

All mounts will have the following stats: Difficulty 12 (what adversaries need to beat to not be affected), Threshold 8/14, HP 5, Stress 3, ATK +1, Standard Attack d6 + 1 phy

Pick 3 special actions. Will gain one more at every tier (these could also change).

During rests, you need to choose how to split your actions between your mount and yourself (you share the 2 actions).

Mounts will take spotlights, just like players.

Disclaimer: These rules may change as we continue and would love any feedback!

Cindralith *A frilled hunter that melts into the sands, then erupts with deadly speed to overwhelm its prey.*

Action: Spend a hope to make an attack against a target within far range to spit acid. If the attack succeeds, the target takes d6 phy DMG and has to mark a stress. If they cannot make a stress, mark a HP and gain a hope.

Action: Mark a stress to burrow up to far range. While burrowing, you are immune to all phy DMG

Passive: During a short rest, clear all HP or Stress without needing to use an action.

Reaction: When you have to mark 2 or more HP slots, spend a hope to pick an adversary within melee range, all targets need to make a reaction roll to resist being intimidated. On a failure, the adversary gains the restrained condition.

Passive: Has the ability to blend into any natural surrounding, gaining their rider and them advantage on any check that involves hiding.

Mycoroath *A hulking, fungus-plated beast that shields its rider with iron hide and spreads choking spores when pressed.*

Passive: Resistance to phy DMG

Action: Mark a stress to retract with rider, all phy DMG reduced by a threshold tier, but no attacks can be made.

Passive: While not in combat, if they submerge themselves in water, they heal all HP or Stress without need to rest. Can be used once per session

Action: If movement was not used, mark a stress to make an attack to roll into a ball and smash into an adversary within far range. If successful, deal d6 phy DMG.

Reaction: When you have to mark 2 or more HP slots, spend a Hope to pick all adversaries within melee range, all targets need to make a reaction roll to resist the paralytic spores. On a failure, the adversary gains the vulnerable condition.

Dawnspear *A radiant war-bird that bursts from the sun at blinding speed and shatters foes with its piercing cry.*

Reaction: When spotlighted for the first time, start a countdown timer at 6. Tick down if their rider or them roll with hope. Once the timer reaches 1, movement is increased to far range for the remainder of the scene and all HP or Stress is cleared. Can only be used once per session.

Reaction: When you have to mark 2 or more HP slots, spend a Hope to pick all adversaries within melee range, all targets need to make a reaction roll to dodge razor sharp feathers. On a failure, the adversary takes d4 phy DMG.

Action: Spend a hope to focus a debilitating sound on any target within far range. If the attack succeeds, the target takes d6 phy DMG and gains the restrained condition.

Passive: Resistance to magic DMG

Action: Mark a stress to jump on top of buildings and clear gap within close range.