

# TRISTOMP

Huge • Giant • Neutral Evil

**Armor Class** 13

**Initiative** +0 (10)

**Hit Points** 114 (12d12 + 36)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	6 (-2)	10 (+0)	8 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** Giant

**CR** 6 (XP 2,300, PB +3)



**Sure-Footed.** The tristomp has advantage on saving throws or checks that would move it against its will or knock it prone.

**Standing Leap.** The tristomp's long jump is up to 40 feet and its high jump up to 30 feet, with or without a running start.

**Towering Strider.** The tristomp's movement is unaffected by difficult terrain caused by creatures at least one size smaller than it.

## ACTIONS

**Multiattack.** The tristomp makes three Kick attacks. It can replace any of these attacks with a use of Stomp.

**Kick. Melee Weapon Attack:** +8, reach 10 ft. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Medium or smaller creature and the tristomp moved 20+ feet straight toward it immediately before the hit, the target is pushed 30 feet away and knocked prone.

**Stomp. Dexterity Saving Throw:** DC 16, one prone Large or smaller creature within 5 feet of the tristomp. *Failure:* 18 (2d12 + 5) bludgeoning damage. *Success:* Half damage.

## TRISTOMP — WEAKER

**Armor Class** 12

**Initiative** +0 (10)

**Hit Points** 76 (8d12 + 24)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	8 (-2)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Giant

**CR** 3 (XP 700; PB +2)



**Sure-Footed.** The tristomp has advantage on saving throws or checks that would move it against its will or knock it prone.

**Standing Leap.** The tristomp's long jump is up to 40 feet and its high jump up to 30 feet, with or without a running start.

**Towering Strider.** The tristomp's movement is unaffected by difficult terrain caused by creatures at least one size smaller than it.

## ACTIONS

**Multiattack.** The tristomp makes three Kick attacks. It can replace any of these attacks with a use of Stomp.

**Kick. Melee Weapon Attack:** +6, reach 10 ft. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature and the tristomp moved 20+ feet straight toward it immediately before the hit, the target is pushed 30 feet away and knocked prone.

**Stomp. Dexterity Saving Throw:** DC 14, one prone Large or smaller creature within 5 feet of the tristomp. *Failure:* 10 (1d12 + 4) bludgeoning damage. *Success:* Half damage.

## TRISTOMP — STRONGER

**Armor Class** 14

**Initiative** +1 (11)

**Hit Points** 172 (15d12 + 75)

**Speed** 60 ft.



STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	6 (-2)	10 (+0)	8 (-2)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant

**CR** 9 (XP 5,000; PB +4)

**Sure-Footed.** The tristomp has advantage on saving throws or checks that would move it against its will or knock it prone.

**Standing Leap.** The tristomp's long jump is up to 40 feet and its high jump up to 30 feet, with or without a running start.

**Towering Strider.** The tristomp's movement is unaffected by difficult terrain caused by creatures at least one size smaller than it.

### ACTIONS

**Multiattack.** The tristomp makes three Kick attacks. It can replace any of these attacks with a use of Stomp.

**Kick.** *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a Medium or smaller creature and the tristomp moved 20+ feet straight toward it immediately before the hit, the target is pushed 30 feet away and knocked prone.

**Stomp.** *Dexterity Saving Throw:* DC 18, one prone Large or smaller creature within 5 feet of the tristomp. *Failure:* 25 (3d12 + 6) bludgeoning damage. *Success:* Half damage.