

KANGAROO

These tall bi-pedal creatures have long pointy ears, a 'pouch' located by their navel, and pronounced muzzles. A kangaroo stands over 6-1/2 feet tall and can weigh upwards of 200 pounds. The most notable thing about them is their muscular legs which allow them to make incredible leaps. This can make them awkward mounts, requiring special designed harnesses to keep a rider in the pouch and not fly out, usually with dire consequences.

Normally a passive creature, a kangaroo is more than capable of defending itself if cornered or provoked. They can punch with their fists with surprising accuracy. They can also strike out at foes with a powerful kick capable of causing a creature to stumble backwards. To do so, the kangaroo will balance itself using its tail and strike out with their powerful legs.

KANGAROO

Medium beast, unaligned

Armor Class 12
Hit Points 16 (3d8+3)
Speed 30 ft.

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

Skills Athletics +3, Perception +3
Senses passive Perception 13
Languages -
Challenge 1/2 (100 XP)

Standing Leap. The kangaroo's long jump is up to 30 feet and its high jump is up to 15 feet.

Drop Kick. If the kangaroo hits a creature with a slam attack, the target must make a DC 11 Strength check or be knocked back 10 feet.

Actions

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage.

OKJA

These "super pigs" were once just ordinary farm animals, transformed with arcane magic of unknown origin. It is rumored that their creators hoped to create a magical source of food that would allow individuals to subsist without nourishment for weeks on end. This endeavor failed as the okja has a thick protective hide making it difficult to harvest their meat. Nowadays, the okja are sold to wealthy individuals as pets.

Surprisingly fast for a creature of their size, the Okja lacks the agility to make tight turns in combat. They are friendly towards most creatures but are very protective of their riders.

OKJA

Large beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 34 (4d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

Senses Passive Perception 12
Languages -
Challenge 1 (200 XP)

Charge. If the Okja moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Crushing Flop. If a target is prone, the Okja use an action to flop its hind quarters on top of the target. The target must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be stunned until the end of its next turn. On a successful save the target is not stunned.

Keen Smell. The Okja has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage.

TUKARM

A third-pill bug, third-armadillo, and third-pug (canine) hybrid, a tukarm is the creation of a small group of mages. Their intent was not malicious, but more of intellectual curiosity as they attempted to crossbreed hundreds of creatures. The tukarm was the group's one success and after years of close study, the mages decided to release the tukarm into the wild for further study. As time passed and the tukarm multiplied, some were domesticated as people realized they made speedy mounts.

The tukarm travels at 30 feet when in its natural state. What makes the creature unique is their ability to roll into a ball and move at twice their normal rate. The shell rotates quickly, but the center mass of the tukarm does not. A special saddle was created which was fastened to this center mass, but allowed the shell to slide under it with slowing the tukarm down. The tukarm can also use its mighty claws to burrow underground, using its tremorsense to locate enemies and burst out from underneath them.

Friendly and loyal, most tukarm mounts forge a bond with their rider, doing whatever they can to protect and serve them.

TUKARM

Large beast, unaligned

Armor Class 13 natural armor
Hit Points 45 (6d10 + 12)
Speed 30 ft./60 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	14 (+2)	10 (+0)

Damage Resistances Bludgeoning, Piercing, and Slashing from non-magical attacks
Senses Tremorsense 60 ft., passive Perception +5
Languages Understands common but can't speak
Challenge 1 (200 XP)

Charge. If the tukarm moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 1) slashing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

GLYPTODON

This large mammal has a massive shell that protects it similar to an armadillo or a turtle. They are typically about 11 feet in length, 5 feet tall, and weigh up to 2 tons. They are gentle creatures who, thanks to their thick shell, have few natural predators.

Trained as mounts, the Glyptodon is not the fastest of creatures, but in battle they are sturdy and can use their massive girth to deliver deadly blows.

GLYPTODON

Large beast, unaligned

Armor Class 19 (Natural Armor), 14 while prone
Hit Points 76 (9d10 + 27)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Athletics +8
Senses passive Perception 11
Languages --
Challenge 5 (1,800 XP)

Stable. Whenever an effect knocks the glyptodon prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone glyptodon is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

Actions

Multiattack. The glyptodon makes two headbutt attacks.

Headbutt. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Ramming Charge. The glyptodon puts its head down and moves up to its speed in a straight line. While doing so, it can enter Large or smaller creatures' spaces. Whenever the glyptodon enters a creature's space, the creature must make a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the glyptodon. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the glyptodon enters the creature's space, and the creature takes 14 (4d6) bludgeoning damage and is knocked prone and pushed 5 feet to the side of the glyptodon. A creature can choose to take an opportunity attack against the glyptodon if it enters their space, but they then automatically fail the saving throw.

WAR DRAKE

A large sized cousin of the urban drake, the war drake is a fully domesticated creature that nobles have trained to use as flying mounts. Comfortable around most humanoids, the war drake can also be a terrifying and fearsome foe to any creature its rider deems a threat.

The war drake is often fitted with an armor designed to be light enough to not hinder its flying maneuverability, but strong enough to provide the same protection as plate mail.

WAR DRAKE

Large dragon, unaligned

Armor Class 18 (plate mail)

Hit Points 95 (10d10+20)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	13 (+1)	10 (+0)

Saving Throws Dex +4

Skills Intimidation +3, Perception +4

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 14

Languages Understands draconic but can't speak

Challenge 6 (2,300 XP)

Flyby. The war drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Surprise Attack. If the drake surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The drake makes two attacks: one with its bite and one with its claws

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 5) slashing damage.