

<div>M001</div> <div>Domesticated Mushroom Creature</div> <div>Movement - 4 (d6)</div> <div><i>Picture this... a small cushion is strapped to the top so the rider doesn't fall off. One can imagine their character sitting atop it with a look of disbelief and mild humiliation</i></div> <div>The best way to keep a Mushroom Creature moving is to dangle a tasty morsel in front of it using a stick (or get off and push)</div> <div>Class Restriction: Only Elves and Hauflins may ride this Mount</div> <div>Rental Fee - 3 CP</div> <div>Purchase price is 29 CP</div>	<div>M002</div> <div>Affordable Cow</div> <div>Movement - 5 (d6)</div> <div><i>Picture this... a cow stands before you as it casually chews grass and does not appear to be in any kind of hurry to go anywhere</i></div> <div>It might be the cow has simply gotten accustomed to the comfortable life here at the Stables. Or, perhaps it didn't like the exaggerated stories told to it by the Shaggy Dog. Merrick thinks you might be able to keep it motivated by singing to it</div> <div>Rental Fee - 8 CP</div> <div>Purchase price is 35 CP</div>	<div>M003</div> <div>Retired Farm Horse</div> <div>Movement - 5 (d6)</div> <div><i>From the looks of this broken down old horse it may not have much mileage left. He's wearing glasses, a big straw hat and looks a bit on the wobbly side</i></div> <div>One small quirk. This old worker, with fond memories of youth in mind, has a tendency to double back and forth much as it did while tilling the fields. Take extra care on those high elevation mountain trails</div> <div>Rental Fee - 10 CP</div> <div>Purchase price is 40 CP</div>	<div>M004</div> <div>Modified Vegetable Cart</div> <div>Movement - 5 (d6)</div> <div><i>Picture this... a seat has been mounted between the handles of a wheel barrow. There is a pedal system with a handlebar that extends back toward the seat. Two wheels have been added to the back legs</i></div> <div>The original owner had built this jaunty contraption for smuggling donuts, until they realized how exhilarating all that exercise felt and switched over to a bicycle</div> <div>Rental Fee - 12 CP</div> <div>Purchase price is 47 CP</div>
<div>M005</div> <div>Rambunctious Pig</div> <div>Movement - 6 (d6)</div> <div><i>Picture this... a fully grown and rather large pig with floppy ears and a coarse coat of hair. It looks friendly, eager to please and maybe also a bit mischievous</i></div> <div>This pig grew up listening to all those stories about heroes and villains and rather fancies itself as a righter of wrongs, a champion of good! ...and a super hero with special powers to finish off all the leftovers please</div> <div>Rental Fee - 12 CP</div> <div>Purchase price is 50 CP</div>	<div>M006</div> <div>Aardvark</div> <div>Movement - 5 (d6)</div> <div><i>Picture this... an adorable Aardvark with a nifty sort of saddle strapped onto it</i></div> <div>Aardvarks are a most versatile creature. They can sniff out rare fruits, exotic bugs, lost homework assignments and (some believe) they can even detect a fishy story. On the whole they are most gentle and kind and don't like to get involved in the fighting</div> <div>Class Restriction: Only Elves and Hauflins may ride this Mount</div> <div>Rental Fee - 13 CP</div> <div>Purchase price is 51 CP</div>	<div>M007</div> <div>Aged Tortoise</div> <div>Movement - 5 (d6)</div> <div><i>Picture this... impressively large size, old and friendly looking. There are no special devices or other implements attached to it</i></div> <div>When folks arrive from lands beyond Feonora they sometimes marvel at the traveling speed of a fully grown tortoise. Apparently this (and the joys of sledding gracefully down a snowy hillside) are not common to all tortoises everywhere</div> <div>Rental Fee - 14 CP</div> <div>Purchase price is 52 CP</div>	<div>M008</div> <div>Rock Golem</div> <div>Movement - 5 (d6)</div> <div><i>Picture a content yet motionless Rock Golem waiting patiently for instructions</i></div> <div>One doesn't so much ride a Golem as they are carried: in a basket, backpack, or with a special seat attachment so you can face forward. Rock Golems aren't much for conversation but they are stupendously good at the useful things in life... like cracking nuts and fetching honey, or sitting heavily upon misbehaving Orcs</div> <div>Rental Fee - 23 CP</div> <div>Purchase price is 86 CP</div>

<div>M009</div> <div><h2>Apprehensive Donkey</h2><p>Movement - 6 (d6)</p><p><i>Picture this... short legs, big ears and a nervous disposition. It does not look eager to leave the comfort of the stables</i></p><p>This donkey has contentedly worked here at the Stables since it was very small and even more apprehensive. Its greatest adventure so far was the field trip that one time out to the Shop of Wonders with the Shaggy Dog assigned as buddy for the day</p><p>Rental Fee - 14 CP Purchase price is 55 CP</p></div>	<div>M010</div> <div><h2>Gentle Agiyuba</h2><p>Movement - 7 (d8)</p><p><i>Picture this... an adult female Saiga with a kindly disposition and no riding implements</i></p><p>It was once believed, and sometimes still believed that the Agiyuba could heal wounds by licking them. For this they were hunted and trapped nearly to extinction. What so many failed to realize is that it only worked when caring for their own young</p><p>Class Restriction: Only Elves and Hauflins may ride this Mount</p><p>Rental Fee - 15 CP Purchase price is 59 CP</p></div>	<div>M011</div> <div><h2>Pack Mule</h2><p>Movement - 6 (d6)</p><p><i>Picture this... it's loaded down and packed high with so much stuff there's barely room for even a small rider to sit</i></p><p>A pack mule may not be fast or brave but they are strong and loyal and loving to those who care for them. Surprisingly strong too so long as they are properly motivated. Often considered a good starter mount (especially for treasure hunters)</p><p>Rental Fee - 16 CP Purchase price is 62 CP</p></div>	<div>M012</div> <div><h2>Big Shaggy Dog</h2><p>Movement - 7 (d8)</p><p><i>Picture this... it's a Saint Bernard with the tiny barrel hanging under its neck like the kind you see in old cartoons. No saddle</i></p><p>The Shaggy Dog is a model of duty and dedication to its assigned tasks. It enjoys being in mixed company and making sure others are well cared for. Basically, it has a big heart just as most dogs do</p><p>Class Restriction: Only Elves and Hauflins may ride this Mount</p><p>Rental Fee - 17 CP Purchase price is 65 CP</p></div>
<div>M013</div> <div><h2>Compassionate Elephant</h2><p>Movement - 7 (d8)</p><p><i>Picture this... a full-grown elephant with a special riding compartment on top. It is kind and confident but does not have tusks</i></p><p>This elephant was orphaned, on account of poachers, but found a home here at the Stables where the horses and other animals gave it lots of love and a new family. It seems to be driven to help those who are less fortunate (or in trouble)</p><p>Rental Fee - 18 CP Purchase price is 71 CP</p></div>	<div>M014</div> <div><h2>Battle Hardened Elephant</h2><p>Movement - 7 (d8)</p><p><i>This massive pachyderm has one broken tusk, lots of scars and is currently fitted with a few pieces of impressive armor</i></p><p>This War Elephant has endured hardship and seen many cruel Orcs (and other such filth) crushed beneath its feet. But elephants are special and it will respond to a warrior spirit as well as a gentle touch</p><p>Rental Fee - 20 CP Purchase price is 75 CP</p></div>	<div>M015</div> <div><h2>Wooly Mammoth</h2><p>Movement - 7 (d8)</p><p><i>Picture this... a huge hairy beast with long brown hair, some dark and some light. Its eyes are mostly obscured by so much hair. It has massive tusks with nicks & scrapes</i></p><p>Once every few years a Wooly Mammoth will want to make journey to a special place where all of its family have gathered. But if you've earned its trust they will make a place for you among the gathering</p><p>Rental Fee - 25 CP Purchase price is 93 CP</p></div>	<div>M016</div> <div><h2>Intrepid Llama</h2><p>Movement - 7 (d8)</p><p><i>Picture this... it's set up with an open seat on one side of the creature and a large counter-weight on the other side</i></p><p>Llamas are a mixed bag of intelligence and moody episodes, along with occasional bouts of llama drama... quite like so many of the heroing types who ride them</p><p>Class Restriction: Only Elves and Hauflins may ride this Mount</p><p>Rental Fee - 15 CP Purchase price is 64 CP</p></div>

<div>M017</div> <div><h2>Flightless Albatross</h2><h3>Movement - 7 (d8)</h3><p><i>Picture this... a large happy-go-lucky Albatross with a custom-made and right nifty riding harness attached</i></p><p>You should probably be aware that while this Albatross has never actually flown, it believes deep down that it has the ability to fly and every so often gets the uncontrollable urge to try. Hang on!</p><p>Class Restriction: Only Elves and Halflings may ride this Mount</p><p>Rental Fee - 16 CP Purchase price is 68 CP</p></div>	<div>M018</div> <div><h2>Sage Moose</h2><h3>Movement - 7 (d8)</h3><p><i>Picture this... the creature looks serene and experienced and you notice that it carries itself with a certain dignity</i></p><p>The Moose is a deceptive sort in that it can be among the gentlest of creatures. But when it comes to protecting its charge a moose can also become a mighty and fearsome beast. What is lesser known is their finely tuned ability for sensing danger</p><p>Rental Fee - 17 CP Purchase price is 73 CP</p></div>	<div>M019</div> <div><h2>Ant of Burden</h2><h3>Movement - 7 (d8)</h3><p><i>Picture this... its body is roughly the size of a Mountain Bear. It has a riding apparatus and stuff is strapped to its abdomen</i></p><p>Fortunately this ant is both docile and one-of-a-kind. Although, no one really knows where it came from or how it got to be so ginormous. Merrick says it likes berrymelons and chocolate cookies... but that you shouldn't try to feed it by hand</p><p>Rental Fee - 18 CP Purchase price is 75 CP</p></div>	<div>M020</div> <div><h2>Exotic Lady Beetle</h2><h3>Movement - 7 (d8)</h3><p><i>Picture this... a special cushioned seat with a back-rest has been carved into its shell</i></p><p>Most folks are familiar with the common ladybug, but this magnificent creature is the last of its kind. At least, no other has been seen as it's rumored they once lived on an uncharted island rainforest. What other wonders might be found in such a place...</p><p>Class Restriction: Only Elves and Halflings may ride this Mount</p><p>Rental Fee - 22 CP Purchase price is 87 CP</p></div>
<div>M021</div> <div><h2>Undead Horse</h2><h3>Movement - 8 (d8)</h3><p><i>Picture this... a mostly skeleton horse with the usual riding implements along with a few tattered adornments from its previous existence. It's just standing there</i></p><p>The great thing about an undead horse is you can ride it gloriously through a flaming wall of fire... provided the horse is carrying an undead rider (communication should be a focus). It's terribly fond of rotten apples</p><p>Rental Fee - 21 CP Purchase price is 90 CP</p></div>	<div>M022</div> <div><h2>Mountain Bear</h2><h3>Movement - 7 (d8)</h3><p><i>Picture this... an imposing dark brown bear with a gentle look on its face</i></p><p>As much as anyone may come to know a mountain bear it will always have an element of wildness inside it, like an ember. Once the rider has developed a healthy understanding of this fact it makes knowing a mountain bear a more meaningful (and all around safer) experience</p><p>Rental Fee - 24 CP Purchase price is 94 CP</p></div>	<div>M023</div> <div><h2>Rhinoceros</h2><h3>Movement - 7 (d8)</h3><p><i>Picture this... a calm yet formidable beast with a sophisticated riding harness. Depending on the light it would seem to have dark brown or almost charcoal skin</i></p><p>If you're going to travel with a rhinoceros there are a couple of things to know. First, it will grunt and chase and trample most harshly. Second, they love to frolic in the mud, with or without a rider</p><p>Rental Fee - 25 CP Purchase price is 98 CP</p></div>	<div>M024</div> <div><h2>Enchanted Caterpillar</h2><h3>Movement - 6 (d6)</h3><p><i>The natural texture of this very large creature is soft and grippy, with subtle bumps and grooves that make for naturally good and surprisingly comfortable riding</i></p><p>One version of the story is that Edna had placed an enchantment on a normal size caterpillar, for need of a mount. Another is that the spell backfired turning her into one very large caterpillar and it's only a matter of time before the spell wears off</p><p>Rental Fee - 17 CP Purchase price is 74 CP</p></div>

<p>M025</p> <h2>Wild and Unpredictable Horse</h2> <p>Movement - 8 (d8)</p> <p><i>Picture this... a clever horse with an odd-colored coat pattern and a wily disposition. It wears an expression that suggests an eagerness to see what you're made of</i></p> <p>Think of a horse that is good and caring, even tempered, noble and brave, the kind of horse you can count on when the dice are down... This is not that horse</p> <p>Rental Fee - 17 CP Purchase price is 80 CP</p>	<p>M026</p> <h2>Warthog</h2> <p>Movement - 7 (d8)</p> <p><i>Picture this... a wild-looking beast with attitude. A special riding harness with a big buckle is strapped around its sturdy frame</i></p> <p>Sniffing and grunting. Warthogs are wild about truffles, so much so in fact they go a little "funny" whenever there is one around, and have been known to even stop in the midst of battle to vigorously dig one up</p> <p>Class Restriction: Only Elves and Hauflins may ride this Mount</p> <p>Rental Fee - 18 CP Purchase price is 83 CP</p>	<p>M027</p> <h2>Wildebeast</h2> <p>Movement - 8 (d8)</p> <p><i>The expression on its face suggests it doesn't quite know what it is doing here</i></p> <p>Merrick scratches his head for a moment and then recalls, the creature had been part of a trade... or was it a wager? In any case the one thing he is certain of is he has never actually seen a rider who could stay on it for very long. Still, even when he tries to set it free the wildebeast always returns</p> <p>Rental Fee - 19 CP Purchase price is 87 CP</p>	<p>M028</p> <h2>Baby Swamp Rat</h2> <p>Movement - 7 (d8)</p> <p><i>Picture this... a large rodent with ratty fur, some bent whiskers, kind and confident</i></p> <p>Some people are put off by rats and other rodents but mostly that is because they haven't known one. Those who have know that rats in particular are among the most intelligent and affectionate of all creatures and provide great companionship</p> <p>Class Restriction: Only Elves and Hauflins may ride this Mount</p> <p>Rental Fee - 20 CP Purchase price is 91 CP</p>
<p>M029</p> <h2>Ah-Pah-Mubian Camel</h2> <p>Movement - 8 (d8)</p> <p><i>Picture this... a normal looking Camel with an exotic yet not too fancy riding harness resting atop several layers of cloth</i></p> <p>The Ah-Pah-Mubian Camel has a special trick, it can launch its tongue like a long sticky rubber band to catch crickets and other tasty treats, such as snacks that have been left unattended by party members not familiar with the voracious appetites (and sneaky ways) of Ah-Pah-Mubian Camels</p> <p>Rental Fee - 21 CP Purchase price is 94 CP</p>	<p>M030</p> <h2>Mountain Goat</h2> <p>Movement - 7 (d8)</p> <p><i>Picture this... a happy looking Hauflin is sitting on the back of an Ibex and holding onto its horns as if they were handlebars</i></p> <p>Mountain Goats are spectacular climbers who can balance on the tiniest ledge at dizzying heights. And they're great leapers! ...a helpful thing for curing the hiccups</p> <p>Class Restriction: Only Elves and Hauflins may ride this Mount</p> <p>Rental Fee - 23 CP Purchase price is 96 CP</p>	<p>M031</p> <h2>Tarantula</h2> <p>Movement - 7 (d8)</p> <p><i>Picture this... a big hairy frightful tarantula about the size of a horse and possessing those dreadful, hypnotic shark eyes</i></p> <p>Truth be told, Merrick doesn't know where the tarantula came from or even what it eats. All he remembers is that it was a dark and stormy night when a stranger knocked on his door holding a small box, and pleaded with him to care for it, promising to return one day to collect the little thing</p> <p>Rental Fee - 23 CP Purchase price is 101 CP</p>	<p>M032</p> <h2>Allicrocogatordile</h2> <p>Movement - 7 (d8)</p> <p><i>Picture this... a specially modified saddle has been fitted atop the rough, multi-colored scales of a frightfully untame looking beast</i></p> <p>This ancient ancestor of the common crocodile reaches a formidable size and practically brings its own armor to the field. Its longer legs helps to keep the rider higher up off the ground, giving it good qualities for a mount. Merrick seems almost relieved at the thought of seeing it off and away</p> <p>Rental Fee - 24 CP Purchase price is 106 CP</p>

M033

Horse with a Bad Attitude

Movement - 8 (d8)

Picture this... It eyes you with a look of defiance, as if it's just daring you to try

Some things seem to be born with an unfortunate disposition. Or, perhaps this horse just hasn't found the right sort of person, someone with patience and an understanding heart to help it along. The horse snorts defiantly at the very thought

Rental Fee - 22 CP

Purchase price is 97 CP

M034

Ostrich

Movement - 8 (d8)

The richly colored creature is watching you with a look of definite uncertainty. There is little more than a harness for holding on

Merrick is quick to caution you that it takes a good measure of skill to ride an Ostrich... that or a great deal of practice, usually gained through many spills and tumbles

Class Restriction: Only Elves and Hauflins may ride this Mount

Rental Fee - 23 CP

Purchase price is 105 CP

M035

Untamed Wolf

Movement - 8 (d8)

This wolf looks more than capable of handling itself and not the sort to give its loyalty to just anyone. It has no saddle

Consider yourself fortunate if this wolf even lets you mount it. The rider will know that permission has been given if afterwards they are still alive and fully intact

Class Restriction: Only Elves and Hauflins may ride this Mount

Rental Fee - 23 CP

Purchase price is 108 CP

M036

Aelvian Grasshopper

Movement - 9 (d8)

Picture this... a large, almost regal Grasshopper that's just big enough to support a Human size rider. This impressive specimen is outfitted with a special apparatus of Elvish craftsmanship

There are only two species of grasshopper known to reach this size, with a select few willing to carry a rider. Its movements are surprisingly gentle with the ability to leap low and far, or high into the air with grace

Rental Fee - 24 CP

Purchase price is 109 CP

M037

Quirky but Dependable Horse

Movement - 9 (d8)

Picture this... a fine specimen, but its expression and mannerisms indicate the potential for highly unpredictable behavior

This one will be difficult to figure out. It will take time. Some of the animals think that maybe it drank from a pool of strange brew. Others suppose it is only misunderstood. Maybe what it needs is someone who can appreciate (or relate to) its curious ways

Rental Fee - 25 CP

Purchase price is 112 CP

M038

Northland Work Horse

Movement - 9 (d8)

It's an impressive Clydesdale

This horse has a storied past. It was taken by Orcs from the mines, later escaping with the help of a tanuki and a pangolin. A long journey with a merchant caravan was broken up by a fateful hand of cards that eventually found it toiling in a grimy factory in the City. It seems at last to have found a peaceful home here at the Stables

Rental Fee - 27 CP

Purchase price is 115 CP

M039

Steam-Powered Auto Buggy

Movement - 9 (d8)

Picture this... a somewhat rickety device that has four wooden wheels and lots of pipes and rivets. Steam is put-putting out of the pipes. There is a resemblance to those old race cars from the 1920s & 30s

The owner's manual states, "For optimal performance use refined coal or even better, hardened Ogre muck." Oh and a special note for Hauflins: "Engine not suitable for cooking, cleaning or the brewing of ales"

Rental Fee - 30 CP

Purchase price is 125 CP

M040

An Adorable Pony

Movement - 10 (d12)

Picture this... Doe eyed and smaller than a horse with a soft and cushy coat of fur

The very idea that a pony has chosen to live in a place inhabited by people is a marvel unto itself, as they are rarely seen or encountered. Ponies move gently when strolling or grazing but have a magical boost of speed that leaves a trail of sparkling color

Class Restriction: Only Elves and Hauflins may ride this Mount

Rental Fee - 25 CP

Purchase price is 120 CP

M041

Loving and Reliable Horse

Movement - 10 (d12)

As your eyes meet you sense a connection

This horse has a majestic coat and mane and a heart overflowing with kindness and compassion. Merrick has noticed that whenever one of the other animals is sick or injured this horse is usually the first to let him know. If it chooses to stay with you it will probably want to visit the stables regularly to check in on its family here

Rental Fee - 27 CP

Purchase price is 125 CP

M042

Blue Dolphin

Movement - 10 (d12)

Picture a floating dolphin. A simple harness gives the rider two firm hand-holds

Someone named "Mareen Biologist" had come along one time, insisting that dolphins only live in water. Can you imagine it?

Well, they are much faster in the water to be sure, but everyone knows that dolphins are as adventurous as anything and this one looks eager indeed to join up with the group. If fed a fish during Town Time it can cover fourteen spaces (in a single turn)

Rental Fee - 34 CP

Purchase price is 160 CP

M043

Mysteriously Intelligent Horse

Movement - 10 (d12)

Picture a magnificent creature with an awareness of its surroundings. You almost sense that it's sizing up your worthiness

Merrick doesn't believe this one has ever been tamed in the formal sense, only that the other animals are better behaved whenever it's around. There is something unmistakably special and intriguing about this horse, as a secret not yet revealed

Rental Fee - 29 CP

Purchase price is 137 CP

M044

Fierce and Faithful Horse

Movement - 10 (d12)

Picture a calm, confident horse that seems to regard you with a look of understanding

Merrick doesn't think he's ever known a finer horse, if what you're looking for is a tough companion who won't back down in the face of danger. The horse gives a dignified snort of agreement and seems all at once to have a strong personality with a flair for adventure

Rental Fee - 30 CP

Purchase price is 142 CP

M045

Saber Tooth

Movement - 9 (d8)

Picture a bigger and even beastlier version of those puny Saber Tooth cats. A highly customized and very special riding harness is strapped on to give the rider something, anything to hold onto. It's wickedly agile

They say the only way to know whether a Saber Tooth can be tamed is to roll it over and tickle its belly, after which it will either purr with delight or deliver a fatal bite to anything in proximity of the tickling

Rental Fee - 31 CP

Purchase price is 143 CP

M046

Fearless Warhorse

Movement - 10 (d12)

Picture this... it has been outfitted with a glorious set of elaborate armor and stands ready with a stoic (if menacing) expression

The creature before you is a rare breed, hand-picked by the Regiment for certain qualities that are uncommon even among the finest horses. Meet with Merrick at the tavern some time and he'll share the story of how this one came to live at the Stables

Rental Fee - 32 CP

Purchase price is 156 CP

M047

Giant Snail

Movement - 12 (d12)

Picture a majestic creature large enough to support a Human or Malornian size rider. A gentle curve in the shell behind the neck, along with attached hand-holds, ensures a secure & comfortable ride

Little is known about the Giant Snail other than few have actually ridden one. They're nigh un-catchable and must be won over. Wherever it leaves a trail wondrous things grow and bloom ... for a short while

Rental Fee - 38 CP

Purchase price is 163 CP

M048

Dwarven Flying Contraption

Movement - 20

Picture big canvas wings (that look like they would flap) and a large football shaped balloon strapped above the compartment

Merrick patiently explains about the wonky controls and how they are so confusing even Fessiwig can't figure them out and the last person who tried claims to have ended up in some place called "Madagascar" which he is not sure even exists but that should tell you something

A fine piece of craftsmanship that is one of a kind and...Not for Sale