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[Commissioned by [@justicegundam82](#). The tricenatorus originally appeared in the 5e book *Tome of Beasts 2*. It draws inspiration from the [Ultimasaurus](#), the never-produced Jurassic Park: Chaos Effect figure coveted by dinosaur enthusiasts and toy collectors of a certain age. Making stats for an Ultimasaurus had long been on my back burner, so I was happy to get this excuse.]

Tricenatorus

CR 13 N Magical Beast

This creature resembles a hybrid of multiple types of dinosaurs. It has three horns and a frill above a long skull with terrible jaws and sharp teeth. A row of armored plates and spines grows along its back, erupting into a bouquet of spikes at the end of its tail.

The tricenatorus was originally an attempt, like many monsters, at improving the combat capacities of dinosaurs. The tricenatorus was intended to combine the ferocious strength of a tyrannosaur with the docility and defense of herbivores such as triceratops and stegosaurus. Unfortunately, the mage that created the tricenatorus knew more about fleshwarping than about animal behavior. The tricenatorus is belligerent and aggressive as only a confident herbivore typically is, and quickly escaped captivity.

Tricenatoruses are nomadic and solitary, coming together only to mate. They are omnivorous, preferring meat but able to survive on plant matter during lean hunting seasons. They are experts at hunting aerial prey, as they can fire their tail spikes like arrows—adventurers in flight are thus just as at risk of attack, if not more so, than their grounded counterparts. Perhaps as a memory of their captivity, they resent buildings and other large structures, and attack them on sight. [Geriviars](#) are fond of this habit, and are one of the few species that dares to attempt to domesticate the tricenatorus.

A tricenatorus grows to about fifty feet long, half of which is tail. Due to their armored bodies, they are heavier than most dinosaurs of their size.

Tricenatorus
XP 25,600

CR 13

N Gargantuan magical beast

Init +5; **Senses** darkvision 60 ft., Perception +25, scent

Defense

AC 28, touch 7, flat-footed 27 (-4 size, +1 Dex, +21 natural)

hp 207 (18d10+108)

Fort +17, **Ref** +14, **Will** +12

DR 15/magic

Defensive Abilities fortification (25%), healing surge

Offense

Speed 50 ft.

Melee bite +27 (4d6+13/19-20 plus grab), gore +27 (2d8+13 plus trip), tail slap +25 (2d12+18)

Ranged 4 tail spikes +15 (1d6+13)

Space 20 ft.; **Reach** 15 ft.

Special Attacks bloodthirsty, powerful blows (tail slap), powerful charge (gore, 4d8+18 plus trip), thrashing tail

Statistics

Str 36, **Dex** 13, **Con** 23, **Int** 2, **Wis** 18, **Cha** 9

Base Atk +18; **CMB** +35 (+37 sunder, +39 grapple); **CMD** 46 (48 vs . sunder)

Feats Blind-fight, Improved Initiative, Improved Iron Will, Improved Sunder, Iron Will, Lightning Reflexes, Multiattack, Point Blank Shot, Power Attack

Skills Perception +25

SQ double damage against objects

Ecology

Environment warm forests and plains

Organization solitary

Treasure none

Special Abilities

Bloodthirsty (Ex) A tricenatorus gains a +2 morale bonus to attack and damage rolls made against creatures below 0 hit points within range of its scent.

Double Damage Against Objects (Ex) A tricenatorus that makes a full attack against an inanimate object deals double damage.

Healing Surge (Su) The first time a day a tricenatorus is reduced to 0 or fewer hit points, it is affected as per a *breath of life* spell (CL 18th). This can bring it back to life if it was slain, as per *breath of life*.

Tail Slap (Ex) A tricenatorus deals bludgeoning and piercing damage with its tail slap.

Tail Spikes (Ex) As a standard action, a tricenatorus can fire four spikes from its tail. These are treated as thrown weapons with a range increment of 60 feet. A tricenatorus can fire 24 spikes a day before it runs out; tail spikes regrow with a day's rest.

Thrashing Tail (Ex) A tricenatorus can make a tail slap or tail spike attacks in the same action as it uses to maintain a grapple.