

# THE UNCANNY GOAT

A BARNYARD CLASS FOR OLD SCHOOL ESSENTIALS  
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Requirements:	CON 9
Prime Requisite:	CON
Hit Dice:	D8
Maximum Level:	10
Armor:	13 natural
Weapons:	Horns, Hooves
Languages:	Common, Barnyard

Goats are hardy herbivores common to rural communities. However, some goats aren't right. Not that they're bad or evil, but something has made them strange. Now these goats seek adventure, reknown, and delicious living.

## COMBAT

All armor must be custom made and costs twice as much as normal. Goats can not use shields and rely on their horns and hooves in combat. They may attack the same target twice per round. Horns and hooves do D4 damage each and count as blunt weapons.

## STRANGE ORIGIN

All uncanny goats have a strange origin. Roll for the reason on the *"What Made the Goat Go Wrong?"* table or invent your own. Goats can also speak and read Common and Barnyard.

## HARDY

Goats are hardy creatures and have a +2 on saves versus poison and disease. When testing CON, goats roll with advantage.

## CLIMBING

Goats are efficient climbers and have a 3-in-6 chance to climb any vertical surface such as cliffs, walls, or trees.

## THE RIDDLE OF HOOF AND HORN

At 2nd level, a goat's hooves and horns become imbued with power. They count as magical weapons but do not grant a bonus to hit or damage.

## THICK

At 3rd level, the keratin of a goat's horns and hooves grows denser. Both now do D6 damage.

## GAMBOLING STRIKE

At 5th level, a goat gains a third attack with their hind legs. The goat may also now divide its attack among multiple targets.

## STRANGE GIFT

At 6th level, the goat's uncanny nature once again manifests. Roll on the table below:

1. **Growth:** Once per day, the goat may grow to twice its size for 6 turns. While enlarged they can carry twice their load and all attacks do double damage.
2. **Breathe fire:** Twice per day, the goat may breathe fire in a 15' cone doing 3D6 damage. Targets may save to take half damage. This attack replaces all other goat attacks for the round.
3. **Wise:** The goat has learned many things. They may comprehend languages at will. Also, the goat may test INT to identify items or to see if they know relevant information on any current situation.
4. **Regeneration:** The goat heals 1HP+CON bonus per round. However the goat still dies at OHP.
5. **Great shout:** Loud and proud, the goat has learned how to give a terrible shout. Twice per day, the goat can emit a cry to terrify up to 6 nearby creatures. They must save vs Spells or otherwise flee for 2 rounds.
6. **Steel stomach:** The goat gains immunity to all poison and diseases. It can also eat tin cans.

## DELICIOUS LIVING

At 8th level, the goat comes into their full glory and attracts 2D6 followers. These followers will be a mix of witches, drunkards, shepherds, children, and barnyard animals. They will follow wherever the goat goes, performing all tasks for the goat.

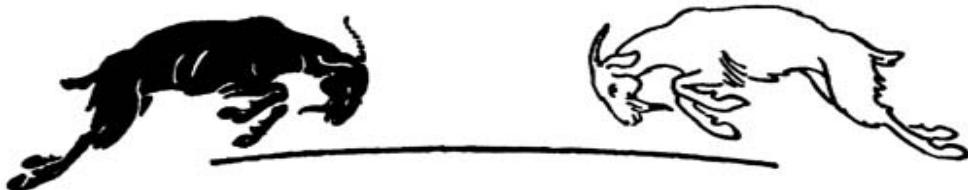
# WHAT MADE THE GOAT GO WRONG?

*"The only domestic animal known to return to feral life as swiftly as the cat is the goat."*

Something strange has happened to the goat. It now sits in the barn thinking strange thoughts.

What happened? Roll below to find out:

1. A skyrock landed in the back fields. The chromaspectral beings within changed you.
2. A bored fae taught you to read and write for a laugh.
3. Long ago an ethership crashed nearby. Over the centuries its strange substances leaked into the soil. Fortunately, you ate most of it.
4. It's not always demons, but sometimes it is. This is one of those times.
5. Someone left you outside all night, and the full moon's light made you weird.
6. A passing saint blessed you. Now you seek to free other goats from demonic domination.
7. You were found unconscious beside the alchemist's garbage heap. No one knows what you ate, not even the alchemist, but you haven't been right since.
8. A terrifying night with nature cultists scared wits into you.
9. Those little red mushrooms that sprout in the cow pasture after the rain.
10. A passing noble had a goat on their coat of arms. Now, you think you are royalty.
11. Drunk scholars kept you as a pet. You had the best manners of them all.
12. Unknown to all, you are descended from one of the Thunder God's pets.
13. You are the chosen one. It was supposed to be the swineherd, but destiny's finger slipped.
14. One too many head-butts.
15. A passing fiddler played in the fields and the music was enough to make you dance.
16. You were the last project of a legendary animal trainer.
17. One of your parent's was a dragon in disguise. You may occasionally breathe fire.
18. A voice on the wind gave you a true name before fading away.
19. A deceased soul resides inside you. Now you must finish a task the soul failed to do.
20. Heartbreak. You might be a talking goat, but no one wants to read your sad poetry.



## LEVEL PROGRESSION

Level	XP	HD	THACO	D	W	P	B	S
1	0	1D8	19 (0)	8	9	10	13	12
2	3,000	2D8	19 (0)	8	9	10	13	12
3	6,000	3D8	19 (0)	8	9	10	13	12
4	12,000	4D8	17 (+2)	6	7	8	10	9
5	24,000	5D8	17 (+2)	6	7	8	10	9
6	48,000	6D8	17 (+2)	6	7	8	10	9
7	96,000	7D8	14 (+5)	4	5	6	7	6
8	192,000	8D8	14 (+5)	4	5	6	7	6
9	384,000	9D8	14 (+5)	4	5	6	7	6
10	768,000	10D8	12 (+7)	2	3	4	4	3

D: Death/poison; W: Wands; P: Paralysis/petrify; B: Breath attacks; S: Spells/rods/staves