grand chariots in history, it was the ingenuity of the lizardfolk that earned these mechanisms a place in charioteering history. Somewhat like the famed chariots of kobold history, the lizardfolk's wheeled mechanisms were buoyant, thus allowing them to be easily transported from place to place across bodies of water if needed. Likewise, the charioteering teams were well armed and made use of poisonous arrows. These arrows used a simple concoction of small centipede oil that was relatively easy for the lizardfolk to acquire and weakened the dexterity of their targets.

Ambush Chariot of the Endmarsh Lizardfolk

Walls: Hardness 4, 12 Hit Points (Walls)

Platform: Hardness 4, 12 Hit Points (Platform)

Cover: One-quarter except in rear

Speed: 40 ft (Two boghooves)

Driver: 3rd-level lizardfolk warrior with javelin, club

Commander: 5th-level lizardfolk warrior with javelin, club, 20 darts (with small centipede poison)

Feats: Chariot Combat, Drive-By Attack, Spirited Attack, Chariot Overrun

Special: The chariot is designed to be buoyant, thus allowing the lizardfolk to transport them from place to place easily in the marshes.

BARON MURKFOG'S PERSONAL WAR CHARIOT

Towards the end of the legendary mage battles, in the time just beyond the struggles between the necromancers and the elemental wizards of fire and air, the plains of the mountainous valleys were under the control of Baron Dewalik Murkfog. While this harsh ruler was well known in history for both his military strategies and his harsh methods of torture and punishment, the innovative battle chariots designed by the baron was the trademark element that immortalized the Murkfog name in legend.

Perhaps the greatest of these chariots was indeed the personal chariot that was used by none other than Baron Murkfog himself. This gleaming instrument of death has engravings of striking images of might and torture which feature intricate enameling of royal blues, purples, blacks, and reds. Likewise, ornamental and semi-precious gems, particularly garnets, amethyst, and lapis lazuli were securely fitted into the engraved workings of silver, bronze, and gold. Where there wasn't such royal ornaments, however, were the sturdy fittings of death and destruction. Great metal spikes covered the edges of the chariot and two long, blackish grey horns protruded upwards from the back of the chariot. Along the insides of the chariot is a series of thin, hammered steel scale work that form a protective plate. Iron spikes line the spokes of the wheels. A meshwork of thin drawn wire lines the area between the scales and the outer shell, adding that much extra fortitude.

When Baron Murkfog rode into battle on his prized chariot, two light warhorses pulled this charging instrument of destruction. He always had his most prized drivers with him and in order to ensure that the chariot could never be adequately used against him.

Though it has been several hundred harvests since Baron Murkfog and his chariot has last been seen, it is rumored that the baron is still alive and his chariot still exists. According to legend, an enemy wizard cast a portal in front of the Baron's chariot as a last ditch chance of winning the battle, causing the baron, driver, horses, and chariot to disappear into an unknown plane.

While most believe that baron must be surely dead by now if not at least forever lost, there have been many hushed whispers of gleaming chariot traveling through the night with a stern looking occupant that's dressed in the height of nobility.

Baron Murkfog's Personal War Chariot

Walls: Hardness 4, 12 Hit Points (Walls)

Platform: Hardness 5, 12 Hit Points (Platform)

Cover: One-quarter except in rear

Speed: 50 ft (Two light war horses)

Driver: 5th-level warrior with spear, longsword, dagger

Commander: Baron Murkfog (8th-level fighter/3rd level wizard) with longbow, 20 arrows, longsword+2

Feats: Chariot Combat, Chariot Archery (Commander only), Drive-By Attack, Spirited Attack

Special: The personal War Chariot of Baron Murkfog contains a special form of curse. If the Baron himself is not on the chariot, the driver suffers a -5 to Charioteering skill checks. If the Baron is on the chariot, however, the driver gains a +2 to Charioteering skill checks.

GNOME JUNK CHARIOT

While normally a race to avoid warfare, most gnomes realize that there comes a place and time when a burrow community must gather what they can in an effort to defend their homelands. Many of these peaceful folk, however, are not much for stockpiling the appropriate mechanisms for war and as such the gnomes are normally overwhelmed by the marauding enemies that ravage their once peaceful hills, plains, and valleys. The gnomes of Tinker Valley, however, have come up with a bit of a solution to such a problem.

By taking regular inventory of their scrap yard and junk pile waste, the Tinker Valley gnomes worked out a long series of blueprints that would allow them to construct a suitable collection of makeshift weapons and war machines quickly and easily. One of the most popular and efficient of such plans resulted in the gnome junk chariot.

There is no set look or exact standards for a gnome junk chariot. Their wheels and bodies can incorporate anything from the remains of abandoned carts and wagons to the lids and bodies of barrels and kegs. Quite often bent pieces of steel, brass, and copper are hammered in to substitute the metal workings and usually the only new materials to go into such devices

are a great deal of tacks and nails. Even the rope and leather used to hook the chariots to the riding dogs are salvaged from the junk piles.

Though it would seem that these rumbling, rattling chariots would prove to be greatly inferior in battle, quite the opposite has been proven. Surprisingly, despite their rickety appearance, the gnome junk chariots have often exceeded the performance of other chariots in battle.

Gnome Junk Chariot

Walls: Hardness 2, 1d4+4 Hit Points (Walls)

Platform: Hardness 5, 1d4+8 Hit Points (Platform)

Cover: One-quarter except in rear

Speed: 40 ft (Two Riding Dogs)

Driver: 2nd-level gnome warrior with half spear, short sword, dagger

Commander: 3rd-level gnome fighter

Feats: Chariot Combat, Chariot Archery (Commander only), Drive-By Attack, Spirited Attack

Special: Due to the half hazard, random construction of these chariots, it seems that only gnomes know best how to handle them. As such, gnomes receive a +3 to Charioteering skill checks while all other races receive a -2 to Charioteering skill checks.

HALFLING WEASEL ASSAULT CHARIOT

The halfling weasel assault chariots were assembled in an effort to regain control over the plains and forests surrounding the shires after the invasion of evil forces claimed most of the prosperity and peace that the halfling folk once enjoyed. While most of these individuals are known to be somewhat peaceful and placid in behavior, there is an elite assault unit that's known for their aggressive streak and insane degree of bravery. Even more unusual, the halfling force is also known to train and incorporate dire weasels into their service.

The halfling weasel assault troops lead the shire defenders into battle by utilizing chariots that are pulled by a pair of trained dire weasels. Often claimed to be a "little touched in the head", these assault troops have a no holds barred approach to the battlefield. Their chariots are typically an unusual blood red with trimmings of medium brown or golden yellow, and are padded somewhat on the inside that add that much more extra protection. Likewise, the reigns hooking the weasels to the chariot feature a quick release set up,



allowing the weasels to freely attack their targets should the chariot become locked into a crowded combat situation.

Halfling Weasel Assault Chariot

Walls: Hardness 2, 5 Hit Points (Walls)

Platform: Hardness 5, 10 Hit Points (Platform)

Cover: One-quarter except in rear

Speed: 40 ft (Dire Weasels)

Driver: 3rd-level halfling warrior with half spear, short sword, dagger

Commander: 5th-level halfling warrior

Feats: Chariot Combat, Chariot Archery (Commander only), Drive-By Attack, Spirited Attack

Special: The driver can release the dire weasels from their bindings as a free action if he chooses to do so.

HOBGOBLIN ADVANCING CHARIOT OF THE ROCKTOOTH TRIBE

The medium chariots of the Rocktooth tribe are terrifying sights to gaze upon. Each one of these deadly instruments incorporate sturdy, secured fittings of black metal spikes that have been slowly twisted to have a spiraling body. These spikes are between 12" to 14" inches long and cover most of the outer shell of the chariot.

Most often the Rocktooth tribe will use this chariot to lead the troops into the battlefield. The chariot will rush forward, the commander firing away at more distant targets while any rivals who happen to stray to close to the chariot become impaled by the twisted spikes.

Hobgoblin Advancing Chariot

Walls: Hardness 6, 18 Hit Points (Walls)

Platform: Hardness 4, 15 Hit Points (Platform)

Cover: One-quarter except in rear

Speed: 40 ft (Two wolves or worgs)

Driver: 5th-level hobgoblin Warrior armed with half spear, dagger, and long sword

Commander: 9th-level hobgoblin Fighter armed with longbow, 20 arrows, and a long sword

Feats: Chariot Combat, Drive-By Attack, Spirited Attack, Chariot Overrun

Special: If a living creature happens to collide into the frame of the chariot (or the chariot into them), the creature takes 1d8+2 points of damage from the spikes.

KOBOLD HORDE CHARIOT OF THE BITTERWATER INFESTATION

When the kobold horde settled and infested the upper sources of the Bitterwater stream, the locals figured that they would have only a minor situation on their hands. What they didn't realize, however, is that this particular horde of kobolds were somewhat seasoned to the warring tactics of mankind, and as such had adapted certain practices and mechanisms of war. One such example included their marvelous design work regarding chariots. Realizing that such a device was needed if the kobolds had any hope of surviving open skirmishes against human settlements on the plains, the horde leaders called forth their best trap and mechanism designers to construct their own version of a chariot. Likewise, the leaders wanted something that would be easy to transport across bodies of water should such travel be needed.

The resulting chariot of the Bitterwater Infestation was a marvelous small chariot that was constructed with unusually large wheels for its size, allowing extra room to prep the bottom panel for buoyancy. To compensate for this obstacle, the platform sits a bit higher, giving the kobold commander better ability to aim at enemy targets. This chariot is usually driven by a pair of wolves.

Kobold Horde Chariot

Walls: Hardness 2, 5 Hit Points (Walls)

Platform: Hardness 5, 10 Hit Points (Platform)

Cover: One-quarter except in rear

Speed: 50 ft (Two wolves)

Driver: 2nd-level kobold warrior with half spear, dagger

Commander: 4th-level kobold warrior with 12 arrows, light crossbow, half spear, dagger

Feats: Chariot Combat, Chariot Archery (Commander only), Drive-By Attack, Spirited Attack

Special: The shell of the chariot is constructed in a manner so that the overall body is buoyant and will float upright if so needed.

ORC WAR CHIEF CHARIOT OF HRUGRESH FACE CRUSHER

The medium chariot of the orcish War Chief Hrugresh is a terrifying example of the orcish art of war. Painted a lurid rust-red and built heavy to withstand the broken terrain that his tribe calls home, Hrugresh has had the wooden chariot further fortified with bits of metal and armor. Spikes project menacingly from the walls and

hold the rotting, severed heads of his foes, which thump dully as the chariot moves across the land. Two Dire Boars, which have no trouble pulling the vehicle, draw the chariot. The boars are completely loyal to Hrugresh and are often unyoked when the Chief strides into combat to fight by his side. As befits his status, the driver of Hrugresh's chariot is a warrior of great skill.

Orc War Chief Chariot

Walls: Hardness 8, 20 Hit Points (Walls)

Platform: Hardness 5, 20 Hit Points (Platform)

Cover: One-quarter except in rear

Speed: 40 ft (Two wolves or worgs)

Driver: 8th-level Warrior armed with halfspear and axe

Commander: 11th-level Barbarian armed with greataxe, handaxe, halfspear, and dagger

Feats: Chariot Combat, Drive-By Attack, Spirited Attack, Chariot Overrun

Special: Overrunning dire boar hooves are +7 melee for 1d6+6 points of damage. Due to the heavy construction of the chariot, the wheels cause 1d8 points of damage.

STANDARD GOBLIN SCOUT CHARIOT OF THE BLIGHTED EYE TRIBE

The standard chariot of the Blighted Eye Tribe is a small, light, wooden chariot ideal for traversing the sparsely wooded hills that the tribe calls home. It is designed primarily as a scouting and ambush vehicle with a low profile. A lightly armed warrior of lower standing serves as the chariot's driver while a warrior of higher standing acts as the chariot's commander. A pair of trained wolves that can also be ridden draws the chariot.

Standard Goblin Scout Chariot

Walls: Hardness 2, 5 Hit Points (Walls)

Platform: Hardness 5, 10 Hit Points (Platform)

Cover: One-quarter except in rear

Speed: 50 ft (Two wolves or worgs)

Driver: 2nd-level Warrior armed with halfspear (goblin-sized), shortsword, and dagger

Commander: 3rd-level Fighter armed with shortbow, 20 arrows, halfspear (goblin-sized), shortsword, and dagger

Feats: Chariot Combat, Chariot Archery (Commander only), Drive-By Attack, Spirited Attack

Special: Goblins of the Blighted Eye Tribe gain Chariot Combat as a free feat and a +6 bonus to Charioteering skill checks instead of the standard Goblin bonuses.

CHAPTER 8: ITEMS

Care and Feeding	Cost	Weight
Denhouse, Common	400 gp	–
Denhouse, Fancy	800 gp	–
Feather Grooming Kit	2 gp	4 lbs
Feedbag	1 gp	5 lbs
Fur Grooming Kit	1 gp	4 lbs
Hoof Barbs, set	5 gp	4 lbs
Horse Grooming Kit	8 sp	4 lbs
Horse Tarp	12 gp	50 lbs
Horseshoes, set	1 gp	8 lbs
Wormer Tonic, flask	1 sp	*
Saddles:		
Saddle, Bounty Hunter's	120 gp	60 lbs
Saddle, Bounty Hunter's, Exotic	150 gp	75 lbs
Saddle, Flapper	15 gp	30 lbs
Saddle, Flapper, Exotic	25 gp	40 lbs
Saddle, Gloom March	50 gp	70 lbs
Saddle, Gloom March, Exotic	100 gp	90 lbs
Saddle, Jingle	120 gp	30 lbs
Saddle, Jingle, Exotic	300 gp	40 lbs
Saddle, Ladder	15 gp	27 lbs
Saddle, Ladder, Exotic	35 gp	32 lbs
Saddle, Sentry Rider's	70 gp	50 lbs
Saddle, Sentry Rider's, Exotic	150 gp	65 lbs
Saddle, Worship	100 gp	30 lbs
Saddle, Worship, Exotic	250 gp	40 lbs
Transportation		
Blizzard Sled	35 gp	400 lbs
Cart Tarp	5 gp	8 lbs
Farm Plow	12 gp	90 lbs
Gypsy Wagon, Common	400 gp	650 lbs
Gypsy Wagon, Grand	650 gp	800 lbs
Storm Wagon	100 gp	500 lbs
Wagon Stove	50 gp	75 lbs

Riding Beasts	Price	Riding Beasts	Price
Banded Howler	120 gp	Gabbergib	<i>see text</i>
Barbcat	500 gp	Ghastmare	–
Battle Goat	120 gp	Haintshag	–
Boghoof	10 gp	Riding Hare	120 gp
Croaker Wurm	–	Rockbeak	50 gp
Dragguswulfe	–	Rock Sloth	200 gp
Dreadmare	–	Saddle Hopper	25 gp
Duneflap	300 gp	Trudd	–
Frost Fox	–	Warsnout	150 gp
Fungglutton	500 gp		



ANIMALS DESCRIPTIONS

Banded Howler

Banded howlers are bizarre, wolf like creatures with an eerie howl attack. These creatures are prized for their use as riding mounts by orcs and goblinoids.

Carrying Capacity: A light load for a banded howler is up to 699 lbs; a medium load is 700 to 1,398 lbs; and a heavy load is 1,398 to 2,100 lbs A banded howler can drag 10,500 lbs. An exotic saddle is required to ride a banded howler.

Barbcat

Barbcats are beautiful but very aggressive creatures. The ones commonly sold have just reached maturity and spent most of their lives so far in the constant care and presence of humans or other intelligent creatures.

Carrying Capacity: A light load for a barbcat is up to 399 lbs; a medium load is 400 to 798 lbs; and a heavy load is 799 to 1,200 lbs A barbcat can drag 6,000 lbs Barbcats require the use of an exotic saddle.

Battle Goat

Battle goats are large, sturdy beasts that resemble a cross between a goat and a horse. They are very aggressive but make good battle mounts.

Carrying Capacity: A light load for a battle goat is up to 198 lbs; a medium load is 199 to 399 lbs; and a heavy load is 400 to 600 lbs. A battle goat can drag 3,000 lbs.

Boghoof

Though terribly ugly, boghooves are valued as pack animals and riding mounts for their loyalty and ability to cross difficult terrain with ease. Due to their emotional attachment to humans and other intelligent creatures, boghooves must be purchased before they are mature.

Carrying Capacity: A light load for a boghoof is up to 150 lbs; a medium load is 151 to 300 lbs; and a heavy load is 301 to 450 lbs. A can drag 2,250 lbs Boghooves are similar in build to common beasts of burden and thus do not require an exotic saddle.

Croaker Wurm

These are bizarre, wingless relatives of dragons. They are not bought and sold like normal

beasts of burden but have been known to take up with a powerful adventurer from time to time for both protection and potential profit.

Carrying Capacity: A light load for a croaker wurm is up to 399 lbs; a medium load is 400 to 798 lbs; and a heavy load is 799 to 1,200 lbs A croaker wurm can drag 6,000 lbs. An exotic saddle is required to ride a croaker wurm.

Dragguswulfe

Dragguswulves look like an unusual cross between a wolf and a dragon. They are aggressive by nature but can be very loyal to those that they have taken up companionship with. As they cannot be tamed by normal means, dragguswulves are not bought and sold like normal riding mounts or beasts of burden.

Carrying Capacity: A light load for a dragguswulfe is up to 1,200 lbs; a medium load is 1,201 to 2,400 lbs; and a heavy load is 2,401 to 3,600 lbs.

A dragguswulfe can drag 18,000 lbs. An exotic saddle is required to ride a dragguswulfe.



Dreadmare

Dreadmares are bizarre outsiders who appear to serve powerful, chaotic neutral characters who have wandered over the edge of the fine line of insanity.

Carrying Capacity: A light load for a dreadmare is up to 198 lbs; a medium load is 199 to 399 lbs; and a heavy load is 400 to 600 lbs. A can drag 3,000 lbs. The dreadmare does not require the use of an exotic saddle.

Duneflap

Duneflaps are long reptiles with gentle dispositions and a high degree of natural wisdom. They are used to cross across deserts and other arid areas.

Carrying Capacity: A light load for a duneflap is up to 174 lbs; a medium load is 175 to 348 lbs; and a heavy load is 349 to 525 lbs. A duneflap can drag 2,625 lbs. Duneflaps require the use of an exotic saddle.

Frost Fox

Frost foxes are caring, good hearted beasts that cooperate with villages in cold climates. They are not creatures that are bought and sold but rather form a bond of friendship with individuals. These friends have the opportunity to use frost foxes as riding mounts and pack animals in exchange for food, warmth, and shelter.

Carrying Capacity: A light load for a frost fox is up to 198 lbs; a medium load is 200 to 399 lbs; and a heavy load is 400 to 600 lbs. A frost fox can drag 3,000 lbs. An exotic saddle is required to ride a frost fox.

Fungglutton

These enormous creatures are used as beasts of burden and mounts in underground caverns. They are quite easy to train but have very large diets.

Carrying Capacity: A light load for a fungglutton is up to 2,796 lbs; a medium load is 2,797 to 5,598 lbs; and a heavy load is 5,599 to 8,400 lbs. A fungglutton can drag 42,000 lbs. And exotic saddle is required to ride a fungglutton.

Gabbergib

Gabbergibs are strange, talkative two headed creatures that have good personalities but sometimes get into accidental trouble. Due to their nature gabbergibs are usually “acquired” into an adventuring party rather than bought though on occasion it’s possible to find a few orphaned gabbergib chicks up for sale on the market. Usually the price for such a creature is around 25 gp.

Carrying Capacity: A light load for a gabbergib is up to 258 lbs; a medium load is 259 to 519 lbs; and a heavy load is 520 to 780 lbs. A gabbergib can drag 3,900 lbs. An exotic saddle is required to ride a gabbergib.

Ghastmare

Ghastmares are evil, undead horses that have certain features that are similar to a ghoul or ghost. Unlike normal riding mounts, they choose whom to serve and have been known to take up with ruthless individuals of great evil and power.

Carrying Capacity: A light load for a ghastmare is up to 348 lbs; a medium load is 349 to 699 lbs; and a heavy load is 700 to 1,050 lbs. A ghastmare can drag 5,250 lbs. A normal saddle is used to ride a ghastmare.

Haintshag

Haintshags are ugly, twisted looking creatures with the bodies of wolves, almost human like heads, and the talons of predatory birds. They seek out to perform service to more powerful, evil individuals in hopes of profit.

Carrying Capacity: A light load for a haintshag is up to 228 lbs; a medium load is 229 to 459 lbs; and a heavy load is 460 to 690 lbs. A haintshag can drag 3,450 lbs. An exotic saddle is required to ride a haintshag.

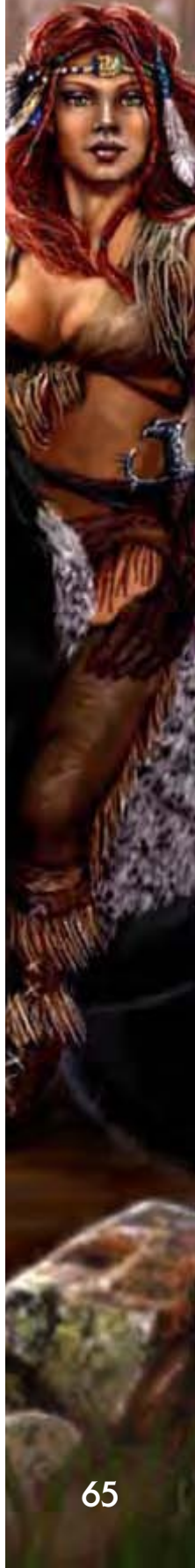
Riding Hare

Valued not only for their pelts but also their great speed, riding hares are commonly used by those who need to go somewhere or get away from something in a hurry. They are not quite as strong as other creatures of such similar size so riding hares are more suitable for lighter characters.

Carrying Capacity: A light load for a riding hare is up to 114 lbs; a medium load is 115 to 228 lbs; and a heavy load is 229 to 345 lbs. A riding hare can drag 1,725 lbs if needed but is unsuitable for dragging loads across any significant amount of distance due to the hare’s means of hopping about. An exotic saddle is required for using a riding hare as a mount.

Rockbeak

Rockbeaks are unusual looking creatures that live underground and are easy to tame. They have bodies that somewhat resemble that of armadillos, talons like a bird, and a head that resembles a cross between a fly and a vulture.



Carrying Capacity: A light load for a rockbeak is up to 228 lbs; a medium load is 229 to 459 lbs; and a heavy load is 460 to 690 lbs. A rockbeak can drag 3,450 lbs. An exotic saddle is required to ride a rockbeak.

Rock Sloth

The rock sloth is a large variety of ground sloth that commonly dwells in caves and mountainous areas. Though quite dense and powerful, these creatures are usually fairly gentle in nature and can be domesticated provided that the trainer expresses a degree of gentle patience.

Carrying Capacity: A light load for a rock sloth is up to 300 lbs; a medium load is 301 to 600 lbs; and a heavy load is 601 to 900 lbs. A rock sloth can drag 4,500 lbs. An exotic saddle is required to ride a rock sloth.

Saddle Hopper

These large, grasshopper-like creatures are quick moving but quite dense and difficult to keep trained.

Carrying Capacity: A light load for a saddle hopper is up to 116 lbs; a medium load is 117 to 233 lbs; and a heavy load is 234 to 350 lbs. A saddle hopper can drag up to 1,750 lbs, but is not suitable for dragging carts, wagons, or any amount of weight for any significant amount of distance. An exotic saddle is required to ride a saddle hopper.

Trudd

Trudd are pitiful, ugly looking creatures that are considered to be too noxious and disease ridden by most intelligent creatures to be considered worthy of any practical purpose. Lizard folk commonly use these creatures as pack animals, riding mounts, and garbage eaters.

Carrying Capacity: A light load for a trudd is up to 129 lbs; a medium load is 130 to 258 lbs; and a heavy load is 259 to 390 lbs. A trudd can drag 1,950 lbs. Though often used for land-based mounts, trudd do not make for very good aquatic mounts. An exotic saddle is required to ride a trudd.

Warsnout

Warsnouts are stout, aggressive creatures that are favored by bounty hunters and warriors. They resemble a cross between a wild boar and a large horse.

Carrying Capacity: A light load for a warsnout is up to 519 lbs; a medium load is 520 to 1,038 lbs; and a heavy load is 1,039 to 1560 lbs. A warsnout can drag 7,800 lbs. An exotic saddle is required to ride a warsnout.

CARE AND FEEDING DESCRIPTIONS

Denhouses

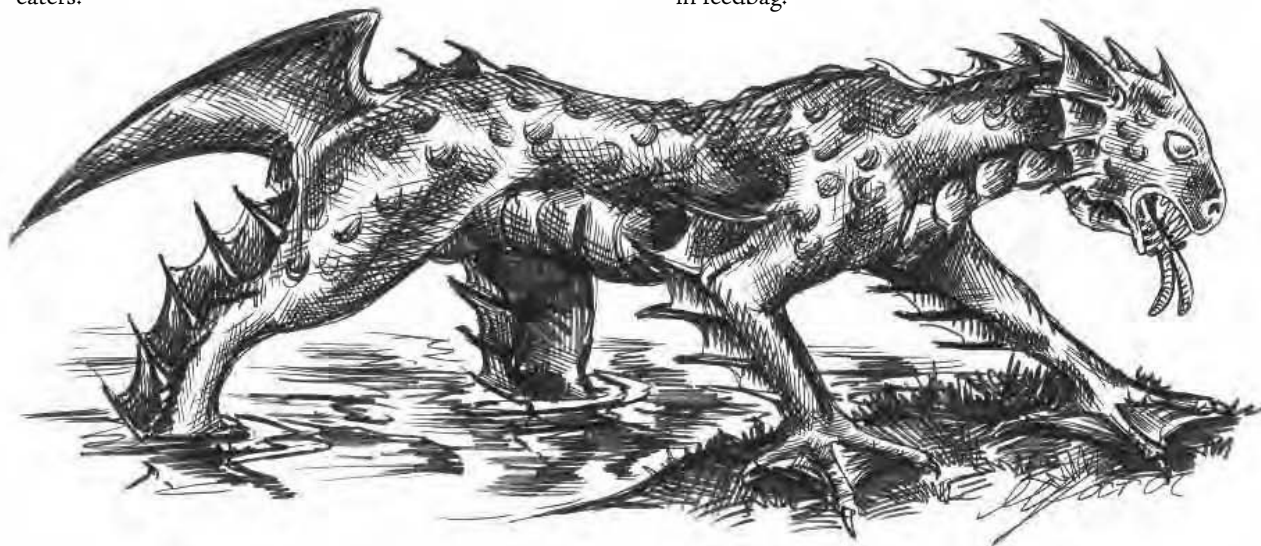
These shelters are designed to house frost foxes. The common denhouse features a warm fire and has straw and other blankets for lying down on. Fancier versions also have a separate room where the frost foxes can go to relieve themselves without having to go out of the denhouse and back in.

Feather Grooming Kit

This kit includes a brush, comb, and other materials needed to keep the feathers of winged mounts clean, brushed, and in check. Riders of griffins and hippogriffs commonly use feather-grooming kits.

Feedbag

Often feedbags are used for horses, mules, and donkeys. One meal's worth of oats and grain is commonly placed in feedbag.



Fur Grooming Kit

This kit contains all the needed combs, brushes, bur pluckers, and other items that are needed to groom mounts with thick fur.

Hoof Barbs

Hoof barbs are metal spiked spurs that are attached right above the front hooves of a riding mount such as a warhorse. These barbs add +2 damage to each hoof attack.

Horse Grooming Kit

This kit contains all the necessary brushes, combs, and other items needed to groom horses, mules, and donkeys. Other beasts of burden with similar hair also benefit from a horse grooming kit.

Horse Tarp

This is a round, treated tarp, 12 ft in diameter, with eight attached 30 ft ropes. The purpose of the horse tarp is to provide an overhanging shelter for riding mounts and other beasts of burden at areas of encampment. The ropes are commonly tied to nearby trees or makeshift wooden posts.

Horseshoes

This is a common set of horseshoes. Horseshoes are used to protect the hooves of horses. Mounting and removal of old shoes is included in the cost.

Wormer Tonic

Made of wormwood, pumpkin seed, and other active ingredients, liquid wormer tonic is used to treat mounts and keep them free from internal parasites. A flask worth is equal to four doses for a medium sized mount, 2 doses for a large mount, and 1 dose for a huge mount. Liquid wormer is taken internally so most often it's mixed with oats and put into a feedbag.

SADDLES DESCRIPTIONS

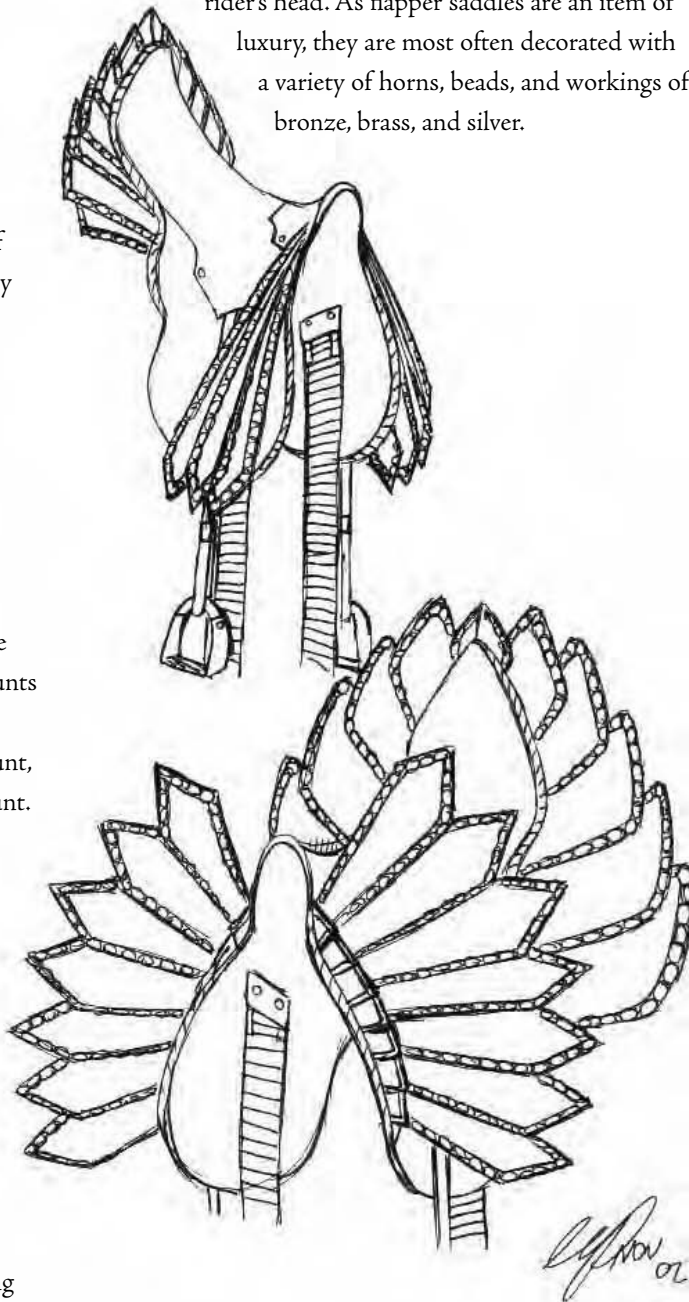
Saddle, Bounty Hunter's

This saddle is favored by those who hunt down wanted outlaws and try to bring them back, alive and kicking, to justice. The bounty hunter's saddle is a bit more elongated than most saddles as it is designed to fit both the rider and the captured criminal. A sturdy, high-perched backrest features a few body straps made of thick leather along

with a locking, metal neck collar. Hanging just below the capture's sitting area are several leg straps and chained, locking wrist manacles are attached to the saddle just in front of the capture's seat. Due to the wide variety of holding straps and manacles, it would take the Escape Artist skill to slip away (DC 30) or a Strength check (DC 25) to break free. Even if the capture were to slip out of the manacles and straps or break free from them, they would most likely then have to deal with the rider as well.

Saddle, Flapper

This saddle features a curious framework of cloth, wood, and iron that can be folded to rest behind the rider or pulled up to form a bit of a shade and shelter over the rider's head. As flapper saddles are an item of luxury, they are most often decorated with a variety of horns, beads, and workings of bronze, brass, and silver.



Saddle, Gloom March

A gloom march saddle is a most evil and fearsome thing to look upon. Appearing almost throne like, the saddle has skull mounted armrests and a high backrest that's also mounted with a skull. Behind the backrest are six firmly secured wooden stakes upon which the impaled heads of numerous enemies rest. Various banners and flags are likewise mounted to poles, usually either supporting the monarchy of the rider or exposing the various nationalities of the impaled victims.

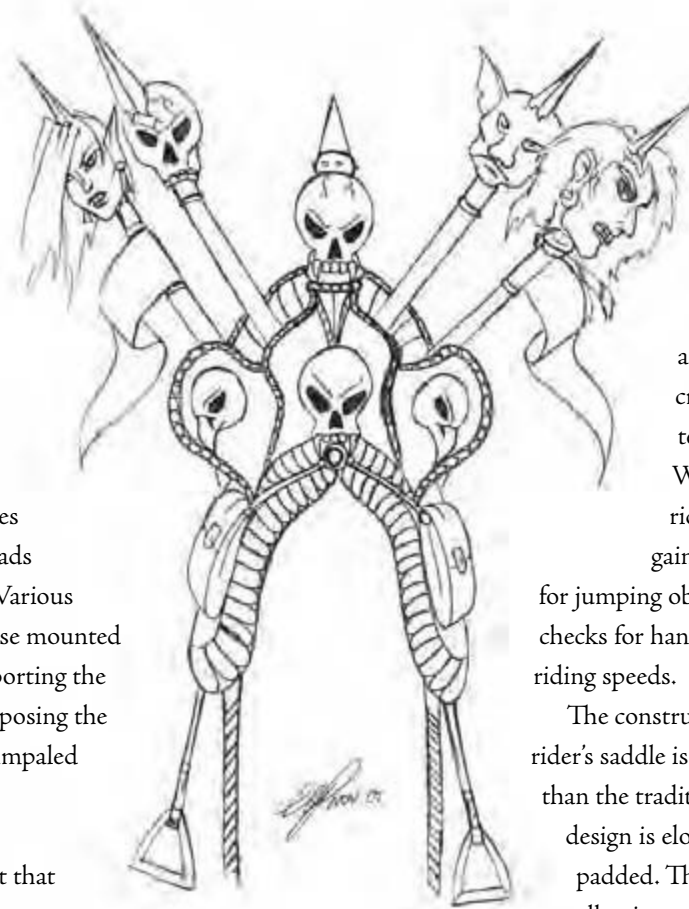
A gloom march saddle imposes such a terrible sight that the rider gains a +2 bonus to Intimidate checks.

Saddle, Jingle

Often declared as being a vile mockery of worship saddles by angry clerics, jingle saddles are built more or less like normal riding saddles but covered with expensive forms of decoration. From colorful silk draperies to bells and silver jingles to diminutive wooden talisman objects to beads and jewels, the ornamentation of such saddles is never ending. Such saddles are favored amongst gypsies, flashy wizards, and entertainers. Those practicing in the arts of the fortune telling hold a particular interest for these saddles. Much to the distaste of strict clerics, these saddles usually outdo even the flashiest of worship saddles. Unlike worship saddles, which are more directed to a dominant central theme, riders with jingle saddles do not gain a Charisma bonus, however.

Saddle, Ladder

This is similar in most aspects to a basic riding saddle though the seat is a bit smaller, and there is a permanent rope or leather ladder that can be rolled down on one side of the saddle. Small sized characters that want to ride larger mounts but need an easy way to get up on such creatures use ladder saddles.



Saddle, Sentry Rider's

This saddle combines the aspects of comfort and support and is used by scouts, sentries, and warriors who must cross unpredictable terrain at greater speeds. When using a sentry rider's saddle, the rider gains a +3 to ride checks for jumping obstacles and a +5 to ride checks for hanging on during greater riding speeds.

The construction of the sentry rider's saddle is a great deal different than the traditional saddle. The design is elongated and well padded. The back curves up allowing supporter should the rider have to lean back during

jumps. As the rider is usually leaning forward, there are two grip horns in addition to the normal center saddle horn. Likewise, the saddle horn is heavily padded on top in case the rider should bump his head or chin against it. A stationary leather bag is mounted behind the backrest along with decorative horns. As the rider may need extra support when trying to hold on, there are leg straps on the sides of the saddle.

Saddle, Worship

These saddles are built more or less like normal riding saddles but are decorated with fine furnishings. Virgin pelts, faceted gemstones, embroidered flags depicting various religious images, and workings of silver and gold make up just some of the ornamentation that goes into these saddles. Worship saddles are placed upon the mounts of high clerics during parade ceremonies or when the cleric feels that an important visualization of power, authority, and might is in due order. So convinced is the cleric that such material imageries matter that the cleric gains a +1 to Charisma based skill checks when mounted on his or her worship saddle (this bonus compounds with other bonuses including Mounted Posture).

TRANSPORTATION DESCRIPTIONS

Blizzard Sled

This is a common sled that has had a frame style roof structure built up around the sides. This structure is made out of sturdy wooden beams with layers of hides and treated canvas for covering. The purpose of the blizzard sled is to provide a reasonable means of shelter for equipment and characters riding on the sled. While the storm wagon keeps the cargo area reasonably dry and does offer a great deal of protection from the chilling wind, the overall conditions are little better than a tent.

Cart Tarp

This is a specially treated canvas tarp that is lined with hides on the inner side. Ropes come attached to ends of the tarp, allowing one to tie the tarp across the top of a cart. The tarp is waterproof, allowing protection of cargo against the elements.

Farm Plow

This simple device is used to plow gardens and fields for planting. The price of the plow includes the price of a leather harness.

Gypsy Wagon, Common

Gypsy wagons resemble normal wagons with built up walls and a waterproof roof. They are also a wee bit wider and longer, and feature hinged wooden doors and a window or two. While most wagons are primarily used to haul cargo, gypsy wagons are valued for quality shelter when traveling. A common gypsy wagon will sleep two medium sized characters and carry up to a ½ ton of cargo. Straw mats are placed on folding wooden panels and another folding panel can be used during the day for a makeshift table. If the use of a wagon stove is desired, then slight modifications must be made (50 gp to alter) to a common gypsy wagon and the cargo space is reduced in half (thus the wagon can only carry ¼ ton of cargo and still be used as a shelter. Two beasts of burden of at least large size are needed to haul a gypsy wagon.

Gypsy Wagon, Grand

Similar to the common gypsy wagon but lacking very little in the sense of luxury. Four brass candle lanterns provide light to the front and back of the wagon on the outside and a wagon stove is already put into permanent place with all the proper fittings. Decorations, fine

engravings, and brass fittings ornament the entire wagon inside and out and the table and bed panels are greatly improved over the common variant. Likewise, grand gypsy wagons are built more strategically, allowing better use of the available space. This variety of wagon will sleep two medium sized characters and carry up a ½ ton of cargo. Two beasts of burden of at least large size are needed to haul a gypsy wagon.

Storm Wagon

A storm wagon is a normal wagon that has had a frame style roof structure built up around the sides. This structure is made out of wooden beams with treated hides and canvas for covering. The purpose of the storm wagon is to provide a staple means of shelter for equipment and characters riding in the wagon. The front riding area also has a bit of an extended flap but little protection when traveling against the weather. While the storm wagon keeps the cargo area reasonably dry and offers protection from the chilling wind, the overall conditions are not much better than that of a tent.

Wagon Stove

A wagon stove is a curious, iron barrel looking device that sits around three feet high and is around fourteen inches in diameter at its widest point. It has three squat legs that end in with sturdy pads of specially treated rock. Also along the legs are sturdy metal braces that allow the stove to be permanently bolted into the floor. A long, hollow pipe made of thin copper sheet works its way up from behind the stove. There is a door in the front of the stove with adjustable vent eyes and a smooth, stone surface at the top, providing an area where one can cook simple meals.

These warm little stoves were invented shortly after gypsy wagons began to grow in popularity amongst adventurers, merchants, and traveling performers. Such wagons were becoming an ideal alternative to staying at inns or in tents and efforts were being made to improve the quality of their provided shelter.

After many months of careful design and testing, the first few wagon stoves came rolling out of the shops and into the wagons. The design of metal, stone, and firebrick allows the maximum amount of heat possible without causing a fire hazard or ruining the floor of a wagon. As these stoves are not very big, a normal day's worth of firewood can be stretched out for two days.



CHAPTER 9: MOUNT-RELATED MAGIC ITEMS

CRAFTING MAGICAL HORSESHOES, *etc.*

By far the most common, and versatile, magical item for a mount is a set of magical horseshoes. Horseshoes may be enchanted as weapons or as miscellaneous magical items. Only a masterwork horseshoe can be enchanted to become a magical horseshoe and a magical horseshoe must have at least a +1 enhancement (weapon) bonus to have a special ability.

Note that only horseshoes are listed here, but that the prices, enchantments, and other effects can be found on footwear appropriate to other mounts, such as spurs for griffons and other taloned beasts or tusk covers for elephants, *etc.*



ENCHANTING MAGICAL HORSESHOES AS WEAPONS:

Costs

Cost of crafting a set of masterwork horseshoes (four individual horseshoes)=304 gp
Base price of enchanting the horseshoes with a weapon bonus and/or a special ability:

Weapon Bonus	Cost
+1	500 gp
+2	2,000 gp
+3	4,500 gp
+4	8,000 gp
+5	12,500 gp
+6*	18,000 gp
+7*	24,500 gp
+8*	32,000 gp
+9*	40,500 gp
+10*	50,000 gp

*Maximum weapon bonus is +5. These additional values are used to determine costs when special abilities are added. Note that the caster level required to place a given weapon bonus on a horseshoe is three times the weapon bonus.

Horseshoe Special Abilities

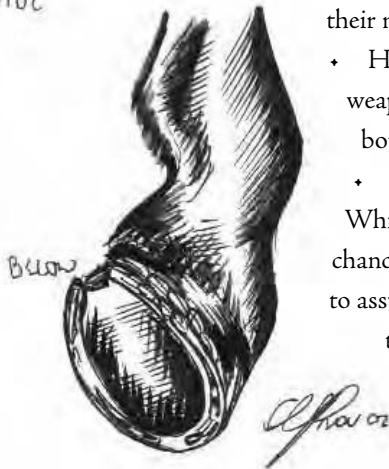
The following Special Abilities are available for enchanting horseshoes:

Special Ability	Cost Modifier
Flaming	+1 bonus
Frost	+1 bonus
Shock	+1 bonus
Ghost Touch	+1 bonus
Bane	+2 bonus
Disruption	+2 bonus
Flaming burst	+2 bonus
Icy burst	+2 bonus
Shocking burst	+2 bonus
Thundering	+2 bonus
Wounding	+2 bonus
Holy	+2 bonus
Unholy	+2 bonus
Lawful	+2 bonus
Chaotic	+2 bonus
Brilliant Energy	+4 bonus
Speed	+4 bonus

Magic Horseshoe Notes

- Horseshoes are always enchanted in sets of four and all four must be present on the same mount or their magic becomes useless.
 - Horseshoes may be enchanted as either weapons or miscellaneous magic items, but not both.
 - Mounts throw horseshoes on occasion. While it may be more realistic to have such a chance occur for magical horseshoes, it is easier to assume that magical horseshoes cannot be thrown; they can only be removed through willful action.
 - The costs listed are effectively $\frac{1}{4}$ of the costs associated with enchanting weapons such as axes, swords, *etc.* This

was done because a horse is, by its nature, rather limited in its combat effectiveness. It cannot climb, think, *etc.* and its larger size makes it unable to enter many environments such as dungeons or towers. In order to reflect this fact the costs have been reduced so they reflect a more accurate relationship between money spent and use gained. DMs are encouraged to increase the costs of these items up to their melee and ranged weapon counterparts if the environment is such that the horse is often available or used. This rule can also be applied to the cost of the miscellaneous magic items.



HORSESHOES AS MISCELLANEOUS MAGIC ITEMS

Horseshoes of Advancing Armies

Though resembling perfectly normal horseshoes, these items cause the horse's approach to sound as though twenty horses were approaching instead.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *ghost sound*; *Weight:* 2 lbs; *Market Price:* 1,500 gp; *Cost to Create:* 750 gp + 20 XP.

Horseshoes of Elvenkind

These fine silver horseshoes are created only through secrets known to the elves. They grant a +10 circumstance bonus to a mount's Move Silently checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must be an elf; *Weight:* 2 lbs; *Market Price:* 2,000 gp; *Cost to Create:* 1,000 gp + 80 XP.

Horseshoes of Flight

These fine horseshoes usually feature a winged motif. At the rider's command, a horse equipped with a complete set of *horseshoes of flight* can take to the skies and "run" across them at a rate of 90 ft per round carrying a light load with average maneuverability. The pace drops to 60 ft per round on a medium or heavier load with maneuverability dropping to poor.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *fly*; *Weight:* 4 lbs; *Market Price:* 7,500 gp; *Cost to Create:* 3,750 gp + 300 XP.

Horseshoes of Haste

Couriers prize these light iron horseshoes and other mount-borne messengers everywhere as they create a continuous *haste* effect. This effect allows the mount to perform an extra partial action per round in addition to providing a +4 enhancement (*haste*) bonus to AC and allowing the animal to jump one and a half times as far as normal.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *haste*; *Weight:* 2 lbs; *Market Price:* 7,500 gp; *Cost to Create:* 3,750 gp + 300 XP.

Horseshoes of Jumping

These horseshoes add a +30 bonus to all Jump checks and remove any maximum distance limitations.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *jump*; *Weight:* 4 lbs; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP

Horseshoes of Lizard Prints

Though resembling perfectly normal horseshoes, these items cause the horse to leave behind tracks that resemble that of some kind of large, monstrous lizard.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *change self*; *Weight:* 2 lbs; *Market Price:* 1,800 gp; *Cost to Create:* 800 gp, a pinch of giant lizard scales + 60 XP.

Horseshoes of Tracklessness

These very light iron horseshoes allow a mount to travel without leaving footprints or scent making it impossible to track the mount by nonmagical means. Note that while a mount wearing *horseshoes of tracklessness* may not leave footprints or scent, they still behind other signs of their presence and passing.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *pass without trace*; *Weight:* 2 lbs; *Market Price:* 2,000 gp; *Cost to Create:* 1,000 gp + 80 XP.

Horseshoes of Ventriloquism

An unusual set of magical horseshoes introduced by the famed, and now deceased, assassin Tobias Monds. Upon command the *horseshoes'* power of *ventriloquism* is activated making it sound as though the horse is coming from another direction (usually from the exact opposite direction the horse is coming from). Tobias enjoyed using the horseshoes to get his target to look the other way while he charged them from the back, catching them completely by surprise and taking advantage of the horse's momentum during the charge.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *ventriloquism*; *Weight:* 4 lbs; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

OTHER MAGIC ITEMS

Magical Barding

Offering increased protection to one's mount is a necessity especially as the foes become more challenging and deadly. The protection of choice is usually armor in the form of barding. Although barding for a warhorse is four times the cost of the same armor for the rider, including the additional cost for masterwork armor, the enchantment costs are the same. Thus +1 chainmail barding for a warhorse would cost 2,200 gp (600 gp for the armor, 600 gp for masterwork, 1,000 gp for the +1 enchantment).

Note: Barding may be enchanted like normal armor and can also receive any of the special abilities.



Barding Special Abilities

The following Special Abilities are available for enchanting barding:

Special Ability	Cost Modifier
Fortification (light)	+1 bonus
Slick	+1 bonus
Shadow	+1 bonus
Silent Moves	+1 bonus
Spell resistance (13)	+2 bonus
Ghost touch	+3 bonus
Invulnerability	+3 bonus
Fortification (moderate)	+3 bonus
Spell resistance (15)	+3 bonus
Acid resistance	+3 bonus
Cold resistance	+3 bonus
Fire resistance	+3 bonus
Lightning resistance	+3 bonus
Sonic resistance	+3 bonus
Spell resistance (17)	+3 bonus
Etherealness	+5 bonus
Fortification (heavy)	+5 bonus
Spell resistance (19)	+5 bonus

Bridle of Fearlessness

A mount controlled by a bridle of fearlessness receives a +4 morale bonus against *fear* effects and also has the Ride check DC for any tasks requiring courage on the part of the mount (such as jumping, riding into battle, etc.) reduced by 4.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *remove fear*; *Weight:* 3 lbs; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

Lasso of Animal Control

This powerful silk lasso allows the bearer to control any animal once it is around the animal's neck (requiring a successful ranged touch attack). The animal in question does receive a Will saving throw to counter the lasso's *dominate animal* effect.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *dominate animal*; *Weight:* 10 lbs; *Market Price:* 7,500 gp; *Cost to Create:* 3,750 gp + 300 XP.

Horse Blanket of Warmth

This thickly spun woolen blanket usually features designs in warm colors. It keeps the mount warm even in extremely cold conditions by generating a continuous *endure elements (cold)* effect that negates 5 points of cold damage per round.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *endure elements*; *Weight:* 10 lbs; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

Feedbag of Plenty

To be at its peak, a mount must have proper nutrition. Rather than leaving this up to chance, any smart horseman will bring one of these handy items along. The *feedbag of plenty* produces enough of the proper food for the type of mount for a 24-hour period.

The *feedbag of plenty* comes in two varieties. The first produces only food on command while the second produces both food and water.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *create food and water*; *Weight:* 5 lbs; *Market Price:* 1,000 gp (food only), 2,000 gp (food and water); *Cost to Create:* 500 gp + 40 XP (food only) 1,000 gp + 80 XP (food and water).



MASKS

Mule Mask of Darkvision

This mule mask of dwarven design features two lenses made of amber that allow the mule to see in darkvision to a range of 60 feet, a very handy thing in the deep dwarven mines and for dwarven exploration parties. Note that the amber nature of the lenses must be taken off during normal (daylight) conditions in order for the animal to see clearly. The goggles can be left on, but the animal suffers the equivalent of a *blur* spell.

Note that the listed price is for spellcasters that naturally possess darkvision. Spellcasters that do not possess darkvision as a quality of their race must spend 5× the resources (both gp and XP).

Caster Level: 3rd; *Prerequisites:* 2 ranks of Craft (Tailor and/or Leatherworking), Craft Wondrous Item, darkvision or *darkvision* spell; *Weight:* 2 lbs; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.



Beast Mask of Fear

A favorite of humanoid cavalry, a *beast mask of fear* is a gruesomely colored mask designed to fit over the head/snout/muzzle of a beast. Anyone looking at a *beast mask of fear* while the beast is attacking or charging must make a Will saving throw (DC 11) or suffer the full effects of a *cause fear* spell. If the save is made that individual cannot be affected by that particular *beast mask of fear* for the next 24 hours.

This is a particular favorite of the goblin tribes who will place the masks on their worg mounts prior to ambushing foes.

There are a number of versions of this mask depending on the skill, and resources, of the tribe in question. The example below shows the costs for different versions of this mask. The “chargeable” version refers to a mask that must have the *cause fear* spell placed upon it every time it is to be used (i.e. once it has been discharged). The “1/day” version shows the cost for a mask permanently enchanted but able to use the spell 1/day only. The “continuous” version refers to a permanent enchantment upon the mask that can be used as many times as possible.

Caster Level: 3rd; **Prerequisites:** 2 ranks of Craft (Tailor and/or Leatherworking), Craft Wondrous Item, *cause fear*; **Weight:** 2 lbs; **Market Price:** 50 gp (chargeable),

400 gp (1/day), 2000 gp (continuous); **Cost to Create:** 25 gp + 2 XP (chargeable), 400 gp + 32 XP (1/day), 2,000 gp + 160 XP (continuous).

Horse Mask of Calm

An attempt to counteract the effects of a *beast mask of fear*, the *horse mask of calm* acts as a *remove fear* spell when activated. Like the *beast mask of fear*, it comes in different versions with different powers. Unlike the *beast mask*, which is activated when the creature wearing it charges or otherwise attacks, the *horse mask of calm* is activated by the command of its rider.

An additional benefit of the *mask* is that while it is active it also lowers the DC for the riding tasks Fight with warhorse, Soft fall, Leap, and Control mount in battle by 4.

Caster Level: 3rd; **Prerequisites:** 2 ranks of Craft (Tailor and/or Leatherworking), Craft Wondrous Item, *remove fear*; **Weight:** 2 lbs; **Market Price:** 50 gp (chargeable), 400 gp (1/day), 2000 gp (continuous); **Cost to Create:** 25 gp + 2 XP (chargeable), 400 gp + 32 XP (1/day), 2,000 gp + 160 XP (continuous).

Headdress of Glory

First seen in battle on the charger of the Paladin Gilrath, different versions of the *headdress of glory* have since found their way into the wider world. The original *headdress* was a silk-stitched and jewel-encrusted covering that topped the mount’s forehead with a bright blue plume that sat atop the horse’s poll. Since that time different designs have been seen, usually featuring the rider’s coat of arms.

The original headdress had the following powers (each usable 1/day):

- Freedom of movement (at 14th level)
- Heal Mount 1/day
- Shield Other 1/day (mount only, at 14th level)
- Various other *headdresses* are known to be in existence, but few are as powerful as the original having at most one or two powers and often usable only once per week.

Caster Level: Paladin 14th; **Prerequisites:** 2 ranks of Craft (Tailor and/or Leatherworking), Craft Wondrous Item, *freedom of movement*, *heal mount*, *shield other*; **Weight:** 5 lbs; **Market Price:** 42,000 gp; **Cost to Create:** 21,000 gp + 1,680 XP.



SADDLES

Bounty Hunter's Saddle

A *bounty hunter's saddle* is rather unusual even as far as magic saddles go. The famous conjurer Nydendabaen created the first bounty hunter's saddle for the notorious bounty hunter Legerash the Scarred.

The *saddle* appears to be made of a black, rubbery material, although it will feel like leather to the touch. Upon command a *bounty hunter's saddle* will issue forth a 10' long, rubbery, black tentacle that can be directed by the rider. Conjuring the tentacle is a free action.

The tentacle has the following statistics: AC 16, 7 hit points, +7 melee attack, Strength 19, immunity to all non-damage causing spells except *disintegrate*.

The rider may direct the tentacle to attack anyone within its range as a move-equivalent action (thus it can be directed to attack even as the mount is moving). The tentacle will attempt to grapple that target with a regular grappling attack, suffering no attacks of opportunity. If the tentacle hits, it causes 1d6+4 points of constriction (normal) damage each round and will not let go until it is either severed (reduced to 0 hit points or below) or until commanded to by the rider.

If the tentacle is destroyed it dissipates in a black, odorless cloud and the rider may conjure another one on his turn as a free action. The *saddle* may never have more than one tentacle active at a time, although there is no practical limit to how many tentacles may be conjured if they keep getting destroyed.

Note that the tentacle remains as long as the rider wills it. Legerash often used it to not only capture and subdue criminals, but also to keep them secure on the ride back to collect her bounty.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *Evard's Black Tentacles*; *Weight:* depending on saddle type; *Market Price:* 32,400 gp; *Cost to Create:* 16,200 gp + 1,296 XP.

Saddlebags of Holding

These saddlebags appear as ordinary, if fine, versions of saddlebags and are often engraved with the owner's name, symbol, or coat of arms. Each of the two bags each function as Type 1 *bag of holding* in all respects.

Note that this size bag is appropriate for large size mounts, such as horses. Larger or smaller bags, especially for more exotic mounts, are certainly possible.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *Leomund's Secret Chest*; *Weight:* 30 lbs; *Market Price:* 5,000 gp; *Cost to Create:* 2,500 gp + 200 XP.

Shield Saddle

A shield saddle appears as a high quality military saddle. At will the rider of a *shield saddle* is able to create an invisible, mobile disk of force equivalent to a *shield* spell that hovers in front of the saddle. *Shield saddles* are outlawed in all official tournaments.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *shield*; *Weight:* 40 lbs; *Market Price:* 5,400 gp; *Cost to Create:* 2,700 gp + 216 XP.

Smoke Saddle

A favorite of bandits, raiders, and others who strike quickly and then flee, a *smoke saddle* appears as a fine saddle of the normal type with hazy markings or runes stenciled along its periphery.

At will a *smoke saddle* can be commanded to issue forth continuous banks of fog that obscure the rider, her mount, and the area around her. The fog obscures all sight including darkvision beyond 5 feet. A creature within 5 feet has one-half concealment and creatures farther away have total concealment.

The fog can take two shapes. The first is if the mount is standing still or moving normally (up to a double move), the fog billows out to a 30' radius and a 20' height. Note that unless the rider has some special means of sight allowing her to penetrate the fog, she suffers the stated penalties for vision stated above.

The more common use occurs when the mount is running (moving at quadruple speed). In this case, the smoke spreads out in a bank starting at 5 ft wide centered on the saddle and spreading to a maximum of 60 ft in width 60 ft behind the saddle. The fog bank is five feet high at the saddle to a maximum height of 15 ft at the 60 ft mark. The fog does not obscure the rider's vision or the mounts; the five foot height is usually just enough to rise to a human's shoulder and to the bottom of the horse's belly.

Strong winds shift the bank 5 ft in the direction the wind is coming from for every category above light (*i.e.* moderate 5 ft, strong 10 ft) but does not extinguish the fog as it continuously replenishes itself.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *fog cloud*; *Weight:* 40 lbs; *Market Price:* 5,400 gp; *Cost to Create:* 2,700 gp + 216 XP.

Saddle of Secure Riding

A boon to all those who often engage in melee combat from horseback, the *saddle of secure riding* provides a +10 circumstance bonus to Ride checks related to staying in the saddle. This bonus is in addition to any bonus provided by the basic saddle design used, i.e. +2 circumstance bonus for a military saddle. In addition, if the rider using a *saddle of secure riding* is knocked unconscious he gets a 25% circumstance bonus to his chance to stay in the saddle (i.e. riding saddle 75%, military saddle 100%)

Upon the utterance of the appropriate command word, the *saddle* secures the rider through tiny, silk-like strands. These strands are flexible enough to allow the rider full movement while in the *saddle*. Upon an impact to the rider, they immediately tighten to help hold the rider in the *saddle*. A second command word is required to release the strands.

Note that unless the proper command word is given, the *saddle* will neither anchor, nor release, its rider. If a rider is caught against his will he may break free with either a successful Strength check (DC 20) or an Escape Artist check (DC 25). Breaking free from the strands in this manner has a 50% chance of ruining a *saddle of secure riding*. *Saddles of secure riding* are outlawed in all official tournaments.

Caster Level: 3rd; *Prerequisites:* 2 ranks of Craft (Leatherworking or Saddlemaking), Craft Wondrous Item, *web*; *Weight:* depending on saddle; *Market Price:* 1,080 gp; *Cost to Create:* 540 gp + 43 XP.

VEHICLES

Cart of Holding/Wagon of Holding

Although expensive, this wagon is well worth it to those who value its qualities. A *wagon* or *cart of holding* appears as a very fine example of its ordinary cousin, but is capable of carrying an incredible amount of cargo for its type. The secret lies in the shimmering panel located in the center of the vehicle's floor. The panel may only be opened by the command of the owner of the *wagon* or *cart of holding*.

The panel is either 2 ft × 2 ft in size (cart) or 3 ft × 3 ft in size (wagon). The panel serves as the entrance into an extra-dimensional space measuring either 10 ft high, 20 ft wide, and 40 ft long (cart) or 10 ft high, 40 ft wide, and 60 ft long (wagon). The extra-dimensional space is effectively a large warehouse space that contains its own atmosphere,

which is always clean, fresh, and at a comfortable temperature. Note that the extra-dimensional space is empty unless something has been brought into it.

Although the wagon is chiefly used as a means of transporting large quantities of goods, it has seen other uses. Since it carries its own atmosphere it can be used as a troop transport or even as living quarters, providing it is properly stocked. Wizards have used them as mobile laboratories and several priests have used them as mobile shrines.

Should the *cart* or *wagon* ever be destroyed, all the contents of the extra-dimensional space, including occupants, are either ejected (50%) or lost forever (50%).

Caster Level: 13th; *Prerequisites:* 2 ranks of Craft (Wagonmaking), Craft Wondrous Item, *Mordenkainen's Magnificent Mansion*; *Weight:* 400 lbs (wagon), 200 lbs (cart); *Market Price:* 32,760 gp (wagon), 24,570 (cart); *Cost to Create:* 16,380 gp + 1,310 XP (wagon), 12,285 gp + 982 XP (cart).

Folding Wagon/Cart

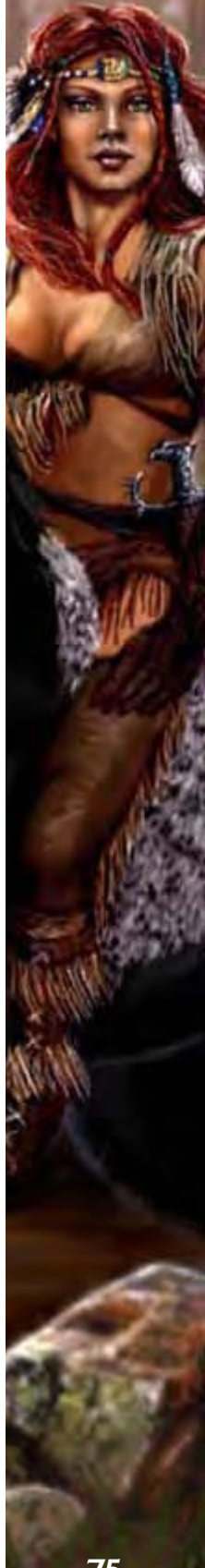
A *folding wagon* or *cart* appears as a non-descript wooden cube measuring 6 inches on each side. If the command word is spoken, the cube unfolds itself to form a four-wheeled wagon of standard size complete with harnesses for two horses. While the cube itself weighs only 2 pounds, the unfolded wagon weighs 400 pounds and can carry up to 2 tons.

A second and different command word will cause the *wagon* or *cart* to fold back into cube shape. Note that if there are any goods or creatures either on the wagon or harnessed to it, the wagon will not be able to fold into cube shape (although it will certainly try until commanded to open again).

Enterprising adventurers prefer these carts, as they can be deployed when necessary to carry everything from captured prisoners to loot or even just to serve as rain shelter.

Note that a close look at a *folding wagon* or *cart* reveals a pattern of fine gaps and hinges over the entirety of the wagon where the wagon folds into itself.

Caster Level: 9th; *Prerequisites:* 2 ranks of Craft (Wagonmaking), Craft Wondrous Item, *fabricate*; *Weight:* 2 lbs folded, 400 lbs unfolded; *Market Price:* 8,100 gp; *Cost to Create:* 4,050 gp + 324 XP.



The cube for a *folding cart* measures 3 inches on each side, weighs 1 pound folded, 200 pounds unfolded, can carry up to 1 ton, and comes with a single harness.

Caster Level: 9th; *Prerequisites:* 2 ranks of Craft (Wagonmaking), Craft Wondrous Item, *fabricate*; *Weight:* 1 lbs folded, 200 lbs unfolded; *Market Price:* 6,100 gp; *Cost to Create:* 3,050 gp + 224 XP.

Self-Propelled Wagon/Cart

A *self-propelled wagon* or *cart* is a fine example of an ordinary vehicle of its type usually decorated with motifs of motion, such as rolling wheels. It conforms in all respects to a vehicle of its type except that it moves under its own power. The lack of a place to harness a draft animal makes a *self-propelled wagon* or *cart* instantly recognizable even when it is standing still.

The wheels of a *self-propelled wagon* or *cart* can be put into motion by anyone who knows the command words. Commands are limited to forward, backward, and stop. The vehicle itself is steered through a handle that is mounted to the front axle and rises up to the vehicle's seat.

A wagon or cart moves at 20 ft per round, 15 ft per round if it is carrying more than half its capacity in cargo. It is subject to all the factors that affect normal wagons, such as bad roads, weather, rough terrain, steep inclines, etc. and has its movement reduced accordingly.

Caster Level: 11th; *Prerequisites:* 2 ranks of Craft (Wagonmaking), Craft Wondrous Item, *animate objects*; *Weight:* 400 lbs (wagon), 200 lbs (cart); *Market Price:* 11,880 gp (wagon), 8,910 (cart); *Cost to Create:* 5,940 gp + 475 XP (wagon), 4,455 gp + 356 XP (cart).

Flying Wagon/Cart

A wagon or cart of this type is decorated with flying motifs, such as birds on the wing, rendered in precious metals or intricate woodwork. It is able to fly through the air as if affected by a *fly* spell of unlimited duration. The *flying wagon* or *cart* is activated by a key word as long as it is within vocal range. Control is through further voice commands.

The *flying wagon* or *cart* flies at a rate of 90 ft per round with good maneuverability; 60 ft if loaded up to half or more of its carrying capacity, at which point maneuverability drops to poor.

A *flying wagon* or *cart* retains its wheels both to aid in landing and also to allow passage into areas or through conditions where flight is too dangerous or even impossible.

Flying wagons or *carts* are very expensive and are thus rarely seen except for in the hands of merchants who deal in transporting small but valuable cargo, although their versatility actually makes them ideal for everything from flying attack platforms to swift travel for those who need, and can afford, it.

Caster Level: 10th; *Prerequisites:* 2 ranks of Craft (Wagonmaking), Craft Wondrous Item, *fly*, *permanency*; *Weight:* 400 lbs (wagon) 200 lbs (cart); *Market Price:* 72,000 gp (wagon) 54,000 gp (cart); *Cost to Create:* 36,000 gp + 2,880 XP (wagon), 27,000 gp + 2,160 XP (cart).

Levitating Wagon/Cart

Although not as versatile as its flying cousin, the *levitating wagon* or *cart* is much less expensive. A vehicle of this type usually features decorations suggesting things that float in the air, such as leaves or dandelion seedlings.

The wagon otherwise appears as a very fine, but normal wagon of its type. It retains its wheels for the same reasons a *flying wagon* or *cart* does.

A *levitating wagon* or *cart* is not able to move on its own and, unless it is used exclusively as a form of elevator, it must be pulled. Land-bound animals can do the pulling; in such cases the wagon usually hovers just above and to the rear of the beasts. In this manner the wagon's total weight, half reduces including passengers and cargo. The wagon moves at the speed of the pulling animals.

Aerial mounts, such as pegasi or hippogriffs, may also pull it. In this case half effectively reduces the wagon's weight and it moves at the speed of the flying mounts. The added load of the wagon drops the maneuverability of the mounts one category lower (i.e. from good to poor). In addition, the team can only rise or fall at the rate of the wagon (maximum of 20 ft per round).

Caster Level: 9th; *Prerequisites:* 2 ranks of Craft (Wagonmaking), Craft Wondrous Item, *levitate*, *permanency*; *Weight:* 400 lbs (wagon), 200 lbs (cart); *Market Price:* 22,680 gp (wagon), 17,010 gp (cart); *Cost to Create:* 11,340 gp + 907 XP (wagon), 8,505 gp + 680 XP (cart).

CHAPTER 10: BESTIARY

BANDED HOWLER

Large Magical Beast

Hit Dice:	4d10+12 (32 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 ft
AC:	16 (-1 size, +4 Dex, +3 natural)
Attacks:	Bite +10
Damage:	Bite 1d8+10
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	Echoing Howl
Special Qualities:	Scent
Saves:	Fort +7, Ref +8, Will +1
Abilities:	Str 24, Dex 18, Con 16, Int 2, Wis 10, Cha 6
Skills:	Intuit Direction +4, Listen +8, Spot +4, Sense Motive +2
Feats:	Improved Initiative
Climate/Terrain:	Any land plus underground.
Organization:	Solitary, pair, or mother with one to four (1d4) non-combatants
Challenge Rating:	3
Treasure:	None
Alignment:	Always Neutral
Advancement:	5-8 HD (Large)

Banded howlers resemble dire wolves with glowing, yellowish green eyes and have deep banana yellow fur with bold, dark brown, banded stripes. These creatures use a combination of initiative, aggressiveness, and cunning to overpower their prey and opponents. When that fails, they use their eerie, reverberating howl to leave the normally intelligent babbling, trembling, and lying curled up in a fetal position.

It is the belief of many that banded howlers are the walking essence of dark, evil insanity. The truth is, banded howlers aren't really evil by nature, and the issue of insanity is debatable.

Adult howlers can be trained, with a great degree of determination and wax earplugs, but the domestication of the pups is much easier. Banded howler pups have a constant bark and yelp that reverberates much like the echoing howl of the adults

but the noise does not take on its supernatural ability to send fear through the intelligent until the beast matures to an adult. Once the pups have matured, they tend to reserve this special noise for combat purposes only. The typical bark of an adult banded howler more or less resembles that of a wolf.

Usually banded howlers are raised by goblinoids and orcs rather than by humans. Such creatures prize the banded howler for both its unique ability as well as its use as a riding mount. Often they are sent ahead of the army with a sole rider who's either particularly daft in the head or has bungs of candle wax in his ears.

Banded howlers are carnivorous and eat much of the same thing dogs and wolves eat.

Banded howler females can have one litter a year, a full eight months of pregnancy from time of conception until birth. A litter normally yields one to four (1d4) pups. Banded howler pups reach full maturity at three years of age and usually reach an age between thirty to forty-one years (Max Age: 29 +1d12).

Carrying Capacity: A light load for a banded howler is up to 699 lbs; a medium load is 700 to 1,398 lbs; and a heavy load is 1,398 to 2,100 lbs. A banded howler can drag 10,500 lbs. An exotic saddle is required to ride a banded howler.



Additional Uses: The hide of the banded howler is often used for rugs or capes. The hide of an adult banded howler typically brings around 5 gp on the market.

It is common also to see the paws of the banded howler set in silver or gold much like that of a rabbit's foot and hung around someone's neck on a bit of chain or leather cord. Such a trinket runs around 50 gp on the market and is believed that it protects one against insanity. The exact benefits of the wearing a banded howler's paw in the effort to ward off insanity are trivial, but wearing the paw does in fact provide a +2 bonus towards Will saves against the echoing howl of a banded howler. There are no compounded benefits of wearing more than one paw.

Combat

The banded howler is a cunning creature, preferring to use its initiative to rush into an area, howl, and then start picking off the weakest of the affected targets.

Echoing Howl (Su): Instead of choosing to bite, the banded howler can raise its head and belt forth a reverberating howl. So unsettling is this sound that those within 30 ft with an Intelligence score of 9 or higher and can hear the howl must succeed with a Will save (DC 14) or be paralyzed with a gibbering, mad fear for 2 to 5 (1d4+1) rounds or until the banded howler or another creature or individual attacks them. Whether or not the save is successful, the target opponents cannot be affected again by the echoing howl of the banded howler for one full day.

BARBCAT

Large Beast

Hit Dice:	4d10+16 (36 hp)
Initiative:	+4 (Dex)
Speed:	40 ft climb 20 ft
AC:	17 (-1 size, +4 Dex, +4 natural)
Attacks:	2 Claws+4 melee, Bite-1 melee
Damage:	Claw 1d6+5, Bite 1d8+2
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	Pounce
Special Qualities:	Scent
Saves:	Fort +8, Ref +8, Will +0
Abilities:	Str 20, Dex 18, Con 18, Int 2, Wis 8, Cha 7
Skills:	Climb +9, Listen +2, Spot +2
Climate/Terrain:	Any land.

Organization: Solitary, pair, or mother with 2-5 (1d4+1) young.

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: 5-7 HD (Large)

Barbcats are large, frightening feline creatures but are quite loyal and trustworthy to those that it considers a part of the barbcats' den. If raised from kitten to adulthood in the company of humans or intelligent creatures, it considers such individuals to be family. Though very aggressive, barbcats obey the commands of its fellow companions with a high degree of obedience.

Being just a fair bit larger and having a sturdier backbone than a tiger, barbcats are often kept for their effectiveness as a battle mount. While not the fastest of choices, their claws and bite make up for any loss in speed. An exotic saddle is required to ride a barbcats. As they savor fresh meat, the bodies of fallen enemies often provide an ample supply of meals for the barbcats.

The appearance of a barbcats is rather bizarre in comparison to most other large cats. They have a set of small curvy horns on their forehead and a spiny comb that runs from the top of their head to all the way down the



back of their neck. There is also another set of spiny combs that branch out from underneath their jaw line. Similar combs also run along the backs of the barbcats' legs. In addition, the barbcats have three tails.

The colors and patterns of barbcats vary greatly. Though the normal color varieties exist, barbcats have also been spotted sporting shades of purple, bright magenta, blue, yellow, and green. Though many barbcats are solid in color, quite a few have an assortment of different colors in a variety of patterns. Mottled spots or tabbies are the most common of such varieties.

As mentioned above, barbcats are meat eaters. Though a barbcats can be satisfied with a diet of crude meal for short periods of time, they crave fresh meat and grow sluggish if they cannot acquire such food.

Barbcats breed twice a year. It takes three months from the time of conception for a female to give birth to a litter. Usually such litters consist of two to five kittens (1d4+1). Barbcats reach full maturity at two years of age and typically live up to 70 years of age (Max Age: 64+1d12).

Carrying Capacity: A light load for a barbcats is up to 399 lbs; a medium load is 400 to 798 lbs; and a heavy load is 799 to 1,200 lbs. A barbcats can drag 6,000 lbs.

Additional Uses: Though valued as fierce riding mounts, there are very few other uses for a barbcats. Some are trained to fight for sport, and others are kept around as guards. Due to its splendid variety of colors and patterns, the furry hide of the barbcats holds some value, with the hide of an adult typically bringing around 70 gp on the market. Mostly such a hide serves as rug or decoration though a few bards have been known to have them made into flashy looking vests or coats (extra 10 gp for construction of clothing).

While edible, the meat of a barbcats is rather stringy and tough. It also has a musty, feline sort of taste and odor to it.

Combat

Barbcats are fierce predators but a bit less tactful than their other feline kin. Part of this reason is due to its great size and strength; the other part is due to its natural aggressiveness when hungry or angered. A barbcats attacks with its claws and its powerful bite.

Pounce (Ex): If a barbcats manages to leap upon a target in the first round of combat, it is allowed to make a full attack even if the barbcats has already taken a move action.

BATTLE GOAT

Large Animal

Hit Dice:	4d8+16 (34 hp)
Initiative:	+1 (Dex)
Speed:	50 ft
AC:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	Gore+4
Damage:	Gore 1d8+3
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +8, Ref +5, Will +3
Abilities:	Str 15, Dex 12, Con 18, Int 2, Wis 14, Cha 4
Skills:	Intuit Direction +8, Spot +5
Climate/Terrain:	Any land.
Organization:	Solitary, pair, or herd (2-4 adults plus 50% non-combatant kids)
Challenge Rating:	2
Treasure:	None
Alignment:	Always Neutral
Advancement:	5-8 HD (Large)

Except for their massive size, battle goats more or less resemble their smaller, weaker cousins. They are much faster, however, and have a fiercely aggressive disposition.

Wild battle goats that have already reached maturity are virtually impossible to tame by normal means. Many individuals have been known to attempt such a feat but those who survived to tell the tale ended up beating the battle goat to death in the process. The young, however, can be tamed with a fair amount of determination and patience and go on to become very loyal mounts and companions. While they might appear to be loving and peaceful towards their owner and individuals that they commonly see, a typical battle goat is a creature to watch around strangers. It's not uncommon to have many a guest with a painfully wounded rump due to the behaviors of a battle goat.

Despite their size, battle goats resemble their more normal counterparts in many ways. Their bodies are a wee bit more like a horse's though, and their horns are not quite as sloped back as they are on most normal, adult goats. This allows the battle goat a deadlier goring attack. Due to their reasonably normal body, battle goats do not require the use of an exotic saddle. Normal saddles work fine with battle goats.





A female battle goat may produce one litter a year with one to two goats in each litter. Battle goat kids reach full maturity at years of age and usually reach an age between sixty to eighty years (Max Age: 60 + 1d20).

Like normal goats, battle goats are notorious for eating down overgrown foliage. Due to their ability to digest almost any form of plant material, including the toughest of thorn bushes, most adventurers have little need to supply a battle goat with additional food. If traveling through a desert or particularly barren environment, however, it is recommend that a supply of grain (or even weeds) be taken along in case the goat is unable to graze.

Carrying Capacity: A light load for a battle goat is up to 198 lbs; a medium load is 199 to 399 lbs; and a heavy load is 400 to 600 lbs. A battle goat can drag 3,000 lbs.

Additional Uses: Adult battle goat hides are often used to make rugs, blankets, or cloaks and brings around 5 gp on the market. Unlike regular goats, the milk and meat of battle goats are not usually considered food. The milk is usually foul in taste and the flesh of most battle goats is tough and stringy.

Combat

Battle goats are aggressive creatures and who choose to use their horns to ram and gore their victims to death. Due to the movements involved, a rider must make a Ride check every time a battle goat attacks or charges a target. *Note: a Battle Goat is pictured on page 33.*

BOGHOOF

Large Beast

Hit Dice:	3d10+9 (25 hp)
Initiative:	+1 (Dex)
Speed:	50 ft
AC:	13 (-1 size, +1 Dex, +3 natural)
Attacks:	Bite +2
Damage:	Bite 1d8+1
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Scent, poison immunity
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 13, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Skills:	Hide +2, Listen +2, Spot +3

Climate/Terrain:	Any forest, hill, or marsh. Temperate Mountain.
Organization:	Solitary, pair, or herd (2-4 adults plus 50% non-combatant kids)
Challenge Rating:	2
Treasure:	None
Alignment:	Always Neutral
Advancement:	4-5 HD (Large)

Boghooves are terribly homely creatures to look at. They are roughly horse sized though somewhat resemble something between a goat and a warthog with shaggy fur. This fur is green in color and often blends in rather well with mossy or leafy backgrounds, giving the boghoof a bit of natural camouflage against predators. These creatures roam the swamps, mountains, forests, and hills looking for plants to forage and safe places to rest.

Despite the ugliness of a boghoof, the animals are very good in nature and more easily tamed than to scare away. They have a natural likeness for humans and wild boghooves will quickly approach a human stranger, especially if they detect some sort of fruit or vegetable on the human's possession.

As they can carry loads and cross over territories that are otherwise unsavory for humans, boghooves are often valued as riding mounts and pack animals amongst adventurers.



Taming a boghoof, however, is opening the door to a lifelong sense of loyalty and friendship from the animal, something that many kind adventurers have often not expected or exactly desired. Once a boghoof takes up with a particular individual or group, they hold intense loyalty and devotion for the rest of their lives. If stolen, a boghoof will patiently wait for an opportune moment to flee and return home. If raising boghooves, it is important that they are sold before they reach the age of two years. Once a boghoof is two years of age or older, it is likely to take up with the breeder and attempt to return home to its native farm any chance it possibly can.

A boghoof's head resembles somewhat of a cross between a goat and a warthog with long, donkey like ears. A busy mane grows up around it in a manner much like a lion's and then trails down the back of the neck like that of a horse. The eyes of a boghoof are large and glossy. Usually eye color ranges from varying shades of blue or green. Its shaggy, almost woolly fur is usually a shade of olive, mossy, or pine green and is mottled with a shade of mossy green, pale green, or black. The fur that runs along the underbelly and neckline is contrasting in color, usually being the same shade as the mottling. The mottled shade forms thick bands of color along the horse like tail of the boghoof.

The body of the boghoof appears a bit awkward but is actually sturdy and agile. The structure resembles a bit of a cross between a goat and a draft horse. Boghooves are about the same height and weight as light horses and have hooves that are more like that of a goat.

Boghooves are vegetarian creatures but that's about the point where any eating preferences stop. As their immunity to poison makes them neither afraid of the berry of the belladonna plant or the venom of the viper most boghooves are content to eat just about anything leafy. They do, however, have a particular love for fruits, berries, nuts, and vegetables and often easily convinced to take up with an adventuring party from the offerings of such meager bribes. This love for such produce is valuable for domesticating a boghoof; such tastes are quick to keep boghooves from being used for farming purposes.

Boghoof kids reach full maturity at three years of age and usually reach an age between fifty to seventy years (Max Age: 50 + 1d20).

Carrying Capacity: A light load for a boghoof is up to 150 lbs; a medium load is 151 to 300 lbs; and a heavy load is 301 to 450 lbs. A boghoof can drag 2,250 lbs.

Additional Uses: Despite the boghoof's willingness to eat poisonous plants, their milk is safe to drink and is quite nourishing. Many have described it as being similar to goat's milk and unlike many nursing creatures; female boghooves constantly supply a staple amount of milk. Many bestiary scholars believe that this is a natural method to promote the survival of the boghoof species as female boghooves quickly adopt the care of orphaned young. Boghooves that are nursing their own young, however, naturally produce a more significant supply of milk. A female boghoof that is pregnant produces a bit over a gallon of milk a day while a female boghoof who is not pregnant or nursing her own young produces about half a gallon of milk a day. The cycle of a boghoof pregnancy lasts for five months and the increased lactation starts in the second month and continues until three months after the offspring are born. Usually a boghoof gives birth to only one kid at a time though twins are not entirely uncommon.

The meat and fur of boghooves are also prized. Somewhat like mutton though a bit deeper and more complex in flavor, boghoof stews have become winter favorites in many a tavern. The hide is thick and woolly, and often favored by rangers and druids for the use in making winter cloaks or as hide rugs. A properly tanned boghoof hide can bring up to 15 gp on the market.

Combat

Boghooves are not aggressive creatures and prefer to be either treated with kindness or simply left alone. Though bearing the hint of the horns of a goat and the tusks of a warthog, these natural weapons are too small to do much good for goring. A threatened boghoof will usually attempt to flee a situation rather than fight. If forced to fight however, the boghoof will use its goat like teeth to bite at its aggressor.

Poison Immunity (Ex): Boghooves are immune to poison.

CROAKER WURM

Large Dragon

Hit Dice:	4d12+20 (44 hp)
Initiative:	+7 (Dex)
Speed:	40 ft
AC:	16 (-1 size, +3 Dex, +4 natural)
Attacks:	Bite +8, 2 Claws+3
Damage:	Bite 2d6+5, claw 1d8+2
Face/Reach:	5 ft by 10 ft/5 ft



Special Attacks:	Croak
Special Qualities:	Scent, Immunity to poison
Saves:	Fort +9, Ref +7, Will +5
Abilities:	Str 20, Dex 17, Con 20, Int 12, Wis 12, Cha 10
Skills:	Appraise +3, Intimidate +10, Intuit Direction +9, Listen +6, Spot +3
Feats:	Improved Initiative
Climate/Terrain:	Any temperate to warm marsh or forest and underground.
Organization:	Solitary, pair, or adult female with 2-5 non-combatant hatchlings (1d4+1)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always Neutral
Advancement:	5-8 HD (Large)

Due to their rather bizarre appearance, the true origins of the dragon related croaker wurm has remained in debate amongst scholars. Many believe that the creature is a prehistoric offshoot of the ancestors of modern dragons while others even claim possible evidence that croaker wurms originated in a distant realm at the far points of the Prime Material plane and were thus summoned by a mad wizard many ages ago.



Though not near as greedy or aggressive as their dragon kin, croaker wurms are nonetheless powerful creatures that must be treated with caution.

Though they have been known to serve powerful individuals as riding mounts, one does not go about taming a croaker wurm. They are intelligent and mighty creatures in their own right, and typically consider serving a worthy individual in such a fashion as being more of a “mutual partnership” rather than an issue of master and servant. Likewise, as croaker wurms also value treasure, they expect an equal portion of all wealth that is gained on adventures. They are not nearly as greedy as their dragon cousins, but they simply expect their fair share. Though neutral in alignment, many croaker wurms tend to favor characters that are of good alignment over ones that are of evil. It is believed that such a choice is an issue of trust.

Croaker Wurms are bizarre looking relatives of dragons with a tough, warty frog like hide and an unusual croaking attack. Their eyes move around

on stalks and their feet and front claws are webbed. They have a spiny comb that runs from the top of their heads to the base of their necks and fin like areas covering their ears. The hide is usually a bright green or blue and is mottled with black patches. Their underside is tough and rubbery, and is usually a bright orange and also mottled with black patches. The area under their neck expands outward whenever the croaking wurm is getting ready to use its croaking attack.

The mouth of the croaking worm features a long, forked tongue and is lined with razor sharp fangs. Two curved horns jut outwards just below the chin line. The tail of the croaking wurm also has a protective, spiny comb but oddly enough ends with a busy tuft in a manner that is much like that of a lion's. Croaker wurms are about twelve feet long, from the tip of the horns sticking out of the base of their jaw to base of tail. Their tails are usually around five to six feet in length.

These creatures are omnivorous, choosing a diet of both the common plants of swamps, jungles, and forests as well a diet of fresh

meat. The croaker worm usually savors the meat of non-intelligent creatures but is known to consume the bodies of fallen enemies.

Croaker Wurms speak Common and Draconic.

Adult female croaker wurms breed once every five years. From the point of breeding, she hatches two to five eggs (1d4 + 1) three weeks later. From that point, the eggs require two months to develop and hatch. Croaker wurms reach full maturity at three years of age and usually reach an age between 905 to 1,000 years (Max Age: 900 + 5d20).

Carrying Capacity: A light load for a croaker worm is up to 399 lbs; a medium load is 400 to 798 lbs; and a heavy load is 799 to 1,200 lbs. A croaker worm can drag 6,000 lbs. An exotic saddle is required to ride a croaker worm.

Additional Uses: In addition to mutual protection as well as the services as a mount, croaker wurms are sometimes valued for their meat. Also, while the results of the substitutions are uncertain (DM's Choice), many alchemists will use various parts of a slain croaker worm's body as a substitute to something that they might need from a larger, more dangerous member of the dragon species.

Combat

While not nearly as aggressive as their dragon cousins, croaker wurms are still considered to be fierce opponents in combat. They use their initiative to strike first when they can and often open up the combat with a deafening croak. From there they pick up those who are stunned or appear to be easy to defeat. If spell casters are in the party, the croaker usually tries its best to put such foes out of commission as quickly as possible. From that point, the croaking worm relies on its mighty bite and claws until it is again about to attack with another croak. Anyone riding the croaking worm must make a Ride check whenever the croaking worm uses its bite or claws to attack.

Croak (Su): Croaker wurms have a special croaking noise that they can make every 1d6 rounds. All creatures (except croaker wurms) within 60 feet of the croaking worm must succeed at a Fortitude Save (DC 14) or be stunned by the noise of the croak, being thus considered paralyzed and unable to move or perform any action for 1d6 rounds. Creatures that were within 30 feet of the worm when it croaked are also

deafened for 2d6 rounds unless an additional Fortitude Save (DC 18) is succeeded. Deafened creatures cannot be affected again by the croak until their hearing has returned.

Immunity To Poison (Ex): Croaker wurms are immune to all types of poison.

DRAGGUSWULFE

Large Magical Beast

Hit Dice:	4d10+20 (42 hp)
Initiative:	+5 (Dex)
Speed:	50 ft
AC:	18 (-1 size, +5 Dex, +4 natural)
Attacks:	Bite +12
Damage:	Bite 1d8 + 13
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Damage Reduction 5/+1, Scent
Saves:	Fort +8, Ref +9, Will +4
Abilities:	Str 28, Dex 21, Con 19, Int 2, Wis 12, Cha 8
Skills:	Move Silently +8, Intuit Direction +6, Spot +2, Listen +3
Feats:	Iron Will
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or mother with 2-5 non-combatant pups
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always Neutral
Advancement:	5-7 HD (Large)

Dragguswulves are powerful creatures that have the combined physical features of dire wolves and dragons. While it is speculated that these beasts were once normal wolves that had feasted upon the blood of a recently slain dragon, there is no proof to support such a legend. Many wise bestiary scholars have written off such claims and feel that while there might be some distant relation between dragguswulves and dire wolves, there is no proven connection to dragons.

While many a bard has told great stories of mighty warriors who had the strength and courage to tame a dragguswulfe, doing as such by normal means is nearly impossible. A few unlucky individuals have tried to raise the pups in the past, and it did seem like these critters were reasonably tamed for a good while. Then, usually around the age of eight years or so, the cubs would





mysteriously turn on their masters. The broken, half-eaten remains were usually found along with bloody tracks leading off to the dense of the wilderness.

Despite such tragedies, a few dragguswulves have taken up with adventurers in the past and most of these willingly served as riding mounts and beasts of burden. The secret of forming a bond with such animals is the mere luck of having the rare opportunity to save the dragguswulfe's life from some great peril. Even though doing as such promised and initial bonding with the creature, kindness and patience is a requirement when it comes to keeping on good terms with such a powerful beast.

Dragguswulves have heads that combine both the appearances of a wolf and a dragon. Usually the head is mostly hairless and scaly, and has a spiny comb that runs along the top. There are two horns just at the top of the head between the ears, and two long catfish like feelers run down from the lower jaw line. The rest of the body is furry, and appears to be much like a dire wolf's. The underside of the neck and belly is usually yellow, grey, or red in color and resembles the underside of a dragon. Typically the eye color is an icy blue and the fur is a shade of black, grey, white, or dark purple.

Dragguswulves are carnivores and will happily provide their own food if given a few hours free to explore on their own each day. If in the companionship of a particularly kind and gentle master, it's not uncommon to see a dragguswulfe bringing back a fair portion of a deer or elk carcass to share. As the dragguswulfe makes no distinction between wild animals and livestock, it's usually wise to provide the creature with plenty of food rather than have it go out and fend for its own.

Female dragguswolves usually have a litter of pups once every five years, with two to five (1d4+1) pups per litter. Dragguswulfe pups reach full maturity at ten years of age and usually reach an age between 205 to 300 years (Max Age: 200 + 5d20).

Carrying Capacity: A light load for a dragguswulfe is up to 1,200 lbs; a medium load is 1,201 to 2,400 lbs; and a heavy load is 2,401 to 3,600 lbs. A dragguswulfe can drag 18,000 lbs. An exotic saddle is required to ride a dragguswulfe.

Additional Uses: The hide of a dragguswulfe is usually not all that in demand on the market both sometimes it can be sold for up to 2 gp. Usually such a hide is constructed into a cape or used as a rug. The

mounted head, however, is prized by noblemen who wish to impress their guests but are too coward to otherwise go out and claim such a trophy for their own selves. Usually such a head can be sold to a taxidermist for around 10 gp.

Note: A Dragguswulfe is pictured on page 64.

Combat

Dragguswulves are powerful creatures that are both fierce and cunning when engaged in combat. Though their strength, high initiative, and ability to ignore minor amounts of normal damage make them formidable opponents, they are not beyond waiting for the appropriate moment of opportunity to attack. When hunting, they tend to silently stalk their prey at a distance and wait for the target to find itself off guard.

DREAMMARE

Large Outsider (Chaotic)

Hit Dice:	4d8+28 (44 hp)
Initiative:	+3 (Dex)
Speed:	50 ft
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	3 Bites+5
Damage:	Bite 1d8+2
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	Fearful Shudders
Special Qualities:	Immunity To Fear
Saves:	Fort +11, Ref +7, Will +6
Abilities:	Str 15, Dex 17, Con 24, Int 2, Wis 10, Cha 6
Skills:	Move Silently +11, Spot +2, Listen +4, Intuit Direction +2
Feats:	Iron Will
Climate/Terrain:	Any land.
Organization:	Solitary, pair, or herd (2-4 adults plus 50% non-combatant kids)
Challenge Rating:	3
Treasure:	None
Alignment:	Always Chaotic Neutral
Advancement:	5-7 HD (Large)

Dreammares are three headed, three tailed, horses with wild looking eyes, forked tongues, and razor sharp fangs. They seem to either form upon or arrive to the Prime Material plane in clouds of a stinking, purple mist and their true points of origin are an unknown mystery. Due to the fact that their mere visible presence

causes shuddering fears in most intelligent creatures, it is believed that these creatures are formed from the intoxicated nightmares of the delirious. While the full truth of their purpose on the Prime Material plane still remains somewhat a mystery, it seems that dreadmares are either sent or created to serve as a riding mount and pack animal for those who have grown both powerful and insane.

There is no normal means of taming a dreadmare. Those who have had the strange opportunity to ride such creatures into battle are of chaotic neutral and for the most part, insane. Such individuals don't go seeking out a dreadmare: the dreadmare comes to them. It is unknown as to what exact purpose or reason that this creature would seek out such an individual, but it is believed that the dreadmare usually seeks a companion who's warped enough to enjoy the maddening chaos that the creature seems to crave.

If you were to take away the fact that dreadmares had three heads, forked tongues, wild looking eyes, sharp fangs, and three tails, they would otherwise appear to be little more than normal horses. Their fur is usually reasonably normal in color and can be otherwise spotted or patterned just like that of a normal horse.

Dreadmares are omnivorous. Though their main diet typically consists of grazing in meadows, they also savor the blood and flesh of a freshly killed target.

Dreadmares do not mate or give birth to young. It is believed that they are spawned from the nightmares of the insane and through the delusions of alcoholics. Once the dreadmare has found a master who's appropriately insane enough to appreciate the use of the dreadmare as a riding mount, the dreadmare remains with the master for the duration of the master's life unless otherwise slain. Upon the death of its master, the dreadmare sinks into a state of motionless depression and dies within two to five (1d4+1) days. Upon death, the body of the dreadmare turns into a foul smelling, purple mist and fades away to nothing.

Carrying Capacity: A light load for a dreadmare is up to 198 lbs; a medium load is 199 to 399 lbs; and a heavy load is 400 to 600 lbs. A can drag 3,000 lbs. The dreadmare does not require the use of an exotic saddle.

Additional Uses: There is very little use for a dreadmare other than for a mount. Their meat is foul and their hide, though seemingly normal like another hide, tends to send cold chills down the backs of intelligent creatures when worn or kept around in the household.

Combat

The dreadmare uses its three heads to bite at target opponents. They are not particularly aggressive nor are they tactful, and due to their ability to cause fearful shudders, they usually have very little reason to be either.

Fearful Shudders (Su): Merely the sight of the dreadmare is enough to bring one to a horrifying madness. If any non-chaotic neutral creature or character with an Intelligence ability score of at least 6 or higher is within 60' of the dreadmare and sees the three headed horror, they must succeed at a Will save (DC14) or become paralyzed with a shaking, shuddering fear for 1d4 rounds. Whether the save was successful or not, the target



cannot be affected by that dreadmare's fearful shudders ability for one day.

Immunity To Fear (Ex): Dreadmares are immune to all types of fear.

DUNEFLAP

Large Beast

Hit Dice:	3d10+6 (21 hp)
Initiative:	+2 (Dex)
Speed:	40 ft
AC:	13 (-1 size, +2 Dex, +2 natural)
Attacks:	2 claws+3
Damage:	Claw 1d6+2
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +5, Ref +5, Will +3
Abilities:	Str 14, Dex 14, Con 15, Int 2, Wis 14, Cha 7
Skills:	Intuit Direction +6, Spot +4
Climate/Terrain:	Deserts and warm plains.
Organization:	Solitary or pair
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral
Advancement:	4-5 HD (Large)

Duneflaps are large, graceful reptiles that have a wide, fan like tail which they leisurely flap to fan off with during the hottest parts of the day.

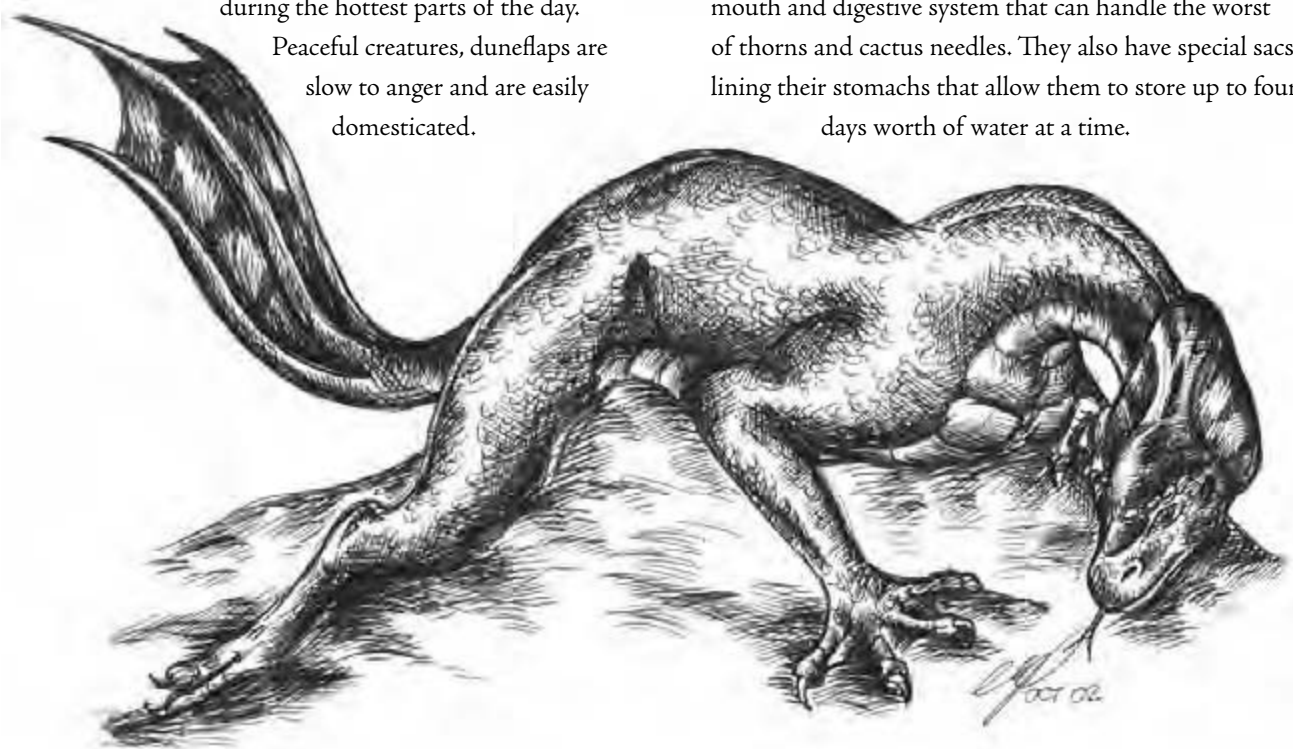
Peaceful creatures, duneflaps are slow to anger and are easily domesticated.

Though taming a duneflap is a reasonably easy task, these creatures must be treated with a reasonable amount of kindness in order to keep them from running away or worse, striking back at their owners. A duneflap will respond in a more positive manner to a command word or a gentle nudge than it will to the crack of a whip. An exotic saddle is required to ride a duneflap.

Duneflaps are long and graceful in appearance with somewhat serpentine looking heads and necks. A hard, protective plate runs along their forehead. Their body and legs are lizard like in appearance, and they have a wide, flipper like tail. Their coloration often runs from different sandy shades of tan and beige to darker colors such as muddy reds, dull browns, black, and grey greens. Though many have a solid appearance, it is not uncommon to see some duneflaps with mottled or banded patterns.

A duneflap female lays up to six eggs (1d4+2) every three months. She buries these eggs in the sand and then abandons them. The young hatch in twenty days and must fend for themselves early on. They start out as omnivores and scavengers, literally living on what they can find to eat and then develop into vegetarians once they are half grown. It takes a duneflap chick five years to fully develop into adulthood. Duneflaps may live up to one hundred and twenty years (Max Age: 100 + 1d20).

Adult duneflaps are herbivores, and have a tough mouth and digestive system that can handle the worst of thorns and cactus needles. They also have special sacs lining their stomachs that allow them to store up to four days worth of water at a time.



Carrying Capacity: A light load for a duneflap is up to 174 lbs; a medium load is 175 to 348 lbs; and a heavy load is 349 to 525 lbs. A duneflap can drag 2,625 lbs.

Additional Uses: Female duneflaps have a special set of glands at the base of their tail flap. These glands release a special scent during times of mating. When the scent is sprayed on to the tail flap, the duneflap will fan its tail to allow the scent to spread across the desert in hopes of attracting a mate. The oily substance that the duneflap sprays is considered to be a very fine perfume. A set of duneflap glands can typically hold up to ten flasks worth of this scent, and duneflap essence usually sells for around 10 gp a flask. The scent is best described as being similar to a cross between the fragrances of lavender, patchouli, and sandalwood.

Duneflap meat is also good to eat and is usually roasted.

Combat

Duneflaps only attack when they feel they are threatened. Their front claws are used as weapons.

FROST FOX

Large Magical Beast

Hit Dice:	5d10 + 20 (45 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	60 ft
AC:	17 (-1 size, +5 Dex, +3 natural)
Attacks:	Bite +6 melee
Damage:	Bite 1d8+3
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Scent, Cold Resistance 20
Saves:	Fort +7, Ref +9, Will +5
Abilities:	Str 15, Dex 21, Con 18, Int 11, Wis 18, Cha 12
Skills:	Hide +7*, Intuit Direction +14, Listen +12, Spot+12, Wilderness Lore +10*
Feats:	Improved Initiative, Alertness
Climate/Terrain:	Any Cold Land.
Organization:	Solitary, pair, or family (2-4 adults plus 300% non-combatant kits)
Challenge Rating:	4
Treasure:	None
Alignment:	Always Neutral Good
Advancement:	6-8 HD (Large)

Frost foxes appear to be giant foxes with sky blue fur and a white underbelly. They are intelligent creatures with the ability to speak and understand Common and are quite friendly towards individuals of good alignment. Capable of surviving the cruelest of blizzards, these large critters often form a sense of partnership with small villages.

Very few frost foxes live solitary lives in the wild. Most have taken up with local villages and many of these villagers have built “den houses” for the foxes. Such places have a warm hearth, adequate straw and blankets, and also large troughs for food and water. Some villagers even go as far as to build a separate room on the den house with a large dirt pit that’s covered by a metal grate. Simple den houses run around 400 gp to build while the more luxurious varieties can be constructed for around 800 gp. In addition to warm shelter, the village also usually offers the frost foxes food and fresh water.

In return for such luxuries, the frost foxes offer their protection, knowledge of the wild, and use as riding mounts and beasts of burden. Frost foxes are well known for their speed and famed for their part in blizzard rescue missions. As such, frost foxes require no training and are quite easy to ride. Although they have been known to form close bonds with particular individuals,



frost foxes have no master other than their own. They consider their use as being no different than an act of kindness and friendship or at the worst, just another village occupation.

Frost foxes are around 10 feet long and weigh close to 500 lbs. Except for their size and coloration of fur, they more or less look like normal foxes.

Frost foxes are omnivorous but hold a preference for meat. While normal foxes see no problem in raiding chicken coops or causing problems with other tiny domestic animals, frost foxes consider stealing off of poor farmers to be of great distaste and crude in manners. Often, as their services are much valued by the locals, frost foxes are usually freely offered what they may be having a bit of trouble providing for their own selves.

An adult female frost fox can mate once every three years. Typically it takes five months from the point of conception for a litter to be born. A typical litter consists of 4 to 8 (1d4+3) fox kits. These kits reach full maturity at two years of age and usually reach an age between eighty to one hundred twenty years (Max Age: 80 + 2d20).

Frost Foxes speak Common.

Carrying Capacity: A light load for a frost fox is up to 198lbs; a medium load is 200 to 399 lbs; and a heavy load is 400 to 600 lbs. A frost fox can drag 3,000 lbs. An exotic saddle is required to ride a frost fox.

Additional Uses: A few cruel, evil individuals have found the fur of the frost fox to be a rather valuable addition to their trophy rooms and will typically pay up to 25 gp per hide.

Combat

Frost foxes are peaceful creatures and tend to avoid fights whenever possible. If their own lives or the lives of their family, friends, or villagers are threatened, however, a frost fox can become a dangerous foe to be reckoned with. Their cold resistance allows them to ward off a great deal of the damage from local cold subtype monsters and their strong sense of smell and wilderness lore helps the frost fox track friend and foe alike.

Skills: Due to the coloration of frost foxes' fur, these creatures gain an additional +2 bonus to Hide checks in areas of snow and ice. Also, frost foxes gain an addition +4 bonus to Wilderness Lore when tracking by scent.



FUNGLUTTON

Huge Beast

Hit Dice: 7d10 + 56 (91 hp)

Initiative: -1 (Dex)

Speed: 20 ft

AC: 11 (-2 size, -1 Dex, +4 natural)

Attacks: Slam +14

Damage: Slam 1d6+13

Face/Reach: 10 ft by 20 ft/10 ft

Special Attacks: None

Special Qualities: Scent, Immunities

Saves: Fort +12, Ref +4, Will +2

Abilities: Str 29, Dex 8, Con 25,
Int 2, Wis 11, Cha 7

Skills: Climb +4, Intuit Direction +6

Climate/Terrain: Any underground.

Organization: Solitary, pair, or mother with
1d4+2 non-combatant pups.

Challenge Rating: 7

Treasure: None

Alignment: Always Neutral

Advancement: 8-10 HD (Large)

Funngluttons are huge, bizarre looking beasts that live deep within caverns and live off of fungus, decayed matter, and waste. They are quite peaceful in nature and friendly to those who supply relief to their excessive hunger.

As they are so easy to tame, funggluttons have become quite popular with cavern dwelling humanoids that need to haul heavy objects around. Though slow moving, they can easily navigate caverns and have an excellent sense of direction.

The fungglutton is rather strange looking in appearance and has a head that somewhat resembles an octopus and has five dangling tentacles. Each of these tentacles ends with a small suction cup that carries eight tiny, barb-like digits. These digits help grasp toadstools and other matter and lift this food up to a small mouth that's located on underside of the fungglutton's head just behind the tentacles. The fungglutton has a pair of inhuman looking eyes and two ridges that arch just above the ear holes. These ridges each have four oval shaped, glowing organs that provide a bioluminescence by activating luciferin, which is the same organic compound found in fireflies. Each glowing organ emits a light that is every bit as power as a common lamp.

The body of the fungglutton somewhat resembles that of an elephant and ends with a stubby, triangle shaped tail. Four strong, elephant shaped legs each end with four clawed toes. The skin of the fungglutton is of a light grey color but features mottled patches that are either a deep beige or dark purple.

Though their choice diet consists of fungi, moss, and lichens, funggluttons are known to feed on any form of organic matter that isn't moving. This can include anything from rotting flesh to dried up vegetation to even organic waste and refuse.

Funggluttons mate once every ten years. The female will carry the young for a period of a year afterwards and then give birth to a litter consisting of 3 to 6 (1d4+2) pups. The mother usually nurses the fungglutton pups for a period of two years. Funggluttons reach full maturity at twenty years of age and usually reach an age between three hundred to three hundred sixty years (Max Age: 300 + 3d20).

Carrying Capacity: A light load for a fungglutton is up to 2,796 lbs; a medium load is 2,797 to 5,598 lbs; and a heavy load is 5,599 to 8,400 lbs. A fungglutton can drag 42,000 lbs. And exotic saddle is required to ride a fungglutton.

Additional Uses: Despite their enormous and demanding diets, funggluttons have proven to be quite useful to cave dwellers. Though perhaps not the most flavorful, fungglutton meat has a good texture, is quite nourishing, and is in plentiful supply. The milk, however,

is usually avoided as the diet of the fungglutton usually gives it a horrible, earthy taste.

The hide of an adult fungglutton is also of value. Though a bit too thick for clothing, the tanned hides of fungglutton are used to make hide armor and some portions of leather armor. The hide of a fungglutton usually brings around 100 gp on the marketplace.

Alchemists and wizards alike, value the fungglutton's glowing organs. Each single organ is usually worth around 20 gp on the marketplace.

Combat

Funggluttons are peaceful creatures and prefer not to attack anything that's not bothering them. If persistent, however, an annoyed fungglutton will usually give the attacker a quick, powerful stomp with one of its feet and then immediately go back to the business of eating.

Immunities (Ex): Funggluttons are immune to both poison and disease.

GABBERGIB

Large Magical Beast

Hit Dice:	4d10 + 12 (32 hp)
Initiative:	+2 (Dex)
Speed:	40 ft
AC:	14 (-1 size, +2 Dex, +3 natural)
Attacks:	2 Claws+6
Damage:	Claw 1d6+3
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Immunity To Fear
Saves:	Fort +9, Ref +6, Will +0
Abilities:	Str 17, Dex 15, Con 16, Int 10, Wis 9, Cha 12
Skills:	Diplomacy +3, Listen +9, Intuit Direction +5, Perform +4 (+12 with bard), Spot +4
Feats:	Great Fortitude
Climate/Terrain:	Any temperate to warm land.
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Usually Chaotic Good
Advancement:	5-7 HD (Large)

Gabbergibs are bizarre looking quadroped creatures with two talkative, birdlike heads. If this creature cannot engage in conversation with anyone around, the two



heads are more than happy to endlessly chatter to each other. The topics of discussion can range from anything from what dark secrets that the gabbergib has seen to who makes the best pie in the village. Should the gabbergib heads run out of subjects to talk about, they pass the time singing or telling each other jokes (though more than likely both heads already know the exact same jokes).



The gabbergib is a rather foolish creature but usually tries to have good intentions. Gabbergibs are not creatures that are to be tamed, but rather they seek out the company and friendship of a single individual or small group of people. As they seem to feed on interesting conversation, gabbergibs quickly attempt to cling to groups of good-natured adventurers; as such characters are usually full of stories. In fact, any adventurer with an ounce of kindness in their hearts have found it's harder to get rid of a pesky gibbergab than it is to gain a friendship with such a creature.

Though having a gabbergib around might seem annoying, these creatures can actually prove to be quite useful if handled with the proper amount of kindness and patience. They enjoy conversation very much, and if given a decent amount or coaxed into paying attention

to their surroundings, the constant stream of chatter between the two heads of the gabbergib dies down quite a bit. Gabbergibs are particularly fond of bards, and unless they know how to sing the words, they will at least shut up long enough to listen to a few songs being played. Many a bard has in fact learned that by spending a bit of free time with a gabbergib, one can hone the creature's singing and story telling abilities. As such is possible, gabbergibs gain a permanent +8 racial bonus to their Perform skill if they have spent close company to a bard for over a year or so. Though a bit rare, it's not unheard of bards using these beasts not only for pack animals and mounts, but also for supporting entertainers in traveling shows.

Gabbergibs are strange looking beasts, with two vulture-like heads and a body much like a cross between a horse and a lion but covered with feathers. The tail of the gabbergib somewhat resembles a peacock's plumage and the feathers covering the body of the gabbergib are much like chicken feathers and are usually a dull, dirty white or a deep golden yellow. The legs of the gabbergib are muscular and end in lion like paws.

Gabbergibs are omnivorous though most of their meat intake consists of insects, rodents, or tiny reptiles. Though they can graze to some degree, they favor fruits, nuts, domestic vegetables, and roots. Many gabbergibs also savor the barks of oaks, maples, and birches.

Gabbergibs speak Common.

Adult female gabbergibs lay approximately an egg a month, provided of course that they are allowed to breed on a regular basis. They bury this egg a foot deep in the dirt, old leaves, or sand and abandon the egg. A gabbergib chick then hatches from the egg two months later. Gabbergib chicks reach full maturity at eight years of age and usually reach an age between eighty to ninety years (Max Age: 80 + 1d10).

Carrying Capacity: A light load for a gabbergib is up to 258 lbs; a medium load is 259 to 519 lbs; and a heavy load is 520 to 780 lbs. A gabbergib can drag 3,900 lbs. An exotic saddle is required to ride a gabbergib.

Additional Uses: As mentioned above, gabbergib is quite handy in the influences of bards. Any gabbergib

that has spent at least a year in close contact with a bard gains a racial bonus of +8 to their Perform skill. Usually such performances include storytelling, singing, or jokes and other such acts of comedy.

Corrupt individuals have also often made use of the gabbergib. Pretending to be interested in having a delightful bit of conversation with the gabbergib, such an individual will usually start asking particular questions about the friends of the gabbergib in an attempt to either spy on the party or pry important secrets from the beast.

Combat

Despite having a reasonably fair amount of initiative, gabbergibs are often slow to engage in combat. They are not violent creatures, and sometimes must be instructed or prompted to attack. When fighting, they rise up on their hind legs and swat at the targets with their front two paws. Any rider mounted on the back of the gabbergib must make a Ride check.

Immunity To Fear (Ex): The gabbergib is immune to all types of fear attacks, spells, and effects.

GHASTMARE

Large Undead

Hit Dice:	5d12 (31 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	50 ft
AC:	14(-1 size, +3 Dex, +2 natural)
Attacks:	Bite +5 melee, 2 Hooves +3 melee
Damage:	Bite 2d6+4 and paralysis, hoof 1d6+2 and paralysis
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	Paralysis, create spawn
Special Qualities:	Undead, +2 turn resistance
Saves:	Fort +0, Ref +4, Will +6
Abilities:	Str 19, Dex 17, Con —, Int 2, Wis 14, Cha 10
Skills:	Intuit Direction +8, Move Silently +8, Spot +5
Feats:	Multiattack, Improved Initiative
Climate/Terrain:	Any land.
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always Chaotic Evil
Advancement:	6-7 HD (Large)

Ghostmares are hideous, undead horses that enjoy destruction and feeding upon the flesh of the fallen or the dead. They reek of death and decay and are favored only by necromancers and the darkest, most evil of individuals.

The origin of the first ghostmare remains a mystery though it is widely known that ghostmares create their own spawn from the dying horses lying on battlefields. While such a creature would seem to be too sickening and restless for anyone to join forces with, many a foul necromancer have had the dark pleasure of using a ghostmare as their riding mount. Ghostmares, however, do not heed to anyone who's considered worthless in power (10th level minimum).

Ghostmares resemble gaunt, hairless undead horses with glowing red eyes and features that have become somewhat twisted with their evil transformation. A steady drool of stale blood and gore seems to constantly drip from the creature's mouth and its skin is blotched and discolored.

Carrying Capacity: A light load for a ghostmare is up to 348 lbs; a medium load is 349 to 699 lbs; and a heavy





load is 700 to 1,050 lbs, A ghastrmare can drag 5,250 lbs. A normal saddle is used to ride a ghastrmare.

Additional Uses: Other than a riding mount and beast of burden, there is no use for such a hideous beast.

Combat

Ghastrmares are ruthless opponents, seeking to use its paralysis abilities to stun opponents one by one and then kill them off at its leisure. A rider must make a Ride check every time the ghastrmare attacks with its bite or hooves.

Paralysis (Ex): Targets hit by a ghastrmare's bite or hoof must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Elves are immune to this paralysis.

Create Spawn (Su): If the ghastrmare finds a good opportunity to kill a wounded or weakened horse during the course of combat, it will do as such in order to continue the existence of its kind. A horse killed in such a manner rises up as a ghastrmare in 1d4 days. Casting protection from evil on the body before the end of the transformation time keeps the dead horse from rising up as a ghastrmare.

Undead: Immune to poison, sleep, stunning, mind-influencing effects, paralysis, and disease. The undead are not affected by or subject to subdual damage, ability damage, critical hits, energy drain, or death by massive damage.

HAINTSHAG

Large Magical Beast

Hit Dice:	4d10 + 12 (32 hp)
Initiative:	+3 (Dex)
Speed:	30 ft
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	Bite +6 melee, 2 Claws +4 melee
Damage:	Bite 2d6+3, Claw 1d6+1
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Immunities
Saves:	Fort +7, Ref +7, Will +1
Abilities:	Str 16, Dex 16, Con 17, Int 10, Wis 11, Cha 10
Skills:	Bluff +10, Hide +4, Intimidate +4, Sense Motive +8, Spot +4
Feats:	Multiattack
Climate/Terrain:	Any temperate land and underground.

Organization: Solitary, pair, or mother with 1d4 non-combatant young.

Challenge Rating: 2

Treasure: Standard

Alignment: Always Neutral Evil

Advancement: 5-6 HD (Large)

Haintshags are hideous looking beasts with a misshapen body and a human head with disturbing features. These creatures are quite wicked and underhanded in nature, and seem to pride themselves on their cowardice and greed.

Though being intelligent creatures that are capable of speech and complex thought, haintshags are often quick to lend their services out to evil individuals of great power. Such characters use the haintshags as mounts and beasts of burden. Though seemingly eager to please their masters, haintshags are also quite greedy and demand their fair share (or more) of any gained treasure. If refused of such payments, it is often quite common for a haintshag to plot or attempt to murder its master while that individual is sleeping.

Though haintshags are not very social towards individuals who accommodate their greed or need for power, they do have some sense of fondness for harpies. On occasion, when such an alliance is needed, haintshags and harpies will team up together.

Haintshags are terribly ugly, misshapen and have the combined features various animals. Their bodies somewhat resemble that of a wolf but with a hump at the base of the neck and drooping chest. The underbelly of the haintshag has thick, black fur and the rest of the body is covered with coarse, shaggy, brown hair. The legs and front claws of haintshags resemble the talons of birds and are a pale yellow, grey, or pink in color. The head resembles a hideously deranged version of a human's head but with greenish skin and long, pointed ears. The mouth of the haintshag has a forked tongue and is full of black, needle like teeth. The hair on the head is dark, coarse, and shaggy and the adult males also have a scraggly beard of sorts.

Female adult haintshags mate once every five years. From that point they carry their young for about five months and then give birth to the litter. A typical litter consists of one to four (1d4) haintshags. Haintshags reach full maturity at ten years of age and usually reach an age between one hundred to one hundred twenty years (Max Age: 100 + 1d20).

Carrying Capacity: A light load for a haintshag is up to 228 lbs; a medium load is 229 to 459 lbs; and a heavy load is 460 to 690 lbs. A haintshag can drag 3,450 lbs. An exotic saddle is required to ride a haintshag.

Additional Uses: There is no real use for a haintshag other than perhaps a companion for the wicked and the use as a beast of burden. Their hide is repulsive and rumor has it their meat even more so. Though the females do nurse their young, the milk has a foul odor.

Combat

Haintshags are cowards and prefer to attack those who are off their guard. When serving as a mount, the haintshag is a bit lazy and will avoid doing the actual fighting as long as the mounted rider's attacks are more effective. If forced to fight though, the rider will need to make a Ride check every time the haintshag attacks a target.

Haintshags attack with their bite and front claws, and will sometimes stop to savor the taste of the victim's blood if an open opportunity presents itself.

Immunities (Ex): Haintshags are immune to both poison and disease.



RIDING HARE

Large Animal

Hit Dice:	3d10 + 3 (18 hp)
Initiative:	+3 (Dex)
Speed:	70 ft, burrow 10 ft
AC:	14 (-1 size, +3 Dex, +2 natural)
Attacks:	Bite +1
Damage:	Bite 1d6
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 11, Dex 16, Con 12, Int 2, Wis 13, Cha 6
Skills:	Intuit Direction +3, Listen +3, Spot +3
Climate/Terrain:	Any land or underground
Organization:	Solitary, pair, or female adult with 4-7 non-combatant young
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral
Advancement:	4-6 HD (Large)

Riding Hares are enormous sized rabbits with striped, colorful fur. Though they are valued for their meat, pelt, and use as a riding mount. Despite such virtues, their diet, difficulty to domesticate, and unintended tendency to ruin farms keep riding hares from becoming a regular choice of livestock.

Adult riding hares are nearly impossible to tame by natural means. If the young are kept in the regular company of humans, elves, or other intelligent creatures they will become tame. The task of keeping them out of trouble, however, is another story altogether. Due to their high metabolism, riding hares have huge diets. The typical riding hare consumes three times as much grain and plant material as a normal horse and has a tendency to curiously nibble on wooden items. In the fields they are a nightmare. What areas they don't ruin by eating up massive portions of the crops they damage by their burrowing. To make matters worse, riding hares are rapid breeders. A healthy female can produce up to four litters a year with each litter consisting of four to seven (1d4+3) young. Although tame riding hares are have a loving nature about them and show a fair degree of loyalty, many farming communities have made it a crime to knowingly harbor such a beast.



Though the hares are intelligent enough to fully comprehend commands, attempting to use one as a riding mount requires a good amount of skill. Due to the high degree of speed and the rabbit's means of movement, all Ride checks receive a -2 penalty. An exotic saddle is required and using a riding hare to pull a cart or wagon usually ends up in utter disaster.



A riding hare's fur features a series of bands or stripes. The coloration of fur and striping vary greatly, from the more natural shades to powdery blues, yellows, pinks, greens, and lavenders. Though larger, the overall build of a riding hare's body is more or less the same as normal hares.

Riding hares are vegetarian and can consume the same types of feed, as horses but require at least ten pounds of fruits and vegetables a week added to their diets. If given the chance to graze, they can supplement the majority (if not all) of this need with fresh foliage, flowers, roots, and wild berries. If the hare unable to graze, it requires a heavy diet that must be supplied. As riding hares eat three times as much as normal horses do, it's usually wise to let them find their own food sources if possible.

Riding hare kittens reach maturity at one and a half years of age and can live up to thirty years of age (Max Age: 24 + 1d6).

Carrying Capacity: A light load for a riding hare is up to 114 lbs; a medium load is 115 to 228 lbs; and a heavy load is 229 to 345 lbs. A riding hare can drag 1,725 lbs if needed but is unsuitable for dragging loads

across any significant amount of distance due to the hare's means of hopping about.

Additional Uses: The fur of riding hares is prized for its stunning beauty and softness. Often a pelt can bring up to 200 gp on the market. The meat of the creature is also quite popular, and is commonly roasted or stewed.

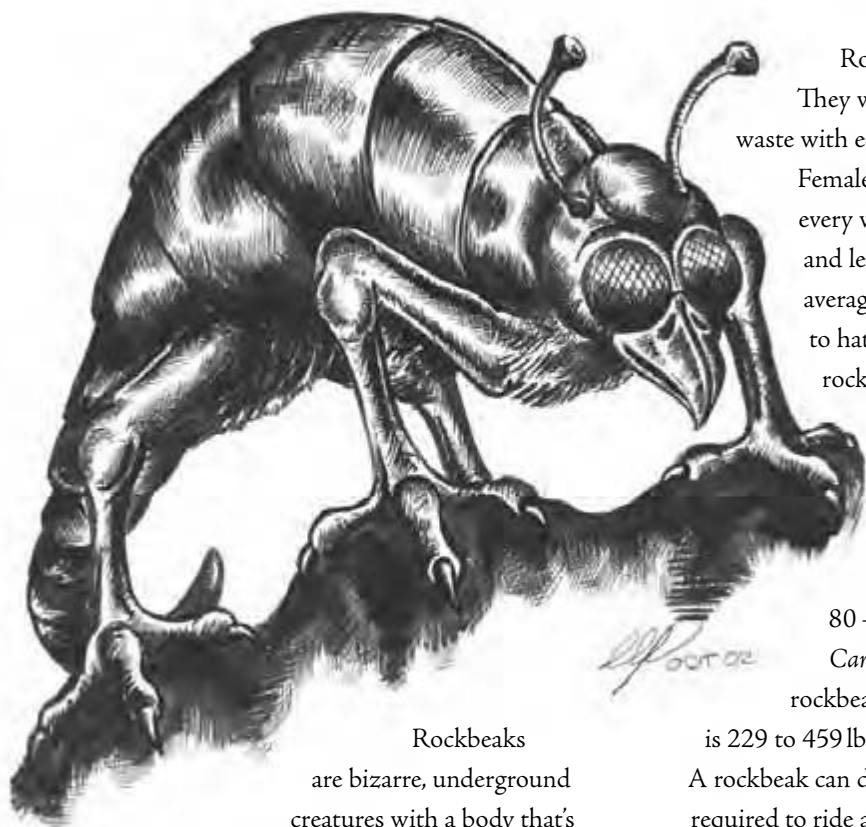
Combat

Riding hares are non-aggressive creatures that prefer to flee than fight. Due to their high rate of speed, cornering a riding hare is a virtually impossible task. When forced to fight, riding hares use their teeth to strike back. As soon as an open opportunity is given, however, they will attempt to flee rather than continue to fight. Females are even known to abandon their young in an attempt to survive a combat situation, which is the means that many adventurers have taken to acquire riding hare kittens.

ROCKBEAK

Large Beast

Hit Dice:	4d10 + 18 (38 hp)
Initiative:	+3 (Dex)
Speed:	40 ft, climb 20ft.
AC:	18 (-1 size, +3 Dex, +6 natural)
Attacks:	Bite +5 melee
Damage:	Bite 2d6+4
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Scent, Immunities
Saves:	Fort +10, Ref +7, Will +2
Abilities:	Str 16, Dex 16, Con 22, Int 2, Wis 12, Cha 5
Skills:	Climb +10, Intuit Direction +3, Listen +2, Spot +3
Climate/Terrain:	Any underground.
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always Neutral
Advancement:	5-6 HD (Large)



Rockbeaks are bizarre, underground creatures with a body that's protected by a hard carapace and a strange head that resembles a cross between a vulture and a fly. Though they are little more than scavengers, many foul, cavern dwelling humanoids have used rockbeaks as riding mounts and beasts of burden.

These creatures are not very difficult to capture and train as mounts. If a fair sized trail of decayed matter and food scraps is placed near the lair of a wild rockbeak, the creature is sure to follow it. From there, a wild rockbeak can be easily overwhelmed and captured for further use. On the provision that a generous feeding is given to the beast on a regular occasion, rock beaks are wise enough to pick up the idea that serving such a master means a guaranteed source of food.

The appearance of a rockbeak is unusual at best, horrifying ugly at the worst. Their heads have a hard beak much like that of a vulture and large, multifaceted eyes that resemble a fly's. Rockbeaks have two long antennae on the tops of their heads. A banded carapace protects the back of the creature and is much like an armadillo's plating. This plating runs all the way down to the creature's tail. The underbelly of the rockbeak is also reasonably tough and is covered with stiff sensory hairs. The legs appear to be sickly and gaunt but are in fact quite sturdy. The feet of the rockbeak resemble the talons of a bird. The overall coloration of the rockbeak resembles dark, tarnished silver with streaks of green and blue.

Rockbeaks eat most anything organic. They will consume vegetation, meat, and waste with equal favor.

Female adult rockbeaks typically lay 1d4 eggs every week. These eggs are then abandoned and left to hatch on their own. It takes an average of 5 to 11 days (2d4+3) for an egg to hatch. From that point on, the immature rockbeaks are left to defend for themselves.

Usually only one out of every four sees adulthood. Rockbeaks reach full maturity at two years of age and usually reach an age between eighty to ninety years (Max Age: 80 + 1d10).

Carrying Capacity: A light load for a rockbeak is up to 228 lbs; a medium load is 229 to 459 lbs; and a heavy load is 460 to 690 lbs. A rockbeak can drag 3,450 lbs. An exotic saddle is required to ride a rockbeak.

Additional Uses: Though considered a bit foul by humans and similar races, many subterranean humanoids raise these creatures like cattle and thus in turn slaughter rockbeaks for food. The carapace has also been used somewhat for a primitive source of armor and shields but the effectiveness of such protection is often unpredictable.

Combat

Rockbeaks usually tend to avoid combat if they can. They will usually only fight if backed into a corner or otherwise forced to defend themselves from an attacker. If given an open opportunity, the rockbeak will usually choose to flee.

When fighting, the rockbeak relies on its powerful beak to deliver a biting attack.

Immunities (Ex): Rockbeaks are immune to both poison and disease.

ROCK SLOTH

Large Beast

Hit Dice:	5d10 + 20 (45 hp)
Initiative:	+0
Speed:	20 ft, climb 10 ft
AC:	13 (-1 size, +4 natural)
Attacks:	2 Claws+6
Damage:	Claw 1d6+4
Face/Reach:	5 ft by 10 ft/5 ft



Special Attacks: None

Special Qualities: Scent, Plant and Fungi Poison Immunities.

Saves: Fort +8, Ref +4, Will +0

Abilities: Str 18, Dex 10, Con 19, Int 2, Wis 9, Cha 6

Skills: Climb +10, Spot +3, Listen +1

Climate/Terrain: Any mountain, hill, or underground.

Organization: Solitary, pair, or den (2-4 adults plus 50% non-combatant young)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: 6-8 HD (Large)

Enormous and lumbering, the cave dwelling rock sloth differs greatly from its smaller, tree dwelling cousins. Though not typically aggressive, the rock sloth can be angered if pestered in a harmful or otherwise hostile manner.

Though slow moving, rock sloths are prized as pack animals and riding mounts due to their great strength and ability to cross over rocky, mountainous terrain with ease. In the wild the rock sloth makes its home in caves so they naturally have little fear of descending into dungeons and caverns.

While a bit dense at first, a tame or friendly rock sloth is ever bit as patient as its trainer is willing to be. Once the sloth has grasped the concept of serving as a mount or pack animal, it handles commands with loyalty and ease.



As a rock sloth must constantly scrape and scrounge for enough food to survive on in the wild, bribes and treats of edible mushrooms, fruits, and grains will quickly gain a rock sloth's friendliness and interest in being trained. Though a rock sloth can easily feed itself if in a somewhat plentiful environment, additional food may need to be provided. Usually the rock sloth eats around the same amount of bulk material as an average sized horse. An exotic saddle is required to ride a rock sloth.

Given time and patience, a rock sloth can also be trained to fight upon command and is able to distinguish between enemy, ally, and even innocent bystander.

Though enormous in size and weighing over fifteen hundred pounds, the rock sloth greatly resembles a normal sloth that's appendages are a bit more suited for traveling across the ground rather than hanging out in trees. In dimly lit caverns, the rock sloth is often easily mistaken for a bear if seen at a bit of a distance. The hide of the rock sloth is thick and furry, and color ranges from brilliant orange reds to muddy browns, though grey, black, and even albino white rock sloths are not uncommon. A female rock sloth can bear a litter once a year with two to five pups (1d4+1) in each litter.

Rock sloths are omnivorous, though preferring fungi and plants instead of meat. The typical diet of a rock sloth includes fungi, moss, lichens, roots, fish, bark, shellfish, large insects, and rodents. They prefer prey that is tiny in size or smaller, but will pursue larger game if starving or nursing their young.

Rock sloth pups reach full maturity in five years and can live up to eighty years of age (Max Age: 68 + 1d12).

Carrying Capacity: A light load for a rock sloth is up to 300 lbs; a medium load is 301 to 600 lbs; and a heavy load is 601 to 900 lbs. A rock sloth can drag 4,500 lbs.

Additional Uses:

Tanners often use the shaggy hide of the rock sloth to make a furry form of hide armor that also doubles as warm, winter clothing. Usually the hide of an adult rock sloth is worth 10 gp and

the resulting hide armor is typically valued at 30 gp and weighs 28 lbs. Though a bit heavier than normal hide armor, it's a bit more comfortable and the wearer needs little more than the lightest of under clothing and boots.

The meat of the rock sloth is savored, though a bit on the greasy side. Typically the meat is boiled three times in water, with the greasy waste sold to soap makers for rendering.

Combat

Though normally peaceful if not actually somewhat friendly, a rock sloth can be quickly angered by hostile actions. If a mother is encountered nursing her young, she is easily roused to act in a defensive nature, fighting to the death to defend her cubs if she has to.

A rock sloth fights with their front toe-like claws. Each paw has three such claws and their constant scraping against the sloth's rocky environment keep these claws in razor sharp condition. Unless starved or extremely angered, a rock sloth usually doesn't bother to pursue a fleeing combatant more than a couple hundred feet.

Plant and Fungi Poison Immunity (Ex): A Rock sloth is immune to the effects of poisonous plants and fungi.

SADDLE HOPPER

Large Vermin

Hit Dice: 3d8 + 6 (18 hp)

Initiative: +5 (Dex)

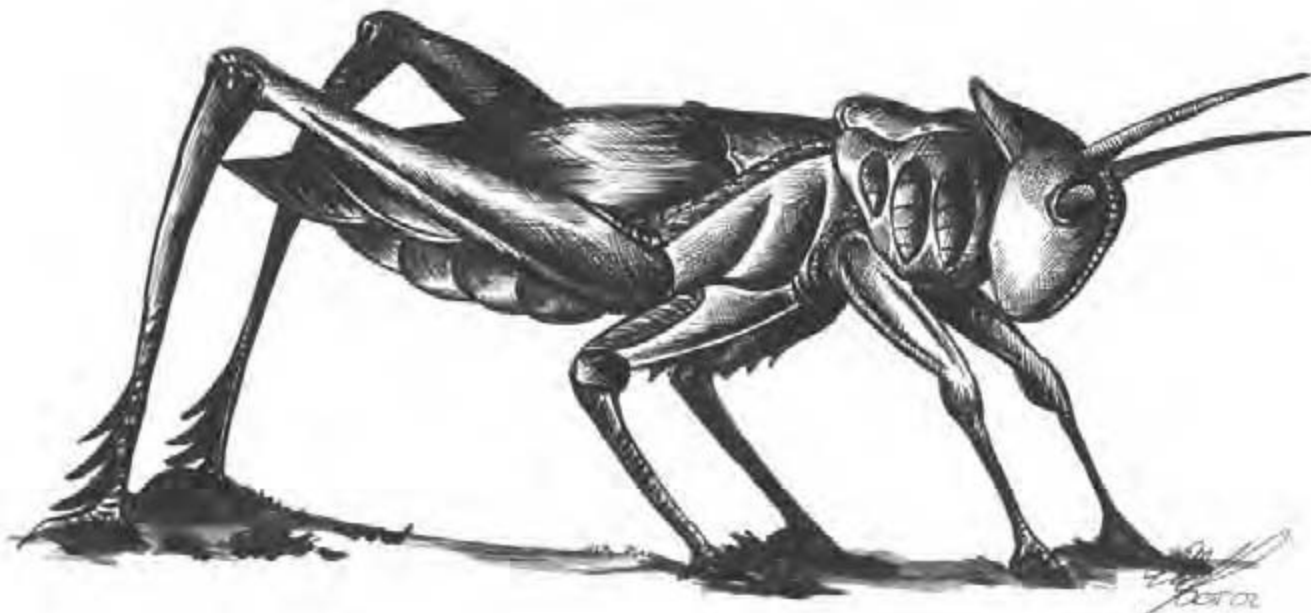
Speed: 90 ft, climb 45ft.

AC: 18 (-1 size, +5 Dex, +4 natural)

Attacks:	Bite+5
Damage:	Bite 1d6+6
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Vermin
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 19, Dex 21, Con 15, Int —, Wis 12, Cha 11
Skills:	Climb +10, Jump +20*, Spot +3, Listen +3
Climate/Terrain:	Any temperate to warm land.
Organization:	Solitary or pair
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral
Advancement:	4-5 HD (Large)

Saddle hoppers are giant grasshoppers that are commonly used as riding mounts by smaller, lighter characters. The key advantages to a saddle hopper are its incredible speed and tremendous ability to climb.

Saddle hoppers have a fair degree of natural wisdom but are completely non-intelligent. For this reason, taming a saddle hopper is only marginally successful. Usually young saddle hoppers are gathered and put through a constant degree of attention and feedings. This allows the saddle hopper to associate food with the commands of a master. By the time the saddle hopper has only half matured (three months), a saddle is placed upon them with a light amount of dead weight and thus they are entered into the training of being accustomed to having such a strange weight placed on their backs.





Despite such training, however, the hopping locomotion of the saddle hopper makes the creature very difficult for most individuals to learn to ride. Any needed Ride checks are made with a -4 penalty with the exception of the saddle hopper using its bite attack in combat, which is made with a regular Ride check without the penalty.

Domestic saddle hoppers are creatures that can never be allowed to roam free for any decent length of time. Past trial and error has shown that lightweight metal chain is the best way to tie up a saddle hopper since they chew through rope. Likewise, if a hopper is allowed to freely roam about for more than a couple of days, its training is all but lost and the creature reverts back to being another critter of the wild. In addition to all the time that was spent on the saddle hopper being lost, not to mention any equipment if a saddle was still attached, many farming areas have made it a severe crime to let one of these overgrown pests run loose. Saddle hoppers can quickly cause enormous amounts of damage to crops and wilderness areas if allowed to roam freely.

Other than size, there is not a great deal of physical difference between a saddle hopper and the common grasshopper. The protective exoskeleton plate that's just behind the head of the saddle hopper is a bit longer than a normal grasshopper's would be and the wings are shorter on a saddle hopper. A saddle hopper's wings are not meant for purely flying but rather for extending the distance of the grasshopper's jumping motions. In addition, the muscular structure of the saddle hopper is reasonably sturdier.

Saddle hoppers are herbivores and have a particular love for green foliage. They have huge appetites, requiring twice as much of an intake as other herbivore mounts of the same size scale, and have been known to virtually destroy farmlands and forests if their populations are not kept in check.

In the early spring, saddle hoppers mate and the females' produce one to six egg pods (1d6) three weeks later. Each pod contains fifteen to fifty one eggs (3d12+15). Usually around 60% of these eggs turn into hopnymphs, or rather non-combatant juvenile saddle hoppers. Hopnymphs grow rapidly, typically reaching full maturity at a half year of age. Most saddle hoppers reach a maximum age between eleven to sixteen years (Max Age: 10 + 1d6).

Carrying Capacity: A light load for a saddle hopper is up to 116 lbs; a medium load is 117 to 233lbs; and a

heavy load is 234 to 350 lbs. A saddle hopper can drag up to 1,750lbs, but is not suitable for dragging carts, wagons, or any amount of weight for any significant amount of distance. An exotic saddle is required to ride a saddle hopper.

*Due to their wings, saddle hoppers gain an addition +10 racial bonus to jump checks.

Additional Uses: Saddle hoppers are sometimes valued for their meat, which is often described as being something like chicken or shellfish. A few more primitive tribes have tried to use bits of the exoskeleton as make shift clubs, armor, and shields but these soon turn brittle and shatter.

Combat

Saddle hoppers are not particularly aggressive creatures, as fighting with another creature offers them little interest in food or survival. If cornered or otherwise forced to fight, they will use their bite attack. Most saddle hoppers choose to flee whenever possible since their great speed typically guarantees the success of such an escape.

Vermin: Immune to all mind-influencing effects.

TRUDD

Large Beast

Hit Dice:	2d10+6 (18 hp)
Initiative:	+3 (Dex)
Speed:	30 ft, swim 30 ft
AC:	15 (-1 size, +3 Dex, +3 natural)
Attacks:	Bite +1
Damage:	Bite 1d8+1
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	Disease
Special Qualities:	Scent
Saves:	Fort +6, Ref +6, Will -1
Abilities:	Str 12, Dex 16, Con 17, Int 2, Wis 8, Cha 4
Skills:	Swim +8, Spot +4
Climate/Terrain:	Temperate to warm marsh
Organization:	Solitary or pair
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral
Advancement:	3-5 HD (Large)

Warty, gangly, and smelling as foul as its last meal, the trudd is a creature held with little desire. Trudd make up the bottom feeders of the coastlines. Whether at the

shoreline edge, in a nearby flooded cavern, or lurking in the salt marshes, the creature is often found scavenging for abandoned carcasses and organic waste.

Though not violent or aggressive in nature, trudd are considered to be too disgusting and disease ridden for more civilized societies. A few old salty fishermen will allow a stray trudd to continue to live along the shore line near their homes as long as the trudd keeps to itself and doesn't venture to close to the village.

Some lizard folk however, have found use for such pathetic beasts as pack animals and riding mounts. Though the trudd is a quadruped and thus it would seem rather useful for such a task, its back is not always strong enough to handle the weight that the lizard folk force upon them. As such, it's not uncommon to see a trudd with a broken back lying outside a lizard folks' lair, waiting to die in pain and misery.

While the trudd are good swimmers, they are only able to support their own weight plus a bit of captured food in water and will likely drown if used as mounts or pack animals. While a special set of sacks inside the abdomen allows a trudd to hold up to twenty minutes worth of air, many have been found dead at the bottom of shallow, saltwater ponds with a heavy sack strapped to their backs. Riding a trudd requires an exotic saddle.

Trudd are lanky, pathetic looking creatures with sickly, yellow green eyes and smooth, hairless warty skin. Their skin color usually ranges from a wide variety of greys to dull black. The underbelly is usually a lighter shade of grey. Roughly about the same size as a well-starved horse, a trudd is an awful thing to gaze upon.

Trudd have round heads with two large, spiny, comb-like sticking out where there are ear holes are located. Another such comb runs down from the top of their head to the back of their neck and spiny fins encrusted the backs of their legs. A large, shark like fin hangs above the trudd's rump and serves as a tail. Trudd have a wide mouth filled with needle like teeth and a long, forked tongue that is so wide and branched off it almost appears to be two tongues instead of one. Though highly sensitive, their noses are little more than two bits just above the trudd's mouth line. The feet of the trudd are webbed somewhat like a frog's.

There is little visible difference between male and female trudd. Usually the females will have a banded pattern of bluish tint along their back legs and a bit of a bloating about the stomach when carrying eggs. A female can lay between five to eight (1d4+4) eggs

every four weeks and out of these, usually only one or two hatch. It takes around fifty days for a trudd chick to hatch. From that point on, survival for wild trudd chicks is difficult as their mother simply buries the eggs in the sand after laying them and takes no part in raising her young. A trudd chick matures in a year and can live up to forty years (Max Age: 36 + 1d4).

Trudd are both scavengers and detritivorous, and thus will happily consume anything that is either organic waste or has died and begun to rot. They are notorious for "cleaning up" around shorelines, devouring dead shellfish, stingrays, and any other aquatic remains that may have been brought in with the tide or lying in shallow, still waters. If exceptionally hungry they may pursue a little bit of game, usually rats, clams, or small fish, but this is an uncommon occurrence as the trudd usually sense the presence of food by its stench.

Carrying Capacity: A light load for a trudd is up to 129 lbs; a medium load is 130 to 258 lbs; and a heavy load is 259 to 390 lbs. A trudd can drag 1,950 lbs. Though often used for land-based mounts, trudd do not make for very good aquatic mounts.

Additional Uses: Other than being pack animals or possible mounts, trudd serve little use or value. Their tendency to be ridden with disease make them useless as a food source and even if a trudd was raised in a clean environment, starving individuals have described the meat of the trudd as being mostly flavorless.

Tribes of lizard folk, however, have often made use of trudd as garbage disposals for their lairs.

Note: a trudd is pictured on page 66.

Combat

Trudd attack aggressors by biting with their needle like teeth. Though usually submissive in behavior, trudd will easily turn on someone if treated with any great amount of brutality or outright attacked. If given an obvious, open opportunity they will flee the area.

Disease (Ex): Filth fever- bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 74 in the *Dungeon Master's Guide*).

WARSNOUT

Large Beast

Hit Dice: 6d10+24 (51 hp)
Initiative: +1 (Dex)
Speed: 40 ft





AC:	14 (-1 size, +1Dex, +4natural)
Attacks:	Bite +9
Damage:	Bite 2d6+9
Face/Reach:	5 ft by 10 ft/5 ft
Special Attacks:	None
Special Qualities:	Scent
Saves:	Fort +9, Ref +6, Will +2
Abilities:	Str 22, Dex 13, Con 18, Int 2, Wis 10, Cha 6
Skills:	Intuit Direction +4, Listen +2, Spot +3
Climate/Terrain:	Any land.
Organization:	Solitary, pair, or herd (2-4 adults plus 200% non-combatant piglets)
Challenge Rating:	3
Treasure:	None
Alignment:	Always Neutral
Advancement:	7-9 HD (Large)

Warnouts are big, bulky creatures that resemble a cross between a wild boar and a horse. They have an elongated face and jaw line, and two tiny horns protrude out from the bottom of their chin. Though normally aggressive in the wild, many a warnout has been brought up to serve as loyal riding mounts and pack animals.

While attempting to domesticate an adult warnout has resulted in the death or broken backs of many a trainer, it is not that difficult to tame a piglet. If given proper love and companionship, these immature warnouts grow up to be faithful beasts that's natural sense of aggression can be reasonably controlled.

For various reasons, these creatures have grown in popularity amongst both warriors and bounty hunters.

Warnouts resemble uncanny crosses between horses and boars. Their long mouth is powerful and lined with small tusks and sturdy teeth. A single bite applies enough force to easily crush a man's leg, if not completely separate it from the body. Their bodies resemble muscular, somewhat fat horses and their hooves are more like a goat's. A stiff, stubby man runs down the backs of their heads and neck and the body fur of a warnout is quite coarse and dark brown in color.

Warnouts are omnivorous and are commonly fed slop. Though not always effective, many an individual has found that if a warnout piglet is raised up on

vegetables and grain, they seem to be far less aggressive than piglets that have been fed meat.

Female warnouts give birth to their young once every two years. A typical litter consists of 1d4+1 young. Typically a mother will nurse her piglets for a period of around four months. Warnouts reach full maturity at three years of age and usually reach an age between fifty to seventy years (Max Age: 50 + 1d20).

Carrying Capacity: A light load for a warnout is up to 519 lbs; a medium load is 520 to 1,038 lbs; and a heavy load is 1,039 to 1,560 lbs. A warnout can drag 7,800 lbs. An exotic saddle is required to ride a warnout.

Additional Uses: Warnouts are favored for the stiff, sturdy hairs of their mane that are often used to make brushes. Their hide is not as visually desirable as most creatures but is quite thick and warm and will thus usually bring at least 3 gp on the market.

Some people savor the meat of the warnout but others find it to be comparable as a strange, stringy version of pork that's rather lacking somewhat in flavor. The milk of a nursing warnout is a bit strong to the taste and is usually not considered worthy of keeping.

Combat

Warnouts are aggressive creatures and use their powerful jaws to bite their target foes.



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