

Mule	Level 1 Minion Brute	
Large natural beast	XP 25	
HP 1; a missed attack never damages a minion	Initiative +1	
AC 13; Fortitude 14; Reflex 13; Will 13	Perception +6	
Speed 6	Low-Light Vision	
Traits		
Clumsy Attacker		
The mule lacks a melee basic attack.		
Pack Mule		
The mule's normal load is 180 pounds, heavy load is 360 pounds, and maximum drag load is 540 pounds. Base speed 6, travel 15 miles per day.		
Passive Combatant		
To take an action in combat, the mule needs its master to take an equivalent action to command it to do so. Whenever its master takes a move action, the mule can also take a move action. Its initiative is the same as its master during an encounter. If its master hasn't given the mule commands by the end of its turn, it moves or runs away from any creature in combat.		
Swift Runner		
When a mule charges, it gains +2 to speed. When a mule runs, it gains +4 to speed instead of +2.		
Standard Actions		
M Hooves • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 5 damage.		
Skills Athletics +8, Endurance +7		
Str 16 (+3)	Dex 12 (+1)	Wis 13 (+1)
Con 14 (+2)	Int 2 (−4)	Cha 10 (+0)
Alignment unaligned	Languages —	