

HOME BREW RULES: MOUNTED TRAVEL OVER LAND

Instead of traveling to your destination by foot, it is common for adventuring types like yourself to procure mounts or vehicles to travel large distances. The rules for mounted travel over land are provided in PHB (p.155), PHB (p.181) and DMG (p.242). In this document, I append the rules-as-written with some homebrew rules.

CHOOSING A MOUNT FOR TRAVEL OVER LAND

For a creature to serve as a mount for travel over land, it must have

1. a suitable build for mounted travel;
2. and be at least one size class larger than you are.

A Medium sized adventurer, therefore, needs a mount that is at least Large or counts as such. Moreover, its carrying capacity must be sufficient to carry you if you are mounting it.

AVAILABLE MOUNTS

The following common mounts are outlined in the Player's Handbook, Dungeon Master Guide and the Monster Manual for travel over land. The table includes the size class (S = Small, M = Medium, L = Large, H = Huge), the Carrying Capacity, the Constitution modifier and a page reference to the Monster Manual.

Creature	Size	Cap. (lb)	CON	Ref.
Camel	L	480	+2	MM (p.320)
Elephant	H	1320	+3	MM (p.322)
Elk	L	480	+1	MM (p.322)
Giant Elk	H	1140	+2	MM (p.325)
Giant Goat	L	510	+1	MM (p.326)
Horse, draft	L	540	+1	MM (p.321)
Horse, riding	L	480	+1	MM (p.337)
Mammoth	H	1440	+5	MM (p.332)
Mastiff	M	195	+1	MM (p.332)
Mule	M	420	+1	MM (p.333)
Pony	M	335	+1	MM (p.335)
Warhorse	L	540	+1	MM (p.340)
Worg	L	480	+1	MM (p.341)

In addition to these creatures, there are two new horse types available. These types are specially trained and bred for long distance travel. The Hackney Horse is ideal for pulling carriages and can trot for an extended amount of time. The Palfrey Horse, on the other hand, is ideal

for long distance riding. Instead of trotting it can amble, which is much more comfortable for the rider. Because of these desirable traits, these horses are more costly. A typical Hackney horse costs 90 gp and a typical Palfrey horse costs 100 gp. However, prices may vary.

Hackney Horse

Large beast, unaligned

Armor Class 12

Hit Points 20 (2d10 + 9)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	11 (+0)	7 (-2)

Saving Throws constitution +5

Senses passive perception 10

Languages —

Challenge 1/4 (50 XP)

Description

Trot. This elegant, high stepping breed of horse is popular for use with carriages. A Hackney possesses good stamina and is capable of trotting at high speed for extended periods of time. The Normal and Fast travel paces are increased by 25% (Normal: 375 ft/min, 4 mi/hr, 30 mi/day | Fast: 500 ft/min, 5 mi/hr, 38 mi/day).

Capacity. The Hackney can carry 510 lb or pull a wheeled vehicle of 2550 lb.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 2d4+3 bludgeoning damage.

Palfrey Horse

Large beast, unaligned

Armor Class 10

Hit Points 14 (2d10 + 3)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Saving Throws constitution +3

Senses passive perception 10

Languages —

Challenge 1/4 (50 XP)

Description

Amble. The significant characteristic of the Palfrey is that, rather than trotting, it possesses a smooth, ambling gait. This is more comfortable for the rider. When a Palfrey is used as a mount, the rider makes Constitution saving throws for Exhaustion with Advantage.

Capacity. The Palfrey can carry 420 lb or pull a wheeled vehicle of 2100 lb.

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 2d4+2 bludgeoning damage.

CARRYING CAPACITY

Each mount has a maximum carrying capacity. For a Small or Medium sized creature, the carrying capacity is equal to its Strength score x 15. For each size class larger than Medium, the carrying capacity is doubled. For Tiny creatures, it is half of that of Small or Medium creature. This results in the following table. To get the capacity in lb., take the creature's Strength score (e.g. 15) and apply the listed multiplier. The column "Carrying" provides the multipliers for the maximum weight the creature can carry, the column "Pull" lists the amount of weight it can pull with high friction (e.g. a large boulder) and the column "Vehicle" lists the maximum weight it can pull when the object has wheels.

Size	Carrying	Pull	Vehicle
Tiny	STR x 7.5	STR x 15	STR x 37.5
Small	STR x 15	STR x 30	STR x 75
Medium	STR x 15	STR x 30	STR x 75
Large	STR x 30	STR x 60	STR x 150
Huge	STR x 60	STR x 120	STR x 300
Gargantuan	STR x 120	STR x 240	STR x 600

When a horse is saddled for riding (bit and bridle, riding saddle and saddle bags) it is carrying at least 34 lb. When a horse is saddled for war (bit and bridle, saddle bags, military saddle), it is at least carrying 39 lb. However, a war horse typically also carries barding.

AC	Barding	Cost (gp)	Weight (lb)
12	Leather	40	20
13	Studded leather	180	26
14	Ring mail	120	160
15	Scale mail	200	90
16	Chain mail	300	110
17	Splint	800	120
18	Plate	6000	130

It is important to note that a military saddle (which is heavier and more expensive than a riding saddle) aids the rider in remaining seated. It provides advantage on checks to remain seated (see PHB (p.155)).

CAN I PHYSICALLY RIDE ONE?

To determine whether a specific mount is suitable for you, we need to check two things. First, is the creature at least on size class larger than you are? If so, calculate your maximum weight. This is your base weight as listed on your character sheet combined with your maximum carrying capacity. For a low strength character (e.g. a STR 6 (-3) wizard), the carrying capacity is 90 lb. For a high strength character, (e.g. a STR 20 (+5) barbarian), this is 300 lb.

A typical character weighs less than 250 lb and will carry at most 250 lb of equipment. In most cases, a riding horse will suffice in terms of carrying capacity and size.

CAN I RIDE IT WELL?

Whether you can ride it well, depends on the campaign setting, the type of mount and the whether you are proficient with the Animal Handling skill.

For most settings, you can reasonably assume that you can ride on common, domesticated mounts. Other mounts may require training to be able to ride them. Training may for example consist of consecutive Animal Handling checks of increasing DC to learn how to handle the mount.

Your Animal Handling also comes in whenever there is any question whether you can calm down your mount, keep it from getting spooked or try to control your mount when you attempt a risky maneuver.

VEHICLES

For transport over land, adventurers typically choose from three options: a carriage, a cart or a wagon.

A cart has a single axis and is pulled by one or two creatures. It is intended for the transport of goods. A rider sits on top of one of the pulling creatures or walks next to it. A typically cart can carry 2000 lb of cargo.

A wagon has two axes, is heavier and capable of carrying more. It is typically pulled by two or more horses and comes in open and closed configurations. In the latter case, a tarp is used with a wooden skeleton to protect the cargo from the elements. It can be used for the transport of goods and people. A driver sits on a seat on the front the carriage. A small wagon that is pulled by one horse can carry 4000 lb or has space for 4 seated passengers in its hold. A medium sized wagon pulled by two horses can carry 8000 lb or 6 passengers in its hold. A great wagon pulled by 4 or more horses can carry up to 12000 lb and carry up to 15 passengers.

A carriage is solely intended for carrying people. It consists of a cabin (either open or closed) and has comfortable seats. A closed version often features curtains

so that the passengers have better privacy. Luggage can be strapped to the back or to the roof. The driver sits on a seat on the front of the carriage. A typical two-horse carriage has space for 4 passengers in its cabin and 1 driver and a 1 guard on the front seat.

A typical party of 4 adventurers will require a carrying capacity of 2000 lb. In most cases, one or two horses and a medium sized wagon will suffice.

TRAVEL PACE AND EXHAUSTION

According to PHB (p.182) and DMG (p.242) the travel pace is unaffected by the mode of travel over land. The reasoning here is that over time a group of travelers will adopt a travel speed that is unaffected by the individual members' walking speed. When traveling on top of a mount, your rate of travel is not increased. Although mounts are typically faster than an adventurer on its own, it cannot sustain this high velocity with a heavily armored adventurer on its back.

For most mounts, use the travel rates as listed in PHB (p.182):

Pace	Min.	Hour	Day	Effect
Fast	400 ft	4 mi	30 mi	-5 penalty to passive Wisdom (Perception) checks
Normal	300 ft	3 mi	24 mi	—
Slow	200 ft	2 mi	18 mi	Able to use Stealth

You can increase your travel rate by procuring a Hackney Horse (see above) to cover 30 mi/day at a Normal pace of 38 mi/day at a Fast pace.

For short spans of time, you can travel much faster than a humanoid on foot. A mounted character can ride at a gallop for 1 hour, covering twice the distance for a Fast pace (see PHB (p.181) and the table above). After this hour (homebrew), you will have to take a short rest before you can continue. Alternatively, you can push on. For every hour you push on both you and your mount automatically suffer from one point of exhaustion.

The travel pace above assumes that you travel for 8 hours per day. You can push beyond this limit at the risk of exhaustion. At the end of each additional hour, you must make a constitution saving throw. The DC is 10 + 1 for each hour past 8 hours. On a failed save, a character suffers one level of exhaustion (PHB (p.181)).

When you are traveling on foot, you make the constitution saving throw as above. For mounted travel, both your mount and you make the constitution saving throw as above. When riding a Palfrey Horse, you can make the constitution saving throw with advantage. For drawn vehicles, your mount makes the constitution saving throw as above and you make it with advantage (traveling is still tiring, but less so).

INSPIRED BY

This content was inspired by u/DrSloughKeg on Reddit.

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