

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

Charge: If 20' toward target & hit w/ram, +1d4b & DC 10 Str save or prone
Sure-Footed: Adv on Str & Dex saves vs prone

2 PROF

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

Deception +5, Insight +4, Persuasion +5

2 PROF

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

Perception +3

Mimicry: Mimic simple sound, DC 10
 Insight to detect mimicry

2 PROF

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

Nature +4, Perception +5, Stealth +6, Survival +5

Keen Hearing & Sight: Adv on Perception for hearing & sight

2 PROF

ACTIONS

Multiaattack: 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

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

2 PROF

ACTIONS

Multiaattack: 2 melee

Shortsword: +4, 1d6+2p
Hand Crossbow: 30/120, +4, 1d6+2p