

RAGING SWAN PRESS

# SO WHAT'S THE EXOTIC MOUNT LIKE ANYWAY?



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# THE SUNKEN PYRAMID

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A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

*"All in all, we get one awesome, first class underwater module...you'll never find an underwater module as easy to run as this one while still remaining engaging, concise and just smart - even beginner's DMs should have a nice time running this..."*

—Endzeitgeist (five stars and seal of approval)

*"I recommend this product as highly as I can...written by clearly experienced Gms who have gone to great lengths to make your play experience as enjoyable as possible. This has my highest recommendation."*

—Strangeport (five stars)

*"...this adventure has everything you need to run it successfully. Very well done."*

—DM Jeff (five stars)

Available in print and PDF

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# SO WHAT'S THE EXOTIC MOUNT LIKE, ANYWAY?

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

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

*So What's The Exotic Mount Like, Anyway?* banishes this problem by providing extensive notes on customising your exotic mount. Included are tables to generate the mount's appearance, traits and even hooks and complications. Also included are complete stat blocks as well as lists of specialised mounts for different environments.

*So What's The Exotic Mount Like, Anyway?* is the follow-up to the critically acclaimed *So What's The Mount Like, Anyway?*



## CREDITS

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**Design:** Mike Welham  
**Development:** Creighton Broadhurst  
**Editing:** Creighton Broadhurst  
**Cover Design:** Creighton Broadhurst  
**Layout:** Creighton Broadhurst  
**Interior Artists:** John Batten, Edward Burne Jones, Rick Hershey, William McAusland and V Shane. Some artwork from Fantasy Filler Art copyright Rick Hershey, All Rights Reserved.

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

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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

## ABOUT THE DESIGNER

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

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

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## FOREWORD

Late last year, Raging Swan Press released *So What's The Mount Like, Anyway?* Also by Mike Welham, it received some very favourable reviews and several people suggested a sequel might be a good idea.

This is the result.

Mike has once again returned to the topic of mounts and has created loads of great options for GMs who want more exotic mounts in their campaign. Within, you'll find options for both normal mounts that are somehow different to their normal brethren

## STAT BLOCKS BY CR

CR		PAGE
2	Axiomatic Heavy Horse	14
2	Hellish Hippogriff	14
3	Celestial Pegasus	14
3	Riding Ant	15
3	Trained Skunk	15
3	War Corgi	15
4	Giant Eagle	14
4	Riding Wasp	15

and other more odd (or bizarre) mounts. Paladins, cavaliers and druids in particular will find lots in this supplement to customise their mounts. Of course, any character can have a customised, exotic mount but to keep the concept special it is probably best if only one or two PCs have such mounts. In the same way as

unique magic items, too much of a special thing renders it normal and commonplace.

I hope you find this supplement useful. It would be great to hear how you've used it in your game – drop me a line at

creighton@ragingswan.com.

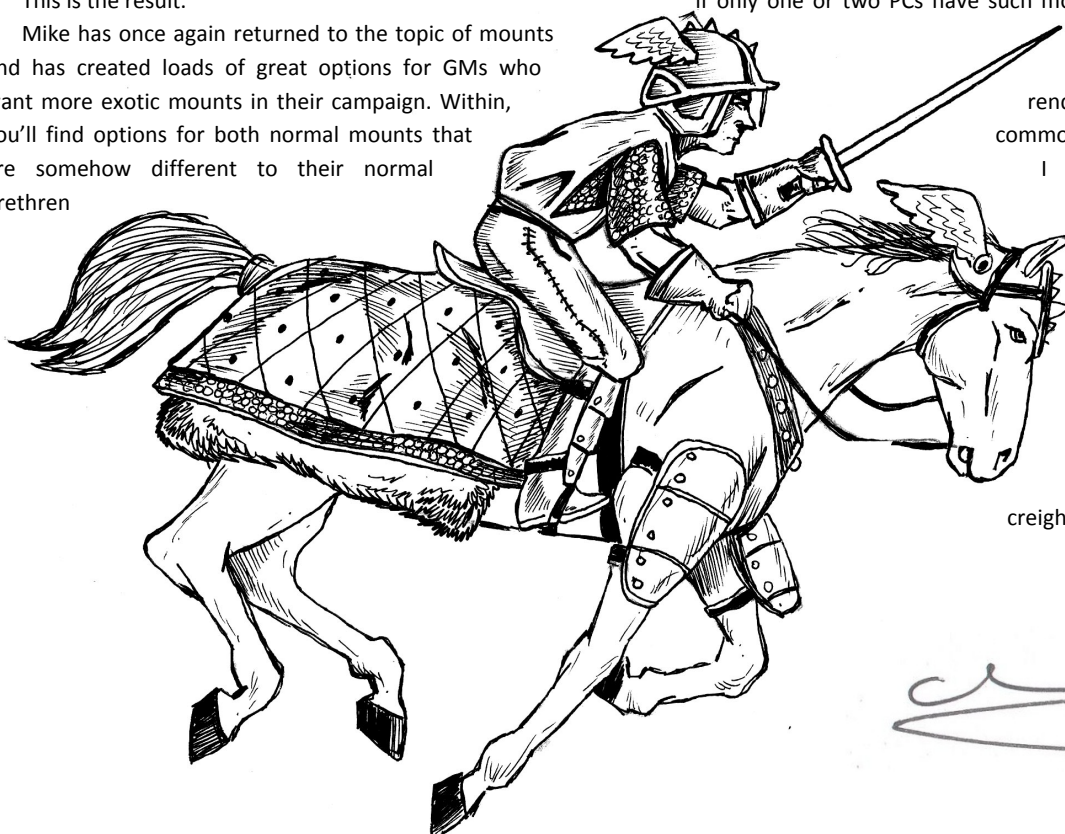


TABLE A MOUNT'S APPEARANCE

D%	
1	This gleaming, white pegasus has gold-tipped wings and bright blue eyes.
2	This grey elephant stands seven feet tall and is missing one of its tusks; the animal shifts from foot to foot.
3	A majestic, giant golden eagle with riding harness attached to it sits perched on a massive oak tree branch.
4	This chestnut stallion with no markings has draconic scales and breathes wisps of smoke.
5	A griffon waits patiently for its rider; the creature's fur is shaved.
6	This giant, glossy black stag beetle contentedly chews on a pile of bitter smelling leaves.
7	This grey wolf is four feet long from snout to tail and stands three feet tall; the animal utters a low growl.
8	This stark black pegasus has matching black raven's wings; it utters a croak rather than snickering.
9	A woolly, brown bison stands placidly in a field chewing cud; the bison wears a saddle and reins.
10	This tethered deinonychus watches passers-by predatorily; the creature's owner has shaved its talons down to a less intimidating length.
11	A giant mastiff large enough to hold a human drools steadily; a pool of saliva sits in-between the dog's forelegs.
12	As this massive winter wolf breathes, swirls of steam leave its nostrils; it wears a saddle uncomfortably and bristles at anyone approaching.
13	This bay mare with white stockings has two heads, one with white blaze and one with a white star; each head whinnies independently giving the illusion of a conversation.
14	A light-brown camel threatens to spit at anyone moving within ten feet of it; the animal's two humps hang limply to the side.
15	This large, tan elk has reins but no saddle; it has shed its antlers for the oncoming winter.
16	A large ostrich, standing five feet tall with its neck adding another three feet, preens its feathers; the bird flaps its wings and pulls up one of its lengthy legs.
17	A hippogriff looks haughtily down its hooked beak at everyone passing by.
18	This five-foot long, brown ferret stands low to the ground; its tail twitches frequently.
19	An otherwise normal griffon has a tiger-striped body rather than the tawny-coloured lion body.
20	A gigantic dire bat hangs upside down from the eaves of a two-storey building; a rider's harness is lashed to the bat.

21	This white stallion with black star and silver mane has eight legs.
22	This bulbous, black spider measures six feet in diameter; webbing fashioned into a seat sits just behind the creature's head.
23	A corgi large enough to carry a halfling or gnome wags its tail energetically, creating a small breeze.
24	A vibrantly pink flamingo that stands four feet tall and features a three-foot long neck stands comfortably on one leg as it scratches at its rear feathers with its beak.
25	This sickly green horse has open pustules all along its body, but the mount seems unconcerned with them.
26	A giraffe bearing a saddle and reins peacefully reaches for a tall tree's leaves.
27	This pegasus has the body of a white horse, a proboscis and monarch butterfly wings.
28	This giant, striped skunk stands three feet tall and measures five feet in length; it appears someone has removed its musk glands.
29	A mastodon carries a richly appointed, single-person tent, tied off with ropes lashed tightly around the beast's body.
30	This brown dromedary camel is resting with all four legs folded under its body.
31	Rather than carrying a saddle on its back, this gigantic, prehistoric moose carries a pair of harnesses in its antlers.
32	This strange hippogriff possesses a vulture's bald head, talons and wings rather than a hawk's.
33	An eight-foot long desert tortoise has reins but no saddle; the giant animal seems to have a gentle and deliberate demeanour, but possesses a powerful bite.
34	This metallic-silver horse clangs when anything strikes it, as though the horse were composed of metal; however, it moves with grace a metal composition should not allow.
35	This extremely tall and lean greyhound is built for speed and a very light rider.
36	A large warthog wallows in a nearby field of mud, dirtying up the saddle it carries on its back.
37	This light brown horse has no markings; when a strong wind passes the horse, thousands of sand grains fly from the horse, but it seems unaffected otherwise.
38	An enormous peacock stands five feet tall and has an eight-foot diameter fan; it carries a saddle inlaid with precious gems, and gold is threaded through the reins.
39	This tall stallion is not a flesh-and-blood mount at all; rather, it seems to have been expertly shaped from a large shrub.

40	A team of large hedgehogs sits bridled to a magnificent carriage; the animals placidly eat from a large bowl of grain.
41	A massive hyaenodon staked to a wood pole feasts on a meal of carrion; the creature bristles at anyone who approaches within ten feet.
42	A giant wasp with a saddle attached to it bends a nearby tree's bough; the large insect occasionally beats its wings, creating a loud droning sound.
43	This chestnut mare with white blaze and no other markings has blood-red eyes; she stares at passers-by almost as if she looks into their souls.
44	This giant grey hare stands four feet tall; the nervous animal has a saddle, but it is not tethered to anything.
45	A monarch butterfly with a 10-foot wingspan carries a saddle on its delicate back; despite its size, it alights gently on a tree branch without noticeably bending it.
46	This bull-like creature with strange, interlocking metallic plates has a muzzle piece over its snout which seems designed to prevent the mount from fully breathing out; a stream of green smoke billows from its nose.
47	This seven-foot tall pteranodon spreads its wings to their full thirty-foot extent; it sits peacefully, but it seems to evaluate others as potential prey.
48	This mangy, rat-like goblin dog watches everything with its beady eyes; the nasty-looking beast gives off no dander, which saves those who come close to it from itchy eyes and rashes.
49	A magnificent, silverback gorilla stands eight feet tall; the patchy hair around its neck and shoulders betrays evidence of a rider.
50	This mount looks like a wooden hobby horse, yet it is saddled and moves with surprising grace; the mount whinnies like a real horse.
51	A grizzly, nearly barrel-shaped boar grazes on a patch of grass, but it snorts and flashes its tusks when something disturbs it; the straps holding its saddle in place barely fit around the boar.
52	This griffon's feathered wings carry a wicked static charge; occasionally the beast shakes its wings and discharges a small bolt of lightning.
53	A worg is tethered to a stake, and it paces to the rope's extent in a full circle before reversing course; a muzzle covers the worg's snout, but a rumbling growl escapes from the creature's jaws.
54	This beautifully crafted horse composed of brass gears and other fittings stands completely still; a steam engine sits fills its chest.
55	This horse's skeleton evidently serves as a mount, since it carries a saddle; the creature's eyes shed an unholy red light.
56	This lion's owner (or someone else) declawed the otherwise majestic beast; its teeth remain as sharp as expected, and it retains its impressive musculature.

57	This grey horse with a black star and stockings seems composed of solid smoke. Its black markings appear to be soot and the mount gives off no heat, but wisps of smoke lazily drift off its body.
58	Someone has removed a bunch of quills from this gigantic porcupine just below its neck; the large animal allows others to approach it without acting aggressively.
59	A large, sleek raven fitted with reins, but no saddle, eyes everyone with curiosity; occasionally, the giant bird speaks a word that is unintelligible or of an unknown language.
60	This oversized reptile has eight legs, and half of its 15-foot length is made up of its massive tail; the mount has coverings over its eyes, which obviously do not impede its sight.
61	This hippogriff's horse body is bright red, rather than the typical brown, and its tail disappears into a streamer of flame; the mount's eyes seem to blaze with an internal fire and the smell of soot and ash hang in the air around it.
62	This ten-foot long, segmented worm has a high-backed saddle affixed to the worm's centre; the worm moves by "inching," and the saddle gently rises and falls as it moves.
63	This large dog with a coarse, tawny coat and pale blue eyes looks like it could carry a halfling or a gnome; from time to time, it briefly blinks out of existence, taking all its gear with it.
64	This enormous dragonfly flits about, its wings droning noisily and shimmering in a rainbow of colours as they catch the sun; a saddle sits loosely on the creature's back.
65	A large, exceptionally beautiful and colourful bird of paradise bearing a saddle and reins perches on a nearby fence; while the bird sits placidly, its beak marks it as a dangerous foe.
66	This foul-tempered auroch lowers its head, featuring sharpened, two-foot long curved horns, threateningly at all who come within 20 feet, yet it allowed someone to saddle it.
67	This aquamarine filly with bright green star and socks feels damp and smells of ocean spray; despite its seemingly aquatic nature, the filly is at home on land.
68	An eight-foot long dachshund bears two saddles for its pair of riders; the tired but friendly dog pants and wags its tail.
69	This majestic tiger wears a jewelled collar, from which a tag inscribed with the name "Khan" hangs; the saddled tiger gives a rumbling purr as it gnaws hungrily on a lump of raw meat. Its jaws are bloody.
70	This otherwise normal pegasus has a tiny set of wings, only giving the mount a four-foot wingspan; despite this seeming impediment, the pegasus flies just as well as its brethren.

71	This large, grey dire wolf carries a saddle covered in similar coloured fur to the wolf; the mount paws at the ground and occasionally lets loose a mournful howl.
72	This light-brown, tailless horse with no markings is spongy to the touch; various mushrooms and other fungi sprout from its body.
73	A great hawk serves as a mount and carries a well-tooled saddle; the bird eyes nearby livestock hungrily.
74	This young copper dragon allows a gnome to sit on the saddle on its back, but its demeanour makes it clear that it is no mere mount.
75	A surprisingly docile giant ant is fitted with a bit and bridle; the rider evidently sits just behind the large insect's head where it meets the thorax.
76	This dire wolverine snarls and bristles at everyone that is not its rider; it seems especially uncomfortable wearing a saddle.
77	Despite its great size, this chameleon is difficult to spot at first; the reptile contentedly munches on a large fly while it awaits its rider.
78	This huge, grey rhinoceros is fitted with a saddle just above its 2-foot long horn; the saddle is fashioned in such a way as to allow the rhinoceros unrestricted vision.
79	A flail snail idly swings its mace-like protrusions emanating from its head; the creature is saddled at its shell's highest point.
80	This black foal with white stripe and stockings has the top of its head sheared off, exposing its brain; the mount functions normally despite this.
81	A hippopotamus large enough to hold a human wallows in a nearby muddy field, while its saddle rests on a nearby dry patch; the giant animal snorts aggressively if disturbed.
82	This enormous praying mantis stands with its forelimbs raised in its eponymous posture; a loose-fitting saddle is set between its last two sets of legs.
83	A giant kingfisher stands at a nearby lake waiting for aquatic prey to present itself; the bird wears a feathered saddle.
84	This large pug wriggles excitedly, waiting for its halfling or gnome rider to return; the giant dog grunts and snuffles loudly as its enormous eyes take in the surrounding sights.
85	A shy unicorn shows evidence of taking a rider recently; it stands in a nearby clearing where it apparently waits but may bolt at the slightest provocation.
86	This nasty, dark blue wyvern glares at everyone who comes near, but it takes no aggressive action; it wears a military saddle and seems quite displeased with its status as a mount. Its tail stinger is confined by a leather wrap.

87	An enormous frog rests at the bank of a lake and croaks loudly; it bears a saddle of lashed together reeds and has reins of stout vines.
88	This giant, striped badger waddles around freely; the empty, high-backed saddle it carries sways as it wanders.
89	A bright green grasshopper, seven-foot long and standing five feet high, carries a saddle of fey design; the large insect is in the process of devastating a field of wild grass.
90	This great vulture, with bald pate and greasy feathers, picks at a horse's remains; it is unclear whether the vulture's rider "traded" the horse in for the giant, carrion-eating bird.
91	This pachycephalosaurus, a reptilian creature with rounded, dome-like head stands on its hind legs and reaches for leaves from a tall tree; the saddled dinosaur ignores activity around it while it grazes.
92	This krenshar paces back and forth in impatience, chafing at the saddle upon its back; the creature's facial skin twitches, but it does not fully pull back the skin to reveal its skull.
93	This large gazelle appears built for speed like its modern descendant; its very light saddle suitable for a gnome or halfling is designed to not impede the animal's ability to sprint.
94	What looks like a giant, shaggy rhinoceros suited for colder climes has a row of immense horns on its snout; the large animal carries no saddle, but the fur on its shoulders looks like a rider grips it.
95	This pegasus looks normal, but then its flanks suddenly scintillate in a brilliant, nearly blinding rainbow display; the mount has blinders on that prevent it from being distracted by bright flashes of colour.
96	This vaguely canine trollhound has several open sores that seep a vile smelling fluid which then close as other sores open up; the creature's saddle sticks to its back.
97	A dragonne stands magnificently while it awaits its rider; the mount scratches idly at its brass-coloured mane with wicked claws.
98	This large flightless bird has an axe-shaped beak, which it plunges into the earth occasionally; a saddle rests gently atop its brown feathered back.
99	A gecko large enough to carry a gnome or halfling has climbed halfway up a tree from which it watches passers-by with giant, bulging eyes.
100	This grey stallion with no markings appears to be made up of vaguely disturbing angles; the mount babbles and seems to shift from location to location more so than trot.





TABLE B: MOUNT'S TRAITS

D%			
1	Docile: The mount has an initial reaction of friendly to every humanoid and suffers a -4 penalty to attack rolls.	16	Gloomy: Natural light dims by one step in a 30-foot radius around the mount; this also temporarily suppresses a <i>light</i> spell's effects.
2	Angelic: Add the celestial creature template to the mount; if it is normally evil, its alignment changes to neutral.	17	Easily Frightened: The mount has a -4 penalty to saves against mind-affecting fear effects.
3	Metallic: The mount's natural armour bonus increases by +4, but the mount doubles its weight.	18	Jelly-Boned: Tight spaces prove little obstacle; the mount has a +16 bonus on its Escape Artist checks; reduce its speed by 5 feet.
4	Free: The mount has a permanent <i>freedom of movement</i> effect, which does not extend to its rider.	19	Chameleonic: The mount blends into its surroundings; after it spends 1 round taking no physical actions, it gains a +8 bonus to Stealth and can use Stealth while observed with no penalty.
5	Luminescent: The mount sheds light in a 30-foot radius; other than <i>darkness</i> or the like, nothing suppresses the illumination.	20	Skinless: The mount is seemingly undisturbed by its lack of skin; the rider incurs a -8 penalty to Diplomacy checks, but gains a +4 circumstance bonus to Intimidate checks while mounted.
6	Eyeless: The mount is blind and gains Blind-Fight as a bonus feat.	21	Multi-Faceted Eyes: The mount has insect-like eyes that have no effect other than making it look rather unsettling.
7	Unremarkable: Despite the mount's exotic nature, most people react to it as though it were normal (Will save <sup>1</sup> to negate; this is a mind-affecting, glamor effect).	22	Probability Manipulating: The mount has a +2 luck bonus to all its saves at the expense of its rider incurring a -1 penalty to his saves while mounted.
8	Water-Breather: The mount is as comfortable in water as on land and can breathe underwater; it does not have a swim speed.	23	Fiendish: Add the fiendish creature template to the mount; if the mount is normally good, its alignment changes to neutral.
9	Filthy: The mount has a reek that nothing can remove; any creature, other than the rider, approaching within 10 feet must make a Fortitude save <sup>1</sup> to avoid being sickened for 4 rounds	24	Musical: The mount can use a 1st-level bardic performance for a total of 5 rounds per day; it has 1 rank in an appropriate Perform skill (which it treats as a class skill) and has a minimum Charisma of 12.
10	Spiky: Covered in sharp spikes, the mount presents a challenge to its rider; treat the mount as having armour spikes and its rider must make a DC 10 Ride check each hour to avoid taking damage.	25	Filcher: Someone taught the mount to steal, or it is a natural thief; it gains 1 rank in Stealth, which it treats as a class skill.
11	Shrieking: Replace the mount's normal vocalizations with an unsettling shriek; the mount incurs a -8 penalty to Stealth checks. Once per hour, as a standard action, it can cause foes that hear it to become shaken (Will save <sup>1</sup> negates).	26	Routine-Driven: The mount follows a strict routine and refuses to do anything other than what its routine dictates; a DC 18 Handle Animal check coaxes it to go against its routine for 1 minute.
12	Hard-Charging: The mount recklessly charges at targets; it takes a -4 penalty to its AC, but gains a +4 bonus on its attack roll and its rider improves a lance's critical multiplier one step, when charging.	27	Shimmering: While the mount sheds no light, its fur or skin shimmers as if the noonday sun constantly strikes it.
13	Misty: The mount gives off a constant flow of fog that extends for about two feet, so it does not obscure vision; it instead provides a +1 circumstance bonus to Fortitude saves against extreme heat.	28	Slow Metabolism: The mount requires half the normal amount of food and water per day to survive.
14	Parroting: The mount repeats random phrases up to 10 words that it hears; a trained mount can perform a trick where it can repeat 20 seconds of a conversation it overhears.	29	Adaptable: The mount quickly gets used to different environments; it gains a cumulative +1/2 inherent bonus to Fortitude saves to resist extreme heat or cold each time it must attempt such a save.
15	Unusual Appetite: The mount requires food other than fare normal for its type; a carnivorous mount eats fruits and grains, a herbivorous creature eats meat, or the mount has a unique diet (spun copper, for example).	30	Positive Energy Affinity: A <i>cure</i> spell or positive energy effect targeting the mount is maximized for the mount only; the mount also takes maximum damage from spells or effects dealing negative energy damage.
		31	Vicious: The mount's bite (or hooves/claws, if it possesses no bite attack) inflicts 1 bleed damage.

32	Inner Maw: The mount has an unusually large mouth and when it opens its jaws, a similar, yet smaller mouth emerges from inside; while unsettling, this has no game effect.
33	Hollow: The mount is hollow, but it appears to function normally otherwise; an elemental or spirit powers the mount.
34	Vocal: The mount can speak in Common, which allows anyone to communicate with the mount as <i>speak with animals</i> ; however, the mount is not much of a conversationalist and only communicates its basic needs. The GM should design an appropriate personality for the mount.
35	Amphibious: The mount can breathe in water and has a swim speed equal to half its normal speed; the mount prefers water and must make a DC 12 Will save to resist leaping into any body of water encountered (a DC 12 Handle Animal check also prevents the mount from doing so).
36	Armour Trained: The mount gains Armour Proficiency (light) and Armour Proficiency (medium); if the mount already has Armour Proficiency (medium), it gains Armour Proficiency (heavy).
37	Telepathic: The mount can speak telepathically with its rider, as long as the rider stays within 60 feet of the mount.
38	Blinking: The mount has the ability to <i>blink</i> at will, and it has a 50% chance of taking the rider with it; unless the rider makes a DC 15 Handle Animal or Ride check, the mount <i>blinks</i> in stressful situations.
39	Charmer: Once per day, the mount can cast <i>charm monster</i> (DC 16 Will negates) on any creature of the same species; the mount's rider also gains the favourable reaction provided by the spell.
40	Blurry: The mount, but not its rider, constantly benefits from <i>blur</i> .
41	Acidic Saliva: The mount's mouth harbours bacteria which turns its saliva caustic; the mount is immune to this effect, but it can spit once per minute (ranged touch attack with 10 foot range increment; 1d6 acid damage).
42	Raging: The mount gains the blood rage special attack, allowing it to rage when it takes damage (+2 Constitution and +2 Strength but taking a -2 penalty to its AC); the rage lasts for 1 minute or until combat is over, whichever occurs first; the mount cannot voluntarily end the rage. This ability functions once per day and triggers the first time the mount is injured.
43	Diseased: The mount's bite infects its victim with a disease (typically filth fever or red ache); the Fortitude save is based on the mount's Constitution.
44	Hasted: Once per day, the mount can <i>haste</i> itself for 5 rounds; while the mount is <i>hasted</i> , its rider must make a DC 20 Ride check every round or fall off.

45	Haemophiliac: The mount's blood does not clot well; whenever it takes damage from a weapon or natural attack, it takes bleed damage equal to the number of damage dice rolled (this includes sneak attack dice as well as extra dice for a critical hit).
46	Extra Head: The mount has an extra head which is identical to its other head (if the mount has multiple different heads, choose one); it gains an extra bite attack, if applicable.
47	Disruptive: The mount's presence interferes with arcane spellcasting; when it is adjacent to an arcane caster, the caster incurs an additional 10% spell failure chance.
48	Iron Hide: The mount's skin is difficult to penetrate with anything but slashing weapons; it gains DR slashing/5.
49	Opposable Digits: The mount has evolved an opposable digit that allows it to perform fine manipulation. It gains a +2 bonus to Disable Device and Sleight of Hand skill checks and allows the mount to choose one as a class skill.
50	Negative Energy Affinity: Positive energy neither harms nor heals the mount, but negative energy heals the mount, if the negative energy effect is used to heal undead (rather than harm living creatures); this does not affect its natural healing.
51	Electrically Charged: The mount's fur or skin collects ionised particles that it can discharge once per minute in a 20-foot long line of lightning that deals 1d6 electricity damage (Reflex save <sup>1</sup> halves).
52	Aeronautic: The mount gains a fly speed equal to half its base speed (clumsy); if the mount already has a fly speed, it adds 10 feet to its fly speed.
53	Fire-Resistant: The mount gains resist fire 5 or adds 5 to existing fire resistance.
54	Regenerating: The mount is infused with troll's blood; it gains regeneration 5 (acid or fire).
55	Recallable: The mount's owner can designate a home location for the mount; once per month, the rider (or the mount, if applicable) can return the mount and rider to that location as a free action as <i>word of recall</i> .
56	Hyperintelligent: Increase the mount's Intelligence by +4; this grants the mount extra skill points equal to 2 per HD.
57	Summoner: The mount has the ability to use <i>summon nature's ally II</i> as a spell-like ability once per day to summon a creature similar to the mount; the summoned creature stays for a number of rounds equal to the mount's HD.
58	Dark-Eyes: The mount's eyes take on a deep black hue; it gains darkvision 60 ft. or extends existing darkvision by 30 feet.
59	Uncanny Tracker: When presented with a creature's scent or a unique set of footprints, the mount gains a +8 bonus to Survival checks to track that creature, and, if untrained in Survival, can make Survival checks above DC 10 to track.

60	Destroyer: The mount is good at breaking objects; it gains Improved Sunder as a bonus feat.
61	Living Sanctum: The mount is permanently protected by <i>sanctuary</i> , which extends to its rider; if the mount ever attacks an opponent, it loses this protection forever.
62	Frightful: The mount can use <i>scare</i> as a spell-like ability once per day (Will save <sup>1</sup> negates).
63	Fey-Blooded: The mount has a fey sire in its distant ancestry; it gains DR 5/cold iron.
64	Side-Stepper: The mount can use <i>displacement</i> as a spell-like ability once per day; the miss chance applies to the mount's rider as well.
65	Fiery Breath: Once per minute, the mount can breathe fire, which deals 2d6 points of damage in a 10-foot cone (DC 12 Reflex save <sup>1</sup> halves).
66	Death Curse: If a foe kills the mount, the act curses the foe such that it takes a -8 penalty on all Diplomacy and Handle Animal checks, and the foe cannot adjust the attitude of creatures of the mount's species to better than unfriendly; the curse lasts until broken by <i>remove curse</i> or the mount is returned to life.
67	Flagellator: The mount can use its tail as a weapon that deals damage equal to a whip of the mount's size. The mount's reach with its tail is 5 feet greater than normal.
68	Frost-Proof: The mount gains resist cold 5 or adds 5 to existing cold resistance.
69	Murderous: If the mount is adjacent to a fallen foe at the beginning of its turn, it attempts a coup de grace, unless its rider makes a DC 20 Handle Animal check.
70	Brittle-Boned: The mount takes maximum damage from bludgeoning weapons, and attacks with bludgeoning weapons automatically confirm a critical threat against the mount.
71	Anarchic: Add the entropic template to the mount; if the mount is normally lawful aligned, change its alignment to neutral.
72	Ground-Rejecting: If the mount is over a solid surface, it floats 2 inches above the surface; this does not apply to bodies of water or other deep liquids.
73	Ghosting: Once per day, the mount and its rider can become incorporeal for 5 rounds; if the rider dismounts, he returns to corporeality.
74	Impenetrable: The mount is difficult to damage with weapons; it gains DR adamantine/5, but suffers a -10 to Stealth checks.
75	Saddlebags of Holding: The mount carries saddlebags that act as a <i>bag of holding</i> (type I), which only operate while the mount carries them; the extradimensional space is inaccessible if the saddlebags are separated from the mount.
76	Dangerous: The mount gains Improved Critical for its bite attack; apply this feat to its hooves or claws, if it has no bite attack.

77	Reactive: The mount gains uncanny dodge; if it already has uncanny dodge, it gains improved uncanny dodge.
78	Rusting: The mount's hooves or claws rust metal items they touch; if the mount hits its target's touch AC, it deals 1d4 damage to metal armour (bypassing hardness), or it can target a weapon with a touch attack to deal the same damage.
79	Acid-Resistant: The mount gains resist acid 5 or adds 5 to existing acid resistance. A caustic smell emanates from the mount.
80	Untiring: The mount can double its overland movement without suffering any penalties, allowing it to walk for 16 hours or hustle for 2 hours without checking for fatigue.
81	Cohesive Swarm: The mount comprises a swarm of creatures (spiders or other CR 2 or lower Diminutive or Fine swarm) that have taken the mount's shape, and once per day, the mount can disperse into its swarm form for up to 10 rounds; if the swarm is destroyed, so is the mount.
82	Arcane Attacks: The mount's natural weapons bypass damage reduction overcome by magical weapons.
83	Finder of the Hidden: Once per day, the mount can use <i>invisibility purge</i> , which covers a 10-foot radius, as a spell-like ability.
84	Elusive: The mount gains evasion; a mount that already has evasion gains improved evasion.
85	Horned: The mount gains a long horn, for which it gains a gore attack that deals damage according to its size; a mount with an existing gore attack improves the gore's damage dice by 1 step.
86	Axiomatic: The mount gains the resolute template; if the mount is normally chaotic aligned, change its alignment to neutral.
87	Frosty Aura: The mount deals 1d2 cold damage to creature that starts their turn or move within a 20-foot radius (Fortitude save <sup>1</sup> negates).
88	Cloaked: The mount cannot be detected or located with divination spells; this effect applies to the rider while mounted.
89	Death-Throes: When slain, the mount dies violently; it explodes in a 20-foot burst, dealing damage equal to 1d6 per mount's HD of a chosen energy type (acid, cold, electricity, fire), utterly destroying the mount and all objects it carries.
90	Grounded: The mount gains resist electricity 5 or adds 5 to existing electricity resistance. The smell of ozone hangs in the air about the mount.
91	Lunar-Cycled: During a full moon, the mount gains +4 Strength, +4 Constitution and its natural armour bonus improves by +2; during a new moon; the mount reduces all of its physical attributes by 2 points.
92	Doppelganger: Once per day, the mount can change shape to look like its owner; this ability works as <i>alter self</i> and lasts for 20 minutes.



93	Precognitive: The mount can sense the outcome of particular choices, allowing it to reroll an attack or skill check, accepting the result of the second roll even if it is worse, twice per day; the mount can instead forgo this to empathically communicate information to its rider, granting the rider a +4 bonus to an attack roll or skill check twice per day.
94	Healer: Once per day, the mount may use <i>cure moderate wounds</i> as a spell-like ability (CL 5); once per week, the mount can use <i>neutralize poison</i> , <i>remove curse</i> or <i>remove disease</i> as a spell-like ability (CL 5).
95	Anti-Theft: If the mount is away from its rider for more than 8 hours and a creature other than its rider touches it, the mount detonates, destroying it and dealing 8d6 fire damage in a 20-foot radius (Reflex save <sup>1</sup> halves). Any equipment carried by the mount is automatically destroyed.

96	Selective invisibility: The mount is treated as affected by <i>invisibility</i> to every creature except its rider; once per day, the rider can designate up to 5 characters who can also see the mount.
97	Planar Traveller: Once per month, the mount can <i>plane shift</i> as a spell-like ability.
98	Phoenix-like: Once in the mount's lifetime, it spontaneously return to life when slain; at the GM's discretion, the mount could return as a creature generated using these tables
99	Roll twice on this table, ignoring this result and any contradictory or redundant results.
100	Roll three times on this table, ignoring this result and any contradictory or redundant results.

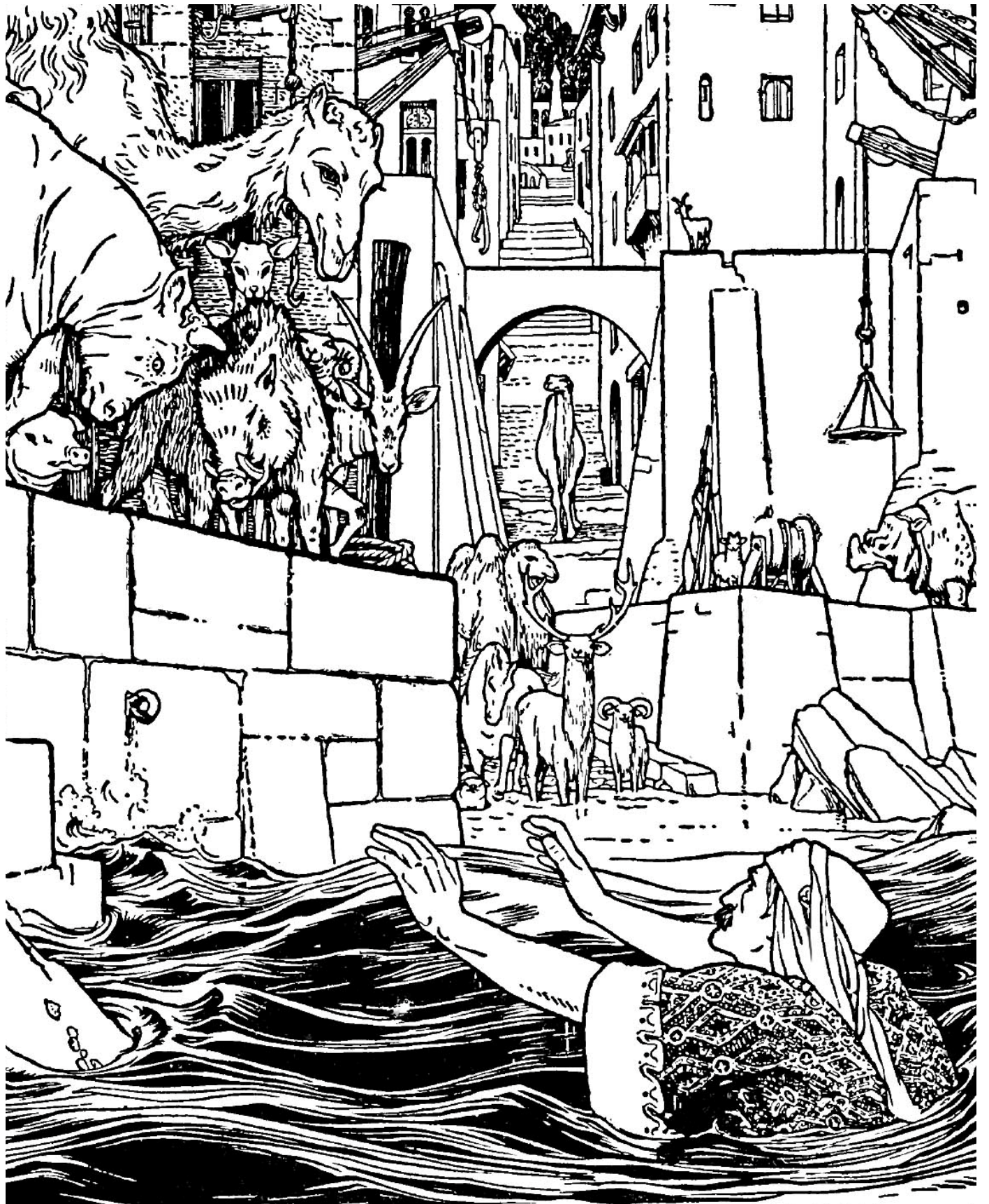
1: The saving throw is equal to 10 + half the creature's racial hit dice + the creature's Charisma modifier.



TABLE C: HOOKS & COMPLICATIONS

D20	
1	The party learns of an secret auction where a number of unusual mounts are for sale; a mount of particular interest to a PC will be at the auction, but another group has their sights set on the beast. A bidding war may ensue.
2	When the party passes through an area of wild magic, one or more of their mounts transforms (use the previous tables to generate the new mount); PCs may wish to discover a way to undo the metamorphosis.
3	The mount serves as a prison for a powerful outsider (of any alignment), and, when the mount dies, the outsider is unleashed; the mount communicates this to its owner.
4	The mount is cursed to teleport away in a 30-day cycle; the PCs find the mount when it teleports to them, and they may discover the curse's effects or a method to track the mount once it disappears.
5	The mount was to be sacrificed to a vengeful deity, but it escaped and later found the PCs; the deity's angry worshippers track down the mount and confront the PCs.
6	A fallen paladin lost his divinely bonded steed with his fall from grace, which corrupted the mount and forced it to remain rather than return to its celestial home; the fallen paladin seeks to obtain or kill his former mount, which has found the PCs in the meantime.
7	A human transformed into an exotic mount as a form of punishment by a powerful wizard escapes and finds the PCs, whom it hopes will be sympathetic to its plight and perhaps reverse the transformation; meanwhile the wizard searches for the errant thief/mount.
8	The mount was forced to serve as a steed for a now-deceased apocalyptic outsider, and, newly freed, it wanders into the PCs' lives, while the outsider's compatriots search for the mount.
9	The mount has eluded a hunting red dragon for over a week, by luck or by its own cunning; the PCs may wind up providing the next obstacle to the dragon's triumph.
10	After a PC's animal companion dies, the replacement companion is a random mount, rather than the animal companion the PC was expecting; the PC can keep the new mount or find a way to resolve the mysterious exchange.
11	The mount is part of a family of creatures with similar appearance and traits, and it recently escaped captivity, leaving its family behind; it finds the PCs who seem capable of helping it rescue the others.
12	A freak windstorm strikes at the PCs' current location and drops one or more mounts near the party, leaving the creature(s) bruised but otherwise unharmed; the storm dissipates shortly afterwards.
13	In the course of gathering information for an unrelated reason, one of the PCs comes across an ancient depiction of the mount, which the party recently obtained; according to the depiction's attached text, the mount underpins a great prophecy.
14	Nightmares in which the mount kills its owner and his family plague the owner; the party then meets someone who offers to purchase the mount for a considerable sum.
15	A band of ogres, ettins or other loutish giants descends from its mountain home to capture the mount; their shaman promised them great power lies within the mount's flesh.
16	The mount gradually grows more intelligent, until it reaches the point where its Intelligence score surpasses its rider's; once the mount realizes it is more intelligent, it demands better treatment from its owner.
17	The mount holds a soul claimed by a powerful devil, and it has prevented the devil from discovering the soul until recently; the devil intends to slay the mount to release the soul and then return home with its prize. If the PCs defeat the devil and free the soul, without destroying the mount, they gain a boon.
18	A coven of hags wronged by the mount's previous owner decides to take revenge on the mount when the owner escapes their wrath; they transform the mount into an ordinary creature, and reversing the process requires the hags' destruction.
19	The PCs find a treasure chest filled with coins minted on one side with an obvious match for the mount; the PCs do not immediately know the nation that produced the coins, but eventually discover it lies on a far-off, little-known continent.
20	As the PCs travel from town to town, fire destroys a prominent building in each location; at one such place, a villager accuses the mount of setting the fires.





## SAMPLE EXOTIC MOUNTS

The stat blocks below present sample exotic mounts suitable for PCs' use.

### GIANT EAGLE

While highly intelligent, this giant eagle partners with the right PC and acts as a mount.

#### GIANT EAGLE CR 4 (XP 1,200)

NG Large magical beast

**Init** +5; **Senses** low-light vision; Perception +17, Sense Motive +10

**Speed** 10 ft., fly 60 ft. (average); **ACP** 0; Acrobatics +5 (-3 jumping), Fly +10

**AC** 19, touch 14, flat-footed 14; **CMD** 26 (+5 Dex, +5 natural, -1 size)

**Fort** +7, **Ref** +9 (evasion), **Will** +5

**hp** 34 (4 HD)

**Space** 10 ft.; **Base Atk** +4; **CMB** +11

**Melee** bite +9 (1d6+6) and  
2 claws +9 (1d8+6)

**Atk Options** Flyby Attack

**Abilities** Str 22, Dex 21, Con 16, Int 14, Wis 19, Cha 15

**Feats** Alertness, Flyby Attack

**Languages** Auran, Common, Elven (can't speak)

**Gear** riding saddle, saddlebags

### AXIOMATIC HEAVY HORSE

Prized by dwarves and other lawful characters, this horse is a steadfast mount.

#### AXIOMATIC HEAVY HORSE CR 2 (XP 600)

N Large advanced resolute animal

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8, Sense Motive +3

**Speed** 40 ft.; **ACP** -3; Acrobatics +1 (+5 jumping)

**AC** 21, touch 13, flat-footed 17; **CMD** 21 (25 vs. trip) (+6 armour [mwk breastplate barding], +4 Dex, +2 natural, -1 size)

**Fort** +8, **Ref** +7, **Will** +3; **Resist** acid 5, cold 5, fire 5; **SR** 7

**hp** 19 (2 HD)

**Space** 10 ft.; **Base Atk** +1; **CMB** +7

**Melee** bite +5 (1d4+5) and  
2 hooves +0 (1d6+2)

**Atk Options** smite chaos (1/day; +0 on attacks, +2 to damage)

**Abilities** Str 20, Dex 18, Con 21, Int 6, Wis 17, Cha 11

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

**Feats** Armour Proficiency (light), Armour Proficiency (edium)

**Gear** bit and bridle, military saddle, saddlebags, feed (8 days)

### CELESTIAL PEGASUS

This pegasus has been further enhanced to serve the causes and crusades of Good.

#### CELESTIAL PEGASUS CR 3 (XP 800)

Celestial pegasus

CG Large magical beast

**Init** +2; **Senses** darkvision 60 ft., *detect evil* (60 ft.), *detect good* (60 ft.), low-light vision, scent;; Perception +11, Sense Motive +4

**Speed** 60 ft., fly 120 ft. (average); **ACP** 0; Acrobatics +2 (+12 jumping), Fly +5

**AC** 14, touch 11, flat-footed 12; **CMD** 21 (25 vs. trip) (+2 Dex, +3 natural, -1 size)

**Resist** acid 5, cold 5, electricity 5

**Fort** +7, **Ref** +6, **Will** +4; **SR** 8

**hp** 34 (4 HD)

**Space** 10 ft.; **Base Atk** +4; **CMD** +9

**Melee** bite +7 (1d3+4) and  
2 hooves +2 (1d6+2)

**Atk Options** Flyby Attack, smite evil (1/day; +1 attack, +4 damage)

**Abilities** Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13

**Feats** Flyby Attack, Iron Will

**Gear** riding saddle, saddle bags

### HELLISH HIPPOGRIFF

This hippogriff has descended from fiendish beings and prefers to serve a rider who is not good aligned.

#### HELLISH HIPPOGRIFF CR 2 (XP 600)

Fiendish hippogriff

N Large magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9, Sense Motive +1

**Speed** 40 ft., fly 100 ft. (average), Wingover; **ACP** 0; Acrobatics +2 (+6 jumping), Fly +5

**AC** 14, touch 12, flat-footed 11; **CMD** 19 (23 vs. trip) (+2 Dex, +1 dodge, +2 natural, -1 size)

**Resist** cold 5, fire 5

**Fort** +5, **Ref** +5, **Will** +2; **SR** 7

**hp** 22 (3 HD)

**Space** 10 ft.; **Base Atk** +3; **CMB** +6

**Melee** bite +4 (1d6+2) and  
2 claws +4 (1d4+2)

**Atk Options** smite good (1/day; +0 attack, +3 to damage)

**Abilities** Str 15, Dex 15, Con 14, Int 2, Wis 12, Cha 9

**Feats** Dodge, Wingover

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



## RIDING ANT

The rare druid has the skill and power to train vermin to act as mounts. This ant allows the use of a bit and bridle and wears a saddle, and is a formidable combatant.

### RIDING ANT CR 3 (XP 800)

Advanced giant ant

N Medium vermin

**Init** +2; **Senses** scent; Perception +7, Sense Motive +3

**Speed** 50 ft., climb 20 ft.; **ACP** 0; Acrobatics +2 (+8 jumping), Climb +12

**AC** 19, touch 12, flat-footed 17; **CMD** 17 (25 vs. trip)

(+2 Dex, +7 natural)

**Immune** mind-affecting effects

**Fort** +8, **Ref** +2, **Will** +3;

**hp** 22 (2 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +5 (+9 grapple)

**Melee** bite +5 (1d6+4 plus grab) and sting +5 (1d4+4 plus poison [DC 16 Fort {1 save}; *freq.* 1 rd./4 rds.; *effect* 1d2 Str])

**Atk Options** grab

**Grab (Ex [free])** An ant can start a grapple if it hits with its bite attack.

**Abilities** Str 18, Dex 14, Con 21, Int —, Wis 17, Cha 15

**Feats** Toughness

**Gear** bit and bridle, riding saddle, saddlebags

## RIDING WASP

Some vermin riders prefer the extra movement available with a flying creature. A wasp is more temperamental than an ant, making it trickier to control.

### RIDING WASP CR 4 (XP 1,200)

Advanced giant wasp

N Large vermin

**Init** +3; **Senses** Perception +11, Sense Motive +3

**Speed** 20 ft., fly 60 ft. (good); **ACP** 0; Acrobatics +3 (-1 jumping), Fly +5

**AC** 18, touch 12, flat-footed 15; **CMD** 23

(+3 Dex, +6 natural, -1 size)

**Immune** mind-affecting effects

**Fort** +10, **Ref** +4, **Will** +4

**hp** 42 (4 HD)

**Space** 10 ft.; **Base Atk** +3; **CMB** +10

**Melee** sting +8 (1d8+9 plus poison [DC 20 Fort {1 save}; *freq.* 1 rd./6 rds.; *effect* 1d2 Dex])

**Abilities** Str 22, Dex 16, Con 22, Int —, Wis 17, Cha 15

**Gear** military saddle, saddlebags

## TRAINED SKUNK

Gnomes especially prize mustelids they can ride in combat, and the giant skunk is a perfectly frightening choice of mount.

### TRAINED SKUNK CR 3 (XP 800)

N Large animal

**Init** +3; **Senses** low-light vision, scent; Perception +7, Sense Motive +1

**Speed** 30 ft.; **ACP** -3; Acrobatics +0

**AC** 21, touch 12, flat-footed 18; **CMD** 20 (24 vs. trip)

(+6 armour [mwk breastplate barding], +3 Dex, +3 natural, -1 size)

**Fort** +5, **Ref** +7, **Will** +2

**hp** 27 (5 HD)

**Space** 10 ft.; **Base Atk** +3; **CMB** +7

**Melee** bite (Power Attack [-1/+2]) +5 (1d8+3) and 2 claws (Power Attack [-1/+2]) +5 (1d6+3)

**Abilities** Str 17, Dex 16, Con 13, Int 2, Wis 12, Cha 9

**Feats** Armour Proficiency (light), Armour Proficiency (medium), Power Attack, Weapon Finesse

**Gear** as above plus bit and bridle, military saddle, saddlebags, rations (6 days)

## WAR CORGI

The friendly corgi is an appropriate choice for halflings, but this dog is trained in battle and attack enemies without hesitation.

### WAR CORGI CR 3 (XP 800)

Advanced giant riding dog

N Large animal

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

**Speed** 40 ft.; **ACP** 0; Acrobatics +7 (+11 jumping)

**AC** 21, touch 12, flat-footed 18; **CMD** 21 (25 vs. trip)

(+3 armour [mwk studded leather], +3 Dex, +6 natural, -1 size)

**Fort** +9, **Ref** +6, **Will** +3

**hp** 21 (2 HD)

**Space** 10 ft.; **Base Atk** +1; **CMB** +8

**Melee** bite +6 (1d8+9)

**Abilities** Str 23, Dex 17, Con 23, Int 2, Wis 16, Cha 10

**Feats** Armour Proficiency (light), Skill Focus (Perception)

**Gear** as above plus bit and bridle, military saddle, saddlebags, kibble (4 days)

## SPECIALIZED EXOTIC MOUNTS

### BURROWING MOUNTS

The mounts listed below have a burrow speed or have the earth glide ability. These mounts may not be useful in all circumstances, but they are very handy in underground settings. Many of the creatures listed here are extremely dangerous and may require extraordinary measures to take as mounts.

**Note:** Elemental creatures are assumed to be shaped like mounts.

D20	
1	Purple worm
2	Hodag ( <i>Bestiary 3</i> )
3	Giant mining beetle (variant fire beetle with giant creature simple template)
4	Medium or Large magma elemental ( <i>Bestiary 2</i> )
5	Ankheg
6	Young purple worm (add the young creature simple template)
7	Remorhaz
8	Dire badger ( <i>Bestiary 2</i> )
9	Giant goblin snake ( <i>Bestiary 3</i> , add the giant creature simple template)
10	Young bulette (add the young creature simple template)
11	Thoqqua ( <i>Bestiary 2</i> )
12	Medium or Large earth elemental
13	Giant aurumvorax ( <i>Bestiary 2</i> , add the giant creature simple template)
14	Desert drake ( <i>Bestiary 3</i> )
15	Giant maggot ( <i>Bestiary 2</i> )
16	Wolverine
17	Giant ant lion ( <i>Bestiary 3</i> )
18	Giant crysmal ( <i>Bestiary 2</i> , add the giant creature simple template)
19	Death worm ( <i>Bestiary 2</i> )
20	Medium or Large ( <i>Bestiary 2</i> )

### GAINING A SPECIALISED MOUNT

A PC should never just purchase a specialised exotic mount, unless the GM specifically places such a creature in his campaign. Rather they should be viewed as a truly special possession – perhaps even a unique mount that sets the PC out as a hero.

When considering allowing such exotic mounts, the GM should carefully consider the creature's abilities in relation to the PCs. Adding a powerful creature to the group increases its power and the GM should take into account its abilities when designing encounters and suchlike.

A PC can come across a specialised mount in many ways:

### UNDERWATER MOUNTS

For those rare times the characters require an aquatic mount to help them travel underwater, this table presents a sampling that the party could acquire. Other than in aquatic environments, these mounts are wholly useless. Most likely, the mounts listed here have a better swim speed or higher Swim check modifier than the PCs have.

**Note:** Elemental creatures are assumed to have a mount-like shape.

D20	
1	Dolphin
2	Sea horse
3	Orca
4	Giant moray eel
5	Stingray ( <i>Bestiary 2</i> )
6	Shark
7	Giant crab
8	Young elasmosaurus (add the young creature simple template)
9	Giant octopus
10	Giant bunyip ( <i>Bestiary 2</i> , add the giant creature simple template)
11	Sea drake
12	Hippocampus ( <i>Bestiary 2</i> )
13	Young dragon turtle (add the young creature simple template)
14	Young archelon ( <i>Bestiary 3</i> , add the young creature simple template)
15	Devilfish ( <i>Bestiary 2</i> )
16	Kapoacanth (variant gargoyle)
17	Young tylosaurus ( <i>Bestiary 2</i> , add the young creature simple template)
18	River drake ( <i>Bestiary 3</i> )
19	Squid
20	Medium or Large water elemental

- **Gifted By a Generous Patron:** A powerful patron gifts the PCs special mounts in recognition of some great service. The PCs may have to spend some time training to use such specialised mounts.
- **Rescued From Death:** The PC rescues the mount from certain death and in gratitude it agrees to serve him for a specific amount of time.
- **Sigil of Membership:** Some elite organisation may be famed for riding a certain kind of mount. When the PC joins the organisation he gains such a mount.
- **Gift of Friendship:** the PCs may render a great service to a exotic race or tribe. In place of mere gold or gems, the tribe gifts the PCs mounts.

## COLD-ADAPTED MOUNTS

Typical terrestrial mounts may have difficulty with arctic environments; the list here provides useful options for characters, whether as a mount, or as shelter against bitter cold or wintry storms.

**Note:** Elementals listed here are assumed to be shaped like mounts.

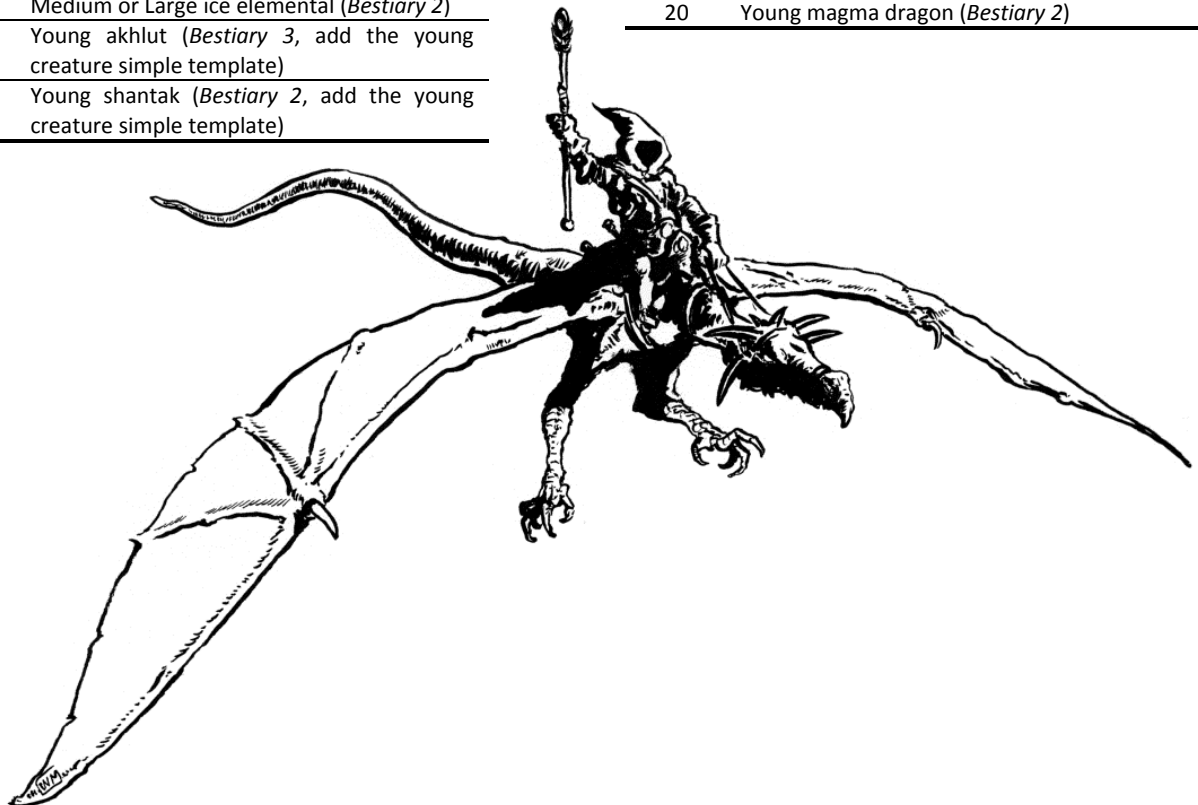
D20	
1	Winter wolf
2	Dire wolverine
3	Celestial heavy horse (add the celestial creature template; horse is trained for war)
4	Remorhaz
5	Fiendish camel ( <i>Bestiary</i> 2, use fiendish template)
6	Mastodon
7	Young frost worm ( <i>Bestiary</i> 2, add the young creature simple template)
8	Sleipnir ( <i>Bestiary</i> 3)
9	Woolly rhinoceros
10	Polar bear (alternate grizzly bear)
11	Frost drake ( <i>Bestiary</i> 2)
12	Very young silver dragon
13	Dire tiger
14	Bison
15	Glacier toad ( <i>Bestiary</i> 2)
16	Young white dragon
17	Lynx (use leopard statistics)
18	Medium or Large ice elemental ( <i>Bestiary</i> 2)
19	Young akhlut ( <i>Bestiary</i> 3, add the young creature simple template)
20	Young shantak ( <i>Bestiary</i> 2, add the young creature simple template)

## FIRE-ADAPTED MOUNTS

These mounts can handle hot temperatures or extreme environments featuring heat, fire, and even lava. These mounts do not provide any protection from the environment, so characters employing these creatures must bring their own protection, but the mounts can usually traverse the blasted landscapes better than the PCs.

**Note:** Elementals listed below take a mount-like form.

D20	
1	Flame drake ( <i>Bestiary</i> 2)
2	Medium magma elemental ( <i>Bestiary</i> 2)
3	Hell hound
4	Very young red dragon
5	Very young brass dragon
6	Nessian warhound
7	Medium fire elemental
8	Young underworld dragon ( <i>Bestiary</i> 3)
9	Large magma elemental ( <i>Bestiary</i> 2)
10	Young brass dragon
11	Young red dragon
12	Large fire elemental
13	Fire-immune heavy warhorse (CR +1)
14	Very young magma dragon ( <i>Bestiary</i> 2)
15	Very young gold dragon
16	Fire-immune, war-trained pony (CR +1)
17	Thoqqua ( <i>Bestiary</i> 2)
18	Fire-immune riding dog (CR +1)
19	Young gold dragon
20	Young magma dragon ( <i>Bestiary</i> 2)



## READING STAT BLOCKS

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*So What's The Exotic Mount Like, Anyway?* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

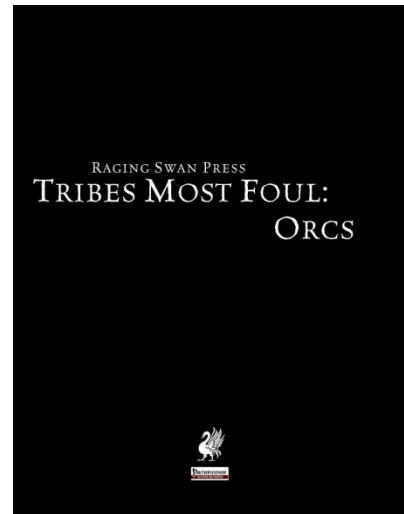
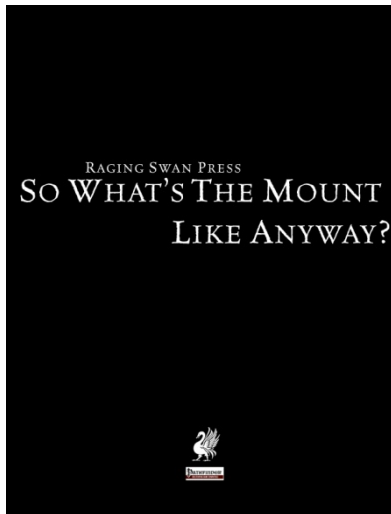
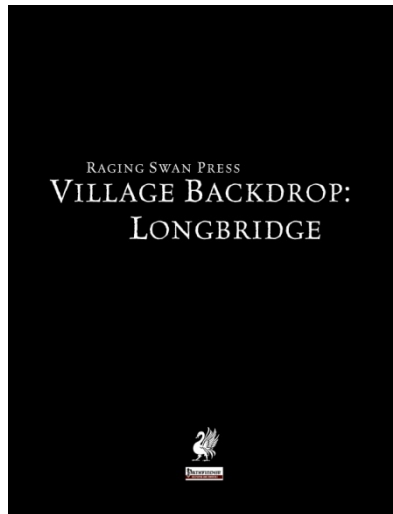
**Spellbook:** The contents of the creature's spellbook and its opposition schools.

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### SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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