Goat

Medium Beast, Unaligned

Armor Class 10 (dex)

Hit Points 4 (1d8)

Speed 40 ft.

INIT

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

Senses passive perception 10

Challenge (10 XP)

Traits

Charge. If the goat moves at least 20 ft. 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.