

Commoner, M						0
NAME						CR
10 AC	4 HP	10 PASSIVE PERCEPTION	30 SPEED			
STR 0 BONUS	DEX 0 BONUS	CON 0 BONUS	INT 0 BONUS	WIS 0 BONUS	CHA 0 BONUS	
SKILLS / TRAITS						2 PROF
ACTIONS						
Club: +2, 1d4b						

Draft Horse, L						1/4
NAME						CR
10 AC	19 HP	10 PASSIVE PERCEPTION	40 SPEED			
STR 4 BONUS	DEX 0 BONUS	CON 1 BONUS	INT -4 BONUS	WIS 0 BONUS	CHA -2 BONUS	
SKILLS / TRAITS						2 PROF
ACTIONS						
Hooves: +6, 2d4+4b						

Goat, M						0
NAME						CR
10 AC	4 HP	10 PASSIVE PERCEPTION	40 SPEED			
STR 1 BONUS	DEX 0 BONUS	CON 0 BONUS	INT -4 BONUS	WIS 0 BONUS	CHA -3 BONUS	
SKILLS / TRAITS						2 PROF
Charge: If 20' toward target & hit w/ram, +1d4b & DC 10 Str save or prone Sure-Footed: Adv on Str & Dex saves vs prone						
ACTIONS						
Ram: +3, 1d4+1b						

Noble, M						1/8
NAME						CR
15 AC	9 HP	12 PASSIVE PERCEPTION	30 SPEED			
STR 0 BONUS	DEX 1 BONUS	CON 0 BONUS	INT 1 BONUS	WIS 2 BONUS	CHA 3 BONUS	
SKILLS / TRAITS						2 PROF
Deception +5, Insight +4, Persuasion +5						
ACTIONS						
Rapier: +3, 1d8+1p Parry (react): +2 AC vs melee attack						

Pony, M						1/8
NAME						CR
10 AC	11 HP	10 PASSIVE PERCEPTION	40 SPEED			
STR 2 BONUS	DEX 0 BONUS	CON 1 BONUS	INT -4 BONUS	WIS 0 BONUS	CHA -2 BONUS	
SKILLS / TRAITS						2 PROF
ACTIONS						
Hooves: +4, 2d4+2b						

Raven, T						0
NAME						CR
12 AC	1 HP	13 PASSIVE PERCEPTION	10/50f SPEED			
STR -4 BONUS	DEX 2 BONUS	CON -1 BONUS	INT -4 BONUS	WIS 1 BONUS	CHA -2 BONUS	
SKILLS / TRAITS						2 PROF
Perception +3 Mimicry: Mimic simple sound, DC 10 Insight to detect mimicry						
ACTIONS						
Beak: +4, 1p						

Scout, M						1/2
NAME						CR
13 AC	16 HP	15 PASSIVE PERCEPTION	30 SPEED			
STR 0 BONUS	DEX 2 BONUS	CON 1 BONUS	INT 0 BONUS	WIS 1 BONUS	CHA 0 BONUS	
SKILLS / TRAITS						2 PROF
Nature +4, Perception +5, Stealth +6, Survival +5 Keen Hearing & Sight: Adv on Perception for hearing & sight						
ACTIONS						
Multiattack: 2 melee or 2 ranged Shortsword: +4, 1d6+2p Longbow: 150/600, +4, 1d8+2p						

Spy, M						1
NAME						CR
12 AC	27 HP	16 PASSIVE PERCEPTION	30 SPEED			
STR 0 BONUS	DEX 2 BONUS	CON 0 BONUS	INT 1 BONUS	WIS 2 BONUS	CHA 3 BONUS	
SKILLS / TRAITS						2 PROF
Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4 Cunning Action: Bonus action Dash, Disengage, or Hide Sneak Attack (1/turn): +2d6 when adv or target within 5' of ally						
ACTIONS						
Multiattack: 2 melee Shortsword: +4, 1d6+2p Hand Crossbow: 30/120, +4, 1d6+2p						