

# Giant Goat

Large, Beast, Unaligned

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**ARMOR CLASS**

11

**HIT POINTS**

19 (3d10 + 3)

**CHALLENGE**

1/2 | 100 XP

**PROFICIENCY**

+2

**Speed**

Walk 40 ft.

**Initiative**

+0

**Saving Throws**

N/A

**Skills**

N/A

**Senses**

Passive Perception 11

**Passive Perception**

11

**Languages**

None

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

## Traits

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with Ram on the same turn, the target takes extra damage and may fall Prone.

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

## Actions

**Ram.** Melee Attack Roll: +5, reach 5 ft. Hit: 8 (2d4 + 3) Bludgeoning damage.

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