S&S 5E: Mounts

Mounts

This section provides a straightforward way to add a special NPC—called a mount—to the group of adventurers. These rules take a creature with a low challenge rating and give it levels.

A mount can be incorporated into a group at the party's inception, or a mount might join them during the campaign.

Creating a Mount

A mount can be any type of creature with four legs, and a stat block in the Monster Manual or another D&D book, but the challenge rating in its stat block must be 1/2 or lower. You take that stat block and add to it, as explained in the "Gaining a Mount" section. For further approval of what constitutes a mount, discuss your ideas with your Desert Master.

To join the adventurers, the mount must be the friend of at least one of them. This friendship might be connected to a character's backstory or to events that have transpired in play.

A player plays their own mount as their second character.

Mounts are limited to one per player.

A mount rolls its own initiative and acts on its own turn.

If you are mounted, you may choose to have the mount move on your turn or its turn, but not both.

Gaining a Mount

Starting Level

The starting level of a mount is the same as the average level of the group. For example, if a 1st-level group starts out with a mount, that mount is also 1st level, but if a 10th-level group invites a mount to join them, that mount starts at 10th level.

Leveling Up a Sidekick

Whenever a group's Average Player Level (APL) goes up, the mount gains a level. It doesn't matter how much of the group's recent adventures the mount experienced; the mount levels up because of a combination of the adventures it shared with the group and its own training.

Hit Points

Whenever the mount gains a level, it gains one Hit Die, and its hit point maximum increases. To determine the amount of the increase, roll the Hit Die (the type of die that appears in the mount's stat block), and add its Constitution modifier. It gains a minimum of 1 hit point per level.

If the mount drops to 0 hit points and isn't killed outright, it falls unconscious and subsequently makes death saving throws, just like a player character.

Proficiency Bonus

The mount's proficiency bonus is determined by its leveL, as shown in the mount table.

Whenever the mount's proficiency bonus increases by 1, add 1 to the to-hit modifier of all the attacks in its stat block, and increase the DCs in its stat block by 1.

Ability Score Increases

Whenever the mount gains the Ability Score Improvement feature, adjust anything in its stat block that relies on an ability modifier that you increase. For example, if the mount has an attack that uses its Strength modifier, increase the attack's modifiers to hit and damage if the Strength modifier increases.

If it's unclear whether a melee attack in the stat block uses Strength or Dexterity, the attack can use either.

Mounts

A mount grows in prowess as it rides with you.

A mount gains the following features as it gains levels, as summarized on the Mount table.

Mount Table

Level	Proficiency Bonus	Features

1st	+2	Bonus Proficiencies, Martial Role
2nd	+2	Second Wind (1 use)
3rd	+2	Improved Critical
4th	+2	Ability Score Improvement
5th	+3	-
6th	+3	Extra Attack (1 extra)
7th	+3	Battle Readiness
8th	+3	Ability Score Improvement
9th	+4	-
10th	+4	Improved Defense
11th	+4	Indomitable (1 use)
12th	+4	Ability Score Improvement
13th	+5	-
14th	+5	Ability Score Improvement
15th	+5	Extra Attack (2 extra)
16th	+5	Ability Score Improvement
17th	+6	-
18th	+6	Indomitable (2 uses)
19th	+6	Ability Score Improvement
20th	+6	Second Wind (2 uses)

Bonus Proficiencies
1st-level Mount feature

The mount gains proficiency in one saving throw of your choice: Strength, Dexterity, or Constitution.

In addition, the mount gains proficiency in two skills of your choice from the following list: Acrobatics, Athletics, Intimidation, Nature, Perception, and Survival.

The mount gains proficiency with all saddle armor.

Mount Role
1st-level Mount feature

Each mount is focused on offense or defense when being trained. Choose one of the following options:

Attacker. The mount gains a +2 bonus to all attack rolls.

Defender. The mount can use its reaction to impose disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the mount, provided the mount can see the attacker.

Second Wind
2nd-level Mount feature

The mount can use a bonus action on its turn to regain hit points equal to 1d10 + its level in this class. Once it uses this feature, it must finish a short or long rest before it can use it again.

The mount can use this feature twice between rests starting at 20th level.

Improved Critical
3rd-level Mount feature

The mount's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Ability Score Improvement
4th-level Mount feature

At 4th level and again at 8th, 12th, 14th, 16th, and 19th level, the mount increases one ability score of your choice by 2, or the mount increases two ability scores of your choice by 1. The mount can't increase an ability score above 20 using this feature.

Extra Attack

The mount can attack twice, instead of once, whenever it takes the Attack action on its turn.

The number of attacks increases to three when the mount reaches 15th level.

If the mount has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

Battle Readiness
7th-level Mount feature

The mount has advantage on initiative rolls.

Improved Defense
10th-level Mount feature

The mount's Armor Class increases by 1.

Indomitable
11th-level Mount feature

The mount can reroll a saving throw that it fails, but it must use the new roll. When it uses this feature, it can't use the feature again until it finishes a long rest.

The mount can use this feature twice between long rests starting at 18th level.

Saddles

Name	Cost	AC	Strength	Stealth	Weight
Pack	5 gp	11 + Dex modifier	—	—	10 lb.
Riding	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Military	20 gp	14 + Dex modifier (max 2)	—		45 lb.
Exotic	100 gp	18	Str 15	Disadvantage	65 lb.