**Warhorse**

*Large Beast, Unaligned*

**Attributes**

**AC** 11 **HP** 19 (3d10+3) **Speed** 60 ft.

**STR** 18 (+4) **DEX** 12 (+1) **CON** 13 (+1)

**INT** 2 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

**PP** 11 **CR** 1/2 (50 xp)

**Traits**

**Trampling Charge:** If the horse moves at least 20 ft. 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 horse 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.

**Brown Bear**

*Large Beast, Unaligned*

**Attributes**

**AC** 11 (Natural Armor) **HP** 34 (4d10+12) **Speed** 40 ft., climb 30 ft.

**STR** 19 (+4) **DEX** 10 (+0) **CON** 16 (+3)

**INT** 2 (-4) **WIS** 13 (+1) **CHA** 7 (-2)

**PP** 13 **CR** 1 (100 xp)

**Skills**

**Perception** +3

**Traits**

**Keen Smell:** The bear has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**

**Multiattack:** The bear makes two attacks: one with its bite and one with its claws.

**Bite:** Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

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

**Cat**

*Tiny Beast, Unaligned*

**Attributes**

**AC** 12 **HP** 2 **Speed** 40 ft., climb 30 ft. ft.

**STR** 3 (-4) **DEX** 15 (+2) **CON** 10 (0)

**INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

**PP** 13 **CR** 0 (10 XP)

**Skills**

**Perception** +3 **Stealth** +4

**Traits**

**Keen Smell:** The cat has advantage on Wisdom (Perception) checks that rely on smell.

**Actions**

**Claws**: Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

**Tiger**

*Large Beast, Unaligned*

**Attributes**

**AC** 12 **HP** 37 **Speed** 40 ft.

**STR** 17 (+3) **DEX** 15 (+2) **CON** 14 (+2)

**INT** 3 (-4) **WIS** 12 (+1) **CHA** 8 (-1)

**PP** 13 **CR** 0 (10 XP)

**Skills**

**Perception** +3 **Stealth** +6

**Traits**

**Darkvision**

**Keen Smell:** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce:** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**Actions**

**Bite**: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

**Claw**: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

**Mouse**

*Tiny Beast, Unaligned*

**Attributes**

**AC** 10 **HP** 1 **Speed** 40 ft.

**STR** 1 (-5) **DEX** 9 (-1) **CON** 5 (-3)

**INT** 2 (-4) **WIS** 7 (-2) **CHA** 5 (-3)

**PP** 13 **CR** 0 (10 XP)

**Skills**

**Perception** +3 **Stealth** +6