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SO WHAT'S THE MOUNT LIKE, ANYWAY?

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Mike Welham

With the possible exception of the paladin's mount, most PCs' mounts are just a horse with no interesting or unique features or characteristics. After all, very few GMs or players have the time to create interesting details such as the appearance, personality and traits of a mount.

So What's The Mount Like, Anyway? banishes this problem by providing extensive notes on customising your mount. Included are tables to generate the mount's appearance, trait and even hooks and complications. Also included are detailed notes on encumbrance, barding and even stat blocks for a variety of mounts!



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Thank you for purchasing *So What's The Mount Like, Anyway?*; we hope you enjoy it and that you check out our other fine print and PDF products.

ERRATA

We like to think *So What's The Mount Like, Anyway?* is error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ABOUT THE DESIGNER

Mike Welham has been gaming off-and-on for over 30 years. While he has played using numerous game systems, he has always had a fondness for Dungeons & Dragons and its offshoots. The third edition of Dungeons & Dragons renewed a flagging interest in roleplaying games, but the introduction of Pathfinder sparked a long-dormant desire to write for roleplaying games. Mike has written for Clockwork Gnome Publishing, Open Design, Paizo, and Rite Publishing, and (much to his surprise) he won Paizo's RPG Superstar contest in 2012. He is quite happy with the prospect of his first publication with Raging Swan Press.

Mike lives in Kernersville, North Carolina, with his ever-patient wife, two roleplaying game-savvy children (one has started his university career, however), a puggle, three cats and a turtle. He believes the solution to the impending empty nest syndrome will be to allow more creatures of his imagination to make themselves at home.

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Published by Raging Swan Press
1st printing, November 2012

CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3

SO WHAT'S THE MOUNT LIKE, ANYWAY?

Table A: Mount's Appearance.....	4
Table B: Mount's Traits	6
Table C: Hooks & Complications	8
Quadruped Carrying Capacity	10
Barding.....	11
Noteworthy Barding	12
Warhorses.....	16
War Ponies.....	17
Riding Dogs	18
Exotic Mounts	19
Glossary of Terms	20

FOREWORD

I recently ran a wilderness-based adventure path and it struck me that although all the PCs had mounts (warhorses in most cases) the only PC to actually name his mount was the cavalier. For the rest, their mounts seemed disposable in the way normal equipment is disposable. I thought that was a real shame – while the mounts were never destined to be fully fledged NPCs, there was no reason that they couldn't have personalities and traits all of their own. That would be a cool way to add detail and depth to the campaign world.

That observation just hung around in the back of my mind until I was planning out Raging Swan's late 2012 release schedule. "Cool idea for a supplement," I thought and you now have the results in your hand (or on your screen).

This is Mike's first supplement for Raging Swan Press and I hope it won't be his last! Mike's a new freelancer for Raging Swan Press and I've thoroughly enjoyed developing *So What's The Mount Like, Anyway?* (Of course, typically, my campaign now tends to focus on underground exploration so I won't actually get to use it for a bit but when I get the chance I'll be rolling up PCs' mounts like no-one's business!)

This supplement focuses on traditional mounts (mainly horses and ponies. However, if you'd like a sequel dealing with more fantastic mounts such as griffons and hippogriffs, let me know! I hope you find this product useful. It would be great to hear all the cool names you generate with these tables – drop me a line at creighton@ragingswan.com.

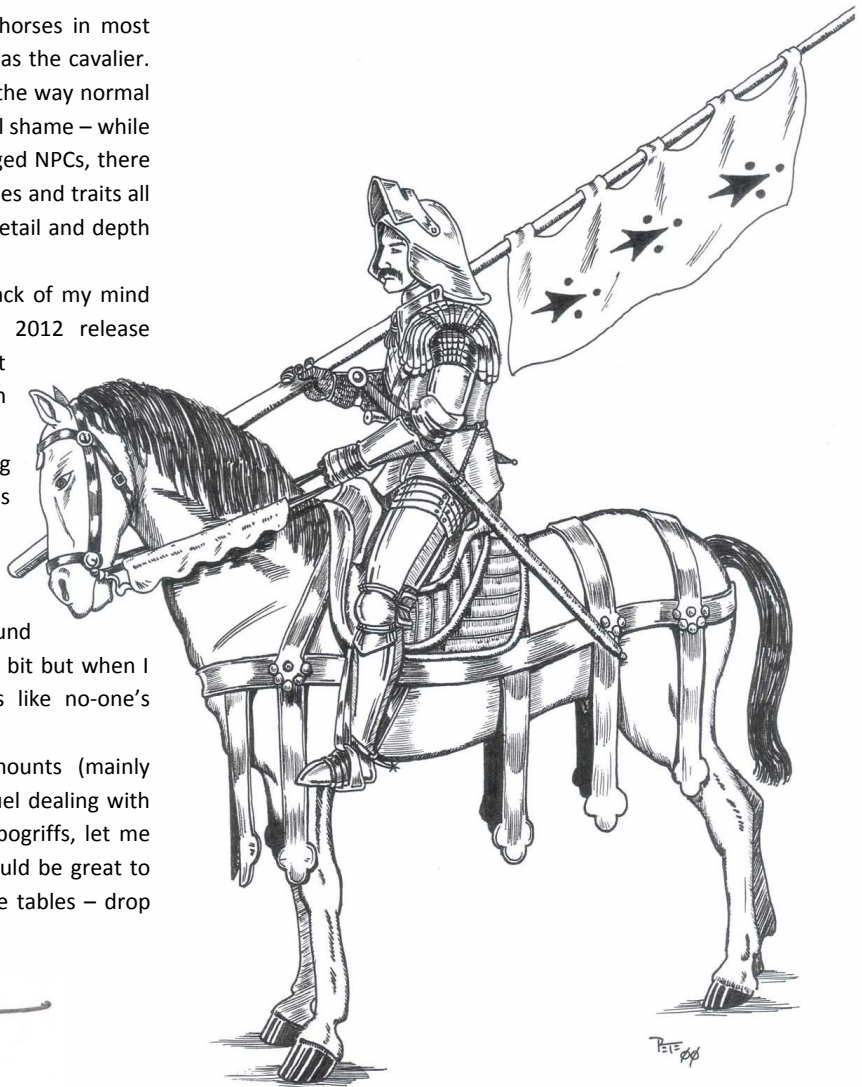


TABLE A: MOUNT'S APPEARANCE

D%	
1	Bay mare with white blaze and stockings.
2	Chestnut filly with faint white star and partial white pastern markings.
3	Old grey stallion with white bald face markings and three white stockings.
4	Black gelding with white snip and coronet markings.
5	Brindle colt with white star and socks.
6	Buckskin filly with irregular white star and white stockings on forelegs.
7	Old champagne mare with white star and strip, and white pastern markings.
8	Dun stallion with white stockings and lower lip markings.
9	Palomino colt with white socks and no other markings.
10	Pinto gelding with white blaze and coronet markings.
11	Roan colt with black blaze and stockings.
12	Silver dapple mare with white bald face markings and white pastern markings.
13	White stallion with grey star and socks.
14	Sorrel gelding with irregular white blaze and white stockings on rear legs.
15	Dapple grey filly with interrupted white stripe and black stockings.
16	Old appaloosa mare with no markings.
17	Grey mare with long white mane, thick coat and white stockings.
18	Bay stallion with white star connecting to white blaze and white pastern markings.
19	Old black stallion with white star and no other markings.
20	Dark bay filly with interrupted white blaze and white stockings on left foreleg and right rear leg.
21	Grey colt with white star and stockings bears a 'triple-R' brand.
22	Appaloosa stallion with bright red spots and red socks.
23	Black mare with white dorsal stripe and white stripes on all legs.
24	Mud-caked palomino gelding with white stripe and coronet markings.
25	Old swayback bay stallion with faint white star and white socks.
26	Champagne filly with white star and stockings, and lightning bolt scar down left eye, but the filly is not blind in that eye.
27	White mare with connected black star and blaze, and black socks.
28	Stocky, granite coloured stallion with black mane and tail, and with white blaze and socks. Full of energy, it snorts and tosses its head often.

29	Dun stallion with white markings on lower lip, white socks and bearing numerous whip marks on its flanks.
30	Buckskin mare with white blaze and stockings whose hair is long and curly.
31	Bay stallion with no facial markings and white socks made up of shaggy hair.
32	Portly, pinto mare with white stockings on the forelegs and white socks on the rear legs.
33	Roan gelding with white stripe and closely shaved legs that hide any markings.
34	Appaloosa filly with black socks and no other markings, and without a tail.
35	Oversized chestnut mare with white blaze and stockings; appears to be a draft horse used as a riding horse.
36	Old sorrel stallion with white star and socks whose left hindquarters have a large bite mark.
37	Champagne filly with white coronet markings and no facial markings; constantly smells of apples and cinnamon.
38	"Reverse" appaloosa mare with no markings.
39	Grey gelding with no markings other than a black "mask" surrounding both eyes.
40	Brindle stallion with yellow star and bright yellow stripes on its body.
41	Black mare with off-yellow blaze and socks, as well as thin, black horns protruding from just under her ears.
42	Leafy green filly with lighter green blaze and stockings.
43	Palomino mare with perfectly circular black rings of hair on her body, each 3 inches in diameter.
44	Silver dapple colt with faint white star and white pastern markings.
45	Oversized stallion with brown reptilian skin and no hair.
46	Grey colt with star and socks that change intensity depending on time of day: during daylight they are bright white, during dusk and dawn they are the same grey as the colt, during night they are black.
47	Black mare with deeper black star on its back.
48	Bay stallion with white stripe and stockings, and carries extra layers of fat.
49	Dapple grey gelding with faint black star and coronet markings whose mane is threadbare.
50	Palomino mare with red blaze and coronet markings and a long mane and tail.
51	Bay colt with white snip and pastern markings.
52	Champagne stallion with black star and stockings, and a lion-like mane.
53	Grey mare with white bald face markings and dark grey stockings, who smells like rot even though she appears healthy.

54	Stallion whose left side is all white and whose right side is all black.
55	Ash-coloured colt with white star that appears to be from someone rubbing the ash away,
56	Bay mare with white blaze and coronet markings.
57	Silver gelding with white stripe, mane, tail and coronet markings.
58	Black mare with red star and socks.
59	White filly with no markings but with a fine patina of frost.
60	Pinto stallion with white socks and long neck.
61	Grey stallion with open sores all over the body.
62	Black mare with a white head.
63	Skeletally thin black colt with no markings.
64	Old grey gelding with white star and stockings whose right rear leg is slightly withered.
65	Hairless flesh-coloured stallion.
66	Pregnant roan mare with white blaze and stockings.
67	Black filly with markings on her flank corresponding to a known star constellation but no other markings.
68	Sky blue gelding with yellow star, mane, tail and coronet markings.
69	Dark bay mare with faint white star and white pastern markings and sharpened teeth.
70	Colt with black head gradually fading to grey across the body and then to white at its hindquarters.
71	Bay stallion with luminescent star and socks, which do not shed light to any appreciable distance.
72	Large jet black mare with heavy hooves.
73	Old albino stallion with a bright yellow star on its left flank.
74	Completely white filly, including tail and hooves, with no markings.
75	Black colt with black hooves and tail, and no other markings.
76	Fiery red mare with black muzzle, stockings and tail.
77	Stallion with black-and-gold zebra stripes (including the tail).
78	Champagne stallion with white bald face markings and white socks whose upper body is barrel-shaped.
79	White filly with no markings, a single star-shaped brand mark mars one flank.
80	Black gelding with white stripe, lip markings, and pastern markings that foams at the mouth when running.
81	Grey stallion with dark grey star and stockings with a perpetual sheen of sweat.
82	Palomino mare with no markings, but with cats' eyes.

83	Brindle filly with white star and socks lips are constantly drawn back in a "smile."
84	Dark grey colt with white star and a white comet shaped marking.
85	Buckskin stallion with white blaze and coronet whose body is riddled with scars from many claws and bites.
86	White mare with no markings, but it has a horn made from tightly woven hair and glued on with <i>sovereign glue</i> to make it look like a unicorn; a DC 10 Perception check uncovers the ruse.
87	Sickly, pale green gelding with darker green star mark on its right flank.
88	Blood-red stallion with white blaze and socks.
89	White mare with blue-green blaze and coronet markings.
90	Black filly with white star and stockings.
91	Dark brown gelding with yellow stripe and pastern markings; his eyes seemed faceted like an insect's.
92	Grey colt with light grey blaze and socks. The horse is heavily muscled.
93	Dun stallion with white star and coronet markings; his ears face backwards.
94	Dappled mare with no markings. Wears a worn, comfortable riding saddle.
95	Chestnut gelding with white, but yellowing, blaze and no other markings.
96	Aquamarine filly with light black stripe and light white stockings.
97	The horse is still young. Apply the young creature template. Roll again to determine its appearance.
98	The horse has the advanced creature template and appears more intelligent and wise than its kin. Roll again to determine its appearance.
99	Pony (roll again for appearance, ignoring any result over 97).
100	Donkey/mule (roll again for appearance, ignoring any result over 97).

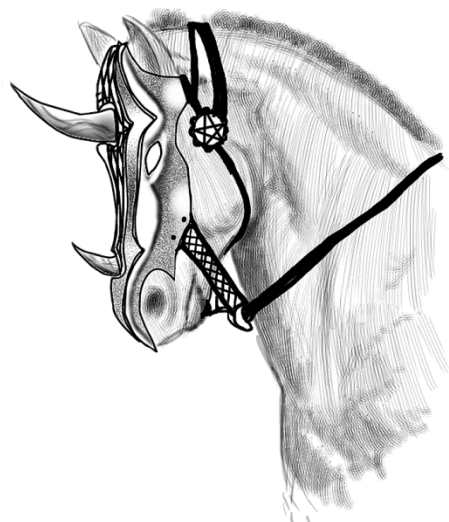


TABLE B: MOUNT'S TRAITS

D%			
1	Narcoleptic: After a stressful situation or travelling at greater than base speed, the mount must make a DC 10 Fortitude save or fall asleep.	28	Nocturnal: Only allows riders during daylight if the rider makes a DC 20 Handle Animal check.
2	Lazy: Only moves at half speed unless its rider makes a DC 15 Handle Animal or Ride check.	29	Battle trained: Replace Endurance with Weapon Focus (hooves).
3	Nervous/skittish: During stressful situations the mount must make a DC 12 Will save or flee.	30	Fastidious: Suffers a -1 penalty to attack rolls and skill checks when dirty.
4	Lame: Reduce the mount's speed by 10 ft.; it cannot run.	31	Will not accept a saddle: A rider must make a DC 25 Handle Animal check to saddle the mount.
5	One-eyed: -4 penalty to sight-based Perception checks.	32	Clumsy: The mount has bad balance; it suffers a -2 to CMD to resist trip attacks and Acrobatics checks.
6	Basher: In battle, the mount runs into opponents. Replace Run with Improved Bull Rush.	33	Hot-weather proof: The mount's thin coat renders it immune to heat (as <i>endure elements</i>).
7	Three-legged: The mount has a prosthetic leg; its speed is normal, unless it loses the prosthetic.	34	Oversized head: The mount has a very large head; this has no game effect
8	Camouflaged: +4 racial bonus to Stealth in a specific environment (forest, mountains, etc.)	35	Protective: If the mount's rider is disabled or unconscious, the mount stands guard over him.
9	Fearless: +4 morale bonus to saves against mind-affecting fear effects.	36	Charming: Anyone riding the mount gains a +2 circumstance bonus on Diplomacy checks.
10	Deaf: The mount is deaf.	37	Orc-hater: +1 morale bonus to attacks and damage against orcs.
11	Quiet: +4 racial bonus to Stealth during movement.	38	Plains runner: The mount runs at five times its speed in grasslands.
12	Hyperactive: Unless its rider makes a DC 15 Handle Animal or Ride check, the mount runs whenever possible.	39	Deft: The mount has become expert at evading attacks; replace Run with Dodge.
13	Goblin-hater: +1 morale bonus to attacks and damage against goblinoids.	40	Hard hooves: The mount's hooves are especially hard and deal damage as if one size larger.
14	Finicky: Only eats a certain type of food.	41	Sensitive nose: The mount gains a +2 circumstance bonus to track by scent and it can follow tracks as if it is trained in Survival; however, it suffers a -2 penalty on saving throws against gases and inhaled poisons.
15	Clawed: The mount's hooves are sharpened; they deal slashing damage.	42	Battle weary: The mount suffers a -1 penalty to attacks and damage, unless the rider succeeds at a DC 20 Handle Animal or Ride check each round.
16	Prehensile tail: The mount can use its tail for fine manipulation, allowing it to open simple doors etc.	43	Hawkeyed: +2 to sight-based Perception checks.
17	Danger sense: +4 circumstance bonus to Perception checks to avoid surprise.	44	Seasoned: The mount is easy to ride; it grants a +4 circumstance bonus to Ride checks.
18	Clingy: Follows its rider everywhere; a DC 15 Handle Animal check is required to convince the mount to stay behind	45	Soft-hooved: The mount's hooves do less damage; reduce its hoof damage by 1 die type.
19	Weather predictor: The mount is sensitive to weather changes and paws the ground whenever a storm is coming.	46	Mobile: Replace Endurance and Run with Dodge and Mobility.
20	Sharp-toothed: The mount's teeth are more formidable than usual; it gains a bite attack that does damage based on its size.	47	Menacing: Anyone riding the mount gains a +2 circumstance bonus to Intimidate checks.
21	Long-legged: Increase the mount's reach by 5 feet.	48	Daft: The mount often forgets what it is meant to be doing.
22	Calm: +2 morale bonus to saves vs. fear effects.	49	Friendly: +4 circumstance bonus to Handle Animal checks for this mount.
23	Jumper: The mount prefers jumping to running; replace Run with Skill Focus (Acrobatics).	50	Tough hide: +1 natural armour bonus.
24	Draft horse: The mount was used to carry and pull heavy loads; its Strength is effectively 2 points higher for the purpose of carrying and dragging.	51	Long jumper: +4 racial bonus to Acrobatics checks made to jump.
25	Blind: The mount is blind.	52	Trained: The mount already knows 2 tricks (see Handle Animal).
26	Cold resistant: The mount's thick coat renders it immune to cold (as <i>endure elements</i>).	53	Thundering: When moving faster than its base speed, the mount suffers a -4 penalty to Stealth checks.
27	Ferocious: +2 morale bonus to attack and damage rolls, but -2 penalty to Armour Class.		

54	Distractible: The mount must wear blinders or it must make a DC 12 Will save or run towards a moving object.
55	Ill-tempered: All Handle Animal and Ride checks take a -4 penalty for this mount.
56	Jump-happy: The mount always attempts to jump over (or across) an obstacle; the rider must make a DC 15 Ride check to stop the mount.
57	Carnivorous: The mount enjoys eating meat.
58	Responsive: The mount works well with a rider; remove Endurance feat, but it grants Mounted Combat to its rider.
59	Vengeful: Does not forget wrongs done to it. Attacks those that attack it.
60	Dusty: When this mount moves at greater than base speed it kicks up a cloud of dust that provides concealment (20% miss chance).
61	Fortunate: The mount gains a +1 luck bonus to one saving throw.
62	Circus-trained: The mount has learned to effectively clear obstacles in encounters; replace Endurance with Nimble Moves.
63	Scarred: +2 natural armour bonus; reduce the mount's speed by 10 ft.
64	Smelly: Grants a +4 bonus to Survival checks to track it by scent. Creatures with scent detect the mount at twice normal ranges.
65	Malnourished: Until the mount has eaten properly for a month, reduce its Dexterity, Strength and Constitution by 2 points.
66	Hydrophobic: The mount fears water and will not cross it, unless a character makes a DC 25 Handle Animal check (or comes up with a clever plan).
67	Unfortunate: The mount suffers a -1 penalty to one saving throw.
68	Tripper: The mount has learned how to trip foes; replace Endurance with Improved Trip.
69	Elf-hater: +1 morale bonus to attacks and damage against elves.
70	Sure-footed: The mount gains a +4 circumstance bonus to Acrobatics checks on narrow surfaces.
71	Horse liaison: The mount grants a +4 circumstance bonus to Handle Animal checks made against nearby horses and ponies.
72	Close combatant: The mount follows its foes when they move; replace Run with Step Up.
73	Strong swimmer: Swap Run for Skill Focus (Swim).
74	Clean: The mount's coat is particularly thick and resists dirt, mud etc. very well.
75	Hard-headed: The mount can make an additional slam attack with its head.
76	Shy: The mount has difficulty working with others besides its rider and takes a -1 penalty to all skill checks; a DC 10 Handle Animal check overcomes this, as does a full day spent with the mount.
77	Fey-touched: +1 circumstance bonus to saving throws against mind affecting compulsion effects.

78	Special hooves: The mount's hooves are shod with silver, adamantite or cold iron.
79	Battle frenzy: In combat, the mount must make a DC 14 Will save or gain the confused condition.
80	Adroit attacker: The mount can attack with all four hooves with a full attack.
81	Gentle: Horse is a good choice for an inexperienced rider.
82	Fierce: The mount gains ferocity as a racial trait.
83	Skittish: Horse flees combat if reduced below half hit points; DC 25 Handle Animal check negates.
84	Robust: Replace Run with Toughness.
85	Fainter: The mount must make a DC 10 Will save or fall unconscious when confronted with a stressful situation (such as combat).
86	Herd-raised: The mount only travels if other similar creatures travel with it; a DC 15 Handle Animal check overcomes this quirk.
87	Giant-killer: The mount has been trained to fight well against creatures of the giant subtype; it gains a +2 dodge bonus to AC and a +1 morale bonus to attack rolls against giants
88	Excellent Scent: The horse has an excellent sense of smell and gains a +4 circumstance bonus to any scent-related skill check.
89	Steadying: The mount allows its rider to stand on its back more easily; it provides a +4 circumstance bonus to Acrobatics checks to remain balanced on its back.
90	Pacifistic: The mount refuses to attack, unless a character makes a DC 25 Handle Animal check.
91	Fearless: Mount never retreats from battle, unless the rider makes a DC 25 Handle Animal check.
92	Won't jump: Only makes jumps if the rider makes a DC 15 Ride check.
93	Accompanier: The mount grants a +4 circumstance bonus to any Perform check its rider makes.
94	Metal sniffer: The mount has a keen sense of smell for metals; it gains a +8 circumstance bonus on Perception checks when it is within 20 feet of anything metallic
95	Nervous: Mount kicks out at nearby creatures when nervous.
96	Desires freedom: Unless restrained, the mount makes its break for freedom at every opportunity.
97	Robust: Replace Run with Great Fortitude.
98	Facsimiled: The mount is actually a construct made to look convincingly like a mount; it gains construct traits.
99	Roll twice on this table, ignoring this result and any contradictory or redundant results.
100	Roll three times on this table, ignoring this result and any contradictory or redundant results.

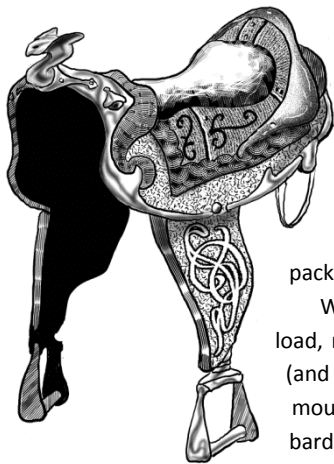
TABLE C: HOOKS & COMPLICATIONS

D20		
1	The mount is awakened – it gravitates towards a character with the same high ability score (for example, a mount with a high Charisma associates with a bard, inquisitor or sorcerer and so on). The mount does not reveal its abilities until it trusts its new owner.	<i>animals</i> reveals details of the curse/transformation. The mount begs to be returned to its normal form.
2	The mount only allows one person to ride it. Before the PC can ride the animal, he must “attune” to his presence. Until the PC makes a DC 25 Handle Animal check the mount actively attempts to throw him and may even try to kick and bit its owner.	10 A legendary warhorse, this mount is famed throughout the land. The mount’s famous previous owner is retiring from the adventuring life and is selling his mount. NPCs recognising the mount assume the rider is the previous owner and act accordingly.
3	Prophesied mount: The mount has a very distinctive appearance that coincides exactly with that of a mount mentioned in a prophecy of dire and calamitous portents. (This could merely be a coincidence or the mount may mark its rider as someone of great importance in the coming days).	11 The mount is cursed and transforms into a nightmare every new moon; in its new form it is a typical nightmare, but in its horse form it is unaware of its dual identity.
4	Belongs to royalty from a far-off nation; the mount teleported to the locality with its rider (who is now dead, enslaved or otherwise missing) from that faraway place, and it still bears the livery of that nation.	12 A powerful wizard is interested in the mount for some reason and occasionally uses <i>scrying</i> to check up on it.
5	Terrified of undead: The mount barely survived an attack by undead and is now terrified of them. It refuses to approach within 30 ft. of an undead creature (even if it has the attack trick twice) and flees as soon as possible. If cornered by an undead it attacks viciously (+2 bonus to attack rolls).	13 Last in a line of noble horses dating back centuries; the mount’s owner seeks to find a mate for the mount, but will sell for twice its normal worth. Apply the advanced creature template (if it is not already applied) to the mount.
6	Disease carrier: The mount is the host for bubonic plague (that it is immune to), but it inflicts the disease through injury or contact (a DC 22 Heal check on the mount reveals this fact) on all it comes into close contact with. <ul style="list-style-type: none"> ▪ Bubonic Plague: save DC 17 Fortitude (2 saves); onset 1/day; freq. 1 day; effect 1d4 Con damage, 1 Cha damage and the target is fatigued. 	14 Imparted with a password or other vital spoken information by its previous owner; <i>speak with animals</i> and a DC 20 Handle Animal check coaxes this information from the mount.
7	Stolen: The mount has been stolen and bears the brand or other insignia indicating its true owner. Its previous owner is rich and powerful and loved his mount. He is searching for it still and may appear at an inopportune moment to claim his rightful property.	15 A map has been branded into the mount’s rump. Several local features are evident on the map. The map is the twin to one branded into another horse. PCs acquiring the other mount can follow the map to a hidden treasure cache.
8	The mount comes with a custom-made military saddle. The saddle has a hidden compartment (DC 25 Perception check reveals) that could contain a treasure map, promissory notes or other important documents.	16 The mount is hunted by a group of goblins. The mount and its previous rider surprised a goblin warband and slew several members (including the chief’s favourite son). The mount’s rider was slain in the attack and the goblins now want revenge on the mount.
9	Polymorphed or cursed to become a mount; a DC 20 Sense Motive check reveals there is something off about the mount and a <i>speak with</i>	17 A primitive tribe of humanoids reveres the mount as patterns in its hide vaguely copy their deity’s holy symbol. They stop at nothing to acquire the mount.
		18 The mount escaped from a notorious rustler or bandit, who wants his prized mount back. He encounters the PCs 2d4 days after they acquire the mount.
		19 The mount is actually a druid masquerading as a horse. The druid is in search of heroes of stout heart and similar ethical outlook to aid it defeat a growing threat to his woodland home.
		20 The mount acts as a gateway to faerie realms; if the mount takes a rider into a faerie ring, both it and the rider disappear, requiring other characters to find a way into the fey world to retrieve their companion.



QUADRUPED CARRYING CAPACITY

Because of their size and strength, quadruped mounts can often



carry much more weight than an equivalent-sized biped.

Use the table below to determine exactly how much a mount can carry.

Those undertaking long expeditions often find it useful to bring one or more pack animals to carry extra gear.

When calculating a mount's load, remember to include its rider (and his equipment) as well as the mount's equipment (saddle, barding and so on).

COMMON ITEMS

Items commonly carried by mounts appear in the table below.

ITEM	COST	WEIGHT
Bit and bridle	2 gp	1 lb.
Saddle, Military	20 gp	30 lbs.
Saddle, Pack ¹	5 gp	15 lbs.
Saddle, Riding	10 gp	25 lbs.
Saddlebags ²	4 gp	8 lbs.
Stabling (per day)	5 sp	—

1: A pack saddle holds as much gear as the mount can carry.

2: Each side of a saddlebag can carry 20 lbs. of items.

Adventurers often also load their mounts with tents, blankets, extra food and water, spare weapons, clothes and other items essential to comfortable wilderness travel.

STRENGTH SCORE	MEDIUM QUADRUPED			LARGE QUADRUPED		
	LIGHT LOAD	MEDIUM LOAD ¹	HEAVY LOAD ²	LIGHT LOAD	MEDIUM LOAD ¹	HEAVY LOAD ²
1	4 lbs. or less	5-9 lbs.	10-15 lbs.	9 lbs. or less	10-18 lbs.	19-30 lbs.
2	9 lbs. or less	10-19 lbs.	20-30 lbs.	18 lbs. or less	19-39 lbs.	40-60 lbs.
3	15 lbs. or less	16-30 lbs.	31-45 lbs.	30 lbs. or less	31-60 lbs.	61-90 lbs.
4	19 lbs. or less	20-39 lbs.	40-60 lbs.	39 lbs. or less	40-78 lbs.	79-120 lbs.
5	24 lbs. or less	25-49 lbs.	50-75 lbs.	48 lbs. or less	49-99 lbs.	100-150 lbs.
6	30 lbs. or less	31-60 lbs.	61-90 lbs.	60 lbs. or less	61-120 lbs.	121-180 lbs.
7	34 lbs. or less	35-69 lbs.	70-105 lbs.	69 lbs. or less	70-138 lbs.	139-210 lbs.
8	39 lbs. or less	40-79 lbs.	80-120 lbs.	78 lbs. or less	79-159 lbs.	160-240 lbs.
9	45 lbs. or less	46-90 lbs.	91-135 lbs.	90 lbs. or less	91-180 lbs.	181-270 lbs.
10	49 lbs. or less	50-99 lbs.	100-150 lbs.	99 lbs. or less	100-198 lbs.	199-300 lbs.
11	57 lbs. or less	58-114 lbs.	115-172 lbs.	114 lbs. or less	115-228 lbs.	229-345 lbs.
12	64 lbs. or less	65-129 lbs.	130-195 lbs.	129 lbs. or less	130-258 lbs.	259-390 lbs.
13	75 lbs. or less	76-150 lbs.	151-225 lbs.	150 lbs. or less	150-300 lbs.	301-450 lbs.
14	87 lbs. or less	88-174 lbs.	175-262 lbs.	174 lbs. or less	175-348 lbs.	349-525 lbs.
15	99 lbs. or less	100-199 lbs.	200-300 lbs.	198 lbs. or less	199-399 lbs.	400-600 lbs.
16	114 lbs. or less	115-229 lbs.	230-345 lbs.	228 lbs. or less	229-459 lbs.	460-690 lbs.
17	129 lbs. or less	130-259 lbs.	260-390 lbs.	258 lbs. or less	259-519 lbs.	520-780 lbs.
18	150 lbs. or less	151-300 lbs.	301-450 lbs.	300 lbs. or less	301-600 lbs.	601-900 lbs.
19	174 lbs. or less	175-349 lbs.	350-525 lbs.	348 lbs. or less	349-699 lbs.	700-1,050 lbs.
20	199 lbs. or less	200-399 lbs.	400-600 lbs.	399 lbs. or less	400-798 lbs.	799-1,200 lbs.
21	229 lbs. or less	230-459 lbs.	460-690 lbs.	459 lbs. or less	460-918 lbs.	919-1,380 lbs.
22	259 lbs. or less	260-519 lbs.	520-780 lbs.	519 lbs. or less	520-1,038 lbs.	1,039-1,560 lbs.
23	300 lbs. or less	301-600 lbs.	601-900 lbs.	600 lbs. or less	601-1,200 lbs.	1,201-1,800 lbs.
24	349 lbs. or less	350-699 lbs.	700-1,050 lbs.	699 lbs. or less	700-1,398 lbs.	1,399-2,100 lbs.
25	399 lbs. or less	400-799 lbs.	800-1,200 lbs.	798 lbs. or less	799-1,599 lbs.	1,600-2,400 lbs.
26	459 lbs. or less	460-919 lbs.	920-1,380 lbs.	918 lbs. or less	919-1,839 lbs.	1,840-2,760 lbs.
27	519 lbs. or less	520-1,039 lbs.	1,040-1,560 lbs.	1,038 lbs. or less	1,039-2,079 lbs.	2,080-3,120 lbs.
28	600 lbs. or less	601-1,200 lbs.	1,201-1,800 lbs.	1,200 lbs. or less	1,201-2,400 lbs.	2,401-3,600 lbs.
29	699 lbs. or less	700-1,399 lbs.	1,400-2,100 lbs.	1,398 lbs. or less	1,399-2,799 lbs.	2,800-4,200 lbs.
+10	x4	x4	x4	x4	x4	x4

1: Medium Load (Max Dex +3; Check Penalty -3; Speed (40 ft.) 30 ft.; Speed (50 ft.) 35 ft.; Run x4

2: Heavy Load (Max Dex +1; Check Penalty -6; Speed (40 ft.) 30 ft.; Speed (50 ft.) 35 ft.; Run x3

BARDING

While mounts are tremendously useful for getting about (and are useful additions to a low-level party's combat ability) at mid-high levels standard mounts are incredibly vulnerable because in most situations their combat abilities (attack rolls, damage output, saving throws and hit points) do not improve. The wise

rider, therefore, buys his mount barding and trains it in its use to offer it greater protection.

The table below summarises the costs, weights and movement rates of all available armours.

BARDING	COST (MEDIUM)	COST (LARGE)	ARMOUR BONUS	MAXIMUM DEX BONUS	ARMOUR CHECK PENALTY	SPEED (40 FT.)	SPEED (50 FT.)	WEIGHT (MEDIUM)	WEIGHT (LARGE)
<i>Light Barding</i>									
Haramaki	6 gp	12 gp	+1	—	0	40 ft.	50 ft.	1 lb.	2 lbs.
Padded	10 gp	20 gp	+1	+8	0	40 ft.	50 ft.	10 lbs.	20 lbs.
Quilted cloth	200 gp	400 gp	+1	+8	0	40 ft.	50 ft.	15 lbs.	30 lbs.
Silken ceremonial	60 gp	120 gp	+1	—	0	40 ft.	50 ft.	4 lbs.	8 lbs.
Lamellar cuirass	30 gp	60 gp	+2	+4	0	40 ft.	50 ft.	8 lbs.	16 lbs.
Leather	20 gp	40 gp	+2	+6	0	40 ft.	50 ft.	15 lbs.	30 lbs.
Parade	50 gp	100 gp	+3	+5	-1	40 ft.	50 ft.	20 lbs.	40 lbs.
Studded leather	50 gp	100 gp	+3	+5	-1	40 ft.	50 ft.	20 lbs.	40 lbs.
Wooden	40 gp	80 gp	+3	+3	-1	40 ft.	50 ft.	25 lbs.	50 lbs.
Chain shirt	200 gp	400 gp	+4	+4	-2	40 ft.	50 ft.	25 lbs.	50 lbs.
Lamellar (leather)	120 gp	240 gp	+4	+3	-2	40 ft.	50 ft.	25 lbs.	50 lbs.
<i>Medium Barding</i>									
Armoured coat	100 gp	200 gp	+4	+3	-2	30 ft.	35 ft.	20 lbs.	40 lbs.
Hide	30 gp	60 gp	+4	+4	-3	30 ft.	35 ft.	25 lbs.	50 lbs.
Do-maru	400 gp	800 gp	+5	+4	-4	30 ft.	35 ft.	30 lbs.	60 lbs.
Kikko	60 gp	120 gp	+5	+4	-3	30 ft.	35 ft.	25 lbs.	50 lbs.
Lamellar (horn)	200 gp	400 gp	+5	+3	-4	30 ft.	35 ft.	30 lbs.	60 lbs.
Scale mail	100 gp	200 gp	+5	+3	-4	30 ft.	35 ft.	30 lbs.	60 lbs.
Agile breastplate	800 gp	1,600 gp	+6	+3	-4	30 ft.	35 ft.	25 lbs.	50 lbs.
Breastplate	400 gp	800 gp	+6	+3	-4	30 ft.	35 ft.	30 lbs.	60 lbs.
Chainmail	300 gp	600 gp	+6	+2	-5	30 ft.	35 ft.	40 lbs.	80 lbs.
Four-mirror	90 gp	180 gp	+6	+2	-5	30 ft.	35 ft.	45 lbs.	90 lbs.
Lamellar (steel)	300 gp	600 gp	+6	+3	-5	30 ft.	35 ft.	35 lbs.	70 lbs.
Mountain pattern	500 gp	1,000 gp	+6	+3	-4	30 ft.	35 ft.	40 lbs.	80 lbs.
<i>Heavy Barding</i>									
Banded mail	500 gp	1,000 gp	+7	+1	-6	30 ft. ¹	35 ft. ¹	35 lbs.	70 lbs.
Kusari gusoku	700 gp	1,400 gp	+7	+1	-7	30 ft. ¹	35 ft. ¹	45 lbs.	90 lbs.
Lamellar (iron)	400 gp	800 gp	+7	+0	-7	30 ft. ¹	35 ft. ¹	50 lbs.	100 lbs.
Splint mail	400 gp	800 gp	+7	+0	-7	30 ft. ¹	35 ft. ¹	45 lbs.	90 lbs.
Tatami-do	2,000 gp	4,000 gp	+7	+3	-6	30 ft. ¹	35 ft. ¹	45 lbs.	90 lbs.
Agile half-plate	1,700 gp	3,400 gp	+8	+0	-7	30 ft. ¹	35 ft. ¹	55 lbs.	110 lbs.
Half-plate	1,200 gp	2,400 gp	+8	+0	-7	30 ft. ¹	35 ft. ¹	50 lbs.	100 lbs.
Lamellar (stone)	1,000 gp	2,000 gp	+8	+0	-7	30 ft. ¹	35 ft. ¹	45 lbs.	90 lbs.
O-yoroi	3,400 gp	6,800 gp	+8	+2	-6	30 ft. ¹	35 ft. ¹	45 lbs.	90 lbs.
Full plate	3,000 gp	6,000 gp	+9	+1	-6	30 ft. ¹	35 ft. ¹	50 lbs.	100 lbs.
Stoneplate	3,600 gp	7,200 gp	+9	+1	-6	30 ft. ¹	35 ft. ¹	75 lbs.	150 lbs.

1: When running in heavy armour a mount only moves at triple speed, not quadruple. A mount with the Run feat moves at four times its speed, not five.

NOTEWORTHY BARDING

D%	PRICE	
1	20 gp	Blue padded caparison with a painted charging badger on each flank.
2	20 gp	Padded caparison painted in jester's motley.
3	20 gp	White padded caparison with pegasus wings painted on the flanks. The caparison is muddy and frayed.
4	20 gp	Sky blue padded caparison with painted cloud pattern; the clouds seem to move as the mount runs.
5	20 gp	Bright golden caparison painted with silver and white fleur-de-lis.
6	20 gp	Rainbow-coloured cloth caparison.
7	25 gp	White caparison with gold threading along the hem.
8	25 gp	Caparison crafted from wolf fur; provides protection as padded armour.
9	30 gp	Padded crimson caparison with flying golden eagles along the mount's flanks; each eagle's eye is a small sapphire.
10	30 gp	Padded white caparison covered completely in swan feathers; includes a leather champron shaped like a swan's head.
11	35 gp	Green padded caparison embroidered with silver thread and adorned with green tourmalines.
12	40 gp	Leather caparison and champron painted desert brown (+2 circumstance bonus to Stealth checks in desert environments).
13	40 gp	Jet-black leather caparison and champron with white skulls (representing kills) painted along the left flank.
14	40 gp	Leather caparison and champron painted in a black and red checkerboard pattern.
15	40 gp	Black leather barding painted to resemble the mount's skeleton.
16	40 gp	Leather barding with painted crimson splotches giving the appearance of blood spatters on the armour.
17	45 gp	Leather barding dyed pale green; the champron features an open third eye on the mount's forehead.
18	45 gp	Black leather caparison with a cape affixed to the upper middle (where the saddle sits) that billows behind the mount as it runs and provides the rider with concealment (20%) against attacks from behind.

19	50 gp	Grey-dyed leather peytral and flanchard inset with decorative spikes.
20	50 gp	Leather barding with white cloth caparison bedecked in tiny bells (-4 to Stealth checks) underneath.
21	50 gp	Light blue-dyed leather barding trimmed with silver and etched with dragonfly wings along the flanks.
22	50 gp	Deep brown leather barding etched with a feathered appearance.
23	50 gp	Tatty brown leather barding, which gives off the appearance of rotting flesh; sometimes covered in rotten meat to complete the illusion.
24	55 gp	Red leather barding featuring a large black widow spider design, with rubies for eyes, on each flank.
25	55 gp	Black leather flanchard and croupiere treated with charcoal dust; creatures following a running mount in this armour must make a DC 12 Fortitude save to avoid blindness for 1 round.
26	60 gp	Black leather caparison and champron with six red garnets arranged to give the mount an arachnid appearance.
27	60 gp	Hide peytral and flanchard fashioned from rhinoceros skin; the champron is a lion's head.
28	70 gp	Leather peytral, flanchard and croupier fashioned from a large basilisk's hide; the champron is the basilisk's skull.
29	70 gp	Leather barding with air bladders affixed fashioned to allow the mount to float in water.
30	75 gp	White caparison featuring a golden lantern comprising six splayed sunrods.
31	80 gp	Thick leather barding that keeps the mount cool as it runs (+2 bonus to Fortitude saves in hot conditions).
32	80 gp	Leather barding with a multitude of small pouches containing 5 pp and a full set of thieves' tools.
33	90 gp	Full hide barding painted with to resemble a skunk; features bladders that release musk in a five-foot radius (DC 12 Fortitude avoid being sickened for 2 rounds).
34	100 gp	Peytral and flanchard of soldered copper coins; the barding reduces the mount's speed by 10 ft. and provided protection as scale mail.

35	100 gp	Hide barding fashioned from a woolly mammoth's fur; the champron bears the mammoth's tusks.
36	100 gp	Studded leather barding painted red and black; features a single staring eye tooled in silver along the right flank.
37	100 gp	Dark brown hide barding fashioned from a monstrous beetle's chitin; the wings remain intact, but they do not provide the ability to fly.
38	100 gp	Grey hide barding crafted from an octopus's blubbery skin; the champron features the octopus's tentacles.
39	100 gp	Barding fashioned from an iridescent serpent's scales; the barding scintillates in sunlight and provides protection as scale mail.
40	100 gp	Hide flanchard and croupiere made from polar bear skins; the champron resembles the bear's head (+2 bonus to Fortitude saves made to negate the affects of cold environments).
41	120 gp	Dwarf-crafted stone grey hide barding. Incredibly supple it does not reduce speed for mounts wearing it and has a -2 armour check penalty.
42	120 gp	Barding made from white and black coral that grants a +4 armour bonus and a -3 armour check penalty.
43	125 gp	Studded leather barding; small silver skull-like stud decorate each flank of the flanchard.
44	125 gp	Studded leather barding etched to look like bear fur; the flanchard reaches down to the mount's hooves, where it ends in bear claws.
45	150 gp	Hide barding painted leafy green with zircons inset along the edges to give it a dewy appearance.
46	150 gp	Aquamarine leather barding fashioned to appear like a flowing stream and trimmed with pearls.
47	175 gp	Hide barding painted to resemble a roc; when the mount runs the flanchards billow outward and look like wings.
48	190 gp	Crimson leather barding with an additional gold-plated criniere. A silver sunburst decorates the breast.
49	200 gp	Scale flanchard and croupiere painted with running white horses along the edges.
50	200 gp	Studded leather barding painted a lush green; the croupiere has a pair of emeralds giving the appearance of eyes on the mount's hindquarters.

51	300 gp	Laminated wooden flanchard and croupiere (+3 armour bonus, -1 armour check penalty).
52	300 gp	Halfling-made chain barding with a cloth caparison featuring religious symbols for the entire halfling pantheon; sized for a Medium mount.
53	320 gp	Light blue leather barding set with a chainmail flanchard. A rent in the mail over the mount's chest has obviously been mended.
54	400 gp	Ceremonial white barding fashioned of ceramic painted gold and silver; it reduces the mount's speed by 10 feet but grants a +1 armour bonus and a +4 bonus to the rider's Diplomacy checks.
55	500 gp	Mismatched barding comprised of a leather champron and croupiere, chainmail flanchard and criniere and plate mail peytral. (Gives a +6 armour bonus and -4 armour check penalty).
56	600 gp	Chain barding with a white tabard bearing a golden griffon held in place by the saddle.
57	600 gp	Plain, dark gray masterwork chain barding with flanchard.
58	600 gp	Chain barding with blue tabard featuring a rearing golden dragon on each flank; the tabard sits under the saddle and above the barding.
59	650 gp	Chain barding with padded caparison; the rider can release the chain barding with a swift action.
60	750 gp	Full chain barding with a green tabard held in place by the saddle and embroidered with a tree, made of golden thread, along each flank.
61	800 gp	Plate criniere and peytral emblazed with the image of a diving hawk; grants protection as breastplate.
62	800 gp	Chain barding with plate champron fashioned into the shape of a leering devil's face.
63	1,000 gp	Barding fashioned from various animal and human bones hardened to give the armour protection equivalent to chainmail.
64	1,000 gp	Chain barding made from gold-plated links with a black manticore painted on the flanks.
65	1,250 gp	Banded mail barding; the bands are fashioned from an enormous scorpion's chitinous plates.
66	1,300 gp	White dragonhide barding fashioned from a young white dragon; has intact tail.

67	1,600 gp	Dragonhide barding fashioned from a juvenile black dragon; the barding smells slightly of acid.
68	2,000 gp	Mismatched dragonhide barding comprised of silver and gold dragon scales. The scales are burnished and dented in places.
69	2,400 gp	Adamantine half-plate barding missing the champron. Decorated with a crossed sword heraldic device.
70	3,000 gp	Darkwood champron and flanchard painted light green with dark green whorls. The champron is polished to a high sheen.
71	3,200 gp	Darkwood wooden barding with an ivory horn affixed to the champron; mount may attack with the horn as a secondary gore attack.
72	3,300 gp	Darkwood wooden barding dyed in varied shades of green and brown; grants a +4 bonus to Stealth checks in forested areas.
73	5,000 gp	Ancient bronze plate barding; it is surprisingly well maintained and shows very little wear.
74	6,000 gp	Full plate barding engraved with the names of fallen members of a knightly order.
75	6,000 gp	Full plate barding painted black and decorated with crimson arcane runes.
76	6,000 gp	Full plate barding with a blue tabard featuring a golden sun resting on the mount's flanks.
77	6,200 gp	Full plate barding with a barbed spear design etched into the flanks.
78	6,200 gp	Full plate barding with slender spikes that deal 1d6 damage to an opponent grappling or striking the mount with an unarmed attack.
79	6,250 gp	Full plate barding with flame motifs painted all over the armour; the barding sheds faint heat but not enough to damage a target.
80	6,400 gp	Full plate barding with small compartment located just in front of the saddle. The compartment is big enough for a potion vial (swift action to retrieve by the rider).
81	6,500 gp	Full plate barding with holes bored into the barding's edges; the barding makes an eerie whistling when the mount runs. A carving of a screaming skull surrounds each hole.
82	6,500 gp	Full plate barding with curved, steel bull's horns affixed to the champron; mount can attack with these as a secondary gore attack (1d8 damage).

83	6,600 gp	Full plate barding polished to a mirror-like sheen; the champron has blinders the rider can place or remove with an easy-to-reach mechanism (as a swift action).
84	7,000 gp	Full plate barding with caparison gilded with gold thread; the flanchard is also gold-plated.
85	7,000 gp	Full plate barding painted with doves on each flank, the criniere fashioned from gold and silver filigree.
86	7,500 gp	Full plate barding painted bone white; the champron has been fashioned such that it covers the mount's eyes but allows it to see, giving the appearance that the mount has no eyes.
87	7,500 gp	Full plate barding worked from meteoric iron; the barding elicits unease in other animals.
88	8,000 gp	Full plate barding with an attached jewel-encrusted military saddle. The barding is intricately carved with a wavy pattern picked out with platinum and gold.
89	9,000 gp	Full plate barding emblazoned with silver-wrought scales along the flanks covered with a crimson caparison.
90	10,000 gp	Dwarf-crafted full plate barding with operational mechanical limbs set at the mount's midsection; the limbs cancel speed penalties incurred by the armour.
91	16,000 gp	Mithral chain barding with a mithral cage affixed to the croupiere. Polished to a high sheen, the barding is dazzling in bright light.
92	16,000 gp	Mithral chain full barding with a plate champron that fits over the mount's mouth, giving it a metal-fanged appearance.
93	17,000 gp	Mithral chain barding painted sky blue; champron has a pair of sapphires, each set above the mount's eye.
94	20,000 gp	Immaculate half-plate barding comprised of all components except the champron; covered by a sapphire-encrusted tabard.
95	42,000 gp	Mithral full plate barding covered by a tabard of woven gold and silver threads. Intricate images from a famed knightly order decorate both.
96	65,000 gp	Adamantine full plate barding with cloth caparison adorned with four rubies on each side. A single long, jagged scratch mars the barding's left flank.

97	70,000 gp	Adamantine plate full barding with a series of flexible small steel shields affixed six inches away from the flanks.
98	75,000 gp	Adamantine full plate barding emblazoned prominently with a maker's mark belonging to a renowned dwarven weaponsmith. The barding is jet black and seem to actually swallow light.
99	100,000 gp	Highly polished adamantine full plate barding complete with a diamond-encrusted tabard and saddle.
100	150,000 gp	Dwarf-crafted adamantine full plate barding emblazoned with a crossed hammer and axe design studded with diamonds and rubies.

BARDING GLOSSARY

Caparison: Cloth (or stronger) covers for the mount, extending to the ground and sometimes reaching from nose to tail.

Champron: Protection for the mount's face.

Criniere: Set of segmented plates protecting the mount's neck.

Croupiere: Protection for the mount's hindquarters.

Flanchard: Protection for the mount's flanks, attached to the saddle, then around the mount's front or rear back to the saddle.

Peytral: Protection for the mount's chest, sometimes extending to the saddle.



WARHORSES

Mounts are of little use when delving through dungeons and ruined castle, but are extremely useful when exploring wilderness areas or while trying to reach far-off mysterious places. Sadly, as adventurers become more powerful, their mounts become increasingly fragile – unable to survive even the easiest fight.

This section presents not only the normal versions of horses, but also mounts suitable for more powerful adventurers. All are presented fully equipped and prices out so your players spend less time shopping and more time adventuring!

HORSE NAMES

Warhorses often have impressive, daunting names designed to strike fear and respect into those hearing them.

D20	NAME	D20	NAME
1	Warrior	11	Embarr
2	Thunder	12	Comet
3	Lightning	13	Wildfire
4	Bolt	14	Brute
5	Shadow	15	Ruin
6	Flame	16	Despair
7	Black	17	Sorrow
8	Artax	18	Titan
9	Hel	19	Eomaer
10	Silver	20	Cynric

RIDING HORSE

Cost 91 gp, 20 cp

Weight Carried 74 lbs. (plus rider); **Carrying Capacity** light 228 lbs., medium 459 lbs., heavy 690 lbs., drag 3,450 lbs.

RIDING HORSE	CR 1 (XP 400)
N Large animal	
Init +2; Senses low-light vision, scent; Perception +6, Sense Motive +1	
Speed 50 ft.; Run; ACP 0; Acrobatics +2 (+10 jumping)	
AC 11, touch 11, flat-footed 9; CMD 17 (21 vs. trip) (+2 Dex, -1 size)	
Fort +6, Ref +5, Will +1	
hp 15 (2 HD)	
Space 10 ft.; Base Atk +1; CMB +5	
Melee 2 hooves -2 (1d4+1)	
Abilities Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7	
SQ docile	
Feats Endurance, Run ^B	
Gear bit and bridle, riding saddle, saddlebags, feed (4 days)	

WARHORSE

Total Cost 586 gp, 20 cp

Weight Carried 139 lbs. (plus rider); **Carrying Capacity** light 399 lbs., medium 798 lbs., heavy 1,200 lbs., drag 6,000 lbs.

WARHORSE	CR 2 (XP 600)
N Large advanced animal	
Init +4; Senses low-light vision, scent; Perception +8, Sense Motive +3	
Speed 50 ft.; ACP 0; Acrobatics +4 (+12 jumping)	
AC 18, touch 13, flat-footed 14; CMD 21 (25 vs. trip) (+3 armour [mwk studded leather barding], +2 natural, +4 Dex, -1 size)	
Fort +8, Ref +7, Will +3	
hp 19 (2 HD)	
Space 10 ft.; Base Atk +1; CMB +7	
Melee bite +5 (1d4+5) and	
Melee 2 hooves -2 (1d6+2)	
Abilities Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11	
SQ trained for war (attack, come, defend, down, guard and heel)	
Feats Armour Proficiency (Light), Endurance ^B	
Gear as above plus bit and bridle, military saddle, saddlebags, feed (4 days)	

KNIGHT'S STEED

This horse is better trained than a normal warhorse. Consequently, it costs more than a normal warhorse (400 gp)

Total Cost 1,326 gp, 20 cp

Weight Carried 139 lbs. (plus rider); **Carrying Capacity** light 459 lbs., medium 918 lbs., heavy 1,380 lbs., drag 6,900 lbs.

KNIGHT'S STEED	CR 3 (XP 800)
N Large advanced animal	
Init +4; Senses low-light vision, scent; Perception +10, Sense Motive +3	
Speed 35 ft., base speed 50 ft.; ACP -3; Acrobatics +1	
AC 20, touch 12, flat-footed 17; CMD 23 (27 vs. trip) (+6 armour [mwk breastplate barding], +2 natural, +3 Dex, -1 size)	
Fort +9, Ref +8, Will +4	
hp 38 (4 HD)	
Space 10 ft.; Base Atk +3; CMB +9	
Melee bite +7 (1d4+5) and	
Melee 2 hooves +0 (1d6+2)	
Abilities Str 21, Dex 18, Con 21, Int 6, Wis 17, Cha 11	
SQ trained for war (attack, come, defend, down, guard and heel)	
Feats Armour Proficiency (Light), Armour Proficiency (Medium), Endurance ^B	
Gear as above plus bit and bridle, military saddle, saddlebags, feed (4 days)	

WAR PONIES

Of course, some adventurers (notably halflings and gnomes) find horses too large for their tastes and often ride doughty ponies into battle. Other adventurers bring ponies or donkeys with them to carry both vital equipment and (hopefully) the vast treasures they hope to find on their journeys.

This section presents the details of three such animals; each comes ready equipped.

PONY NAMES

War ponies often have impressive, daunting names designed to strike fear and respect into those hearing them. Normal ponies, tend to have gentler names.

D20	NAME	D20	NAME
1	Lightfoot	11	Jumper
2	Flash	12	Clover
3	Argo	13	Whisper
4	Aron del	14	Star
5	Yarra	15	Quickstep
6	Glzr	16	Blackie
7	Firefoot	17	Daisy
8	Surefoot	18	Lucky
9	Khal	19	Thumper
10	Shadowstep	20	Venture

PONY

Total Cost 46 gp, 20 cp

Weight Carried 74 lbs. (plus rider); **Carrying Capacity** light 75 lbs., medium 150 lbs., heavy 225 lbs., drag 1,125 lbs.

PONY CR 1/2 (XP 200)

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +5, Sense Motive +0

Speed 40 ft.; Run; **ACP** 0; Acrobatics +1 (+5 jumping)

AC 11, touch 11, flat-footed 10; **CMD** 13 (17 vs. trip) (+1 Dex)

Fort +5, **Ref** +4, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee 2 hooves -3 (1d3)

Abilities Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4

SQ docile

Feats Endurance, Run^B

Gear bit and bridle, riding saddle, saddlebags, feed (4 days)

WAR PONY

Total Cost 271 gp, 20 cp

Weight Carried 109 lbs. (plus rider); **Carrying Capacity** light 129 lbs., medium 453 lbs., heavy 390 lbs., drag 1,950 lbs.

WAR PONY CR 1 (XP 400)

N Medium advanced animal

Init +3; **Senses** low-light vision, scent; Perception +7, Sense Motive +2

Speed 40 ft.; **ACP** 0; Acrobatics +3 (+7 jumping)

AC 18, touch 13, flat-footed 15; **CMD** 17 (21 vs. trip) (+3 armour (mwk studded leather barding), +3 Dex, +2 natural)

Fort +7, **Ref** +6, **Will** +2

hp 17 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee bite +4 (1d3+3) and 2 hooves -1 (1d4+1)

Abilities Str 17, Dex 17, Con 18, Int 6, Wis 15, Cha 8

SQ trained for war (attack, come, defend, down, guard and heel)

Feats Armour Proficiency (Light), Endurance^B

Gear bit and bridle, military saddle, saddlebags, feed (4 days)

HEROES' PONY

Total Cost 666 gp, 20 cp

Weight Carried 109 lbs. (plus rider); **Carrying Capacity** light 129 lbs., medium 453 lbs., heavy 390 lbs., drag 1,950 lbs.

HEROES' PONY CR 2 (XP 600)

N Medium advanced animal

Init +3; **Senses** low-light vision, scent; Perception +9, Sense Motive +2

Speed 30 ft., base speed 40 ft.; **ACP** -3; Acrobatics +0

AC 21, touch 13, flat-footed 18; **CMD** 18 (22 vs. trip) (+6 armour (mwk breastplate barding), +3 Dex, +2 natural)

Fort +7, **Ref** +6, **Will** +3

hp 25 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +5

Melee bite +5 (1d3+3) and 2 hooves +0 (1d4+1)

Abilities Str 17, Dex 17, Con 18, Int 6, Wis 15, Cha 8

SQ trained for war (attack, come, defend, down, guard and heel)

Feats Armour Proficiency (Light), Armour Proficiency (Medium), Endurance^B

Gear bit and bridle, military saddle, saddlebags, feed (4 days)

RIDING DOGS

Some adventurers (mostly halflings and gnomes) find horses too large for their tastes and find that ponies or donkeys don't live up to their idiom. Such Small-sized adventurers often end up with a riding dogs mount.

This section presents the details of three such animals; each comes ready equipped.

DOG NAMES

Riding dogs often have impressive, daunting names designed to strike fear and respect into those hearing them.

D20	NAME	D20	NAME
1	Fang	11	Delano
2	Killer	12	Long Tooth
3	Eater	13	Phantom
4	Vicious	14	Ghost
5	Bull	15	King
6	Rex	16	Amo
7	Titan	17	Beast
8	Shadow	18	Mayhem
9	Brute	19	Demon
10	Bear	20	Erebus

RIDING DOG

Total Cost 166 gp

Weight Carried 34 lbs. (plus rider); **Carrying Capacity** light 99 lbs., medium 199 lbs., heavy 300 lbs., drag 1,500 lbs.

RIDING DOG CR 1/2 (XP 200)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8, Sense Motive +1

Speed 40 ft.; **ACP** 0; Acrobatics +2 (+6 jumping)

AC 13, touch 12, flat-footed 11; **CMD** 15 (19 vs. trip) (+2 Dex, +1 natural)

Fort +5, **Ref** +5, **Will** +1

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee bite +3 (1d3+3 plus trip)

Atk Options trip

Trip (Ex [free]) A dog can trip its opponent without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the dog is not tripped in return.

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Skill Focus (Perception)

Gear bit and bridle, riding saddle, saddlebags

HERO'S DOG

Total Cost 466 gp

Weight Carried 74 lbs. (plus rider); **Carrying Capacity** light 174 lbs., medium 349 lbs., heavy 525 lbs., drag 2,625 lbs.

HERO'S DOG CR 1 (XP 400)

N Medium advanced animal

Init +4; **Senses** low-light vision, scent; Perception +10, Sense Motive +3

Speed 40 ft.; **ACP** 0; Acrobatics +4 (+8 jumping)

AC 17, touch 14, flat-footed 13; **CMD** 19 (23 vs. trip) (+4 Dex, +3 natural)

Fort +7, **Ref** +7, **Will** +3

hp 17 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +5

Melee bite +5 (1d3+5 plus trip)

Atk Options trip

Trip (Ex [free]) A dog can trip its opponent without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the dog is not tripped in return.

Abilities Str 19, Dex 19, Con 19, Int 6, Wis 16, Cha 10

Feats Skill Focus (Perception)

Gear bit and bridle, riding saddle, saddlebags

LEGENDARY DOG

Total Cost 800 gp

Weight Carried 34 lbs. (plus rider); **Carrying Capacity** light 99 lbs., medium 199 lbs., heavy 300 lbs., drag 1,500 lbs.

LEGENDARY DOG CR 1 (XP 400)

N Medium advanced celestial animal

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10, Sense Motive +3

Speed 40 ft.; **ACP** 0; Acrobatics +4 (+8 jumping)

AC 17, touch 14, flat-footed 13; **CMD** 19 (23 vs. trip) (+4 Dex, +3 natural)

Fort +7, **Ref** +7, **Will** +3; **SR** 6

Resist acid 5, cold 5, electricity 5

hp 17 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +5

Melee bite +5 (1d3+5 plus trip)

Atk Options smite evil (1/day; +2 damage), trip

Trip (Ex [free]) A dog can trip its opponent without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the dog is not tripped in return.

Abilities Str 19, Dex 19, Con 19, Int 6, Wis 16, Cha 10

Feats Skill Focus (Perception)

Gear bit and bridle, riding saddle, saddlebags

EXOTIC MOUNTS

The overwhelming majority of characters with mounts ride a horse, pony or dog of some description. Some, however, by virtue of their character class, culture or through in-game developments own a more exotic mount. This section provides an overview of such creatures and includes information on using them in-play.

EQUIPMENT

To ride an exotic mount, a rider requires an exotic saddle as well as the normal equipment required for a mount.

ITEM	COST	WEIGHT
Bit and bridle	2 gp	1 lb.
Saddle, Military	60 gp	30 lbs.
Saddle, Pack ¹	15 gp	15 lbs.
Saddle, Riding	30 gp	25 lbs.
Saddlebags ²	4 gp	8 lbs.
Stabling (per day) ³	5 sp	—

1: A pack saddle holds as much gear as the mount can carry.

2: Each side of a saddlebag can carry 20 lbs. of items.

3: Some exotic mounts may require different foodstuffs to normal feed.

LAND-BASED MOUNTS

Exotic land-based mounts can take many forms. Goblins often ride wolves or worgs into battle, while powerful rangers and druids living in the deep southern jungles may have a lion or dire lion mount.

The table below presents brief details a selection of the most common exotic mounts.

MOUNT	CR	AL	SIZE	ENVIRONMENT
Auroch	2	N	Large	Temperate plains
Bison	4	N	Large	Cold or temperate plains
Camel ²	1	N	Large	Warm deserts
Dire lion	5	N	Large	Warm plains or hills
Dire wolf	3	N	Large	Cold or temperate forests
Dire wolverine	4	N	Large	Cold forests
Lion	3	N	Large	Warm plains
Unicorn ^U	3	CG	Large	Temperate forests
Winter wolf	5	NE	Large	Cold forests and plains
Wolf	1	N	Medium	Cold or temperate forests
Wolverine	2	N	Medium	Cold forests
Worg	2	NE	Medium	Temperate forests and plains

2: *Bestiary 2*

U: Only will serve a young extremely virtuous woman; this bond often ends when the woman finds a lover or has a child

FLYING MOUNTS

The rarest of exotic mounts, flying mounts provide their owner with important advantages, not least of which is the ability to avoid difficult terrain, obstacles and so on.

The most common flying mounts include griffons, hippogriffs, dire bats and giant eagles.

MOUNT	CR	AL	SIZE	ENVIRONMENT
Dire bat	2	N	Large	Any temperate or tropical
Giant eagle	3	NG	Large	Temperate mountains
Griffon ^G	4	N	Large	Temperate hills
Hippogriff ^{H,2}	2	N	Large	Temperate hills or plains
Pegasus	3	CG	Large	Temperate and warm plains

2: *Bestiary 2*

G: Griffon eggs sell for 3,500 gp and live young twice that.

H: Hippogriff eggs sell for 200 gp; healthy young sell for 500 gp.

A fully-trained adult can cost 5,000 gp or more.

P: Pegasus eggs are worth 2,000 gp; young sell for 3,000 gp each.

Professional trainers charge 1,000 gp to rear or train a pegasus.

Pegasus serve good or neutral masters with absolute faithfulness

INTELLIGENT MOUNTS

While many of the mounts listed on the above tables are animals, several of the creatures – pegasus, unicorns and griffons for example – are intelligent. Good-aligned creatures should certainly view forcing such creatures to serve as mounts tantamount to slavery. Rather it is much better for a prospective rider to develop a good relationship with his desired mount. Winning such a mount's allegiance or friendship should require not only good roleplaying, but even perhaps a side quest or adventure and should not just be the result of a couple of good skill checks.

EXOTIC MOUNTS IN SOCIETY

Having an exotic mount marks a character as someone special – either a hero, a skilled adventurer or a wealthy individual. However, owning an exotic mount can have some unpleasant consequences. Griffons, for example, love to dine on horse flesh – it is their favourite food – and so many communities will be less than delighted if an adventurer allows his mount to kill and eat horses owned by locals. Other animals – wolves, dire wolves and the like – suffer from the preconceptions elicited by their species. Wolves, for example, are vicious predators and few local authorities will let them within their settlement's walls without assurances from their rider of their good behaviour.

GLOSSARY OF TERMS

The table on pages 4 – 7 utilise terminology with which a reader not wise in the way of horses may not be familiar. Reference the glossary below to facilitate using those table.

HORSE AGE AND GENDER

Colt: An ungelded male horse, under the age of four.

Filly: A female horse under the age of four.

Gelding: A castrated stallion.

Mare: A female horse four years or older.

Stallion: An ungelded male horse, four years or older.

HORSE COAT COLOURS

Appaloosa: Leopard-spotted coat pattern.

Bay: Ranging from light reddish-brown to very dark brown with black points.

Brindle: Brown horse with faint yellowish zebra-like stripes.

Champagne: Metallic gold coat colour with mottled skin and light-coloured eyes.

Dapple grey: Dark-coloured horse with lighter rings of greying hairs (dapples) scattered throughout.

Chestnut: Reddish body colour with no black. Mane and tail have the same shade or are lighter than the body coat.

Dun: Yellowish or tan coat with primitive markings (darker-coloured mane and tail, dorsal stripe, horizontal zebra striping).

Grey: Black-skinned horse with white or mixed dark and white hairs. Greys gradually lighten in colour as they age.

Palomino: Chestnut horse with a golden, yellow, or tan shade with flaxen or white mane and tail.

Pinto: Multi-coloured horse with large patches of brown and white or black and white.

Roan: Similar to grey, but it does not change colour in its lifetime.

Silver dapple: Black body hair lightens to a chocolate brown and the mane and tail are silver.

HORSE MARKINGS

Bald Face: A wide blaze, extending to or past the eyes.

Blaze: A wide stripe down the middle of the face.

Coronet: A leg marking that rings the coronary band above the hoof, usually not more than 1 inch thick.

Pastern: A leg marking that sits above the top of the hoof, but does not reach the fetlock.

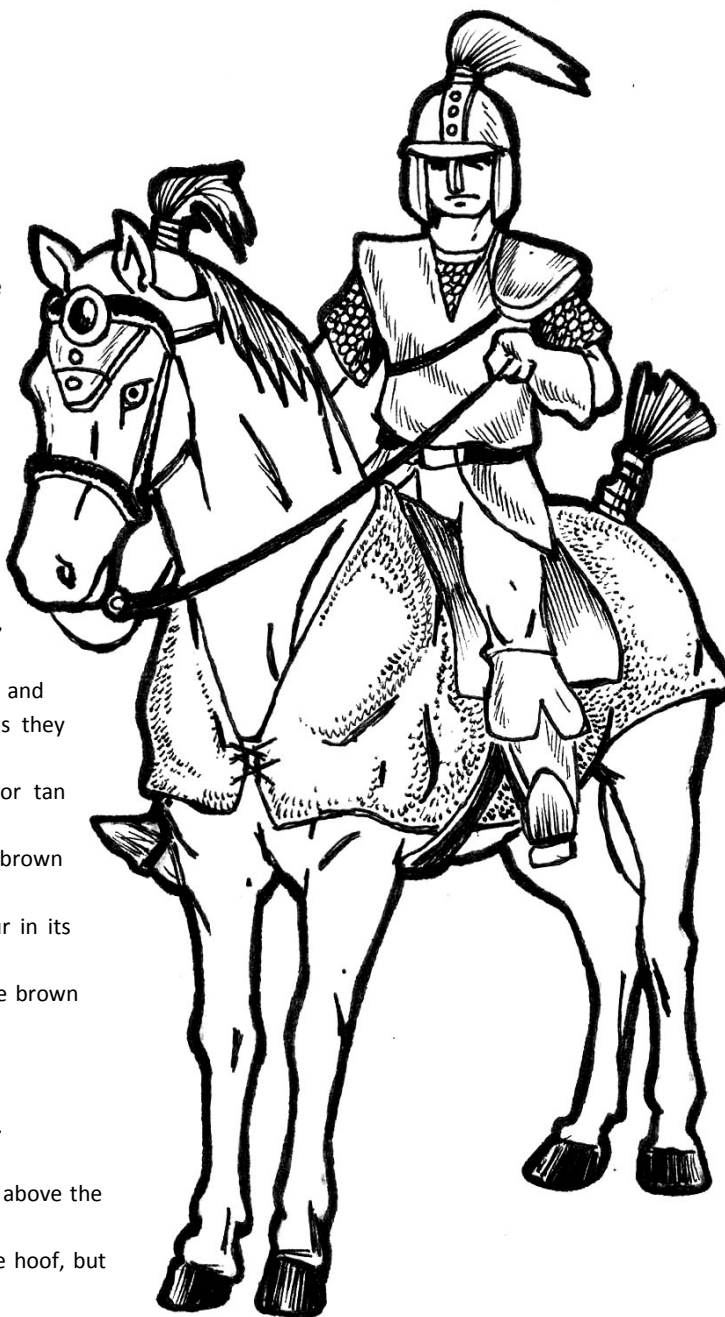
Snip: A marking on the muzzle, between the nostrils.

Sock: A leg marking that extends higher than the fetlock, but not to the knee or hock.

Star: A marking between or above the eyes. A faint star is a small marking about 1 inch in diameter.

Stocking: A leg marking that extends at least to the bottom of the knee or hock.

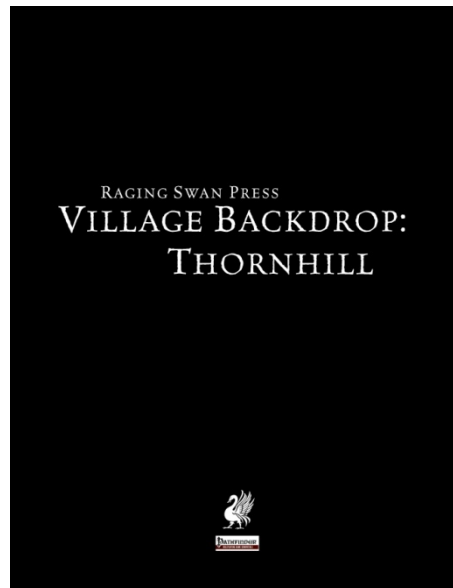
Stripe: A narrow stripe down the middle of the face.



VILLAGE BACKDROP: THORNHILL

Standing on the fringes of a vast and noisome swamp, Thornhill is a miserable, hard place of cloying mud, grasping thorns and insular, superstitious folk. There is a little cheer to be had in Thornhill; the few visitors describing it as dull and dreary as the surrounding swamps. For all that, though, a steady trickle of adventurers visit Thornhill for the half-buried and drowned ruins of several tombs are said to lie forgotten in the surrounding marshland and the villagers have friends among the nearby degenerate lizardfolk who make excellent guides in the trackless, far reaches of the swamp.

Village Backdrops are short, richly detailed supplements that each present a single village ready to insert into almost any home campaign. Perfect for use as a waystop on the road to adventure, as an adventure site themselves or as PC's home, Village Backdrop present the details so the busy GM can focus on crafting exciting, compelling adventures.



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With the possible exception of the paladin's mount, most PCs' mounts are just a horse with no interesting or unique features or characteristics. After all, very few GMs or players have the time to create interesting details such as the appearance, personality and traits of a mount.

So What's The Mount Like, Anyway? banishes this problem by providing extensive notes on customising your mount. Included are tables to generate the mount's appearance, trait and even hooks and complications. Also included are detailed notes on encumbrance, barding and even stat blocks for a variety of mounts!

Visit us at ragingswan.com to learn more.

