

# Goat

March 8, 2023



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Medium beast, unaligned

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

**Saving Throws**

**Skills**

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 10

**Languages** --

**Challenge** 0 (10 XP)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

**Sure-Footed.** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

## **Actions**

**Ram.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target.  
Hit: 3 (1d4 + 1) bludgeoning damage.