

#1-06 Bandits of Immenwood

Wagon rules

Wagon Description

The wagon is made of wood with a canvas cover over the cargo compartment and has room in front for two Medium creatures to sit (one of whom is the driver). It takes up a 10-foot square and is drawn by two riding horses (Persephone and Machete) who are both harnessed tightly into a 10-foot square in front of the wagon. The wagon's cargo is enclosed by a canvas cover, and can be accessed only by those who enter the wagon itself.

Entering and Leaving the Wagon

Entering the wagon's cargo space requires an action to Manipulate the tent flap, a second action to enter, and a third (optional) action to close the tent flap.

Wagon Statistics

The wagon's canvas covering has a hardness of 2 and 8 Hit Points, with a Break Threshold of 4. If the wagon's cover gains the broken condition, a hole large enough for creatures to Squeeze inside has been created. If the wagon's cover is destroyed, the wagon's cargo is no longer enclosed, and any creature can access the cargo from an adjacent square.

Driving the Cart

PCs can use the Nature skill and **Command an Animal (Nature DC15)** action to get the horses to obey the following commands. On a success, the animal performs the listed action until another command is given.

Action List:

- Stride (1 action)
- Gallop (2 actions)
- Stop (1 action).

Horse Statistics

Source [Core Rulebook pg. 216](#)

Your companion is a horse, pony, or similar equine.

Size Medium or Large

Melee  hoof ([agile](#)), **Damage** 1d6 bludgeoning

Str 3, **Dex** 2, **Con** 2, **Int** -4, **Wis** 1, **Cha** 0

Hit Points 8

Skill [Survival](#)

Senses low-light vision, scent (imprecise, 30 feet)

Speed 40 feet

Special [mount](#)

Gallop 

[Core Rulebook pg. 216](#)

The horse Strides twice at a +10-foot circumstance bonus to Speed.

Wagon cover HP (Broken after 4 damage)

Persephone the horse HP

Machete the horse HP
