A LITTLE LESS PREP. A LITTLE MORE WONDER.

Mounts



Choose an animal for a stable, a traveling party or the transport offered by a roadside merchant.

How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Mounts	Price / rarity	Quick reminder
01-13	**Camel**	50 gp	Carrying capacity 450 lb.; mount only. Tack, feed and combat statistics are separate.
14-26	**Elephant**	200 gp	Carrying capacity 1320 lb.; mount only. Tack, feed and combat statistics are separate.
27-39	**Horse, Draft**	50 gp	Carrying capacity 540 lb.; mount only. Tack, feed and combat statistics are separate.
40-52	**Horse, Riding**	75 gp	Carrying capacity 480 lb.; mount only. Tack, feed and combat statistics are separate.
53-64	**Mastiff**	25 gp	Carrying capacity 195 lb.; mount only. Tack, feed and combat statistics are separate.
65-76	**Mule**	8 gp	Carrying capacity 420 lb.; mount only. Tack, feed and combat statistics are separate.
77-88	**Pony**	30 gp	Carrying capacity 225 lb.; mount only. Tack, feed and combat statistics are separate.
89-00	**Warhorse**	400 gp	Carrying capacity 540 lb.; mount only. Tack, feed and combat statistics are separate.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 12% or 13% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

This work includes material from the System Reference Document 5.2.1 by Wizards of the Coast LLC, licensed under CC BY 4.0.
Item summaries, selection and roll ranges adapted by justroll. Not affiliated with Wizards of the Coast.