

HORSES OF FORGOTTEN REALMS

VERSION 0.6



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Mounts for heroes of Forgotten Realms

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MAGIC ITEMS FOR MOUNTS AND STEEDS

BRIDLE OF EQUINE CONTROL

Wondrous item, uncommon

When this magical device is fitted onto any horse, no matter what its usual temperament, the horse immediately becomes docile and cooperative. The magic of the bridle suppresses any negative traits the animal would normally display, such as kicking and biting, stopping for no particular reason, or bucking unexpectedly. As long as the item is worn, the horse performs to the best of its abilities any tricks it knows, without the need of a ability check of any kind. Even when the mount is startled or frightened (including magically induced fear) the rider merely has to attempt to regain control of the animal to do so.

BRIDLE OF FEARLESSNESS

Wondrous item, uncommon

Loud noises, fire, smoke, and the sounds of battle never frightens a horse that is wearing this bridle and mount became immune to frightened condition. However, unless the animal is well-trained, this fearlessness also may result in the animal becoming uncooperative with its owner, an unwelcome attribute that may manifest itself in the form of any number of undesirable traits such as bucking or biting.

BRIDLE OF INTELLIGENCE

Wondrous item, uncommon

An animal wearing this bridle instantly gains 1d4+1 points of Intelligence, which may allow it to learn new tricks. However, unless the horse is on very favorable terms with its owner, it also instantly develops a desire for freedom and will attempt to escape at first opportunity. Some of these bridles (which will have *Rare* rarity) also (5% chance) bestow the ability to speak the Common tongue on the horse, which the owner will find extremely valuable, if he is good to the animal.

BRIDLE OF STRENGTH

Wondrous item, uncommon

A horse wearing this magical bridle cannot carry any more weight than it normally would, but it can carry its normal maximum encumbrance without suffering the usual penalties.

FEED BAG OF PLENTY

Wondrous item, uncommon

This magical feed bag provides an unending and nutritious supply of both bulk and concentrated foods, in the proper mixture, required for the daily consumption of the horse to which it is fitted. An animal given access to this item will need no other sustenance to remain strong and healthy, and neither will it require water intake of any kind. The feed bag of plenty provides for this as well.

GROOMING KIT OF DISGUISE

Wondrous item, uncommon

This collection of brushes, combs, sponges, and rags—all of which will fit into one side of any normal set of saddle bags— can be used once a day to completely change the outward appearance of any kind of horse. An entire hour must be spent grooming the animal with the contents of the

kit, and upon completion the subject animal literally becomes another color—the overall markings will all be altered. The effects of the magic last for a full week, whereupon the animal's natural appearance slowly returns through the course of the eighth day. There is no limit to the number of times the kit may be used. The kit does not change the age, weight, height, or build of the horse.

RIDING CROP OF SPEED

Wondrous item, uncommon, consumable

When applied by the rider, a horse moves at double its normal speed for one hour without suffering any detrimental effects. This magical item may be used only three times a day, and any further use has no effect.

RIDING CROP OF TELEPORTATION

Wondrous item, uncommon, consumable

This item may be used up to three times per day. When a command word is spoken and the crop is cracked against a horse's flank, the rider and her mount are instantly teleported up to 30 miles away from their present location.

SADDLEBAGS OF HOLDING

Wondrous item, uncommon

These magical saddlebags can appear in any form or condition that any other normal pair would be found in, however, the saddlebags of holding open into a nondimensional space. The interior dimensions of the bag are larger than its outside dimensions. Regardless of what is put into either bag of this item, the saddlebags will always weigh a fixed amount. This weight and its volume limit are determined by making a percentile roll and consulting the table below:

d100	Total	Volume
roll	weight	per bag
01-70	100 gp.	30 cubic feet
71-90	200 gp.	70 cubic feet
91-00	300 gp.	150 cubic feet

If overloaded, or if sharp objects pierce it (from inside or outside), the saddlebags rupture and are ruined. The contents are lost forever in the vortices of nilspace, and there is a 10% chance that the other bag also will rupture as a result. Otherwise, it continues to operate normally.

SADDLE BLANKET OF COMFORT

Wondrous item, uncommon

A horse wearing this wonderful blanket never suffers from the effects of any kind of inclement weather. In the howling wind of a snowy mountain pass the animal will remain warm and dry; in the baking heat of a desert it will be cool and comfortable. Nonmagical hail stones will not cause the animal harm, nor will the biting sand of a desert storm. The item also conveys its effects upon the rider as long as she remains seated in the saddle; however, the magic does nothing to enhance either the horse's or the rider's vision during such extreme weather conditions.

SHOES OF COMBAT

Wondrous item, rare

A horse wearing these shoes gains a +1 bonus to all hooves attacks. Successful strikes furthermore cause an enemy to take extra 7 (2d6) bludgeoning damage. Also, if the enemy is humanoid, it must succeed on Constitution Saving Throw DC 15 or be knocked unconscious for 1d4 rounds.
)

SHOES OF LEAPING

Wondrous item, uncommon

A horse wearing these magical shoes will be able to leap forward as far as 25 feet horizontally and 10 feet vertically provided the animal has a sufficient running start.

SHOES OF FLIGHT

Wondrous item, rare

These shoes allow a horse, and its rider, to move through the air on command, at its normal speed (which may have otherwise been hampered by rough terrain and the like). Encumbrance still slows the animal accordingly.

These shoes also allow the horse and rider to levitate upon command at a vertical rate of 5 ft. per round. Should the occasion ever arise that the horse falls for some reason, the shoes automatically activate a feather fall function that operates in the manner as a ring of that kind.

SHOES OF OBSCURITY

Wondrous item, uncommon

Once per day, these shoes cause the horse and rider to become invisible for up to three hours. In addition to this ability, the rider may command the shoes to bring forth an obscuring mist, smoke, or dust as appropriate, which appears to rise up from the ground around the animal until both the horse and rider are completely hidden. This function continues to work if the animal moves. Anyone attempting to track the rider with this ability in operation will gain disadvantage on ability checks. The magic of the shoes also masks the scent of the horse and rider to some extent so that even canines suffer a -3 penalty on all die rolls when attempting to track a horse and rider so protected.

SHOES OF PROTECTION

Wondrous item, uncommon or rare

These magical shoes function in a similar manner to the ring of protection and are subject to the same restrictions — most importantly that they cannot be used in conjunction with magical barding. The rider gains no benefit to his own armor class when his mount is wearing these magical shoes unless otherwise noted. They are found in varying strengths, which can be determined on the table below:

d100	Level of protection
01-70	+1
71-82	+2
83-87	+2, rider also protected while in the saddle
88-96	+3
97-100	+3, rider also protected

SHOES OF SWIMMING

Wondrous item, uncommon

These shoes allow a horse to swim at a rate equivalent to its normal land movement. The shoes also confer the ability to stay afloat under all conditions unless the animal is over-encumbered.

TRAPPINGS OF DISPLACEMENT

Wondrous item, uncommon

This item appears to be a normal decorative cloth cloak for horses and can be found in a variety of colors, some even emblazoned with heraldic symbols and devices. The magical property of these items, however, is to distort and warp light waves. This displacement of light waves causes the horse and its rider to appear to be 1 ft to 2 ft from their

actual position. Any missile or melee attack aimed at either of the two automatically misses on the first attempt. This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss.

After the first attack the trappings afford only a +2 AC bonus, which also may be applied to saving throws for both the horse and rider Dexterity Saving Throws.

Note that 80% of all trappings of displacement are sized for warhorses, and the other 20% are sized for normal riding horses.

TRAPPINGS OF THE ELVENKIND

Wondrous item, rare

These trappings are made of a neutral gray cloth and are indistinguishable from ordinary trappings of the same color.

TRAPPINGS OF PROTECTION

Wondrous item, Rarity varies

The various forms of these magical items all appear to be made of cloth and can be found in any color of the rainbow, decorated or not. Each magical plus of a trappings of protection betters the horse's armor class by one and similarly a bonus to all saving throws. To determine how powerful a given trappings is, roll percentile dice and consult the table below:

d100 roll	Power
01-45	Trappings +1 (rare)
46-85	Trappings +2 (very rare)
86-100	Trappings +3 (legendary)

These devices can be combined with other items, such as normal armor and shoes of protection, but they do not function in conjunction with any sort of magical barding.

FEATS FOR RIDERS

 word Coast of Faerun has a lot of possibilities for player's characters and new feats are one of them. In this chapter feats related to mounts and martial arts are presented.

MOUNTED CASTER

Prerequisite: Ability to cast spells

You've learned that tapping into the Weave is not unlike riding a mount of a different sort. This convoluted metaphor has informed your choice to wield spells from the back of your steed.

When your mount takes the Dash action and you cast a spell with area of a cone, you may double the width of the cone for purposes of determining the area of effect. You can use this feature a number of times equal to your spellcasting modifier before you must finish a long rest.

You make Concentration Saving throws to maintain a spell with advantage while you are mounted

TRICK RIDER

Prerequisite: Dexterity of 13 or more

The saddle isn't just your seat, it's your stage.

As a bonus action you can hang down on the side of your mount while riding, granting yourself 3/4 cover until your next turn. You must succeed on a DC 10 Dexterity (Acrobatics) check to return to your regular seated position or have disadvantage on your next attack.

If your mount takes the Disengage action, you can use your reaction to turn around in the saddle and make one ranged weapon attack. You can use this feature a number of times equal to your Dexterity modifier before you must finish a long rest.

MARTIAL SCHOOL EXPERT

Prerequisites: Character doesn't have Personal Combat Style Beginner feat.

Weapons and combinations of weapons: you gain benefits of this Martial School only when you use specific weapons of combination of weapons.

You learned style of combat techniques from one of many Martial or Combat Schools in the world.

You gain next benefits:

- Bonus +1 to Primary Ability Score
- You learn 2 *combat techniques* and 1 *maneuver*
- You gain 2 superiority dice which are d6. When you take Master of Martial School feat these dice will become d8.
- You gain bonus +1 to attack rolls with school weapons

You regain all expended superiority dice after finishing short or long rest

MASTER OF MARTIAL SCHOOL

Prerequisite: 6 level

You gain next benefits:

- Additional dice of superiority
- You learn 2 *combat techniques*
- You learn 1 *maneuver*
- Now you can take other Martial School Feats
- Size of your superiority dice increases to next level (d6->d8->d10->d12)

Additional prerequisites are described in each school description.

If you take this feat first time you can take it second time (and get title Master of Martial School) and after mastering one school, you can begin to learn another.

Every Martial School give your character on Student level: +1 to ability score, 2 combat techniques, 1 combat maneuver, 2 superiority dice.

On Master level: increased size of superiority dice, 1 additional superiority die, 2 combat techniques and 1 combat maneuver.

OPTIONAL RULE

If you look on tools' proficiencies and languages as secondary skills, then you can as DM to give your players ability to receive feat of Master Level after training in school for 500 days. If character is trained by Master of selected school needed time is decreased by 40%. Characters which have 9th or higher level also get decreasing of needed time – by 10%.

TRAINING TO GAIN BENEFIT OF MASTER OF MARTIAL SCHOOL

You can receive Master of Martuak School after training during 500 downtime days. If you are trained by Master of this school time needed is decreased by 200 days%. Additionally, characters of 9 or higher level also spend less time to train – required time is decreased by 50 days.

WATERDHAVIAN FENCING

Martial School Feat

This rapier fencing style, known to snobbish sages of hopology as the Transitional Dessarin School, teaches the sword alone as the basis of both offence and defence. Consequently, it employs a lighter rapier than the traditional Chondathan school.

Despite a probable origin in the Dessarin valley, teachers can be found anywhere from Calimshan to Thay. Indeed, some sages propose an independent development of a similar style around the Lake of Steam, based on the claims of fencing maestros from Saelmur's Master of the Blade school. Teachers from the Lake of Steam refer to their style as Saelmur School Fencing.

Many devotees regard this as the superior way to use a rapier and there often exists a fierce rivalry between students of this school and others.

Along with the use of the sword as the basis for all offensive and defensive techniques, a devastating counterattack in dual time is one the hallmarks of the Waterdhavian style of fencing. Another special move, which while not unknown before the development of this style certainly serves to identify a swordsman trained in it, is distinctive technique of gliding his sword along his opponent's weapon in a tricky thrust that is exceedingly difficult to defend against.

Prerequisites: short sword proficiency, Strength 13

Weapons: one weapon (usually short sword, scimitar or rapier) and other hand must be free

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Student maneuvers: Disarming Attack

Student techniques: Defensive Stance, Distracting Strike

Master maneuvers: Riposte

Master techniques: Deadly Strikes, Defensive Duelist

MORE MARTIAL SCHOOLS

You can find a bigger list of Martial Schools in one of my previous work – [Palant's Guide to Combat \(Pay What You Want\) on dmsguild.com](#)

- Force the Opening
- Galloping Charge
- Nimble Horsemanship
- Offhand Steel
- Ride by Attack
- Rider's Evasion
- Savage Strikes
- Shield Bash
- Shield Defense,
- Threatening Stance
- Unfettered Defense

RIDE AND STRIKE

Martial School Feat

Combat school of Triboar and Amphail riders.

Requirements: Strength 13, proficiency in Animal Handling

Weapons: any melee weapon while mounted

Primary ability: Strength or Dexterity

Physical Training: Strength or Dexterity

Student maneuvers: Trip Attack

Student techniques: Rider's Evasion, Ride by Attack

Master maneuvers: Precision Attack

Master techniques: Nimble Horsemanship, Galloping Charge

WEAPON MANEUVERS

- Precision Strike
- Redirect Attack
- Riposte
- Stunning Blow
- Trip Attack

PRECISION ATTACK

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

STUNNING BLOW

Bludgeoning weapon

When you successfully hit a creature with a melee weapon attack, you can expend one superiority die to attempt to stun target. You add the superiority die to the attack's damage roll, and the target must make a Constitution saving throw. On a failed save, the target is stunned until the beginning of your next turn.

TRIP ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

FULL LIST OF MANEUVERS AND TECHNIQUES

In this document you can find only specific maneuvers and techniques – which are used by described Martial Schools. You can find full list and more schools and also rules for creating unique personal style for you character in [Palant's Guide to Combat \(Pay What You Want\) on dmsguild.com](#)

COMBAT TECHNIQUES

COMBAT TECHNIQUES LIST

- Ambidexterity
- Blade Step
- Deadly Strikes,
- Distracting Strikes

AMBIDEXTERITY

Two weapon fighting, stance

You can use two-weapon fighting even when the one-handed melee weapons you are wielding are not light.

BLADE STEP

Trigger

When you make an opportunity attack you may move up to 10 feet as part of that attack. This movement does not provoke an opportunity attack from the creature that triggered the opportunity attack.

DEADLY STRIKES

Stance

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to not apply your proficiency bonus to your attack roll. If the attack hits, you add double proficiency bonus to the attack's damage.

DISTRACTING STRIKES

When you successfully strike an opponent with an opportunity attack, they may not take reactions until the beginning of their next turn.

FORCE THE OPENING

trigger

When you score a critical hit with a melee attack against a creature, you gain advantage to all subsequent melee attacks against that creature until the end of your turn.

SHIELD BASH

Shield, bonus

you can use a bonus action to try to shove a creature within 5 feet of you with your shield. If you use this benefit before Attack action you must take Attack action on this your turn or lose action.

SHIELD DEFENSE

Shield, reaction

If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

THREATENING STANCE

Stance

Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

UNFETTERED DEFENSE

Passive, light or no armor

If you are wearing light or no armor, and not wielding a shield, you gain a +1 bonus to your AC

NIMBLE HORSEMANSHIP

Mounted

Mounting your horse only costs you 5 feet of your movement, you gain advantage on all Dexterity saving throws to remain in the saddle and may dismount as a free action any time your mount is knocked prone.

RIDE BY ATTACK

Mounted

You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

RIDER'S EVASION

Mounted

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

SAVAGE STRIKES

Trigger

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

GALLOPING ASSAULT

Mounted

If your mount moves in a straight line for 30 feet you get additional bonus to damage roll of your first weapon attack equal to maximum of damage dice of your weapon

OFFHAND STEEL

Two melee weapons

You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

DEFENSIVE STANCE

no shield, bonus, stance

If you are not wielding a shield, as a bonus action you can increase your AC by 2 until the end of your next turn.

PARRY

Finesse weapon, trigger

When you are wielding a finesse weapon with which you are proficient in one hand and another creature hits you with a melee attack, you can use your reaction to add half your Dexterity modifier (rounded up) to your AC against that attack, potentially causing the attack to miss you.

ALMOST COMPLETE GUIDE TO HORSES

MOUNTS

RIDER TRAINED

All creatures listed on the Mounts chart are trained for use as mounts. An untrained creature will buck or otherwise try to dislodge a rider unless it is controlled by magic. Untrained creatures cannot be controlled as mounts by Wisdom (Handle Animal) checks.

Rider-trained mounts require no Wisdom (Animal Handling) checks to ride, except when the rider wishes to perform a risky maneuver like jumping a fence. At the DM's discretion, any domesticated animal might perform an appropriate simple trick, like fetching, with a successful Wisdom (Handle Animal) check.

COMBAT TRAINED

For an additional expense, mounts can be acquired with special training to make them useful in combat.

A mount that does not have combat training is difficult to control in battle. Each round, the rider must make a Wisdom (Handle Animal) check with a DC of 10, or a DC of 15 if the mount is injured. If the check fails, or if the animal is otherwise left to its own decisions, it does what its nature dictates. Most animals flee combat, moving away from the loud noises and source of pain as quickly as possible. An uninjured riding horse might stay near a fallen rider if it is not directly threatened. A mastiff will probably defend a downed rider, often aggressively. A giant lizard might snap up a fallen corpse to consume later as it flees the battle. These decisions are left to the DM.

Combat-trained mounts do not require checks to control in battle. If the rider falls, the mount will defend the rider until the mount is calmed with a Wisdom (Handle Animal) check. Combat-trained mounts gain 1 Hit Die, a bonus of +2 to Strength

and Dexterity, a bonus of +1 to Constitution and Wisdom, and a special overbearing feature:

Slam. If the mount moves at least 20 feet straight toward a creature and then hits it with one of its natural attacks on the same turn, the target must succeed on a Strength saving throw or also be knocked prone. The DC is 10 + the mount's Strength modifier. If the creature is knocked prone, the mount can make another natural attack against it as a bonus action. The mount cannot use this feature on targets of its own size or larger.

Combat training requires a creature to have been trained as it was raised; most animals of certain ages are too set in their ways or are too wary of new things, such that the effort and expense needed for training are not justified. Combat-trained animals cost an additional amount equal to 5 times the listed value of the animal.

EXCEPTIONAL SPECIMEN

Exceptional specimens are particularly hearty creatures. Not only have they been bred for their extraordinary characteristics, but they are also the finest specimens of the resulting stock. These costly creatures are sought out by those in need of durable mounts that can better weather the tougher challenges routinely faced by higher-level adventurers.

Exceptional mounts gain **2 Hit Dice**, a **+1 bonus to Intelligence (to a maximum of 4)**, and a **+2 bonus to Charisma and Wisdom**. This feature is compatible with the combat trained feature, above, granting cumulative bonuses.

Exceptional specimens cost no less than 5 times the listed value of the animal. Exceptional specimens are not often found for sale in common markets. To find such creatures, adventurers usually look to horse breeding experts, markets near large cities, or the stables of the local nobility.

OPTIONAL MOUNT RULES

The following variant rules are suited to campaigns where players spend a lot of time in the saddle. These rules add



nuance to the mechanics of riding mounts and using them in combat.

Variant: Controlling Mounts. A normal mount needs direction in battle; it must be actively controlled each round for it to do the rider's bidding. With this optional rule, the act of controlling a mount with animal-level Intelligence (a score of 1 to 3) requires the rider to "interact" with the reigns or other control mechanisms. (Characters are allowed one interaction with an object or with the environment each round, as explained in the Players Handbook, typically used for drawing a weapon, opening a door, or other simple manipulation of items.) If the rider fails to use an interaction to control the mount, the mount acts according to its nature and training on its next turn, as decided by the Dungeon Master. An interaction is not required in the case of the rider being able to communicate with the mount, as through magic.

Variant: Unhorsing. With this optional rule, a successful attack from a charging lancer has a chance to unseat a mounted target. To unseat another rider, a lance-user must ride at least 20 feet in a direct line toward the target, doing so during the same turn and immediately prior to attacking with a lance. The attacker's mount must also be larger in size than the targeted rider. (It does not need to be larger than the target's mount.) If a lancer can make multiple attacks in a turn, only the first attack following this "charge" has a chance to dismount the target.

If the lance attack is successful, the enemy rider must make a Strength saving throw against a DC of 10, or the damage inflicted by the attack, whichever is higher. A military saddle grants advantage to the target. An exotic strap saddle allows the target to succeed automatically.

If the check fails, the target rider falls to the ground suffering 1d6 bludgeoning damage from the fall and landing prone in a place determined by the DM. A flying rider instead takes damage based on its actual falling distance. An underwater rider sinks to the ground but does not take damage from the fall.

If two characters are jousting one another in a formal event, rather than during the confusion of combat, both riders roll their lance attacks simultaneously. Each makes only a single attack on each pass. It is possible for both riders to fall under such circumstances.

Variant: Lances and Mount Sizes. The standard lance sizes are meant for use with Large mounts like horses or camels. With this optional rule, using a combat lance or a jousting lance one-handed from the back of a Medium size creature (like a mastiff) applies disadvantage to the weapon's attack rolls. The size and bulk of the combat lance and jousting lance make them too unwieldy for one-handed use from the back of such a small mount. This penalty does not apply if the lancer is wielding a light combat lance or light jousting lance, weapons designed for use with smaller mounts.

Variant: Riding Little Mounts. A mount must usually be at least one size category larger than its rider. But a rider can, with some difficulty, use a mount of its own size category. For example, a full-grown human can ride a pony, but with some drawbacks.

A mount with a rider of its own size is so encumbered that it drops its speed by 20 feet and has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution. This penalty is not cumulative with the penalty for being heavily encumbered if your campaign uses the variant encumbrance rule.

FRAGILE HORSE

Fragile horses are mounts of poor quality. Often, they are older, somewhat swaybacked creatures. But for starting

characters in need of mounts for their adventure, they might be the only affordable option. A fragile horse has a delicate constitution, as indicated in the stat block below.

A fragile horse can be combat trained for an additional cost of 15 gp.

FRAGILE HORSE

Large beast, unaligned

Armor Class 10 (natural armor)

Hit Points 11 (2d10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	11(+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Unreliable. Apply disadvantage to any Wisdom (Handle Animal) checks made to control this mount in battle or to get it to perform tricks or difficult maneuvers.

Unstable. Add 1 exhaustion level for each hour of a forced march; this is additional to any exhaustion gained for failing the Constitution check.

ACTIONS

Hooves. *Melee Weapon Attack:* +4to hit, reach 5 ft., one target.

Hit: 9 (2d6 + 2) bludgeoning damage.

A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling. A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down.

LIGHT WARHORSE

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d10+3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Con +3

Skills Athletics +5, Perception +3

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 13

Languages -

Challenge 1/2 (100 XP)

War mount. Light warhorse has advantage on saving throws against being charmed or frightened if it can see or hear the rider.

Basic Combat Training. Light warhorse is proficient with light, medium armor. In addition, a rider has an Advantage on all checks to maintain control and to remain in the saddle

Mobile Charge. After galloping for 20 feet or more, light warhorse does not provoke attacks of opportunity when moving in or out of range of any enemy.

Trampling Charge. If the light warhorse moves at least 20 feet straight toward a creature and then hits it with a hoof attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Endurance. A light warhorse makes Constitution saving throw against exhaustion with an advantage.

Run. A light warhorse can make a Dash as bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

LIGHT WARHORSE

Beast, 400 gp

Light warhorse is variant of standard warhorse – more mobile and in general less-armored.

HEAVY WARHORSE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 30 (4d10+8)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Saving Throws Con +4

Skills Athletics +6, Perception +3

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

War mount. Heavy warhorse has advantage on saving throws against being charmed or frightened if it can see or hear the rider.

Advanced Combat Training. Heavy warhorse is proficient with light, medium and heavy armor. In addition, a rider has an Advantage on all checks to maintain control and to remain in the saddle

Mobile Charge. After galloping for 20 feet or more, heavy warhorse does not provoke attacks of opportunity when moving in or out of range of any enemy.

Trampling Charge. If the heavy warhorse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Endurance. A heavy warhorse makes Constitution saving throw against exhaustion with an advantage.

Run. A heavy warhorse can make a Dash as bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

These animals or similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Dexterity ability check with DC 15 using appropriate proficiencies (for example, Mounts (land) which is described below in this chapter).

Carrying capacity is 480 lb.

HEAVY WARHORSE

Beast, 500 gp

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check

Carrying capacity: 570 lb.

POSSIBLE TRAITS OF WARHORSES

War mount. If rider is nearby, mount has advantage on saving throws against charmed and frightened condition.

Battle Trained. Mount has advantage on saving throws against fear and frightened condition.

Docile. The rider has advantage on all ability checks to control this mount.

Cold adapted. Mount has advantage on saving throws and ability checks made against cold weather effects.

Hot Adapted. Mount has advantage on saving throws and ability checks made against hot weather effects.

Fast. Mount has +10 ft bonus to base walking speed

Slow. Mount has -10 ft penalty to base walking speed

Advanced Combat Training. Heavy warhorse is proficient with light, medium and heavy armor. In addition, a rider has an Advantage on all checks to maintain control and to remain in the saddle

War mount. Light warhorse has advantage on saving throws against being charmed or frightened if it can see or hear the rider.

Basic Combat Training. Horse is proficient with light, medium armor. In addition, a rider has an Advantage on all checks to maintain control and to remain in the saddle

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC equal to (8+horse proficiency bonus+Horse's strength modifier) Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Mobile Charge. After galloping for 20 feet or more, this creature does not provoke attacks of opportunity when moving in or out of range of any enemy.

Endurance. A horse makes Constitution saving throw against exhaustion with an advantage.

Run. A horse can make a Dash as bonus action.

Fast learner. Time to teach this horse new tricks is halved

Athletic. Mount has proficiency in Athletics skill

Acrobatic. Mount has proficiency in Acrobatic skill.

Equines—horses, donkeys, mules, zebras, and ponies—are found in many varieties across Faerûn, each bred for a specific task. Perhaps surprising to some, most of the best horse breeders are humans. Dwarves and gnomes have never found it easy to bring horses into the Underdark, elves favor magical mounts (most of which make even the most prized horse seem rather mundane), halflings have proven happy with the efforts of the humans, and orcs prefer less domestic mounts, such as war pigs and worgs.

Battle effigy As a general note, equines are measured in hands where a hand equals 4 inches), and height measurements refer to the distance from the ground to the horse's withers (shoulders), not to the top of the head. Most breeds of equines in Faerûn are identical in price and characteristics with one of the various kinds of equines described in the Monster Manual, as detailed here.



WARHORSE

HEAVY HORSE BREEDS INCLUDE

- Amphailan
- Cream draft
- Faerdskin
- Kromlor
- Miradan's
- Nars
- Phlan cart horse
- Sembian draft
- Tendal's breed

HEAVY WARHORSE BREEDS INCLUDE

- Amphailan black charger
- Cormyrean destrier*
- Ostorian
- Tantran destrier
- Tharurr*

LIGHT HORSE BREEDS INCLUDE

- Amphail Gray
- Baldurian riding horse
- Balserran
- Barrowright farm
- Chionthar
- Darromar
- Duquala
- Esmel long rider
- Everlundian Ranger
- Fox Trotter
- Halruaan
- Lhesperan
- Mintan riding horse
- Mucklestone
- New Forest
- Semphari*
- Shaaran Zebra*
- Shire rider
- Sosser

Steppe

LIGHT WARHORSE BREEDS INCLUDE

- Akhal-Tara
- Andaluarian
- Calimite

- Cyaddar
- Dambraii
- Duskwood Skewbald
- Emberhawk
- Golden Trotter
- Ixinosia Longhair
- Meth
- Raurin
- Shad'iar
- Thayan Black
- Vilhon riding warhorse

PONY BREEDS INCLUDE

- Dale Pony
- Forest pony
- Hammer Pony*
- Island Pony*
- Nether pony
- Orsraun pony
- Shire pony
- Snowflake Mountain pony
- Sunrise pony
- Uglib

WAR PONY BREEDS INCLUDE

- Fell Pony
- Hammer war pony
- Whiteshield

HORSE GROUPS

Baroque – Strong descendants of war horses
 Cob – a small, strong and stout horse, common riding horse
 Colt – Young (less than 4) male horse
 Courser – Swift and strong trained to be a warhorse
 Destrier – a strong horse trained for war, usually stallions
 Draft/Dray – a powerful work horse
 Filly – Young (less than 4) female horse
 Garron – an undersized but sturdy beast
 Gelding – A colt that has been castrated after 4 years of age
 Grade – a mongrel horse of mixed or unknown parentage
 Hobby – a small war horse used by skirmishers
 Jennet – small riding horse favored by noble ladies
 Mare – A filly that reaches 4 years of age
 Palfrey – a fine horse prized by nobles
 Ridgling – A colt that reaches 4 years and is incompletely castrated
 Rouncey – war horse generally used by poor knights and squires
 Stallion – A colt that has not been castrated after 4 years of age.



War Horse

PONIES AND SMALLER EQUINES

DALES PONY

Cost: 120 gp

Size: Usually about 12 hands (4 ft.) high.

Appearance: Varied, often piebald or skewbald in colouration.

This breed is native to the Dalelands area as its name implies. Dales ponies are bred specifically for the farming communities of the Dales. They are able to navigate rough country under heavy weight, and their strength and surefootedness of the ponies lends them to farm work where larger horses are unsuitable. These hardy ponies are up to 14.2 hands in height, although they are frequently in the 12 to 13 hands spectrum. Their predominant color is black, other colors include brown, gray, bay and occasionally roan. Their hooves are of a hard blue horn, and well-shaped legs have the dense bone. Their action is straight and true, really using their knees and hocks for powerful drive. They have tremendous stamina, an iron constitution and great intelligence, all combined with a calm temperament. An abundant long mane of straight hair covers a muscular neck that is well laid onto sloping shoulders. The body is compact with strong loins and well-sprung ribs. Short, well-developed forearms are set into a broad chest. Under saddle they are steady and calm enough for children, but are better suited to adolescents or adults. In harness they will perform any task asked of them; dressage, plowing or carting.

The Dales pony goes by many names throughout the Dales, Moonsea, the Vast, and Damara. These ponies work on farms and ranches, in mines, and for merchants throughout the region. Having been mixed with ponies and horses of almost all breeds, the Dales pony's appearance is as varied as the species of horses, although they are often piebald or skewbald. Nevertheless, the breed maintains its superior survival traits, a powerful jump, and sure-footedness. Standing 12 hands (4 feet) high, the Dales pony is also a popular training pony among the wealthy of central

and northeastern Faerun. These highly prized ponies cost 120 gp.

Special: +2 to Constitution, has proficiency in Acrobatics and Athletics skills.

FELL PONY

This breed sees heavy use as the mount of choice for Cormyr's mountain patrols, as well as a patrol horse into areas like the Stonelands and Goblin Marches. Its docile temperament makes it popular with riding and trekking stables, and is also a credible jumper and has the ability to trot for long distances at a steady speed. The fell pony requires less keep than most horses and ponies that are used by the Purple Dragons. Horse breeders near Tyrluk and Arabel turn out several hundred every year for the express use of the army. The Fell pony stands up to 14 hands in height and has a fairly long neck, which together with well laid back shoulders gives the rider a good length of rein. The quarters are muscular and powerful and good legs are one of the qualities of the breed. The hooves are hard and open with the characteristic blue horn, and the mane and tail are long and thick.

HAMMER PONY

Size: This breed stands 12 hands (4 ft. 0 in.) in height, with a large muscular frame.

Appearance: Colors range from golden brown to black, although the mane and tufts of hair around the ankles are always blonde.

Bred for strength and endurance by the gold dwarves of the Great Rift, the hammer pony is equally at home on the surface or in the depths of the Underdark. This breed stands 12 hands (4 feet) in height and has a large, muscular frame that can easily support the weight of a fully armored dwarf. Colors range from golden brown to black, although the mane and tufts of hair around the ankles are always blond. The hammer pony's favorite food is fungus of any sort, although it will feed on grass if that is all that is available. This breed is little known outside the Shaar, because it is rarely available for sale outside of the trading town of Hammer and Anvil where the gold dwarves offer their wares. A hammer pony sells for 400 gp in the immediate vicinity of the Great Rift and as much as three times that amount farther afield.

As war pony except +2 Str, -2 Dex, +2 Con, -2 Wis, -2 Cha.

ISLAND PONY:

Size: 13 hands (4 ft. 4 in.), robust build.

Appearance: Muscular, hardy with small lively ears and a barrel chest. Bay, black, grullo, and chestnut are the most common colors; stripes are common on the legs. Resilient hooves.

The Illuskan people are not known for their horsemanship. Still, the horse, or more accurately the pony, has played a key role in their civilization. The island pony seems to be native to the islands of the Trackless Sea. At 13 hands (4 feet 4 inches) in height, this large, muscular, and hardy pony has small lively ears and a barrel chest. Bay, black, and chestnut are the most common colors; stripes are common on the legs. Its sure-footed and strong hooves are made for traveling along the broken ground and usually do not require shoes. These fine ponies cost 75 gp on the islands of the Trackless Sea, but can cost twice that amount elsewhere.

As pony except +2 Str, +2 Con, -2 Cha, has proficiency in Acrobatics skill.

HIGH MOOR PONY

This breed of Horse is a favorite of the nomadic and proud. These animals are slim and slender, resembling the proportions of a light warhorse. They are some 15 hands high, and almost always golden, dun or gray.

Elsewhere on Faerun, the breed is virtually unknown. People of the High Moors. The High Moor Pony is bred to survive the brutal conditions of the Moor, especially in the winter months. The Pony is capable of navigating the steep and treacherous terrain of the Moor. The High Moor Pony is a tough little horse, able to carry a hundred pounds of cargo on its back. The Pony measures 13 to 14 hands in height, and is usually a bay or gray color. The clansmen usually breed the High Moor Pony during the summer months in an enclosed corral with the aid of clan druids. The breeders of clan McCallun own the largest stock of the Pony on the Moors, and often trade any extra stock to Secomber, Daggerford and Soubar in exchange for items fashioned of metal.

It has statistics of a pony

NETHERAN PONY

A homegrown breed from the Nether Mountains, and the most common type of pony by far in the Marches. It is chestnut, bay, or black in color, stout and sturdy, and while it excels in no particular task, it is easy to train for nearly anything.

It has statistics of a pony

SHAARAN ZEBRA:

Size: 13 hands (4 ft. 4 in.) at the withers and can weigh up to 630 pounds.

Appearance: Distinguished from other horses by its striking pattern of broad, alternating, vertical black and white stripes. It has a heavy head, stout body, and a short, thick mane. It has a "bark" quite unlike the neigh or bray of most equines.

The Shaaran Zebra roams wildly throughout the plains of the Shaar and into the Eastern Shaar. It is a stout light horse that stands 13 hands (4 feet 4 inches) at the withers and can weigh up to 630 pounds. It is distinguished from other horses by its striking pattern of broad, alternating, vertical black and white stripes. It has a heavy head, stout body, and a short, thick mane. It has a "bark" quite unlike the neigh or bray of most equines. Also, unlike most horses, the Shaaran zebras exhibit a harem-type social organization and consequently, are difficult to separate from their herd to train effectively.

light horse except +2 Con, +2 Wis, -2 Cha.

ORSRAUN PONY

It has statistics of a pony

SNOWFLAKE MOUNTAIN PONY

It has statistics of a pony

SHALUNE¹

The ponies of the High Moor are known as "the Shalune" as a species. They are wild, are short and shaggy (long-haired) and have black legs and muzzles. In hue and shape they look like real-world Konik horses, but have reddish backs, and are always stocky of build (heavily-muscled). Orcs and hobgoblins have been known to eat shalunes and to

force them to drag logs or other heavy cargos by means of ropes and sledges (beating them with sticks on... either side of the head to guide them). Trolls occasionally manage to catch and eat them, too, but shalunes can outlast most pursuers and outfight many of them (wolves usually avoid them, as shalune hooves can smash a wolf's... skull with ease). There have been many attempts to domesticate them, but all have failed; captive animals seem to soon will themselves to death. There are persistent legends in the North of a giant Shalane who comes in the... ..howling heart of the worst blizzards to lead the ponies to shelter. In a few tales, this gigantic horse is described as a goateed unicorn or even a wingéd unicorn.

STEPPE PONY

Size: Averages 13 hands (4 ft. 4 in.) at the withers.

Appearance: Ungainly and unattractive. Short legs, short neck, heavy-boned body, and large head. Grows a shaggy winter coat of copper or bronze with a lighter yellow stripe down the back.

This breed of light horse resembles a cross between a horse and a pony. It is not a graceful or attractive mount, nor is it large and powerful-looking. However, its homely appearance disguises an equine of great endurance and strength. The Steppe horse averages 13 hands (4 feet 4 inches) at the withers. It has a short neck, large head, and is heavily boned, making it a small, ungainly mount. It has a shaggy winter coat of copper or bronze with a lighter yellow stripe down the back. For all its short legs, the Steppe horse can go swiftly for long distances. It is strong and even-natured, making it steady in battle. The steppe horse survives on grazing alone, not needing separate supplies of grain, and has great endurance. Still, the steppe horse is not valuable or widely sought after. The Tuigan tribes of the Endless Waste and the folk of Rashemen most commonly ride it. Outside of this region, the Steppe horse is known only in Thesk and does not command high prices. Only those breeders seeking strength and stamina for their own bloodlines are likely to consider the steppe horse worth greater than normal sums. The breed costs 70 gp on average, but is almost impossible to find outside the lands previously mentioned.

As light horse except +2 natural armor, +2 Str, -2 Dex, +2 Con, -2 Cha.

SUNRISE PONY

A desert breed common in Anauroch and the deserts of Amn and Calimshan, but the endurance of this feisty white-dappled pony is also valued by the halflings of the Sword Coast.

It has statistics of a pony

SUNSET

Originates in the western mountain range in Cormyr with the same name. It is slightly larger than a standard pony, with a brown or bay coat, a solid but unspectacular breed whose primary attraction is its amazing stubbornness and bravery in the face of danger.

It has statistics of a pony

UGLIB

Size: Small.

Appearance: Not horses, but skewbald donkeys. Hardy and stable, but ugly in the extreme, with mottled hair that often grows in tufts, beady eyes, and a stubby tail. The breed also is prone to growing harmless, but noticeable bone spurs.

WHITESHIELD

Size: Usually reach 12.5 hands (4 ft. 2 in.) in height, with a large, muscular frame.

Appearance: Covered with a shaggy cream-colored winter coat that gives way to a somewhat prickly, dark brown hide in the summer months. Named for the shieldshaped patch of pure white hair always found on the forehead of pure-bred members of this breed.

Bred for mountainous and rocky terrain, the sure-footed whiteshield is a highly prized and thickly muscled war pony favored by shield dwarves across the North. It has a shaggy cream-colored winter coat that gives way to a somewhat prickly, dark brown hide in the summer months. The whiteshield is named for the distinctive shield-shaped patch of pure white hair always found on the forehead of purebred members of this breed. Many dwarf warriors tattoo or paint their own shield device onto the shield-shaped mark before going into battle. This breed stands 12-1/2 hands (4 feet 2 inches) in height and has a large, muscular frame that can easily support the weight of a fully armored dwarf. Ponies of this breed cost 200 gp in dwarf clanholds across the North, but when they are rarely offered for sale to nondwarves, they can command as much as five times that price.

as war pony except +2 Str, +2 Dex, -2 Wis, -2 Cha.

LIGHT HOTBLOODS

CALIMITE

Cost: 1650 gp

Size: 14.5 hands (4 ft. 10 in) high, delicate and slender.

Appearance: Distinguished by its beautiful and delicate head, large and prominent eyes, arched neck, deep chest, silky coat, full mane, and high tail carriage. Colouration may be chestnut, gray, bay or black with black and white markings on the face and legs.

Coming out of the Calim Desert, these horses are said to be blessed with the speed of great Calim himself. The Calimite is one of Faerun's most famous horses, known for its great speed, endurance, and pure breeding. The breed is further distinguished by its beautiful and delicate head, large and prominent eyes, arched neck, deep chest, silky coat, full mane, and high tail carriage. Standing 14-1/2 hands (4 feet 10 inches) high, these light warhorses can be chestnut, gray, bay, or black with black and white markings on the face and legs. These beasts are highly valued and highly priced, averaging 1,650 gp.

Special: Calimite has walking speed 70 ft., and has bonus +2 to its Constitution score.

LHESPERAN

Size: Stand 14 hands (4 ft. 8 in.) high, light build.

Appearance: Chestnut in color from a golden chestnut to chocolate with a light colored mane and tail.

The Lhesperan is a light horse that originated in the Shaaran town of Lhesper. It is no longer found there, killed off by the yuan-ti ages ago, but has spread throughout the Shaar and proven popular with the marauders of the Bandit Wastes. Lhesperans are chestnut in color from a golden chestnut to chocolate with a light colored mane and tail. These elegant and relaxed horses stand 14 hands (4 feet 8 inches) high. Lhesperans cost 100 gp, somewhat more than a typical light horse.

As light horse except speed 70 ft., +2 Con, -2 Wis.

SEMPHARI

Size: Averages 14 hands (4 ft. 8 in.) at the withers. Light body.

Appearance: Lean and trim, long and slender legs. The coat is almost always chestnut or white, fading to gray near the rump. The mane and tail are long.

One of the closest relations to the Raurin is the Semphari, a magnificent breed of light horse. Of the known breeds, none can rival the Semphari for grace and beauty. These traits, combined with its fine stamina, sure-footedness, and intelligent nature, have made it one of the most valuable of all horses. The Semphari averages 14 hands (4 feet 8 inches) at the withers. Its body is light, its muscles lean and trim, and its legs long and slender. The coat is almost always chestnut or white, fading to gray near the rump. The mane and tail are long. The Semphari is not a widespread breed, found mostly in Semphar and Murghom. There, the lords and nobles keep breeding stables and vie to produce the finest horses. Outside this area, the Semphari is less well known, although its qualities are easily visible and thus still fetch a commanding price. Most of the horses are sold to kings and nobles as breeding stock. The breed costs 2,000 gp on average, but is almost impossible to find outside its homeland.
light horse except +2 Con, +2 Dex, +2 Cha; Keen Hearing trait, Docile

SADDLE HORSES

ANDALUARIAN

The Andaluarian comes from the realm of Impiltur, and is primarily used as a cavalry mount. The Andaluarian has a distinguished appearance, usually appearing in the colors white and light gray, and occasionally bay. It is a compact horse with excellent proportions, and usually stands at 15.2 hands. The mane and tail are abundant, and the breed has a flat or slightly convex nose, small ears, and its head is set on a substantial neck. The chest is quite massive and the quarters are lean. The Andaluarian is renowned for its ability to learn and its superb temperament. This particular breed was established in 1135 DR, during the early rise of the Impilturians and their battles against hobgoblins.

AMPHAIL GRAY

Cost: 225 gp

Size: 16 hands (5 ft. 4 in.) at the withers. Light build.

Appearance: Dappled gray in colouration, not otherwise remarkable in appearance.

This variety of equine, bred exclusively in Amphail far to the north, is famous across Faerun for being loyal and hardy. These dappled gray light horses stand 16 hands (5 feet 4 inches) at the withers and are otherwise unremarkable in appearance. Nevertheless, they are highly priced, averaging . 225 gp.

Special: Amphail Grey receives bonus +2 to its Constitution, Wisdom and Charisma scores

BALDURIAN RIDING HORSE

Originates from Baldur's Gate. It is a tall, rangy animal, usually bay or dark bay in color, bred for long rides over the generally flat terrain of the Western Heartlands. /

BALSERRAN

The Balserran sees widespread use in Western Faerun, being a superbly fast galloper. The Balserran is quite gentle, and excels in jumping, games, reining, roping, endurance and as gentle family horses. The Balserran's coat is often colorful and features unique coat patterns, and many are of bay, white or gray in color, with black spots near the rump

BARROWRIGHT FARM

It has statistics of a riding horse

CYADDAR

The Cyaddar is another of the unique horses of Faerun, being found exclusively in the Anauroch Desert. The Bedine tribes keep a few of these horses, primarily to counter the Zhentilar presence within their desert. Bedine legends speak of the first appearance of the Cyaddar breed when the swirling winds sent by Kozah manifested as a horse that could "fly without wings". The Cyaddar is extremely swift and hardy, requiring little water, which makes it perfect for the harsh environment of Anauroch. The breed's eyes are prominent on the head, has large nostrils and a small teacup muzzle. Its gracefully arched neck rises out of a long sloping shoulder and broad chest. A short, strong back and high trail carriage complete the picture. Cyaddars come in grey, chestnut, bay and roan and an occasional solid black. Most of the breed stand between 14.2 and 15.2 hands in height and weigh between 800 and 1,000 pounds.

DUQUALA

The Duqala is a relatively new breed of horse appearing in Maztica. Enterprising Amnian merchants have managed to breed a few of these magnificent horses on their plantations in Payit near Helmsport. The Duqala is well suited for the humidity of Maztica's jungles. The head is lean, and the facial profile is straight or slightly convex. The size of the head is medium in the female and moderately more developed around the jaw in the male. The profile is erect, the eyes full, expressive and lively. The muzzle is medium sized, firm and with movement. The excellent senses of the Duqala have enabled it and its rider to escape from ambush. The neck is wider at its base and much finer the closer to the head, which should form a straight angle. The manes are abundant and beautiful. Adult horses stand 14.1 to 15.2 hands high in the female and 14.2 to 15.3 hands in the male. The coat is silky and all colors are permissible, but albinos are quite rare and frowned upon.

DARROMAR

It has statistics of a riding horse

ESMEL LONG RIDER

A sandy or white colored breed, sometimes spotted, of medium size and great endurance. It is a desert breed popular in Anauroch, not often seen on the Sword Coast.

FOX TROTTER

Appears widely throughout the temperate regions of the Heartlands and Sword Coast; it is usually copper-colored with white markings, though some are actually the opposite. Commonly used by hunters and animal herders, it is friendly and intelligent, and also popular with rangers.

HALRUAAN

It has statistics of a riding horse

MINTAN RIDING HORSE:

It has statistics of a riding horse

MUCKLESTONE

Originates from a village in the Great Dale, and appears less commonly in markets of the North. It is a short, powerful breed, grey or chestnut in color, that is easily trained. It has statistics of a riding horse

NEW FOREST

It has statistics of a riding horse

SHIRE RIDER

It has statistics of a riding horse

SOSSER

Size: About 14 hands (4 ft. 8 in.) at the withers, fairly sturdy.

Appearance: Long neck and narrow head. The hooves are broad. The coat is normally chestnut or copper and grows long during the cold season.

WARMBLOODS, HUNTERS AND COURSERS

SOSSER

The Sosser is a mix of steppe horse and other breeds favored by the farmers of the far north. It is commonly found in the lands of Sossal, Narfell, Vaasa, Damara, and Thar. It is not a glamorous animal, but it is not as homely as its cousin the steppe horse. The Sosser is a smallish light horse, about 14 hands (4 feet 8 inches) at the withers. The Sosser is valued for its sure-footedness, strength, and ability to resist the cold. Its neck is long and its head narrow. The hooves are broader than most. The coat is normally chestnut or copper and grows long during the cold season. The Sosser is bred to endure the cold weather of the far northern mountains and to serve as a work animal. It is strong in the harness, capable of drawing a sled or a wagon where normally two horses are required. The breed costs 90 gp on average.

As light horse except +2 Str, +2 Dex, -2 Cha. A sosser has advantage on saving throws against cold temperature.

CHIONTHAR

200 gp

Size: Generally 16 hands (5 ft. 4 in.) at the withers, light-boned and slender.

Appearance: Long neck and a dignified head with widely-spaced intelligent eyes. Coat colors range from bay, dark bay, chestnut, black or gray. White markings are common on the face and legs.

Commonly known outside of Cormyr as the Chionthar horse, this is a popular breed of horse through-out the Heartlands. It is bred primarily in Hluthvar, Iriaebor, Arabel, Waymoot, and Harrowdale, though many claim that those bred outside of Cormyr proper are of inferior stock. It stands 16 hands (5 foot 4 inches) at the withers, and has a long neck with a dignified head and widely spaced eyes. Its coat can be bay, dark bay, chestnut, black, or gray and white markings on the face and legs are common. It is strong, swift, and easily trained making it particular popular among travelers and messengers.

Cormyte riding horses use the riding horse stat block, except that they have a movement speed of 70 ft and +2 Str. A Cormyte riding horse can be purchased from breeders in most large trade towns in the Western Heartlands for 200 gp.

Docile. The Chionthar is such a docile and easy-going horse that the rider receives advantage on all Animal Handling checks to control one.

CHESENTAN WARMBLOOD

This horse sees widespread use in the southern land of Chessenta as a sport horse and as a cavalry mount. The Warmblood gets high marks for its superb discipline, speed and stamina. The breeding farms are concentrated around the huge freshwater lake the Akanamere, and more are being started every year due to the huge demand from the military and mercenary companies. The Warmblood is usually black in color and averages 15.3 to 16.2 hands in height. The Warmblood rarely spooks at the smell of blood or the sight of monsters, making a cavalry charge of these horses deadly to those on the receiving end.

CORMYREAN BOLDSHIELD

This particular breed comes from old stock near Arabel, which is renowned for its fine horse breeding farms. The Boldshield is a popular horse for its ability to jump, and its usefulness as a light carriage horse for minor nobles. The coat of the Boldshield comes in a broad assortment of colors, but the most common colors are chestnut, bay, gray, or more rarely, brown or black. Boldshields stand 15.1 to 16 hands in height, and has a free and easy movement at all gaits. The name comes from an old tale of a boldshield(warden-warrior of Cormyr) who was ambushed near Immersea. Outnumbered, the boldshield was forced to try and jump his horse across a small ravine else perish. The boldshield had chosen his mount well, for the horse made the jump, saving the life of its rider. Since then, the breed has been called Boldshield, in honor of that event.

DAMBRAII

Cost: 1800 gp

Size: Most are about 13.5 hands (4 ft. 6 in.) high. Graceful, but muscular.

Appearance: Always piebald or skewbald. Generally white on black, or black on white. Browns and grays do exist, but are rare.

Dambraii steeds are prized throughout the Shining South. A Dambraii that leaves Dambrath is considered the equal of any light warhorse found elsewhere. In truth, those who manage to get their hands on a purebred Dambraii horse will find it tough, fast, and easy to train. However, only the poorest horseflesh actually leaves Dambrath. Someone facing a troop of Dambraii cavalry quickly learns that the best horses are kept in Dambrath. A cavalry troop on Dambraii horses can move at a speed that is unheard of by any other cavalry troop. They are all battle trained and very dependable in combat. Dambraii riders are almost never thrown, at least while their horses still live.

It is interesting to note that the superior qualities of Dambraii horses are reduced outside their land. Perhaps this is proof that arkas grass (which grows only in Dambrath) was indeed created for horses. Horses fed on arkas grass during the first years of their lives become superior animals; this is a little-known secret outside of Dambrath. The horses of Dambrath are smaller than usual, standing only 13-1/2 hands (4 feet 6 inches) high. They are always piebald or skewbald, generally, white on black, or black on white. Browns and grays do exist, but are rare. These amazing steeds sell for 1,800 gp.

As light warhorse except speed 70 ft., +2 Dex, +2 Con. Animal Handling checks made against a Dambraii gain a +2 bonus, and it can be trained in half the normal amount of time.

DUSKWOOD SKEWBALD

Comes from lands far to the south, but was brought to the Heartlands and Cormyr long ago, and adapted surprisingly well to the more temperate climate. This grey or black horse with white markings is long and rangy, bred for its quickness and endurance over long journeys through flat, open country; the Baldurian riding horse is probably a tamer version of this breed.

EVERLUNDIAN RANGER HORSE

This breed is maintained by horse traders in Everlund in the North. The breed is often sold to rangers traversing the Northern wilds. The Everlundian breed is very fickle and tempermental, which makes it uniquely suitable for the ever roaming rangers and wilderness scouts who keep track of the ever increasing goblinkin. The ranger horse has a high arched neck which ripples with hard muscle. Its body is also

well muscled and thick around the midsection, enabling it to carry a fair size load of equipment. It is extremely hardy and its powerful legs enable it to reach speeds of almost 35 mph. The colors of the coat do not follow any breeding pattern, which lends more credence to the horse's fickle nature.

FORDSKIN

The Fordskin can be found throughout the Heartlands and North or Faerun. This is another horse that sees widespread use in daily life. The color of the Fordskin is varied and the more beautiful or rare the color the more superior the genetic heritage they possess. Fordskins have been long noted for their superior qualities and strength. They have more stamina, more determination, harder feet, better bone and are generally hardier than other horses. A Fordskin with weak or spavined legs is a rarity. "Tough as wet leather" is a good description of a Fordskin.

EMBERHAWK

Known for its unusually-colored coat, a shade of dark copper that is almost claret, with black (or occasionally white) markings. Believed to come from the Dragon Coast but now spread far and wide, this is a breed known for having intelligence and aggression in equal volume, notoriously hard to train but loyal and skillful once it is.

GOLDEN TROTTER

A squat, sturdy horse with a gold or chestnut coat that is common in both the North and the Heartlands. As intelligent as the Emberhawk, it is much more laid-back and easier to train, bred for power and sprinting speed. It has statistics of a riding horse

IXINOSIA

It has statistics of a riding horse

LONGHAIR

It has statistics of a riding horse

METH

Cost: 450 gp

Size: 15.5 hands (5 ft. 2 in.) high and robust in build.

Appearance: Short-legged, with a strong back. Usually solid gray in color, though most solid colors are possible.

The Meth was bred in northern Unther along the Chessentan border centuries ago. This light warhorse has a proud heritage of pulling war chariots throughout the Old Empires of Unther, Chessenta, and to some extent Mulhorand. This short-legged but powerful horse is best known for its strong back and sturdy disposition. It stands 15-1/2 hands (5 feet 2 inches) high and is usually solid gray in color, though most solid colors are possible. These compact horses are increasingly popular in the Vilhon Reach, and cost 450 gp.

As light warhorse except speed 50 ft., +2 Str, +2 Con, +2 Wis.

NATHOUDI

Size: Unknown.

Appearance: Unknown. Noted for stamina and endurance, especially in snow and ice. Famous and sought after horses, bred on the steppes.

RAURIN

Cost: 1000 gp

Size: Averages 15 hands (5 ft.) at the withers with long and slender legs.

Appearance: Its coat is almost always, golden, dun, or gray in color.

This ancient breed of light warhorse has been the wellspring of many other bloodlines found in the Raurin Desert and surrounding lands such as Mulhorand, Murghom, and Semphar. Bred first when the Raurin Desert was a green land, the Raurin has survived the drastic change to arid desert, growing tough and sturdy. The Raurin averages 15 hands (5 feet) at the withers with long and slender legs. Its coat is almost always, golden, dun, or gray in color. The breed is noted for its strength, stamina, sure-footedness, and unparalleled speed. The Raurin can survive on fodder alone (not requiring grain) and can also last three days without water. The Raurin breed is rare in the desert and virtually unknown in distant lands where it is seldom recognized. In lands where it is known, the Raurin breed costs 1,000 gp on average.

The Raurin improves on the light warhorse, being stronger, tougher, more sure-footed. Its most famous quality, however, fabled in horse races, is the spurts of speed it can achieve. Furthermore, it can last for 1-3 days without water, and does not need to be fed grain, being able to subsist on fodder alone. A common average market price for a healthy Raurin is 1200 gp.

CARRYING CAPACITY:

IN THE REALMS: The Raurin is an ancient breed that dwelled in the Raurin when the desert was still a green land. It became strong and tough in surviving the desertification process, and was afterwards tamed by men coming to the desert. It is popular with the rich and wealthy of Murghom and Semphar, and celebrated in the horse fairs, markets and races of those countries. Desert tribes sometimes have also managed to tame some Raurin for their use.

As light warhorse except speed 70 ft., +2 Str, +2 Con.

SANDARLUN

The Sandarlun is another of the fine breeds from Sembia. It comes from the horse-town of Saerb and the master breeder Arumnus Gathgar. Arumnus is a former soldier, one of the few Sembian volunteers to serve in the Tuigan War. The retired soldier owns a large horse farm in Saerb, with a breeding stock of 300 Sandarlun horses. The Sandarlun has a very good combination of utility and sporting horse features. It is quite strong and has good endurance and agility. The average Sandarlun stands 15 to 16 hands in height, with a massive body with a girth of 188-190 cm and has sleek, long legs.

SHAD'JAR:

Size: Average 14 hands (4 ft. 8 in.) at the withers, gracile build.

Appearance: Come in dun, tan, brown, and black, and many have dappled hindquarters.

The Shad'iar ride and breed small, strong, sure-footed horses from Calimite and Lhesperan stock, which thrive on nothing more than the tall grasses of the Lands of the Lion (though many are spoiled with the occasional carrot, radish, or kohlrabi). These light warhorses are hardier than normal. They are trained to carry their riders into battle and are difficult to spook. These noble beasts of burden are more than stock to the tribes, however. They are an integral part of the culture, deeply loved and intertwined with the nomad's history and lore. A Shad'iar stands 14 hands (4 feet 8 inches) at the withers. The breed comes in dun, tan, brown, and black, and many have dappled hindquarters. The Shad'iar tribes rarely sell their exceptional horses to outsiders, but do sell them to each other for 1,050 gp. As light warhorse except +2 Con, +2 Wis.

THAYAN BLACK

Only seen in cities with Thayan enclaves or populations of men from that country. This pure black breed is large and powerful, with long pointed ears and harmless but wicked-looking bone spurs, and there are rumors that the Thayans are attempting to use magical experimentation to improve the breed.²

VILHON RIDING WARHORSE:

It has statistics of light warhorse

WARD HORSE

The Ward horse comes from Waterdeep, where many types of horse breeds are bred. The Ward horse has a reputation for being the fastest horse in the entire North. Some bolder folk boast the Ward breed is the fastest in all of Faerun. The Ward horse is also known for its liveliness, endurance, and longevity. It is strongly muscled, with hard legs and good hooves. The main color is chestnut with white markings often found on the face and legs. Other colors are bay, grey, and more rarely brown or black. Having speed, a well-balanced trot, endurance and eagerness for victory makes the Ward horse a suitable mount for the nobility. The Ward horse is especially a favorite among the younger members of the nobility, who often gather outside Waterdeep to race their horses for pride, money, or the attentions of a lovely lass. These races are fast becoming the place to be "seen" by your peers. The Watch also makes good use of the Ward horse as a mounted response unit in the event of a major crime or fire.

It has statistics of light warhorse

MARSEMBER BAY

The Marsember Bay comes from the few horse farms near that same Cormyrean city. The Marsember Bay is the ideal horse for muddy and slick conditions, known for its good traction and leg strength. The Marsember Bay is a breed that is carefully maintained for purity. Most, if not all Marsember Bays are uniform in size, conformation, soundness, stamina, disposition and color. The Silversword family of Marsember owns two of the four horse farms that produce this magnificent breed and produce only a select number of horses a year. This has caused the price and demand for the breed to become overwhelming. The Silversword family has cultivated favor with King Azoun, as they presented him with a quartet of Marsember Bays at Court last year.

THE SEMBIAN

This horse is the main breeding stock found in Sembia. Sembian breeders are quite proud of the Sembian, and are just as passionate of purebred horses as their Cormyrean counterparts across the border. Of course, this has led to intense competition among the two largest nations in the area. The Sembian is bred across Sembia's horse farms. The Sembian is a powerful breed of horse and is blessed with great speed. Its short head with a broad forehead and narrow nose, a compact heavy neck, a ribbed massive body with a good top line and an even, long back and loin distinguishes the Sembian. The Sembian is never inter-bred with other horse breeds. In fact, inter-breeding is heavily frowned upon in Sembia, as it tends to dilute truly magnificent breeds.

LARGE DESTRIERS

AKHAL-TARA

The Akhal-Tara comes from the Arabian lands of Zakhara. Sages and horse breeders say the Akhal-Tara has been around for over 2,000 years, making it one of the oldest known breeds on Faerun. This breed is another cavalry horse, seeing widespread use among the armies of the Land of Fate. It is said that one of the ancient Grand Caliphs received the first Akhal-Tara stallion from a friendly genie. Akhal-Tara horses have long and slender heads with expressive eyes. It has a short, silky mane, or often none at all and a short tail. This breed has a narrow chest, long back, and flat ribs. The legs are long and slender, clearly revealing the tendons. It averages 15-15.1 hands in height. It is often dun in color, although it can be bay and gray, with a pale golden coat preferred. Wealthy caliphs often are able to get a shiny, golden color to the horse's coat. These exquisite horses are rarely found outside of the Land of Fate. Should any be found in the Barbaric North, the price could easily exceed 60,000 gp.

AMPHAILAN BLACK CHARGER

is the even larger cousin of the Amphailan heavy horse; pure black in color, it is aggressive in combat and hard to train and control, but quite powerful.

Amphailan Black Charger has statistics of heavy warhorse.

CORMYREAN DESTRIER

Cost: 2500 gp

Size: Full-grown stallions stand 17 (5 ft. 8 in.) hands high and can weigh up to 2200 pounds.

Appearance: Characterised by wide-set, expressive eyes and a noticeably convex nose. Usually bay, brown, black, and gray in colouration.

Perhaps the finest heavy warhorse in all of Faerûn, the Cormyrean destrier was bred under the supervision of King Azoun I himself. Though it can be found throughout western Faerûn, the best ranches are found outside Arabel and Waymoot. A mature stallion stands 17 hands (5 feet 8 inches) high at the withers and can weigh upwards of 2,000 pounds. It is often bay, brown, black, or gray and has wide-set eyes and a somewhat blunt, convex nose.

Cormyrean destriers are hard to breed and train, and most are purchased by high ranking members of the Purple Dragons. They can be purchased for 2500 gp, though the wait is typically one year.

Cormyrean destriers use the stat block for the heavy warhorse, except that they have a +2 Strength and +2 Wisdom. In addition, they have the following special ability:

Battle Trained. Cormyrean destrier has advantage on saving throws against fear and frightened condition.

NARS WARHORSE:

Size: 16 hands (5 ft. 4 in.), slenderer than Nars draft horse.

Appearance: Nars³. Its coat is normally a chestnut color, although golds and blacks are also found. White socks are not uncommon.

a Tall, long-legged, hardy, tough, strong, great endurance (FRCS p108) (CoV p156) (Ruin p14). Nar staple, primary trade good and chief wealth⁴ c. Chesnut, gold, or black color, some have white manes and socks⁵ Prized

² Champions of Valor pg154

³ FRCS p108, RoF p107, Ruin p14, CoV p156

⁴ FRCS p108, RoF p107

⁵ CoV p156, Ruin p14, 27

throughout the North for their mettle⁶ Trained for silence, tack and harness oiled to stifle noise⁷

OSTORIAN

First bred on the Great Glacier, before gradually migrating west across the High Ice to the North, and is the most commonly used horse of the Knights in Silver in the Marches. It is white or grey, sometimes with black markings, and is a hardy and cunning breed with a prominent streak of mischievousness

Ostorian has statistics of heavy warhorse.

TANTRAN DESTRIER

Tantran Destrier has statistics of heavy warhorse.

THARURR

Size: Stand 15.5 hands (5 ft. 2 in.) high.

Appearance: Sturdy bone structure and powerful hindquarters characterize the breed. Usual colours are dappled gray or white.

The Tharurr is a smallish heavy warhorse that is just as likely to be used as a workhorse. This pure breed was originally found and used by the ogres of Thar; its name means "Thar's horse" in the language of giants. In the wake of Thar's fall centuries ago, the breed has become common among the Eraka raiders of the Ride, the farmers of Damara, and many of the noble warriors of Impiltur. They are bright, eager to please, and athletic horses, easily trained and capable of making their way through the broken ground and mountains of northern Faerun. A Tharurr stands 15-1/2 hands (5 feet 2 inches) high and is usually dappled gray or white. Its sturdy bone structure and powerful hindquarters characterize it. The creature sells for 800 gp.

As heavy warhorse except +2 Dex, +2 Wis, +2 Cha;

COLDBLOODS/DRAFT HORSES

AMPHAILAN

It has statistics of draft horse.

CARMATHAN RED

Size: Noted as being huge, but no further details available.

Appearance: Likely often red in colour. Famous for strength and endurance as a draft horse, known as the Horse-Ox. Exclusively bred and sold by the Carmathan duchy of Damara.

CREAM DRAFT

Originates in Amn, but has slowly spread north and east, and is fairly common in the Heartlands and places south. This sandy-colored breed is slimmer and lighter than most, skilled at traveling in harsh environments and going long periods with little food.

It has statistics of draft horse.

MIRADAN'S:

It has statistics of draft horse.

PHLAN CART HORSE

Found all over Faerun and one of the most common breeds of horse in existence. It is sturdy, dependable, and laid-back, but also rather dim, and is rarely used for anything other than simple labor.

It has statistics of draft horse.

SEMBIAN DRAFT

It has statistics of draft horse.

TENDAL'S BREED

originated in the Dalelands, but is now commonly found in Cormyr and the Sword Coast as well. Dark bay or black in color, it is the most commonly used heavy horse for riding, and is surprisingly easy to train for combat, though not designed or bred for it.

It has statistics of draft horse.

KROMLOR

Cost: 1000 gp

Size: Commonly reach 18 hands (6 ft.) and weigh up to 2200 pounds.

Appearance: Long, silky, white covers their legs from the knees down. Flat face and large nostrils. Most common colors are bay, black, and brown. Roans are also sometimes seen.

The Kromlor is a heavy horse used for farming, mining, and other heavy work. It is named after the Kromlor family of Longsaddle, one of the first homesteader families to settle the Savage Frontier—if family histories are to be believed—which bred them from Nars and the Chionthar. They are popular with Tethens from Baldur's Gate to points north. The Kromlor is feisty and always eager to work. This enormous animal is justly famed for its weight, size, and activity, as well as the long, silky, white hair that covers its legs from the knees down. The horse stands 18 hands (6 feet) high and weighs up to 2,200 pounds. It has a flat face and large nostrils. The most common colors for the Kromlor are bay, black, and brown. Roans are also sometimes seen. These magnificent animals cost 1,000 gp.

Kromlor uses stat block of draft horse. In addition, it has Strength +2, Constitution +2.

NARS DRAFT HORSE

Cost: 250 gp

Size: Averages 16 hands (5 ft. 4 in.) at the withers, heavy build.

Appearance: Its coat is normally a chestnut color, although golds and blacks are also found. Tall, long-legged and hardy. Some have white manes and socks.

Averages 16 hands (5 ft. 4 in.) at the withers, heavy build. **Appearance:** Its coat is normally a chestnut color, although golds and blacks are also found. Tall, long-legged and hardy. Some have white manes and socks. Bred to resist panicking.

This breed of heavy horse has the reputation for combining strength, speed, and a placid nature. It is a popular breeding stock in Almorel, Nathoud, Narfell, Rashemen, Damara, Vaasa, and Impiltur. The Nars averages 16 hands (5 feet 4 inches) tall at the withers, making it relatively large for a heavy horse. Its coat is normally a chestnut color, although golds and blacks are also found. It is strong in the harness, capable of drawing a sled or a wagon where normally two horses are required. For its size and strength, it has a fast gait. The Nars has a good disposition and is less likely than other breeds to be spooked by sudden shocks. For these qualities, the Nars is popular with the northern nobility and yeoman farmers alike. The Nars breed is a staple of the horse markets of Nathoud, costing 250 gp on average.

As heavy horse except speed 60 ft., +2 Str, -2 Wis, +2 Cha.

⁶ Ruin p14,24

⁷ Ruin p23

DIFFERENT HORSES

1 OVERALL COLORING AND APPEARANCE

1d20	Color	Comments
1	Black	Black pigment is present throughout, including both skin and hair.
2	Brown	The coat is a mixture of black and brown hair.
3	Black-brown	Black is the predominant pigment, but the muzzle, and sometimes the flanks, are brown.
4	Bay	The color varies from a dull reddish-brown to a golden shade that is nearly chestnut.
5	Bay-brown	The predominant pigment is brown but the muzzle is bay. The legs, mane, and tail are black.
6	Chestnut	A red-gold color with a number of varying shades.
7	Cream	This color is a result of unpigmented skin. The eyes of these horses are always pink or blue in color.
8	Dun	This is a primitive coloring that is characteristic of wild horses. It can be either a yellow dun (a sandy sort of yellow) or a blue dun. In the latter instance, the skin of the horse is black. The mane and tail are usually dark.
9	Gray	This is a varied mixture of black and white hairs on a black skin.
10	Blue roan	This is a blue-tinged gray that is a result of white hair on a body with black or brown pigmentation.
11	Red roan	An earthy red the result of bay or bay-brown body color with a mixture of white hairs overall.
12	Strawberry roan	This is a dusty or smokey rose color that is the result of a chestnut body color with a mixture of white hairs.
13	Piebald	The coat of these horses is made up of large, irregular patches of black and white, similar in appearance to common milk cows.
14	Skewbald	This is the same as the piebald, except in this instance the black coloring is replaced with any other color.
15	Odd-colored	This type is any coat that has more than two different colors.
16	Palomino	A rich yellow-gold coat with a white mane and tail.
17	Liver chestnut	This coat is the dark red color of raw liver.

18	Dapple gray	Dapple gray is a storm cloud gray, darker than a usual gray, with small patches and flecks of lighter coloring on the chest, belly, and hindquarters.
19	Sorrel	A sorrel is a chestnut red-brown coloring somewhere between bright bay and yellow chestnut. The mane and tail are both white or reddish in color.
20	Albino	An all-white animal, an albino is the result of a complete absence of pigmentation in both the skin and hair. These horses are always pink-eyed.

2 COAT PATTERN

1d100	Pattern
01-70	Whole/Solid coloring
71-80	Flecked
81-90	Flea-bitten

3 1d100 MARKING

		Leg is a solid color or pattern matching the rest of the animal's body.
01-70	None	
71-85	Stocking	Leg has a white area between the hoof and the knee or hock.
86-00	Sock	Leg has a white area extending from the hoof halfway to the knee or

4 BODY MARKINGS

1d100	Marking	Comments
01-80	None	The coat contains no unusual markings.
81-90	Flesh marks	These are areas of unpigmented hair and skin, usually around the belly, flanks or legs.
91-00	Zebra marks	These bars or stripes on the legs or flanks are a throwback to the primitive camouflage of early breeds of wild horses.

5 MUZZLE TEXT

1d100	Marking	Comments
01-70	None	There is nothing unusual about the muzzle.
71-80	Snip	White markings ring the nostrils of the horse.
81-90	White muzzle	The muzzle and nostrils are white.
91-00 Table 6	Lip marks	The lips are white.

6 FACIAL MARKINGS

1d100	Marking	Comments
01-50	None	There is nothing unusual about the face.
51-60	Blaze	A wide band of white ranges from the top of the horse's head to the tip of his nose.
61-70	Star	A white diamond is set on the horse's forehead, right between the eyes.
71-80	Stripe	A narrow band of white ranges from the top of the horse's head to the tip of his nose in an elongated diamond shape.
81-90	Star/Stripe	There is a small white diamond on the forehead between the eyes and a short, narrow band in the shape of an elongated diamond down toward the animal's nose.
91-00	White face	A large white patch covers the horse's entire face, including both eyes and the muzzle.

7 HEIGHT IN HANDS

1d100	Height of animal ⁸
01-15	14 hands ⁹
16-40	15 hands
41-80	16 hands

⁸ This table should be applied only to riding horses and wild horses. Draft horses are usually 17-18 hands high; heavy, medium, and light war horses 18, 17, and 16, respectively; and ponies, mules, donkeys, and the like, 14 and under.

81-90

17 hands

91-00

18 hands

TRAINING

Formal training for most horses begins at age three. These first few years have been spent getting the animal used to human (or humanoid, etc.) contact, and now it is ready to be trained to carry weight upon its back—either heavy baggage or a rider. A total of 11-17 (9+2d4) weeks are spent teaching this to the animal. A character must either seek out an individual with the Animal Training NWP to do this work, which costs 10 gp per week of training, or do the training herself, during which time she must limit all other activity or fail in the training attempt, as the animal requires constant attention. For every day the character misses, a cumulative -1 penalty should be applied to his proficiency check to determine the success of training the animal. Naturally, if the character trains her own horse, it cost her nothing beyond the usual care and feeding fees.

The basic training of wild or untrained adult horses requires the same training described above, but it takes a little longer, usually 15-20 weeks (14+1d6) and costs twice as much (20 gp/week) as it does to train a three-year-old.

Training for specific tricks (see Table 12) requires constant work of an even more intense nature. It requires the daily attention of either the trainer or the character, and if a single day is missed, the training automatically fails and must be started anew. All war horses, riding horses, and wild horses can be taught 2-8 specific tricks, plus one for each point of the animal's Intelligence. Draft horses, mules, ponies, and the like can learn only 1-4 tricks. The number of tricks any animal may learn is determined only once, and that number is the maximum number of tricks the animal can ever learn. Learning to carry baggage or a rider does not count as a specific trick; it is considered to be separate training.

Each specific trick requires 1-4 weeks of training, at a cost of 25 gp per week, unless the character is training the animal himself. At the end of the allotted time, the trainer or the character makes his NWP check to determine whether the horse has learned the desired trick. No more than one trick may be taught to a horse during any training period. Exceptionally intelligent horses (see Table 11) add a +1 bonus to the animal trainer's proficiency check for every point of Intelligence over one.

BREEDING

Horses are mature at three years of age and are considered adults at the age of five. The gestation period is approximately 11 months. After mating, a mare generally gives birth to a single foal (85%), twins (10%), or triplets (5%). Foals are weaned after six months.

If horses are worked hard, they are rarely useful past the age of 12, though if they are well cared for they can be good for more than 20 years. The usual life span of a horse is 30-35 years, though rare exceptions have reached the age of 50 (see Table 13).

CARE AND FEEDING

The natural food for horses is the grass and clover that grows on the open plains, where equines evolved. Domesticated horses, however, are fed a diet of hay (bulk food) and grain (concentrated food). The basic guideline for

⁹ One hand equals 4".

the proper feeding of horses is that they should be given small amounts of food on a frequent basis throughout the course of a normal day, simulating a life of periodic grazing in the wild.

Hard-working horses need a greater degree of concentrated energy food (grains) in their diet than those that are inactive, but otherwise eat a larger amount of bulk food (grass and hay). Types of concentrated foods include oats, barley, corn, and bran. To round off a diet, fresh vegetable and fruit such as carrots, turnips, and apples should be offered as well to keep the animal healthy and happy. Hard-working horses are those animals that travel encumbered, plow fields, pull carriages, or are engaged in similar activity. Inactive horses spend most of their time in the stable and farmyard corral or are involved in leisurely, unencumbered travel (see Table 14).

Note that both traveling and stabled horses must be given either a suitable amount of hay or access to adequate grazing land for them to be able to get the required amount of bulk food in their diet. This required amount equals the total pounds of food needed per day minus the required amount of concentrated food.

Horses also require an average of eight gallons of water per day. A good guideline is one-half gallon per hand of the animal's height. An animal that does not receive the necessary daily amounts of food and water will suffer and eventually die, but the effects leading up to this must be defined by the DM according to the situation at hand during play.

WARHORSES AND BARDING

Warhorses are, of course, simply mounts which have been trained for combat. The horse has served as a means of transportation for mankind since history began to be recorded. The use of the horse in warfare began only a few centuries thereafter; first horses were used for pulling chariots, and later they also served as mounts for soldiers.

As herbivores meant to run from predators, horses tend to be nervous and skittish even in domestic state. It takes careful selection and training to create a true warhorse. The warhorse is obedient, inured to the noise and confusion of battle, and does not shy at sudden movement, nor become nervous at the reek of spilled blood. Furthermore, the warhorse is tough, has stamina, and will certainly be aggressive in battle. Basic attack of horse is bite. Warhorses, however, are carefully trained to not only use their powerful teeth as weapons, but also to strike with their forehooves when in melee.

The selection of warhorses is possible for any character trained in mounted combat. The creation of warhorses is another matter altogether. A knowledgeable and skilled handler and trainer must carefully choose candidates (in most cases stud colts), train these candidates for several years, and then pass them on to individuals who will introduce them to battle. In so-called civilized states, such activity will be accomplished by military personnel and independent enterprises as well. In so-called barbaric areas, the whole process will typically be taken care of by the young boys and warrior men of the group, the process being part of the training to manhood and normal adult activity of the group. In this latter case, the animals will almost certainly be light warhorses, with the most sophisticated of groups breeding and training medium steeds as well, but only on a more limited basis.

A light warhorse was referred to as a courser in medieval Europe. Such a steed was relatively light, quite fast, and had great endurance. A typical light warhorse would be from 14 to 15 hands high, depending on the availability of stock and the size of the rider.

A medium warhorse was little more than a larger, stronger light warhorse. The typical example would be at least 15% hands to about 16% hands high. Such animals were the steeds of the elite Mongol lancers, Saracen elites, and general cavalry of Europe.

The heavy warhorse, the destrier, was a huge animal of 18 or more hands in height and massive bulk. The famous Clydesdales which you see in certain beer commercials on TV are horses of this type. The power and size of heavy warhorses allowed the heavily armed and armored feudal knights and nobles to crush all opponents not likewise equipped and mounted, until the longbow and pike proved themselves . . . in the hands of expert troops.

The light warhorse will certainly force a non-warhorse to move aside. A medium warhorse will overbear a light one, and the heavy warhorse will push aside, at the very least, any lesser steed. Mounts trained to combat will not only attack fiercely, but they will await a dismounted rider's return to the saddle, even going so far as to protect him or her from enemy attacks. A well-trained horse might even be able to bear a seriously wounded rider from the field/encounter to the home place.

Leather barding includes various forms of padded barding.

Scale-type barding includes various leather studding and ring mail armors.

Chain barding includes various metal bands and plates, so the class includes banded barding.

Plate barding is principally various pieces of plate with chain mail support in other areas.

In addition to the weight which the horse must carry in order to gain the protection of barding, the armor will also reduce the base movement rate of the mount, as shown on this table.

GENERAL TRAITS OF STEEDS

Different horses have different traits. Many of such traits are described below.

Steed. This horse cannot fight while carrying a rider.

COMBAT TRAITS OF STEEDS

In general, light warhorse and heavy warhorse have limited number of combat mounts traits.

Combat mounts traits include:

Sure-footed. The horse has advantage on Strength and Dexterity saving throws made against being knocked prone or moved against its will.

Hoofed Herald. Once per long rest a rider may make a Charisma check with advantage while mounted on the this horse.

STEED TRAITS OF HORSES

Each horse (including mules) has a total of 0-2 (1d3-1) traits that define the animal's personality. Some of these traits are beneficial, others generally hamper characters in some way, and still others are just plain annoying. Many of the positive traits can be enhanced through formal training.

STEED TRAITS OF HORSES

Nag, broken-down, and average

Biter

Kicks

Steps on feet

Won't gallop

Chews fences

Stops occasionally

Rubs against fences

Bucks

Untrained
High-spirited and chargers
Bucks
Bonejarring
Bites
Single rider
Rears
Headstrong
Kicks
Leaper
Knows trick or DM choice*

* Other possibilities include robust, fleet, fearless, skittish, strong stable, gentle, surefooted, etc

8 STEED TRAITS

1d100	Trait	Note
01-03	Bites	The horse is 2 in 6 likely to attempt to take a chunk out of anyone within biting range.
04-06	Kicks	The horse is nervous and kicks out at anyone who is too near to its hindquarters.
07-08	Steps on feet	If the person leading the horse stops, or if anyone is within range, the horse deliberately steps on that person's foot 2 in 6 of the time, causing 1d2 bludgeoning damage.
09-10	Refuses to gallop	Unless beaten with a riding crop, spurred, or otherwise encouraged, this horse never attempts to reach its full galloping speed. A DC 15 Animal Handling check to force a gallop each mile travelled, but after 3 miles the horse will be exhausted.
11-13	Chews fences	This may be just an annoying habit, but it can be an indicator of parasites in the horse's stomach or simply a poor diet.
14-16	Stops unexpectedly	This horse just isn't into exerting itself and simply takes random "breaks" during any journey. Check each hour to see if this has happened. If encumbered normally, the chance is 2 in 8; if encumbered to half speed, 4 in 8 and if encumbered to one-third speed, the chance is 7 in 8. The horse delays its rider for a full 10 minutes at a time, snorting angrily and adamantly refusing any attempts to get it to continue moving. A DC 20 Handle Animal check to get the horse to move again.
17-19	Rubs against fences	This horse lives for pleasure and probably is just dying for a good grooming as well. Other than this and the possibility the animal is infested with fleas, ticks, mites or lice, it is not a particularly detrimental trait.
20-21	Bucks unexpectedly	There is a 1 in 10 chance per hour that this horse bucks for no particular reason. The rider must make a DC 10 Animal Handling Check to remain in his seat and keep the animal under control.

22-23	Rears unexpectedly	This trait is handled the same as Bucks unexpectedly, above.
24-25	Bone-jarring gait	Poor alignment of the shoulders causes this animal to be particularly uncomfortable to ride. The rider must stop for a full 10 minutes each hour to rest and stretch and give himself a break from this torture; failure to do this puts the rider at a disadvantage on attack rolls and skill checks while so mounted or for 10 minutes after dismounting.
26-28	Single rider only	This horse refuses to be overburdened and simply won't take a second passenger, fighting and protesting if this is attempted. Similarly, it won't allow itself to be encumbered to the point of affecting its normal movement rate. Roll a DC 20 Animal Handling check, if successful it will stubbornly take the passenger, but re-check each half-hour ridden.
29-31	Headstrong	There is a 1 in 4 chance each hour of being ridden that this horse either attempts to head in a direction different than the rider desires, or that it pauses to either eat or drink for a full 10 minutes, ignoring
32-34	Exceptional leaper	When determining the maximum heights and lengths this animal can clear, add 2 foot to the Height and 4 feet to the Length. When an animal makes its maximum leap in either case, the rider should make a DC 10 Animal Handling check to determine whether he has kept his seat or fallen off upon landing.
35-36	Accepts master only	Unless the master is in the saddle, this horse accepts no other rider or passenger. A DC 25 Animal Handling check will allow a stranger to ride the horse for a 10 minute period before refusing again. This time however, the animal will not allow anyone but his master to ride him.
37-39	Robust	This horse has a powerful constitution and can move at great speeds longer than an average animal might. The horse has advantage on all Constitution checks when using additional Dash maneuvers beyond the norm (3 + Constitution modifier; DMG 252).
40-42	Exceptionally fleet	Add 5 to this horse's normal speed (all modes).
43-45	Fearless	A fearless horse has exceptional morale. Loud noises, sudden movement, etc. rarely upset this animal. Use Skittish rules below, but the DC is only 5 for controlling the mount.
46-48	Skittish	This horse has an exceptionally low morale. These types tend to balk at the first sign of danger, loud noise, sudden movement, etc. and will then either

		buck, rear, flee, or freeze. A DC 15 Animal Handling check to immediately calm the horse, otherwise it bolts away from the danger in the most direct route for 3d6 rounds.
49-51	Strong	The horse is considered to be one size larger animal for the purpose of determining its carrying capacity.
52-56	Stable	Not quite fearless, this animal is still confident and not often frightened by loud noises and sudden movements. Using the skittish rules above, its DC is 10 for controlling a frightened horse.
57-60	Gentle	The animal has a kind and tolerant temperament, making it a good horse for new or inexperienced riders, as well as children and ladies of gentle birth.
61-64	Sure-Footed	The horse has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.
65-68	Loves particular food	The animal is fond of a particular type of food, sweet grass, apples, carrots, etc. It can sometimes be easily coaxed with such offerings. If the food is available, it gives the rider an advantage on Animal Handling checks with this horse, while the supply lasts anyway.
69-71	Intolerant of poor handling	These high-bred types won't put up with an inexperienced rider or handler and are quite likely to bite, kick, buck, or rear at the indignation of being subjected to such a situation. Those who do not have proficiency in Animal Handling will have disadvantage on all checks with this stubborn horse. Further, every 30 minutes of riding there is a 6 in 8 chance the horse tries to bite, kick, buck, or rear on its rider.
72-75	Affectionate	This animal is particularly fond of its master or any other individual with whom it normally comes into contact. An advantage to Animal Handling check should be applied to anyone this horse likes when working with this animal.
76-78	Vengeful	This animal does not easily forget wrongs that have been done to it and seeks to strike back at those who have abused it when it has the opportunity.
79-80	Exceptionally intelligent	This animal is particularly clever. The horse can learn one additional trick and halves the time to learn a trick during training.
81-83	Sickly	This animal has a poor Constitution and is prone to sickness. A disadvantage should be applied to all saving throw checks this animal must make.
84-85	Freezes when frightened	The majority of horses tend to flee if they experience fright, but this type freezes on the spot, refusing to move. As skittish above to get the horse moving

		again, but it is done with a disadvantage.
86-87	Desires freedom	This animal wants its freedom very much and seeks it at every opportunity. If the animal is not tethered or hobbled when not being ridden, it certainly makes a break for it. It won't openly fight a rider, but it does tend to be uncooperative so the Animal Handling checks of any rider are at a disadvantage.
88-89	Dislikes certain individuals	For no particular reason, this animal takes an instant disliking to a particular individual, a member of the adventuring party. The animal is openly hostile and uncooperative to this individual, biting, kicking, nudging, and otherwise being a nuisance at every opportunity. Animal Handling checks to control the animal from bothering the target of his aggression are at a disadvantage and done with a DC of 15. Check every 30 minutes so long as the horse is within 60 feet of the target character.
90-91	Dislikes certain sex	This animal won't tolerate being handled or ridden by a particular sex of human, humanoid, or demihuman. It is uncooperative with such a handler and has a 6 in 8 chance every 10 minutes of riding of bucking or rearing to dislodge such an individual from its back, forcing the character to make a DC 15 Animal Handling check to remain seated.
92	Dislikes certain animal	The horse is either hostile to or fearful of a certain type of creature, usually one that is really no threat to its well-being. Dogs, sheep, pigs, birds, and cows are some likely possibilities. The horse acts completely out of character when encountering such creatures, requiring a DC 10 Animal Handling check to keep it from either bolting, rearing up in fear, or attacking the creature.
93	Dislike certain race	Similar to "Dislikes certain sex" above, the fear or hostility in this case is applied to a particular race, dwarves, elves, gnomes, orcs, goblins, humans, etc.
94-95	Strong swimmer	This animal is adept at swimming and may well enjoy it as well. The DM should take this into consideration and afford the animal an advantage to saving throw checks when attempting to cross rivers, swollen streams, etc. depending on the strength of the current, etc.
96-98	Fear of water	Horses of this persuasion are terrified of water and neither leap over nor attempt to swim across it. A successful DC 15 Animal Handling check may attempt to force the animal to do so.
99-00	Won't jump	The animal will not jump, no matter how low or short the obstacle is. It frequently stops just before an obstacle,

forcing the rider to make a DC 15 Animal Handling check to remain in his seat or be unceremoniously dumped over the horse's head (for 1d4 bludgeoning damage).

UNIQUE TRAITS OF HORSES MOUNTS

In table above are special (some are magical) traits of steeds, applicable to warhorses.



9 UNIQUE TRAITS

D23 Trait

- 1 **Bestow Luck (1/Day).** As a bonus action, the animal chooses one creature it can see within 30 feet of it. The next ability check, attack roll, or saving throw the target makes in the next hour has advantage.
- 2 **Burst of Speed (Recharge 6).** The animal can take the Dash action as a bonus action.
- 3 **Camouflage.** The animal has advantage on Dexterity (Stealth) checks it makes while outdoors.
- 4 **Lie Detector.** The animal knows when a creature within 15 feet of it tells a lie.
- 5 **Fey Ancestry.** The animal has advantage on saving throws against being charmed or frightened, and magic can't put it to sleep.

- 6 **Fey Step (1/Day).** The animal, along with anything it is wearing or carrying, teleports up to 30 feet to an unoccupied space it can see.
- 7 **Quickness (Recharge 6).** The animal can take the Dodge action as a bonus action.
- 8 **Shrouded Step.** The animal can't be tracked except by magical means, and it leaves behind no tracks or other traces of its passage.
Leafon The Wind. Once per long rest, horse can use Feather Fall as a bonus action.
- 10 **Hunker Down** Horse can use its action to add 3 to its AC but reduce its speed to 0ft.
- 11 **Fey Trot** Once per long rest, Aetherloosa can use Misty Step for itself and its rider.
- 12 **Wave Dancer** If Sea Skimmer takes the Dash action it may move across the surface of water as if it were solid ground. If it doesn't continue to take the Dash action with each turn it will sink as normal.
- 13 **Infected Bite** Any creature bitten by a Dog Mouth must roll a DC 13 Constitution save. On failure they are poisoned for 1 hour, on success they are immune to the effects of this ability for 24 hours.
- 14 **Drop In** If Tree-Dwelling Griphoof drops down on a target from at least 10ft above it, it can add 1d10 to its Slam attack damage.
- 15 **Crab Tree-Dwelling Griphoof** can attempt to grapple a target it hits with a Slam attack as a bonus action. While grappling an enemy, Tree-Dwelling Griphoofs speed is reduced to 20ft and it can no longer Climb.
- 16 **Blazing Hide** Any creature that touches Inferno Charger without heat protection, including grapple attempts, takes 1d4 fire damage every round while maintaining contact.
- 17 **Chill Hide** Any creature that touches Stone Cold Steed without cold protection, including grapple attempts, takes 1d4 cold damage every round while maintaining contact.
- 18 **Flash** As an action, Glowhorse emits a blast of light from its entire body. Every creature within 30ft must succeed on a DC 13 Dexterity save or become blinded for 1 round.
- 19 **Guill** When Spined Stallion takes damage from a melee attack it can use its reaction to deal 1d6 piercing damage to the attacker.
- 20 **Seed** During a long rest on natural ground, Greenblood will plant itself and remain motionless for the duration. After completing the long rest, Greenblood gains 10 temporary hit points and will have complete knowledge of natural geography within a ten mile radius.
- 21 **Brace For Impact** Dwarven Bearded Horse has advantage on any saves to avoid being knocked prone or moved against its will.
- 22 **Loyalty of The Mountain** Horse prefer to be ridden by Dwarves and will attempt to unseat a non-Dwarf rider if there is a Dwarf present.
- 23 **Mournful Song** If Eupony's rider is brought to zero, Eupony can use its reaction to sing and immediately stabilize rider. It cannot use this ability again until it finishes a long rest.

MOUNTS (LAND)

Tools proficiency

Mounts (land) is a special tools proficiency which is used to describe character's ability to control mounts and perform specific tricks.

RIDING

Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

GUIDE WITH KNEES

You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

STAY IN SADDLE

You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

FIGHT WITH WARHORSE

If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

COVER

You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage does not take an action.

SOFT FALL

You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for

example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

LEAP

You can get your mount to leap obstacles as part of its movement. Use your Animal Handling modifier or the mount's Acrobatics modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

SPUR MOUNT

You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

FAST MOUNT OR DISMOUNT

You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

NON-COMBAT ACTIONS

These are some examples of actions and tricks a mount can learn. A mount cannot be commanded to act in combat unless it has been trained in combat actions.

GUARD

The mount watches an area and performs an action specified by their owner if someone enters the area, such as alerting its owner or attacking. If the intruder attempts to



sneak in, compare their Dexterity (Stealth) check against the animal's passive Wisdom (Perception) score to determine if they are detected.

HARNESS

This mount can be harnessed to a cart or plow, allowing it to carry larger objects or work on a farm.

HIDE

The mount takes the Hide action.

HUNT

The mount makes a DC 10 Wisdom (Survival) check. If it succeeds, it finds small game native to the region, and brings its prey back to its owner.

INTIMIDATE

The animal makes a DC 10 Charisma (Intimidation) check. If it succeeds, the mount's owner gains advantage on all Intimidation checks they make this round.

LIGHT SOURCE

The mount carries a light source for the party. The mount can be commanded to walk 10 feet in ahead of or behind its owner. If the mount is naturally bioluminescent, it does not need to carry a light source.

MESSENGER

The mount can carry a message or object to a destination or recipient. The mount must be familiar with either the recipient or the destination in order to deliver the message.

MOUNT

The pet can be ridden if it is at least one size category larger than its rider.

PERFORM

The mount may aid an owner's Performance check by making a DC 10 Charisma check. If the pet succeeds, the owner gains advantage on that Performance check.

Search. If the mount succeeds at a DC 10 Wisdom (Perception) check, the pet's owner gains advantage on a Perception or Investigation check to find secret doors, traps, corpses, unusual features (a strange sound, smell, etc.) or food.

TRACK

The mount makes a DC 10 Wisdom (Survival) check. On a success, it grants advantage to its owner's Survival check to track an individual or creature.

COMBAT ACTIONS

Mounts with combat training obey your commands as best they can. They take their turns on your initiative. A mount can be commanded to move without using an action, but all other commands require an action on your part. You may use your action to command your pet to Attack, Dash, Disengage, Dodge, or Help, if it has learned those combat actions. Each combat action learned counts towards the maximum actions a pet can learn. Mounts without combat training will cower or hide until combat is over. If a player character is riding their mount, the mount cannot take the Attack action.

MOUNTS WHICH CAN BE PURCHASED TRAINED

Animal	Size	Challenge	Average Price	Possible Know Actions
Camel	Large	1/8	50 gp	Mount, Harness, Perform, Intimidate, Light Source (must be tied to the animal somehow) Attack, Dash, Disengage, Dodge
Mule	Medium	1/8	8 gp	Harness, Mount, Perform, Light Source (must be tied to the animal) Attack, Dash, Disengage, Dodge
Pony	Medium	1/8	30 gp	Harness, Mount, Perform, Light Source (must be tied to the animal) Attack, Dash, Disengage, Dodge
Draft Horse	Large	1/4	50 gp	Harness, Mount, Perform, Light Source (must be tied to the animal) Attack, Disengage, Dodge, Dash
Riding Horse	Large	1/4	75 gp	Harness, Mount, Perform, Attack, Disengage, Dodge, Dash
Warhorse	Large	1/2	400 gp	Harness Mount, Perform, Intimidate, Attack (can attack while mounted), Disengage, Dodge, Dash, Perform, Guard, Harness, Intimidate

TACK AND HARNESS

This equipment is used for managing trained and untrained animals.

DESCRIPTIONS

Tack and harness items are described below.

Barding (all). Barding is armor designed for mounts or other animals. It typically covers the head, neck, and body, leaving the legs free of impediment (and protection).

Any type of armor shown on the Armor table in Part 1: Armaments can be purchased or crafted as barding. The cost and weight are shown as multiples of the equivalent armor made for humanoids.

Canine barding typically fits all canines of the same size, and equine barding typically fits all equines of the same size.

But exotic barding is made for animals of a specific type as well as a specific size.

For example, despite being the same size, a Large dragon's exotic barding cannot be transferred to a giant seahorse.

Bit and Bridle. Most mounts require some sort of head harness, something attached to a lead that is held by the rider. In the case of traditionally-trained mounts, a bit and bridle allow the rider to direct the animal and keep it under control. Animals of various kinds require different sizes, shapes, and secondary functions built into these devices for optimal control of the mount. For short-necked creatures, like dogs, this typically includes a collar.

Canine bridles typically fit canines of any size, and equine bridles typically fit equines any size. But exotic bridles are made for animals of a specific type as well as a specific size. For example, despite being the same size, a Large dragon's exotic bridle cannot be transferred to a giant seahorse.

Blinkers. Blinkers are made for equine creatures: horses, ponies, donkeys, and mules. They are usual attached to the animal's bridle and cover most (or all) of each eye with a cup-shaped device. Blinkers can control an animal's field of vision, restricting the animal to seeing only what is in front of it.

This item prevents distractions and, at the DM's discretion, can prevent the handler from having to make Wisdom (Handle Animal) checks under some circumstances. A creature wearing vision-restricting blinkers has disadvantage on Wisdom (Perception) checks that rely on vision. A creature wearing blinkers that fully cover the eyes automatically fails such checks.

Blinkers, Exotic. Exotic blinkers are each made for a specific type of creature. Some animals have multiple sets of eyes or otherwise require unusually-constructed blinkers. Some exotic blinkers have additional functionality. For example, exotic blinkers might fully cover a creature's eyes until the rider pulls a special cord to reveal them. This facilitates using gaze weapons at the rider's command, like the basilisk's petrification or the catoblepas' death ray.

A creature wearing vision-restricting blinkers has disadvantage on Wisdom (Perception) checks that rely on vision. A creature wearing blinkers that fully cover the eyes automatically fails such checks.

Body Harness (any). These sets of secure straps serve multiple functions. Typically, they allow an animal to draw vehicles such as carts or wagons, attaching the worn harness to one or two of the vehicle's forward-pointing shafts. The straps are placed in such a way as to distribute the force evenly across the most accommodating surface of the animal's body. A body harness can also be reconfigured to help lift or carry an animal. In this case, straps are shifted to more supportive positions on the animal's body, suitable to raise or lower it, perhaps via block and tackle. Travelers navigating rough terrain may find such tools necessary to bring their mounts across steep hills, cliffs, or similar obstacles.

Cage (any). A cage is large enough for an animal of the listed size to stand within it, turn around fully, and lie down. (A winged creature does not have space to fully spread its wings.) A cage's size rating must fit a contained creature's size exactly—too small a cage prevents the creature from fitting into it while too large a cage might allow the creature to escape through the spacing in the bars.

Cages are made of iron, with Armor Class 19. These resilient objects usually have hit points/damage threshold as follows: Tiny (5/1), Small (10/2), Medium (18/4), Large (27/6), Huge (39/8), and Gargantuan (54/12). Because they are constructed to resist intentional breakage by their contained creatures, cages are typically immune to damage

from natural attacks. Additional information on the health of objects can be found at page 246 of the *Dungeon Master's Guide*.

Falconry Kit. This kit comes in a satchel that contains all the tack needed to manage birds of prey. It includes a thick glove for the animal to perch on, a hood that blindfolds the creature, a 50-foot lightweight cord leash, and additional equipment needed to care for, train, and hunt with a bird of prey.

Feed (any). The type of food needed for different animals varies significantly. Omnivores can typically eat any kind of feed, as well as rations. Herbivores, particularly equines, can survive on grass, hay, and other herbaceous plants. Higher valued feed, like oats, is simply a luxury and is unhealthy for such animals to eat all the time. Dogs and other carnivores require meat for most of their diet. As feed, this typically takes the form of dried meat scraps or meat ground up with absorbent grains. Such feed lasts for only a week before it becomes spoiled and worthless.

Most creatures can forage or hunt for themselves, given enough time and left to their own devices. Feed is only needed when animals are kept caged or stabled, worked or ridden longer than eight hours in a day, or otherwise prevented from finding their own food for significant portions of the day. Tiny creatures need only 1/4 pound of food per day for sustenance. Small and Medium creatures need 1 pound. Large creatures need 4 pounds, Huge creatures need 16 pounds, and Gargantuan creatures need 64 pounds of food per day. The DM is the final arbiter of each animal's needs for quantity and type of food.

Hobble. A hobble is a set of manacles for an animal, particularly suited for equines like horses. Equines will typically graze in a small area while hobbled and can be left alone for hours. Other animals, like dogs, are less docile and will chew through the restraint; such creatures are typically leashed or picketed when left unattended. Some hobbles are built weakly enough that a truly panicked creature can break the binding, running away at full speed if attacked by a predator or otherwise seriously threatened. Hobbles are also used as training tools for animals that will serve as mounts and laborers.

Applying or removing a hobble takes an action. A hobble reduces an animal's speed to 5 and discourages it from traveling far.

Hobble, Exotic. This complex hobble can be used on docile animals of any size, creatures with multiple legs, or creatures with alternative movement modes like flight. It otherwise operates as a normal hobble.

Howdah (any). A howdah is a partially-enclosed platform mounted on an animal. It surrounds one or more riders, offering protection from attackers or from the elements. Most howdahs include a roof.

One Medium- or Small-sized rider can fit in the howdah of a Large creature. Most Large creatures are not quite big enough for a howdah, but camels are a notable exception. Four Medium- or Small-sized riders can fit in the howdah of a Huge creature. Sixteen Medium- or Small-sized riders can fit in the howdah of a Gargantuan creature. Riders in howdahs have half cover from the attacks of creatures on the ground if those creatures are smaller than the mount.

Muzzle (any). Muzzles are each made for animals of a specific type and size. A muzzle prevents the wearer from biting or eating. It also makes dangerous-looking animals appear to be safer, meaning bystanders are often less intimidated and more accepting of their presence.

A muzzle takes one action to apply or remove. At the DM's discretion, this can prevent the handler from having to make Wisdom (Handle Animal) checks under some circumstances.

Saddle, Canine (any). Saddles for dogs are lightweight and built to accommodate the greater range of motion that dogs have over equine mounts.

Such saddles are also suitable for wolves of Large or Medium size and similar creatures. A military version gives the rider advantage on any check to remain mounted. A pack version has no accommodation for a rider; it simply provides a frame to which baggage can be tied.

Saddle, Equine (any). An equine saddle fits horses and ponies as well as donkeys and mules. It also fits similar equine creatures such as unicorns.

Equine saddles are not suited for equines with additional limbs or wings like a pegasus. (Such a creature requires an exotic saddle instead.) A military version gives the rider advantage on any check or saving throw to remain mounted. A pack version has no accommodation for a rider; it simply provides a frame to which baggage can be tied.

Saddle, Exotic (any). Creatures not in the shape of equines (horses, mules, etc.) or canines (dogs, wolves, etc.), require exotic saddles to use as mounts or beasts of burden.

Exotic saddles are each made for animals of a specific type and size. For example, despite being the same size, a Large dragon's riding saddle cannot be used on a giant seahorse. A military version of an exotic saddle gives the rider advantage on any check or saving throw to remain mounted when the animal is not in climbing, flying, or moving underwater. A pack version of an exotic saddle has no accommodation for a rider; it simply provides a frame to which baggage can be tied.

Creatures capable of burrowing cannot do so without automatically dismounting their riders, regardless of saddle type. Creatures capable of other three-dimensional movement (climbing, flying, or underwater travel) require strap saddles to keep riders secure. Strap saddles require the rider to use two actions to strap in after mounting. Thereafter, the rider cannot be dismounted short of very exceptional circumstances (like the mount burrowing). Using a strap saddle without strapping in is treated as using a riding saddle. The Dungeon Master may impose riding checks every round to stay mounted in cases of climbing, flying, pouncing, and (particularly) underwater travel while not strapping in or while using another type of saddle.

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- The New Encyclopedia of the Horse, DK Publishing Inc by: Elwyn Hartey Edwards, Bob Langrish, Kit Houghton, Sharon Ralls Lemon
- Equine Colar Genetics: 2ed Ed., Iowa State Press. by Dr. Phillip Sponenberg (considered THE authority on the subject.)
- International Encyclopedia of Horse Breeds U of Ok Press by Bonnie Hendricks
- <https://www.roleplayingtips.com/rptn/rpt241-gaming-horse/>

CHANGELOG & LINKS

17.07.2020 – initial release, version 0.6

CYBORGS&MAGES

Cyborgs&Mages is small Ukrainian – Belorussian and Russian online community of D&D platers and Dungeon Masters

Our Discord: <https://discord.gg/WHeRUae>

Our WP Blog: <https://cyborgsandmages.wordpress.com/>

Our Vkontakte group: [VK](#)

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Our email:

5. Harpers Faction
6. Zhentarim Faction
7. Order of the Gauntlet Faction
8. Order of the Gilded Eye Faction
9. Duchy of Daggerford



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2. [Waterdeep Broadsheets](#) – **COPPER BESTSELLER**
3. [Baldur's Gate in tables](#)
4. [Flaming Fist](#)
5. [Baldur's Gate City Watch](#)
6. [Sorcerous Sundries - Compendium of Magic Items from Baldur's Gate](#)
7. [Sorcerous Sundries - Compendium of Magic Items from Baldur's Gate - Boots](#)
8. [Sorcerous Sundries - Compendium of Magic Items from Baldur's Gate - Armors and Helmets](#)
9. [Palant's guide to Combat](#) – **WE RECOMMEND**
10. [Coins of Forgotten Realms in tables](#)
11. [Herbs of Forgotten Realms](#)
12. [Languages of Forgotten Realms in Table](#)
13. [Equipment of Forgotten Realms](#)
14. [Palant Excel Inventory template](#)
15. [Press of Eberron](#)

NON DMSGUILD PRODUCTS

1. [Translation of SRD 5.1 on Russian language](#)
2. [Compendium of AL Backgrounds](#)
3. [AL Bestiary](#)
4. [Palant's guide to crafting](#)
5. [C&M Bestiary](#)

WORK IN PROGRESS

1. Poisons of Forgotten Realms
2. Drugs of Forgotten Realms
3. Deadsnobs – frontier town on Silver Marches
4. Palant's guide to exploring Silver Marches

HORSES OF FORGOTTEN REALMS

From Amphail Grey to Cormyrean Destrier

