

# THE HEDGESHEEP:

Custom beasts and monsters for D&D 5e

## Hedgesheep

Small Beast, Neutral

Armor Class: 13 (Natural Armor)

Hit Points: 22 (5d8)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	14(+2)	8(-1)	12(+1)	12(+1)

Skills: Stealth +3, Deception +3  
Survival +3

Vulnerabilities: Fire

Resistances: Bludgeoning, Cold

Senses: Tremorsense 10ft.  
Passive Perception 11

Languages: Understands Basic Common

Challenge Rating: 2 (450 xp)

## TRAITS

*Forest Camouflage:*

The Hedgesheep has advantage on Stealth checks made to hide in forest terrain, or areas with lots of plants and hedges.

*Sure-Footed:*

The Hedgesheep has advantage on strength and dexterity saving throws against effects that would knock it prone.

## ACTIONS

*Charge:*

if the Hedgesheep 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 2d4 bludgeoning damage and must succeed on a DC 13 strength save or be knocked prone.

*Ram:*

Melee attack +5 to hit, reach 5ft, one target.  
Hit 8 (2d4+3) bludgeoning damage.