



TRICERATOPS SKELETON

Huge undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	15 (+2)	2 (-4)	8 (-1)	5 (-5)

Saving Throws Wis +2

Damage Vulnerabilities bludgeoning

Damage Resistances piercing

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but cannot speak

Challenge 6 (2,300 XP)

Trampling Charge. If the skeleton moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the skeleton 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.

OPTIONAL RULE: UNDEAD BOOSTS

Some necromancers amplify their grim creations through dark magic. These undead boosts can be applied to any undead creature. Think of them as "feats for undead." If the boost has a prerequisite, the creature must meet them to gain the boost.

Most boosts increase the challenge rating of the creature by 1 or more levels. For example, a creature with a Challenge Rating of 1/8 that takes Armor Boost becomes a CR 1/4 creature, a creature with CR 2 would become CR 3, and so on.

IMPROVED ARMOR

Prerequisite: CR 0 - 18, natural armor

The creature's Armor Class increases by 4 and the creature's Challenge Rating increases by 1 level.

FIGHTING PROWESS

Prerequisite: CR 0 - 18

The creature can use its bonus action on each of its turns to make itself much more deadly in combat. When it does, until the start of its next turn or after it makes an attack, the creature has advantage on its next attack roll and all attack rolls made against the creature are made with disadvantage.

The creature's Challenge Rating increases by 2 levels.

NECROTIC EDGE

Prerequisite: CR 1/2 - 18, melee weapon attack

Once per turn, the undead creature can deal an extra 10 (3d6) necrotic damage on an attack roll to one creature it hits with an attack. The creature's Challenge Rating increases by 1 level.