

Realm Fables

BEASTS OF BURDEN



• Fantasy Mounts! •

Shieldice Studio



Introduction

Realm Fables are source-books containing a collection of micro-settings, tables for random generation and much more for your favourite fantasy role playing games. Most content and tables within use bold, large fonts to make them easy to read on the fly while at the table, but the tools and texts in 'Realm Fables' work best when part of a meticulously preplanned adventure or campaign setting. The content is meant to spark the imagination of the Game Master and help them push through the creative blocks we all find ourselves struggling with from time to time. So mix it up! Chop up and change sections of the micro-settings, cherry-pick specific ideas from tables, use specific NPCs or dungeons and leave others for later, or simply play one of the full settings of 'Realm Fables' as they are laid out in the books. Use the collection of tables to generate your own settings, from towns to cities, NPCs and monsters, items and weapons, or roll against the tables on the fly whilst running your games. If the party of adventurers happen to take a turn you hadn't yet thought of or planned for, these tables can quickly get you out of a tight spot or a creative bind. However you choose to use the system neutral settings and tools of 'Realm Fables', good luck with the crafting of other worlds, and happy (or not so happy) adventuring to your players...

Written and designed by Jay Merritt.



'Oh, to bond with a creature who will carry my burdens...'

Mounts within a fantasy world can be used to cover great distances at speed. They can also be used as tools of war or pack animals to carry your gear and treasure. Creating a bond with one of these creatures may mean they become a true friend, just as valuable to the party as the members themselves.

When thinking of mounts, the horse comes to mind, but within a fantasy world a mount can be anything from a giant spider to an undead ice dragon.

This book will aid you in quickly generating mounts for your newly formed world.

Perhaps you wish to create a specific beast of burden for a hero character or player? Maybe, instead, you wish to generate strange animals that are used to pull wagons throughout an area of your world. Chariots used by the military may be pulled by the creature you generate. 'Beasts of Burden' can be used in many ways to craft distinctive mounts and bizarre animals.



EQUINE

1	Pony - Smaller Stature	4	Light Horse - Speed, Bred for Riding
2	Warm Blooded Horse - Athletic	5	Draft Horse - Heavy, Cart Horse
3	Gaited Horse - Showmanship	6	Warhorse - Heavy, Armoured

Temperament

1	Quiet	7	Brash
2	Interested	8	Excitable
3	Nervous	9	Fearless
4	Stubborn	10	Calm
5	Aggressive	11	Sociable
6	Loyal	12	Playful

Equipment

1	Bare	7	Headdress
2	Leather Saddle	8	Stirrups
3	Armour	9	Reins
4	Sidebags / Saddlebags	10	Blanket
5	Caparison	11	Spiked Helm
6	Weapon Sheaths	12	Jousting Saddle

Coat Type

1	Bay	7	Palomino
2	Chestnut / Sorrel	8	Buckskin
3	Grey	9	Dun
4	Black	10	Pinto
5	White	11	Appaloosa / Spotted
6	Roan	12	Zebra Striped

Special Ability

1	Horseshoes Repel Undead	7	Its Gait can Enchant Small Creatures
2	Can Run on Water	8	Can Converse with its Rider
3	Magical Unlimited Saddlebags	9	At Full Speed, its Hooves cause Thunder
4	Grows Wings when it Rains	10	Its Hind Kick can Break Stone
5	Has the Horn of a Unicorn	11	Can Survive on a Single Apple a Week
6	Flaming Mane, Impervious to Fire	12	Wild Horses will Obey and Follow it



WINGED

1	Griffin	11	Pterosaur
2	Small Dragon	12	Winged Wolf
3	Giant Owl	13	Giant Raven
4	Giant Bat	14	Large Dragon
5	Giant Eagle	15	Giant Kingfisher
6	Pegasus	16	Winged Tiger
7	Wyvern	17	Giant Parrot
8	Giant Butterfly	18	Giant Moth
9	Phoenix	19	Giant Hawk
10	Winged Lion	20	Giant Flying Squirrel

Coat / Skin Type

1	Bones / Undead	7	Mechanical
2	Feathered	8	Energy / Starlight
3	Fur	9	Spined
4	Scales	10	Stubble / Short Hair
5	Stone	11	Fungal
6	Flesh	12	Crystalline

Colours

1	Red	7	White
2	Green	8	Black
3	Light Blue	9	Grey
4	Golden	10	Pink
5	Purple	11	Navy
6	Brown	12	Silver

Special Ability

1	Releases Holy Light during flight	7	It is Wise beyond Imagining
2	Wings create Air Blasts	8	Can Learn and Cast Basic Spells
3	Can Breathe Fire	9	It Holds an Ancient Secret
4	Can Speak in Human Tongues	10	Can Breathe Ice
5	Flying Creatures are Drawn to it	11	Its Wings can Withstand Great Heat
6	In Flight, Its shadow Causes Fear	12	Armour makes it almost Impervious



DRAGON MOUNT

1	Blue Dragon	11	Winter Dragon
2	Black Dragon	12	Crystal Dragon
3	Red Dragon	13	Jungle Dragon
4	Undead Dragon	14	Summer Dragon
5	Ice Dragon	15	Lava Dragon
6	Bronze Dragon	16	Shadow Dragon
7	Copper Dragon	17	Starlight Dragon
8	White Dragon	18	Smoke Dragon
9	Green Dragon	19	Fire Dragon
10	Lighting Dragon	20	Water Dragon

Strength

1	Strength / Power	7	Impenetrable Scales
2	Durability / Thick Hide	8	Controls the Minds of Lesser Creatures
3	Devastating Flame Breath	9	Can Fly through Dimensions
4	Can Cast Spells	10	Commands Great Wealth
5	Venomous Saliva	11	Has the ability to Shape-shift
6	Is Considered to be Immortal	12	Its Claws can Cut any Known Substance

Weakness

1	Spell Scroll of Dragon Slaying	7	As Foretold; A Squire's Lance
2	Spear Tip made from Royal Bone	8	A Chink in its Scales
3	Obsidian Arrow Heads	9	Vulnerable Wings
4	A Dragon of the Same Kind	10	Life-force is Bound to a Relic
5	The Draconic Plague	11	Must Continually Feed, or Starve
6	A Sleeping God	12	Dark Magic Weakens it

Age: 1. 1-50 | 2. 51-100 | 3. 101-200 | 4. 201-400 | 5. 401-600 | 6. 601-1000+

Size:





FELINE

1	Sabre-tooth	11	Sphinx
2	Lion	12	Giant House-cat
3	Mountain Lion	13	Large Ocelot
4	Tiger	14	Giant Lynx
5	Puma	15	Jungle Cat
6	Cheetah	16	Sand Cat
7	Leopard	17	Wildcat
8	Jaguar	18	Large Bobcat
9	Snow Leopard	19	Panther
10	Large Caracal	20	Lioness

Fur / Coat Type

1	Thick Stripes	7	Solid Colour
2	Large Spots	8	Albino
3	Rosettes	9	Long, Hanging Fur
4	Thin Stripes	10	Patchy
5	Many Small Spots	11	Runic Patterns
6	Scarred	12	Shaven and Tattooed

Claws & Fangs

1	Crystalline	7	Flaming
2	White Bone	8	Ice-like
3	Obsidian	9	Stone
4	Metallic / Plated	10	Jade
5	Keratin	11	Blood Red
6	Unnaturally Long	12	Golden

Special Ability

1	Can Pounce up to 30 Feet	7	When Wet, its Rage is Unmatched
2	Its Roar Terrifies Smaller Creatures	8	Its Jaws can Splinter Trees
3	Its Tail can Wield a Weapon	9	Its Ears Twitch at the sound of Enemies
4	Its Purr can Put Humans to Sleep	10	When Stalking it is almost Invisible
5	Its Whiskers Sense Danger ahead	11	Its eyes Glow like Embers when Angered
6	Its Cry can Shatter Glass	12	Its coat colour matches its surroundings



REPTILIAN & AMPHIBIAN

1	Giant Boa	11	Crocodile
2	Komodo Dragon	12	Giant Viper
3	Crocodile	13	Giant Adder
4	Giant Lizard	14	Giant Toad
5	Giant Chameleon	15	Giant Rattlesnake
6	Giant Iguana	16	Giant Frog
7	Giant Skink	17	Giant Salamander
8	Giant Turtle	18	Giant Python
9	Alligator	19	Giant Newt
10	Giant Cobra	20	Giant Bullfrog

Skin / Scale Pattern

1	Layered Scales	7	Brightly Striped
2	Triangular	8	Mottled
3	Round	9	Dry / Cracked
4	Cobblestone Style	10	Solid Colour
5	Thick Stripes	11	Leaf Shaped / Camouflaged
6	Criss-cross	12	Lumpy / Warts

Skin / Scale Style

1	Luminescent	7	Glass-like
2	Dull / Black	8	Pearled
3	Sandy	9	Leafy / Earth Tones
4	Emerald Green	10	Mirrored
5	Glowing Crimson	11	Crystal Growths
6	Blue and Yellow	12	Grey Hide

Special Ability

1	Can Spit Venom	7	Can Swallow Large Creatures
2	Skin is Poisonous to the Touch	8	May Lay Eggs when Warm and Asleep
3	Rolls in Mud to become Unseen	9	Sees using Heat Vision
4	Can Breath Blue Flames	10	Scales are Harder than Armour
5	Can Crawl up Walls	11	Can Swim through Lava Unharmed
6	Can Wrap Around Enemies	12	Attracts and Controls Insect Swarms

OTHER

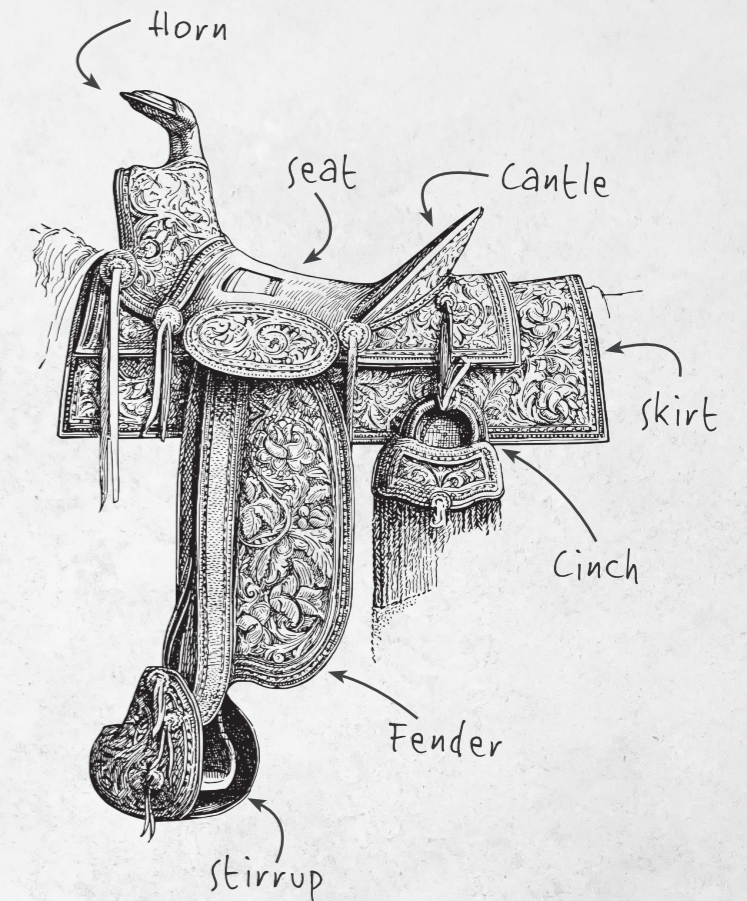


1	Boar	11	Giant Hare
2	Wolf	12	Elephant
3	Grizzly Bear	13	Rhinoceros
4	Polar Bear	14	Hippopotamus
5	Oxen	15	Giant Spider
6	Buffalo	16	Golem
7	Giant Scorpion	17	Giant Fox
8	Giant Beetle	18	Panda
9	Camel	19	Gorilla
10	Drake	20	Giant Badger

SADDLE

Main Material

1	Leather
2	Metal
3	Bone
4	Bark
5	Fabric
6	Crystal



Buckles and Reins

1	Golden Ornate Buckles	7	Reins and Buckles of Starlight
2	Thick Rope Reins	8	Rune-carved Straps that Grant Foresight
3	Rusty Sharp Buckles	9	Coral Buckles of Ancient Design
4	Spiked Ornaments	10	Buckles of Solid Gold
5	Jungle Vine Reins	11	Reins that Work only for their Master
6	Magically Fastening Buckles	12	Buckles of Carved Stone

Unique Trait

1	Can be Held as a Tough Shield	7	Glowes Brightly at Night
2	Contains a Rune that Warms it	8	The Rider Never Tires
3	Causes Mount to become Stronger	9	Grows Thorns if Evil sits Upon it
4	Contains Spring that Shoots Rider	10	Attracts Friendly Creatures towards it
5	Magically Wards Rider from Rain	11	Holds a Magical Bedroll of Healing
6	Woven with thick Spider Silk	12	Contains Smuggling Compartments



MOUNT ARMOUR

Main Material

1	Steel	11	Magical Energy
2	Iron	12	Leather
3	Copper	13	Obsidian
4	Gold	14	Meteorite Metal
5	Silver	15	Shell
6	Stone	16	Woven Fabric
7	Bone	17	Chain-mail
8	Wood	18	Chitinous
9	Crystal	19	Fired Clay
10	Bronze	20	Coral

Armour Design

1	Armour is Thick and Heavy	7	Criss-crossing Straps Connect the Pieces
2	Patchwork and Mended	8	No part of the Mount is Visible Beneath
3	Chain Links hold it all together	9	Armour is Sparse and only Covers Vitals
4	The Material is layered like Scales	10	Armour can be Reconfigured for Rider
5	Mechanical Device Shifts Armour	11	Material is Hung over Mount via Rope
6	Armour is Light and Agile	12	Coloured, Tied Sashes hold it together

Armour Adornments

1	Covered in Plant Growth	7	A Porcelain Shield hang from it
2	Adorned with Iron Spikes	8	Quivers have been placed either side
3	Ancient Symbols Painted Upon it	9	Peacock Feathers Rise from the Armour
4	Material has Been Dyed Blue	10	Sharp Fins run its length
5	Inlaid with Gold Filigree	11	Adorned with Cactus Spines
6	Battle Worn and Scarred	12	Infused with a Rippling Magical Energy

What does the Armour grant?

1	Strength
2	Speed
3	Heat Immunity
4	Lightning Immunity
5	Cold Immunity
6	Curse Protection





CARAVAN & WAGONS

1	Cart	4	Traveller's Wagon
2	Hay Wagon	5	Chariot
3	Covered Wagon	6	War Wagon

Style

1	Simple	7	Light but Fragile
2	Gothic	8	Lavish
3	Regal	9	Magical
4	Shabby	10	Wild / Wilderness
5	Armoured	11	Militaristic
6	Sturdy	12	Ornate

Wheels

1	Large Wheels of Wood and Iron	7	Bloodied, Spiked Wheels
2	Small Wheels of Wood and Iron	8	Two Well Crafted Wheels
3	Sturdy Round Shields as Wheels	9	Four Spoked Wheels
4	Many Different Size Wheels	10	Sliced Log Wheels
5	Sledge Runners	11	Stone Wheels
6	Magically Floats	12	Wizard's Wheels of Crystal

Goods On-board

1	Grain and Flour	7	Vegetables and Dried Meat
2	Weapons and Armour	8	Casks of Ale
3	Potions and Herbs	9	Jugs of Wine
4	Documents and Scrolls	10	Fabrics and Silk
5	Taxes - Chests of Coin	11	Collection of Relics
6	Jewels and other Treasure	12	Hunter's Pelts and Equipment

From where does the Wagon originate?

1	Farmland
2	Sandy Desert
3	Snowy Tundra
4	Tropical Region
5	The City
6	Forest Realm

