

ANIMAL MOUNTS

by Cameron Haigh

Camel (Animal — 55 XP): Init VI; Atk III; Def III; Resilience VI; Damage Save: VII; Skills: Notice V; SZ L; Spd 50 ft.; Qualities: *feat* (Guts), *fleet* (+20 ft.), *hulking* (Large), *improved scent*, *inferior attribute* (Cha 4), *low-light vision*, *meek II* (–8), *superior attribute* (Str 18, Dex 16, Con 14, Wis 11).

Dog, sled (Animal — 68 XP): Init VI; Atk V; Def VIII; Resilience VI; Damage Save: VIII; Skills: Athletics V, Notice V, Survival II; SZ M; Spd 40 ft.; Qualities: *feat* (Tracking Basics), *fleet* (+10 ft.), *improved scent*, *inferior attribute* (Cha 6), *low-light vision*, *natural attack* (bite I), *superior attribute* (Str 15, Dex 15, Con 15, Wis 12).

Donkey (Animal — 33 XP): Init IV; Atk III; Def VI; Resilience VI; Damage Save: VI; Skills: Acrobatics I, Notice III; SZ M; Spd 30 ft.; Qualities: *feat* (Guts), *improved scent*, *inferior attribute* (Cha 4), *low-light vision*, *meek II* (–8), *superior attribute* (Dex 13, Con 12, Wis 11).

Elephant (Animal — 104 XP): Init II; Atk V; Def V; Resilience VI; Damage Save: X; Skills: Notice V; SZ H; Spd 40 ft.; Qualities: *feat* (Guts, Iron Will), *fleet* (+10 ft.), *hulking* (Huge), *improved scent*, *inferior attribute* (Cha 7), *low-light vision*, *natural attack* (slam V, gore V, trample V), *superior attribute* (Str 30, Con 21, Wis 13), *tough* (1 save).

Horse, Arabian (Animal — 55 XP): Init III; Atk III; Def VI; Resilience V; Damage Save: VII; Skills: Athletics II, Notice II; SZ L; Spd 60 ft.; Qualities: *feat* (Dash, Guts), *fleet* (+30 ft.), *hulking* (Large), *improved scent*, *inferior attribute* (Cha 6), *low-light vision*, *meek I* (–4), *mount*, *superior attribute* (Str 14, Dex 13, Con 15, Wis 12).

Horse, domesticated (Animal — 52 XP): Init III; Atk III; Def VI; Resilience VI; Damage Save: VIII; Skills: Notice III; SZ L; Spd 60 ft.; Qualities: *feat* (Guts), *fleet* (+30 ft.), *hulking* (Large), *improved scent*, *inferior attribute* (Cha 6), *low-light vision*, *meek II* (–8), *superior attribute* (Str 14, Dex 13, Con 15, Wis 12).

Horse, pony (Animal — 38 XP): Init III; Atk III; Def VI; Resilience VI; Damage Save: VI; Skills: Notice V; SZ M; Spd 40 ft.; Qualities: *feat* (Guts), *fleet* (+10 ft.), *improved scent*, *inferior attribute* (Cha 4), *low-light vision*, *meek II* (–8), *superior attribute* (Str 13, Dex 13, Con 12, Wis 11).

Horse, race (Animal — 60 XP): Init V; Atk III; Def VI; Resilience V; Damage Save: VI; Skills: Athletics III, Notice II; SZ L; Spd 70 ft.; Qualities: *feat* (Dash, Guts, Surge of Speed), *fleet* (+40 ft.), *hulking* (Large), *improved scent*, *inferior attribute* (Cha 6), *low-light vision*, *superior attribute* (Str 14, Dex 15, Con 13, Wis 12).

Horse, work (Animal — 57 XP): Init II; Atk V; Def VII; Resilience VI; Damage Save: IX; Skills: Notice III; SZ L; Spd 50 ft.; Qualities: *feat* (Guts), *fleet* (+20 ft.), *hulking* (Large), *improved scent*, *inferior attribute* (Cha 6), *low-light vision*, *meek I* (–4), *superior attribute* (Str 16, Dex 13, Con 15, Wis 12).

Mule (Animal — 60 XP): Init II; Atk III; Def VII; Resilience VII; Damage Save: IX; Skills: Notice VI; SZ L; Spd 30 ft.; Qualities: *feat* (Guts), *hulking* (Large), *improved scent*, *inferior attribute* (Cha 6), *low-light vision*, *meek I* (–4), *natural attack* (slam I), *superior attribute* (Str 16, Dex 13, Con 17, Wis 11).

Ox (Animal — 52 XP): Init II; Atk III; Def VI; Resilience VI; Damage Save: IX; Skills: Notice II; SZ M; Spd 30 ft.; Qualities: *feat* (Guts), *hulking* (Large), *improved scent*, *inferior attribute* (Cha 4), *low-light vision*, *meek I* (–4), *natural attack* (gore I), *superior attribute* (Str 20, Con 16, Wis 11).

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