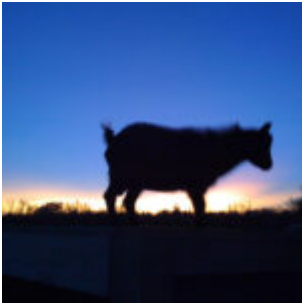# Giant Goat

March 8, 2023

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Saving Throws
Skills
Damage Resistances
Damage Immunities
Condition Immunities
Senses passive Perception 11
Languages --
Challenge 44928 (100 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 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 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: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.