Bison

*Large beast, unaligned*

**Armor Class** 10 (natural armor)
**Hit Points** 30 (4d10 + 8)
**Speed** 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>8 (-1)</td>
<td>14 (+2)</td>
<td>2 (-4)</td>
<td>10 (+0)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**Senses** passive Perception 10
**Languages** -
**Challenge** 1/2 (100 XP)

**Trampling Charge.** If the bison moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the bison can make another attack with its hooves against it as a bonus action.

**Actions**

**Hooves.** * Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Reindeer

*Large beast, unaligned*

**Armor Class** 10
**Hit Points** 30 (4d10 + 8)
**Speed** 50 ft.

<table>
<thead>
<tr>
<th>STR</th>
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<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>10 (+0)</td>
<td>14 (+2)</td>
<td>2 (-4)</td>
<td>10 (+0)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**Senses** passive Perception 10
**Languages** -
**Challenge** 1/2 (100 XP)

**Charge.** If the reindeer moves at least 20 feet straight toward a target and the hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw of be knocked prone.

**Actions**

**Ram.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Ostrich

*Medium beast, unaligned*

**Armor Class** 15 (natural armor)
**Hit Points** 19 (3d10 + 3)
**Speed** 70 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 (+2)</td>
<td>18 (+4)</td>
<td>12 (+1)</td>
<td>2 (-4)</td>
<td>10 (+0)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**Senses** passive Perception 10
**Languages** -
**Challenge** 1/2 (100 XP)

**Medium Mount.** Ostriches can carry a rider of Medium size or smaller.

**Trampling Charge.** If the ostrich moves at least 20 feet straight toward a creature and then hits it with a talons attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the ostrich can make another attack with its talons against it as a bonus action.

**Actions**

**Talons.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Riding Deer

*Large beast, unaligned*

**Armor Class** 14
**Hit Points** 19 (3d10 + 3)
**Speed** 50 ft.

<table>
<thead>
<tr>
<th>STR</th>
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<th>CON</th>
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<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 (+2)</td>
<td>18 (+4)</td>
<td>12 (+1)</td>
<td>2 (-4)</td>
<td>14 (+2)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**Senses** passive Perception 12
**Languages** -
**Challenge** 1/2 (100 XP)

**Charge.** If the deer moves at least 20 feet straight toward a target and the hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw of be knocked prone.

**Actions**

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Ram.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.
Riding Turtle

**Large beast, unaligned**

**Armor Class**: 12 (natural armor)

**Hit Points**: 26 (4d10 + 4)

**Speed**: 10 ft., swim 50 ft.

<table>
<thead>
<tr>
<th>STR</th>
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</tr>
</thead>
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<tr>
<td>15 (+2)</td>
<td>8 (-1)</td>
<td>13 (+1)</td>
<td>2 (-4)</td>
<td>10 (+0)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**Senses**: passive Perception 10

**Languages**: -

**Challenge**: 1/2 (100 XP)

**Hold Breath**. The turtle can hold its breath for 15 minutes.

**Actions**

**Bite. Melee Weapon Attack**: +4 to hit, reach 5 ft., one target. **Hit**: 6 (1d8 + 2) piercing damage.

Water Buffalo

**Large beast, unaligned**

**Armor Class**: 10 (natural armor)

**Hit Points**: 30 (4d10 + 8)

**Speed**: 40 ft.

<table>
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<tr>
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</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>8 (-1)</td>
<td>14 (+2)</td>
<td>2 (-4)</td>
<td>10 (+0)</td>
<td>5 (-3)</td>
</tr>
</tbody>
</table>

**Senses**: passive Perception 11

**Languages**: -

**Challenge**: 1 (200 XP)

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

**Actions**

**Gore. Melee Weapon Attack**: +6 to hit, reach 5 ft., one target. **Hit**: 13 (2d8 + 4) piercing damage.

**Hooves. Melee Weapon Attack**: +6 to hit, reach 5 ft., one target. **Hit**: 11 (2d6 + 4) bludgeoning damage.

Yak

**Large beast, unaligned**

**Armor Class**: 10 (natural armor)

**Hit Points**: 30 (4d10 + 8)

**Speed**: 40 ft.

<table>
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<tr>
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<td>5 (-3)</td>
</tr>
</tbody>
</table>

**Senses**: passive Perception 11

**Languages**: -

**Challenge**: 1 (200 XP)

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

**Actions**

**Gore. Melee Weapon Attack**: +6 to hit, reach 5 ft., one target. **Hit**: 13 (2d8 + 4) piercing damage.

**Hooves. Melee Weapon Attack**: +6 to hit, reach 5 ft., one target. **Hit**: 11 (2d6 + 4) bludgeoning damage.

Mounts

Canus is home to some bizarre and wonderful animals that serve as mounts. Many can cross certain types of difficult terrain at normal speed. The table below indicates which types of difficult terrain specific mounts can ignore. These are common mounts for sale, other fantastic mounts might be found and trained at the DM’s discretion. Descriptions are provided for the mounts which require them.

<table>
<thead>
<tr>
<th>Mount</th>
<th>Speed</th>
<th>Ignored Difficult Terrain(s)</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bison</td>
<td>40 ft.</td>
<td>Forest</td>
<td>100 gp</td>
</tr>
<tr>
<td>Dog Sled and Team</td>
<td>40 ft.</td>
<td>Snowfields, Frozen Ocean</td>
<td>400 gp</td>
</tr>
<tr>
<td>Giant Goat</td>
<td>40 ft.</td>
<td>Mountains</td>
<td>75 gp</td>
</tr>
<tr>
<td>Giant Lizard</td>
<td>30 ft., climb 30ft.</td>
<td>Swamp, Marsh, Jungle</td>
<td>75 gp</td>
</tr>
<tr>
<td>Ornithopter</td>
<td>0 ft., fly 60 ft.</td>
<td>See notes</td>
<td>20,000 gp</td>
</tr>
<tr>
<td>Ostrich</td>
<td>70 ft.</td>
<td>None</td>
<td>150 gp</td>
</tr>
<tr>
<td>Reindeer</td>
<td>50 ft.</td>
<td>Snowfields, Mountains, Frozen Ocean</td>
<td>150 gp</td>
</tr>
<tr>
<td>Riding Deer</td>
<td>50 ft.</td>
<td>Forest</td>
<td>150 gp</td>
</tr>
<tr>
<td>Riding Turtle</td>
<td>10 ft., swim 50 ft.</td>
<td>Swamp, Marsh</td>
<td>200 gp</td>
</tr>
<tr>
<td>Water Buffalo</td>
<td>40 ft.</td>
<td>Swamp, Marsh, Jungle</td>
<td>150 gp</td>
</tr>
<tr>
<td>Yak</td>
<td>40 ft.</td>
<td>Snowfields, Mountains</td>
<td>100 gp</td>
</tr>
</tbody>
</table>

**Dogsled and Team**. A team of 8 dogs comes with a sled, ready to pull a rider and gear across the frozen landscapes of Canus.

**Mountain Ram**. Huge goats large enough to hold a man were first trained by the Bragonian dwarves. Now they are the preferred method of travel for all who traverse mountainous peaks.
Ornithopter. This is a special one-person flying machine created by Bragonay’s artisans for reconnaissance and solo travel. Its bird-shape has huge flapping wings which allow for lift and propulsion. These wings are powered by the rider through foot pedals. An ornithopter can glide great distances.

Riding Deer. These over-sized white-tailed deer were first bred by elves to be large enough to hold a rider. They spring through wooded forests and hills with ease.

Riding Turtle. These enormous, freshwater turtles are large enough to hold one rider comfortably on the shell. The turtles are trained to swim on the surface, since most of their riders cannot breathe underwater, however, they can be commanded to dive and surface. Turtles like this are often used in lieu of boats when traveling on lakes and rivers.