

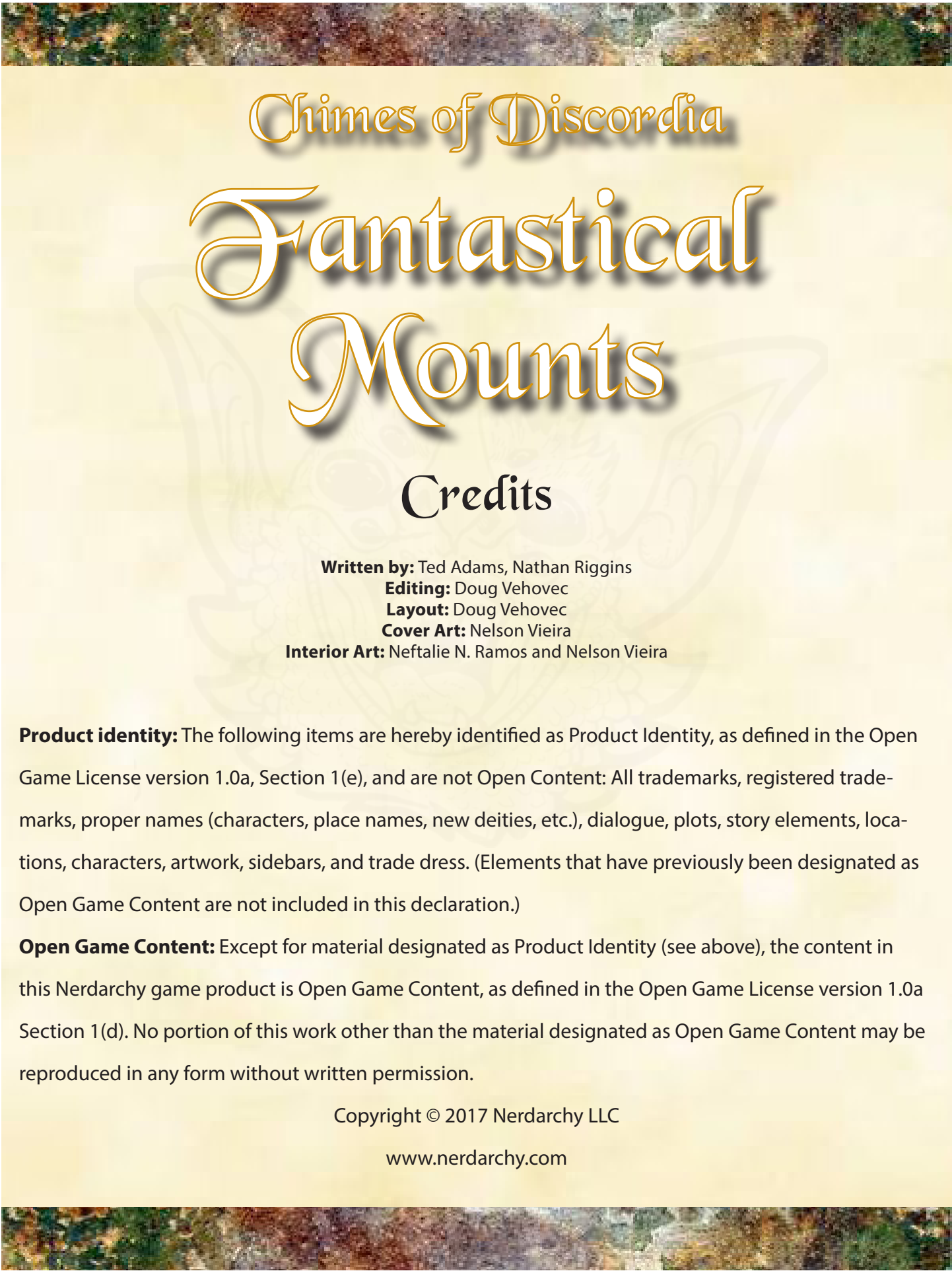


Chimes of Discordia Fantastical Mounts



A 5E compatible supplement
featuring amazing creatures
from Nerdarchy's Chimes of
Discordia campaign setting





Chimes of Discordia

Fantastical Mounts

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Riding above the rest

Whether you are flying high on an exotic abizder or crashing through the forest astride a wargantuan, these mounts are fierce.

This guide takes you through the five species that were created to be mounts or monsters to add to your game.

But we did not stop there. We added new trade goods and training rules for each of these wondrous creatures so that you can add them, if you so choose, directly into your world(s). It is up to you which ones you like, or love, and feel are needed.

Training fantastical mounts

Each of these fantastical mounts requires its own training regimen, style, and time. That is only to be expected when one wishes to ride creatures that resemble spider-bats, gargantuan bugs, wingless dragons, and woolly monsters. In any case an exotic saddle crafted for the proper size and number of legs is required to use these mounts, unless you are brave enough to go bareback.

The extraordinary mounts found in this supplement are some of the amazing creatures native to the world of the Chimes of Discordia campaign setting. Feel free to add any and all of the creatures within these pages for your game.

Mounts and trade goods

Mount	Cost (gp)
Abizder	1,500
Abizder silk (per yard)	15
Dranther	500
Dranther scales	25
Gantuan	250
Gantuan fur (per yard)	8
Kangoram	500
Kangoram meat (per pound)	10
Kangoram plates	10
Kangoram trophy head	10
Wargantuan	1,000
Water strider oil (per pint)	1

Abizder

Whether the creation of chaos magic run amok, the result of arcane experimentation, or the abizder is some invasive species from another realm one can only guess.

Now they can be found skulking in the night almost anywhere.

The abizder is a strange amalgamation of bat, spider, and lizard that ranges in size from that of a small lizard to a large crocodile as the creature matures.

Its head is like that of a gecko with eight eyes, a sinuous lizard body that rests atop eight spindly legs, and from its back sprouts leathery bat-like wings.

At Home in Most Places. Abizders are most commonly found in a temperate to tropical climes both above and below ground, making their lairs on ceilings, tree canopies, or in dark, web-filled caverns. Such lairs are often festooned with web cocoons holding past victims that will become future meals.

Ambush Predators. The abizder can drop from above on wing or web, lay elaborate webs to trap

unwary, or spring from dark places. Most prey never see them until they've already been ensnared or bitten by their venomous jaws.

Master Artisans. Abizders can be encountered as groups of hatchlings referred to as an abizder cloud, as solitary hunters when young or adult, or as a mated pair that creates fantastic, elaborate webs very few spiders could ever manage to match. The abizder's ability to fly allows it to make larger and more intricate webs than any spider.

Trade goods and usage

Trade Good: A yard of silk made from spun abizder silk fetches 15 gold pieces. Abizder webbing is prized for making silk. Some daring merchants will mount expeditions to the dark places where abizders dwell in hopes of bringing this exotic material back to civilization to sell among the aristocracy for exorbitant sums. In rare cases, abizders have been captured for the harvesting of their webbing. Such a venture cost many a handler's life.

Young abizder

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	14 (+2)	4 (-3)

Skills Perception +4, Stealth +7

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Spider Climb. The abizder can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the abizder knows the exact location of any creature in contact with the same web.

Web Walker. The abizder ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



Abizder abductions

Abizders look as alien as creatures get and they have the social skills to match. Without some type of magical control the adults are extremely hard to handle. That is why you are better off finding an abizder nest and snatching a few eggs to raise as hatchlings. Fed properly with birds, insects, and rodents they will be young abizders within a few months and adults within the year. Abizders are found in dark places. While mainly

they live in dark caves and below the ground that is not the only place they can be located. Thick canopies deep within the forest where the sun has a hard time piercing the forest are likely places for an abizder colony to claim its home. Whenever you find them you are sure to find copious amounts of their dense silk webbing as a clear sign of their lair. While this offers no hampering to them it does for the traveler who can just as easily get caught in their web as a fly would in

Adult abizder

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	2 (-4)	14 (+2)	4 (-3)

Skills Perception +4, Stealth +6

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Spider Climb. The abizder can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the abizder knows the exact location of any creature in contact with the same web.

Web Walker. The abizder ignores movement

restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage and the target must make a DC 12 Constitution saving throw, taking 10 (2d10) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed. The webbing has AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.



a regular spider web. Offering food will only get you an abizder's trust but there's more to training a good mount than trust. Each step in the training must be completed in succession in order to make a wild abizder a useful mount or to take a newly hatched creature and begin to properly tame it. If you seek to just jump on a ride you will suffer disadvantage on all future checks with that particular mount until you do something to curry its favor. (This favor is entirely up to the Game Master's whim.)

Steps to training an abizder

1. Introduce yourself
2. Convince abizder you are not food
3. Offer food
4. While distracted, place saddle
5. Mount the creature (if this is not done before food is consumed go back to step 3. If no longer hungry proceed).

Animal Handling (Wisdom)

Task	DC (untrained)	DC (trained)
Fly or climb	15	10
Spin Silk	20	15
Protect another	20	15
Flee (in combat)	15	10
Flee (out of combat)	12	8

Dranter

Graceful reptilian quadrupeds with prominent horned heads more fitting on a dragon dranthers have long, lean bodies like a great hunting cat, lower to the ground than a horse but slightly longer. Their scale pattern and coloration have bred away from their true draconic ancestors ending in a mottled green sheen to their scales, each with its own markings and shadings as a horse or cat would have. They do not possess wings though their claws are like those of other draconic creatures. If found young they are easy to tame, but if found as adults in the wilds it is almost impossible to train a dranter to be a mount or service animal. Dranthers are a marvelous creature held in high esteem by

dragonborn. These mighty creatures are mounts truly worthy of their draconic might. They are reared from birth to be mounts of war, for warriors. The best of the breed are then strengthened and trained with the best possible food, trainers, and possibly magical reagents to make elite dranthers which are even bigger and stronger than regular dranthers.

A mount to match its rider. The dranter is the preferred domesticated mount of the dragonborn. Elite dranthers bred for war are known to exist but are typically found in possession of those in the nobility. Elite dranter possess the same abilities as a standard dranter except for the differences noted in the stat block.

Trade goods and usage

Trade Good: The black market is always looking for new trade goods and scales that looks like they came from a green dragon can fetch a good price. To the right buyer, a seller with no scruples could try to sell the scales from a dranter as dragon

scales. A large size dranter's scales typically fetch 25 gp.

In killing said creature some scales will obviously be damaged or unusable for certain purposes, this cost takes that into account.



What respect means to dranthers

While not pack animals, dranthers respect strength and power. If you don't have it, you don't really exist as a thing to them at worst. At best you are treated as a youngling, something to slap out of the way when you get annoying.

If you want to train a dranthier you need your first impression to signal strength. Don't come on too strong, because the dranthier will surmise you don't know how to gauge your own strength.

But strong enough that it sees itself as losing any contest with you.

With the dranthier's attitude about strength in mind you can see how it is important to start training while they are young. That way even a youth of your people can show the cub who is the boss and they will begin to assume that most humanoids in your culture can push them around.

But grab an elder or an adult from the wild and

you are going to be fighting it off and on for months. That is, if you want to be the one who directs where the pair of you go from then on.

Dranthers also need a place to recline. They enjoy ledges, trees, rooftops, and other places above the heads of everyone else. If they can't loom over others they can start to get agitated and may decide to see if you are as strong as they remember.

Dranthers have a dragon's pride and must be treated as such. It needs to be seen as a equal. Many such creatures are presented to knights as a sign of their prestige. But to a dranther, the crowd is gathered and they are the focus of the attention so clearly they are being honored and the one to ride them is being given an honor. Treat a dranther with respect and nobility and it will do so to you. Fail to do so and you might find your leg on the dranther's dinner plate.

Steps to training a dranther

Animal Handling (Wisdom)

Task	DC (untrained)	DC (trained)
Use breath weapon	12	8
Protect another	15	10
Flee (in combat)	20	15
Flee (out of combat)	16	12

Dranther

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 38 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The dranther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If a dranther moves at least 20 feet straight toward a creature and then hits it with a claw 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 dranther can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. A creature that is damaged must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Elder Dranther

Just as dragons, the dranthers' ancestors, gain in intellect, cunning, and strength as they age so does a dranther improve as they gain in years. Eventually they are considered an elder of their kind.



Elder Dranther

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (900 XP)

Elite Dranther

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (7d10 + 20)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage. A creature that is damaged must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Keen Smell. The elder dranther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If an elder dranther moves at least 20 feet straight toward a creature and then hits it with a claw 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 elder dranther can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. A creature that is damaged must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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

Gantuan

There is a place in the cool pine forests where a large furry beast dwells.

Ponderous and strong, these six-legged creatures munch on twigs, needles, mushrooms and tubers in a constant quest to fuel their shaggy bulk.

They are massive, with six tree trunk thick legs ending in round stubby feet with tough retractable claws. Using their short, prehensile nose trunks to root out food, they dig furrows in the earth and expose the fungus and tubers they enjoy. Grinding teeth and mighty jaw strength crushes everything into a mash that they slowly ingest. Their digestive systems absorb almost everything from what they consume making care for them much easier.

Once domesticated and well fed these happy eaters make great pack animals for their size, strength, and temperament. They can easily carry a whole ton of cargo and pull multiple wagons with little effort.



Stubborn but

easily swayed. A gantuan is always interested in its next meal, even when it is still chewing its last. Left to its own desires it would simply lumber around munching on food all day.

If you want it to do anything but that you need to move its food to where you want work done. Make sure you bring plenty of food to persuade it.

Gantuan handlers make sure there is always food around before asking the creature to do anything.

There is a saying that the only time a gantuan is not eating is when it is sleeping but some have been known to master even that feat.

If you offer food to a gantuan, any Wisdom (Animal Handling) checks made to coax the creature into doing a task are made with advantage.

Trade goods and usage

The gantuans are used as pack animals and are mild in temperament unless trained to be violent.

They can be trained to do most things within their capacity if they are consistently trained with food and given plenty of food as a reward. Because they eat vegetation that no humanoid will eat if given a choice, gantuans are popular choices as mounts and beasts of burden since they are not competing with other domesticated animals for food on a farm or on the road to war.

A gantuan's thick fur is prized by those traveling into cold climates.

Way to a gantuan's heart

Gantuans grow up feeling at ease eating. Not eating occasionally while nervous or right when they wake up. But eating all the time, even while dozing off.

Part of training a gantuan is keeping it at ease with a good supply of food. Twigs, small branches, mushrooms, berries, and leafy

shrubs are a good start to a gantuan larder.

If the food isn't available, be prepared for the gantuan to leave its pen to find some — with disastrous consequences if they have to leave the pen by force.

Aside from taking this precaution, gantuans are docile once they get used to you giving them food. Wild ones know how big they are and will use their bulk to get what they want, even if it is from inside a house or stable. If there is a smashable object keeping them from tasty food they will smash it until they are trained not to do so. Domesticated gantuans may have grown up playing with humanoids and left to graze in nearby forests and plains.

Steps to training a gantuan

Animal Handling (Wisdom)

Task	DC (untrained)	DC (trained)
Stop eating	20	13
Stampeding charge	15	10
Protect another	15	10
Flee (in combat)	15	10
Flee (out of combat)	15	10

G

antuan love to eat! So just remember the best way to make sure there ain't no problems while you train one is to have a cart of food at hand — an ENTIRE cart. The chewier the better. It's that cart of food or you might end up in there as a distasteful substitute."



Gantuans

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 6) bludgeoning damage.

Wargantuans

While normally content to leave those alone who let the gantuan eat, some can be coaxed into terrible violence when conditioned and trained.

Wargantuans

Huge beast, unaligned

Armor Class 16 (Armor)

Hit Points 120 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	19 (+4)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 5 (1,100 XP)

Stampeding Charge. If the gantuan moves at least 20 feet straight toward a target then hits it with a stomp attack on the same turn, the target takes an additional 17 (2d10 + 7) bludgeoning damage. If the target is a creature it must make a DC 15 Dexterity saving throw or be knocked prone. Creatures that pass take half damage and are not prone.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 20 (2d10 + 7) bludgeoning damage.

Kangoram

The kangoram is a spirited mount. It is taller than it is long since it rests sitting back on its tail. This bipedal creature stands upright, reaching heights between 9 and 11 feet tall. Strong legs like a kangaroo sit below it, even mimicking their gait. A kangoram's arms are not as powerful as their legs, though their strength belies the look of their limbs. These small arms are used for eating and sometimes combat. Thick skulls which produce a hardened skull cap and curling horns to either side of its head show how much these creatures use their head for combat. These horns are durable and strong. They are able to withstand the massive impact of the creatures' charging headbutts. Plates made of the same bone-like structure trail down from the creatures skull to the tip of its strong tail, almost like an armored spine. A thick tail protrudes from a kangoram's back, which helps in balance during its loping hops, but when confronted with an enemy or a rival to its mate they rear back using their tail to hold them up and deliver a powerful kick or lock feet with the creature and use its powerful body to bring their head to bear as a powerful weapon.



hunt.

A kangoram head mounted on a plaque makes a nice trophy and some exotic game hunters prize having one of these on their wall, willing to pay a premium to acquire one, even if they did not kill the beast themselves.

Trade goods and usage

Kangoram meat is considered a tasty delicacy in some areas considering how hard they are to

The bony plates along a kangoram's back are also valued for their strength, and skilled craftspeople can utilize the material to create a variety of implements.

Grab kangorams by the horns

Kangorams have the temperament of wild stallions and a kick just as hard.

The kangorams focus is forward. The druids have said that when talking to these creatures this holds true for all of them. In order to break them or train them you need to have them disoriented.

It takes dedication and the willingness to either be faster than the creature or be willing to take the bruises that come along with it.

The smart method when training a kangoram is to harness the horns and force the creature into circles until it is dizzy enough to mount or follow instructions. You then are able to take it into other directions, always turning when it tries to gain control. The foolhardy jump on and get taken for a ride. Stubbornness and knowing that trick of breaking their charge is the key to victory. And of course time.

Steps to training a kangoram

Animal Handling (Wisdom)

Task	DC (untrained)	DC (trained)
Walk in a circle	18	12
Attack	12	8
Protect another	18	12
Flee (in combat)	20	15
Flee (out of combat)	15	10

Kangoram

Large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

STR 19 (+4) **DEX** 16 (+3) **CON** 14 (+2) **INT** 4 (-3) **WIS** 12 (+1) **CHA** 10 (+0)

Skills Perception +3, Athletics +6

Senses Passive Perception 13

Languages —

Challenge 2 (450 XP)

Charge. If the kangoram moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 12 (2d8 + 4) bludgeoning damage.

Water Strider

long flat-bodied beetle with spindly

legs ending in multidigit claws splayed

out wide, the water strider always looks

shiny and variegated like lacquered wood. This

polished shine is due to their unique oily secre-

tions that wick from their abdomen down to

their legs. These insects are a vivid green and

blue. They occasionally blend in with the water

surface like their much smaller cousin. Roughly

4 to 5 feet long and narrow body makes these 6

legged insect a great mount for those living near

water and of a smaller stature. They regularly

coat their body by bringing their legs up to rub

against the rest of their body resulting in a lus-

trous shell for which they are well known.

A marvelous waterwalker. The water strider

makes an excellent mount for those who live

around water or must frequently cross it. Its oily

body and legs interact with the water in strange

ways. As the oil that coats the water strider's

body comes in contact with the water it allows

the beetle to step upon the water as if it were sand or mud. By walking quickly the beetle can stay above the surface of the water.

Diving bubble. If that is not enough this bizarre creature can rub his legs across its face and then blow a bubble out of the oil and take it and its rider underwater giving enough air for one hour and shallow submarine work. The creatures can safely go to a depth of 20 feet.

Trade goods and usage

The oil from water striders can be collected and used to help waterproof materials like papers, cloth, and wood .



Repeat after me

Water striders are a favored mount of small races who live on or near water. They are great mounts for fishermen as it is a great asset to have a boat that can take you underwater if you drop your fishing pole.

When training a water strider, like any mount you need to know the tricks and have the tools of the trade.

With these creatures it is just repetition, repetition, repetition.

A water strider senses vibrations with its body, from its horns down to its legs. A water strider has no care if a rider grasps its horns — it almost natural.

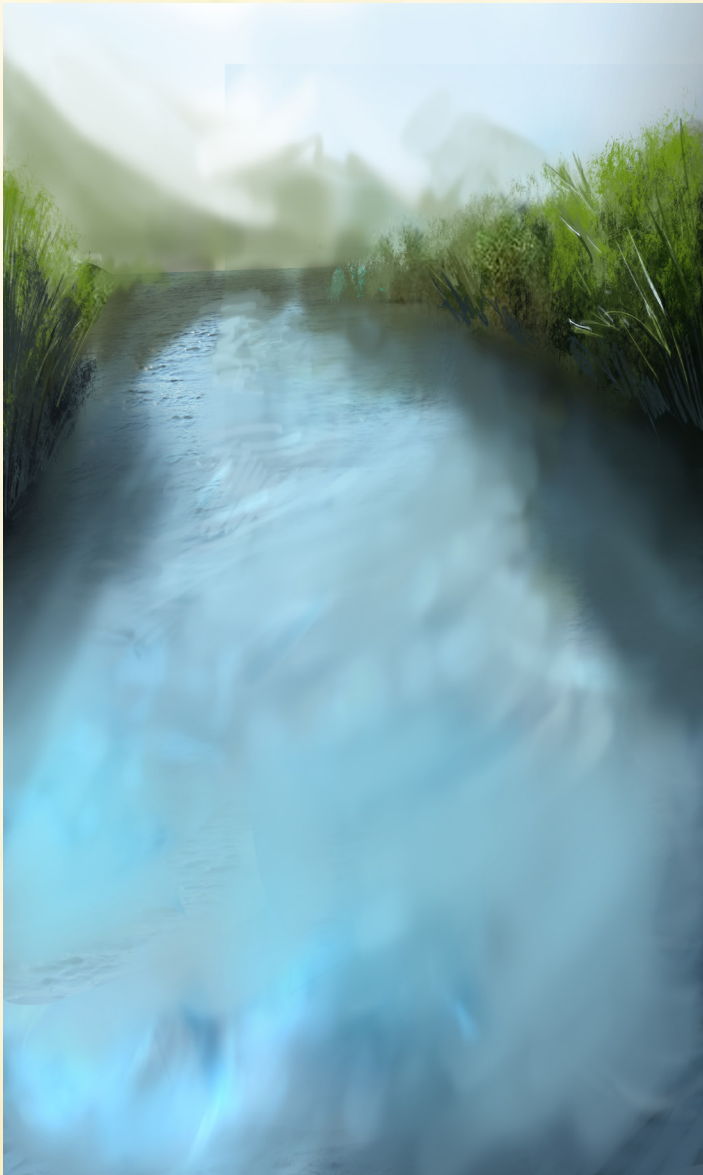
But if you yank on the horns it will be very displeased and you will wind up in the drink. (I hope you can swim.)

Light touches on the horns allow you to direct the mount in the direction of your choice.

The closer you move to the head the faster you want the mount to go. So close to the head on

the back part of the horns, facing the rider, would be a sprint.

If you reach around and tap the front of the creature's horns you want it to go backwards. Each of these commands needs to be done with both hands. If you use only one hand it will turn in that direction.



Steps to training a water strider

Animal Handling (Wisdom)

Task	DC (untrained)	DC (trained)
Walk on water	12	8
Dive — with bubble	15	10
Retrieve sunken object	20	12
Protect another	15	10
Flee (in combat)	15	10
Flee (out of combat)	12	8

Water Strider

Medium beast (insect), unaligned

Armor Class 13 (Natural Armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft., water walking 30 feet

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	4 (-3)	11 (+0)	6 (-2)

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Challenge 1/2 (100 XP)

Camouflage. In its natural surroundings the water strider may be mistaken for dead tree. The water strider has advantage on Dexterity (Stealth) checks to hide in watery areas or forests.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

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