

Triceratops

December 28, 2022



Huge beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 95 (10d12 + 30)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit: 24 (4d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.