

EXPANDED TARRASQUES



HOME BREW

by Soniverse Labs



TARRASQUE

The tarrasque is one of the most terrifying creatures of nearly any plane. Their origins are not completely known or understood. It is believed that these creatures lie dormant for centuries or even millennia only seeming to rise during great cosmic events. Some believe these creatures are heralds of destruction called forth for divine judgment by entities with seemingly limitless powers.

Accounts from long lost lore seem to suggest that the tarrasque has multiple forms or at least multiple incarnations, each form seems to correspond for its destructive intent. Regardless of which account is accurate, the arrival of a tarrasque spells immediate doom for the denizens of that plane. These entities are living apocalypses in their own right as their sheer power rivals that powerful being such as celestials, demon lords, and liches. These creatures leaves a swathe of carnage and destruction in its wake destroying or consuming everything in its path. Once its appetite for destruction is sated, it returns to its lair to return to its eternal slumber until it is called again.

TARRASQUE TACTICS

A tarrasque is more akin to a force of nature rather than that of a creature. Its mere presence invokes mortal terror into creatures while it seeks out and consumes the largest source of sustenance. Most forms of attacks are nothing more than an annoyance to it wherein it proceeds to use its breath attack to annihilate any pesky attackers. If an attacker poses a true threat to it, it seeks to quickly eliminate that threat by either swallowing it in its colossal maw or annihilating it with its immense strength.

The magical presence of these creatures actually warps its surrounding to conditions more suitable for the tarrasque. This makes it so much more dangerous as many of these alterations can be quite destructive.

If the resistance against the tarrasque proves to be too much for it, it begins to transform into a primeval state in its fury causing it to become much more powerful and dangerous. This state acts as a defensive mechanism providing it the opportunity finish off this threat or to retreat to safety.



SPELLBANE TARRASQUE

All accounts of the spellbane tarrasque seem to be associated with periods of extreme arcane activity. Some believe these creatures are an extension of divine judgment for arcane hubris; others believe that large surges of magic simply awakens these creatures from their slumber. Regardless of why it was awoken, this creature is has evolved specifically to consume arcane. Its body seems to act like a mana sink that absorbs the magical aether from its surroundings. Whenever it uses its breath attacks, it actually consumes an annihilated arcane energy causing it to detonate in a magical discharge. This arcane imbalance is also believed to generate sporadic zones of antimagic as well as wild magic miles from the tarrasque's location.

GODEATER TARRASQUE

This variant of the tarrasque is believed to be the universal balance between good and evil in the multiverse. Whenever the tides of either seem to tip overwhelmingly in the favor of one side, the appearance of a godeater was never to far behind wreaking devastating in both the Upper and Lower planes. However some accounts seem to suggest that these creatures were purposefully awakened by cultists or divine orders in an ill-founded attempt to annihilated the forces of good or evil. However, due to the untamable nature of the godeater, this only resulted in widespread death and destruction.

UNDYING TARRASQUE

This variant of the tarrasque is the result of the unfortunate event wherein a powerful lich or similar undead manage to reanimate the corpse of a dead tarrasque. The necromantic energies that give it new life further fuels its appetite for destruction, especially for that of living things. Due to the monumental power of its life force, it is largely unaffected by many weakness that the undead possess instead amplifying its undead essence. The path of carnage and destruction forged by this creature actually creates more hungry undead following its wake. The arrival of this creature certainly spells doom for all living creatures on that plane.

STAR EATER TARRASQUE

This variant of tarrasque is certainly the most rare of its kind. In its quest to sate its hunger, it is possible that a tarrasque finds itself in the Far Realm, it begins to evolve and transform into something truly unimaginable. Its exposure to the Far Realm gives its mind-breaking psionic abilities sowing mass insanity and madness to any creature unfortunate to cross its path. When angered, its psionic abilities have the potential to rend reality itself causing portions of the Far Realm to bleed into reality.

TARRASQUE

gargantuan monstrosity (titan), unaligned

Armor Class 20 (Natural Armor)

Hit Points 676(33d20+330)

Speed 80ft., 80ft. swim

STR	DEX	CON	INT	WIS	CHA
30(+10)	11 (+0)	30(+10)	3(-4)	11 (+0)	21 (+5)

Saving Throws Strength +19, Constitution +19, Wisdom +9, Charisma +14

Skills Athletics +19, Perception +9, Intimidation +14

Senses blindsight 300ft., passive Perception 19

Condition Immunities Charmed, Frightened, Poisoned, Paralyzed, Stunned

Challenge 30(155000XP)

Siege Monster Deals double damage to buildings and objects.

Titanic Hide Reduces damage taken by 10

Avatar of Destruction The tarrasque does not require air, food, drink, or sleep.

Terrible Presence Each creature of the tarrasque's choice that starts its turn within 120ft. of it and is aware of it must succeed a DC 22 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending it on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's terrible presence for the next 24 hours.

Regeneration The tarrasque regains 30 hitpoints at the start of its turn if it has at least 1 hitpoint.

Magical Essence Its attacks are magical for the purpose of overcoming resistance.

Magical Resistance The tarrasque has advantage on saving throws against spells and magical effects. Spell attack rolls against it have disadvantage.

Titanic Form It can move through the space of any Huge or smaller creature without a penalty to its movement speed. If it moves through a creature's space, it can use its bonus action to make a stomp attack against that creature.

Legendary Resistance(3/day) If the chimera fails a saving throw, it can choose to succeed instead.

Actions

Multiattack The tarrasque can make four attacks on its turn: One with its bite, two with its claws and one with its tail. It can choose to substitute its two claw attacks for a rock attack.

Bite. +19 to hit; 15ft. , one target. *Hit* 36(4d12+10) piercing damage. If the target is Huge or smaller, it is swallowed. While swallowed, the creature is blinded and restrained and has total cover against attacks and other effects outside the tarrasque, and takes 63(18d6) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt by that creature (minimum 10). On a failed save, it regurgitates all swallowed creatures which fall prone in a space within 15 ft. of the tarrasque. If the tarrasque dies, it is no longer restrained by it and can escape from the corpse by using 30ft. of movement, exiting prone.

Claw +19 to hit: 20ft., one target. *Hit* 14(4d8+10) slashing damage.

Tail +19 to hit: 30ft., one target. *Hit* 32(4d10+10) bludgeoning damage. If the target is a creature, it must succeed a DC 27 Strength saving throw or be knocked prone.

Stomp +10 to hit: 5ft., all targets in range. *Hit* 38(5d10+10) bludgeoning damage.

Stone +19 to hit: 200/800ft., one target. *Hit* 43(5d12+10) bludgeoning damage. If the target is a creature, it must succeed a DC 27 Strength saving throw or be knocked restrained. It must use its action to escape (DC 27).

Legendary Actions(3/turn)

Titanic Resilience(1 action) It can end one status or spell effect on itself

Trampling Charge(1 action) It can move up to its movement speed towards a spot that it can see. It can make a stomp attack against a Huge or smaller creature in its path as part of this action

Earthshaker(1 action) Creatures within a 60ft. radius of the tarrasque must succeed a Strength saving throw of 27 or be knocked prone. Buildings or structures take 5d10 bludgeoning damage from this attack.

To build your tarrasque, you can choose the base template adding the additional and unique traits that correspond to the specific type of tarrasque you choose.

SPELLBANE TARRASQUE

Traits

Senses blindsight 300ft. passive Perception 19

Condition Immunities Charmed, Frightened, Poisoned, Paralyzed, Stunned

Damage Immunity Force, Poison

Abilities

Antimagic Aura The tarrasque emits an antimagic aura in a 120ft. radius around it.

Mana-charged Body Whenever it takes force damage, it takes no damage and creatures within a 30ft. radius must succeed a Dexterity save of 22 or take force damage equal to the amount of damage dealt. On a success, creatures take half damage.

Unstable Body Upon dropping to 0 hitpoints, creatures within a 120ft. radius of the tarrasque must succeed a Dexterity saving throw of 22 or take 50 (9d10) force damage on a failed saving throw. If a creature is reduced to 0 hitpoints by this attack, it is disintegrated. This area becomes a zone of antimagic lasting for 1d4 weeks. On a success, creatures take half damage.

Attacks

Manastorm Breath(Recharge 5-6) Creatures within a 120ft. cone must succeed a Dexterity saving throw of 22 or take 99(18d10) force damage. Creatures that are reduced to 0 hitpoints by this attack are disintegrated. This affect area counts as an antimagic zone for one minute.

Mythic Transformation(Recharges after short or long rest)

Manastorm Titan The tarrasque's armored shell begins to overheat as it becomes charged with arcane energy. Arcs of eldritch energy burst from cracks in its shell as it absorbs the the magical aether around it prepares to make its final stand. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Effect When the tarrasque drops to 100 hitpoints or fewer, and it gains resistance to all non-magical damage.

Eldritch Shockwave When it enters its Mythic transformation, the tarrasque forces all creatures in a 120ft. radius to succeed a Dexterity save of 22 or take 61 (9d10) force damage. Creatures that are reduced to 0 hitpoints by this attack are disintegrated. This affect area counts as an antimagic zone for one minute.

While in its Mythic state, its manastorm breath gains a radius of 120ft. centered around the tarrasque instead of a 120ft. cone.

Eldritch Presence Creatures that first enters or starts its turn within 120ft. of the tarrasque takes 11 (2d10) force damage. Creatures that are reduced to 0 hitpoints by this attack are disintegrated.

Mana-charged Scales Creatures that deal melee damage while within 10ft. of the tarrasque takes 11 (2d10) force damage. Creatures that are reduced to 0 hitpoints by this attack are disintegrated.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Eldritch Absorption(1 action) If its Manastorm Breath is not recharged, it can attempt roll again the regain the ability.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

The tarrasque unleashes an eldritch shockwave that hinders the ability to cast spells. Creatures within 120ft. of the tarrasque must succeed a DC 22 Charisma saving throw or it cannot cast spells until initiative count 20 on the next round.

Creatures within 120ft. of the tarrasque have vulnerability to force damage until initiative count 20 on the next round.

Creatures within 120ft. of the tarrasque must succeed a DC 22 Constitution saving throw or become stunned and deafened until until initiative count 20 on the next round.

Regional Effects

Zones of antimagic are common within 6 miles of the tarrasque

Any spells cast within 6 miles of the tarrasque experience the effects of Wild Magic.

GODEATER TARRASQUE

Traits

Senses truesight 300ft. passive Perception 19

Condition Immunities Charmed, Frightened, Poisoned, Paralyzed, Stunned

Damage Immunity Radiant, Necrotic, Fire, Poison

Damage Resistance Non magical bludgeoning, piercing, slashing, cold, lightning

Abilities

Divine Slayer Deals a critical hit on an 18-20 against Celestials or Fiends.

Hallowed Presence Fiends and Celestials within a 120ft. of the tarrasque have disadvantage on attack rolls, ability checks, and saving throws.

Hallowed Scales It has advantage on saving throws against effects from Celestials and Fiends

Attacks

Hallowed Breath(Recharge 5-6) Creatures within a 120ft. cone must succeed a Charisma saving throw of 22 or take 50(9d10) radiant damage + 50(9d10) necrotic damage and are set back to their home plane (if they are not already on it) on a failed saving throw.. Fiends and Celestials take double damage from this attack.

Mythic Transformation(Recharges after short or long rest)

Divine Harbinger The tarrasque's body begins to glow with a duality between celestial and fiendish energies. From its armored shell, sprouts wings forged of both divine light and fiendish hellfire. This transformation imbues a sense of internal dread to all nearby creatures as it surrounds itself with a protective barrier of light and hellfire. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Effect When the tarrasque drops to 100 hitpoints or fewer, and it gains a flying speed of 160ft. and has advantage on all of its saving throws. Upon succeeding a saving throw, it takes no damage from an effect. On a failure, it takes half damage.

Divine Turning When it enters its Mythic transformation, the tarrasque forces all creatures in a 120ft. radius to succeed a Wisdom save of 22 be turned. it is turned for 1 minute .

A turned creature must spend its turns trying to move as far away from the tarrasque as it can, and it can't willingly move to a space within 120 feet of the tarrasque. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. It can repeat its saving throw at the end of each of its turns. If the creature is below 100 hitpoints, it is instantly destroyed. If the creature is a Celestial or fiend, it is instantly destroyed if it has 200 hitpoints or fewer.

Hallowed Storm Creatures that start its turn or first enter within 120ft. of the tarrasque take 6(1d10) necrotic damage + 6(1d10) radiant damage. If the creature is a Celestial or fiends, it takes double damage.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Divine Regeneration(1 action) Can regain 30 hitpoints.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

The tarrasque emits a pulse of blinding light forcing creatures within 120ft. of the tarrasque must succeed a DC 22 Constitution saving throw or become blinded until initiative count 20 on the next round.

The tarrasque emits a shroud of magical darkness within 120ft. of the tarrasque lasting until initiative count 20 on the next round.

Creatures within 120ft. of the tarrasque must succeed a DC 22 Constitution saving throw or become stunned and deafened until until initiative count 20 on the next round.

Regional Effects

Spells and effects within 6 miles of the tarrasque that summon fiends or celestials automatically fail.

Spells and effects within within 6 miles of the tarrasque that deal radiant and necrotic damage deal half damage. Additionally the tarrasque can choose to negate any daylight or magical darkness within 6 miles of it.

UNDYING TARRASQUE

Traits

Senses blindsense 300ft. passive Perception 19

Condition Immunities Charmed, Frightened, Poisoned, Paralyzed, Stunned, Exhausted, Unconscious

Damage Immunity Necrotic, Poison, Psychic

Damage Resistance bludgeoning, piercing, slashing, cold

Abilities

Turn Immunity The tarrasque is immune to effects that would turn undead.

Life Sense It can pinpoint the presence of any living creature within 6 miles of it.

Withering Aura Whenever a creature within 120ft. of the tarrasque regains hitpoints, it regains 0 hitpoints and takes necrotic damage equal to the amount healed.

Undying Fortitude When it is reduced to 0 hitpoints, the tarrasque can make a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a success, the tarrasque drops to 1 hitpoint instead.

Attacks

Necrotic Breath(Recharge 5-6) Creatures within a 120ft. cone must succeed a Constitution saving throw of 22 or take 99(18d10) necrotic damage on a failed saving throw. Creatures that fail this save have its hitpoint maximum reduced by this amount. If this reduces a creature to 0 hitpoints, it rises as a zombie at the start of the tarrasque's next turn. On a success, creatures take half damage. If the creature is undead, it takes 0 damage and gains temporary hitpoints equal to half the amount of damage dealt.

Mythic Transformation(Recharges after short or long rest)

Spectral Transformation The tarrasque's body begins to glow with ethereal light as its essence becomes that of a wraith. As it transforms, it emits a soul-tearing screech that rips the very life force from its foes. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Effect When the tarrasque drops to 100 hitpoints or fewer, and it gains immunity to non-magical bludgeoning, piercing, and slashing damage and resistance to acid, fire, lightning, and thunder damage. It can move through objects and Gargantuan creatures as if they were difficult terrain. It takes 6 (1d10) force damage if it ends its turn inside an object.

Death Bellow When it enters its Mythic transformation, the tarrasque forces all creatures in a 120ft. radius to succeed a DC 22 Constitution saving throw. On a failure, a creature drops to 0 hitpoints. Creatures reduced to 0 hitpoints by its death below arise as a specter at the start of its next turn.

Death Aura Creatures that start its turn or first enter within 120ft. of the tarrasque take 11(2d10) necrotic damage and has its hitpoint maximum reduced by this amount. If the creature is an undead, it gains 11(2d10) temporary hitpoints. Creatures that are reduced to 0 hitpoints while in this aura arise as an undead zombie.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Etherealness(1 action) The tarrasque can magically shift from its native plane to the Ethereal plane until the end of the next creature's turn. When it returns, it can reappear in an unoccupied spot within 80ft. of its original location.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

The magical aether around the tarrasque is corrupted by its necrotic essence. When a non-undead creature tries to cast a spell, it must succeed a DC 22 Constitution saving throw or take 6(1d10) necrotic damage per level of the spell and the spell has no effect and is wasted on a failed save.

The tarrasque emits a wave of lethargy that physically weaken its opponents. Creatures within a 120ft. radius must succeed a Constitution save of 22 or have its movement speed halved and attacks that rely on Strength and Dexterity deals half damage.

Undead within 120ft. of the tarrasque have advantage on effects that turn undead until initiative count 20 on the next round..

Regional Effects

Spells and effects within 6 miles that ends poison and disease are negated.

Creatures within 6 miles that regains hitpoints while within 6 miles of the tarrasque only regain half the amount it would have recovered.

If a creature within 6 miles of the tarrasque dies, it automatically rises as a zombie.

STAR EATER TARRASQUE

Traits

Senses blindsight 300ft. passive Perception 19

Condition Immunities Charmed, Frightened, Poisoned, Paralyzed, Stunned, Exhausted, Unconscious

Damage Immunity Cold, Force, Poison, Psychic, Radiant

Abilities

Alien Mind When a creature targets the tarrasque with an effect that charms, frightens, or deals psychic damage, creatures within a 30ft. radius of the tarrasque must succeed a DC 22 saving throw or become stunned until the end of its next turn.

Mindbreaking Presence When a creature first enters or starts its turn within 120ft. of the tarrasque, it must succeed a DC 22 Wisdom saving throw. On a failure, the creature can't take reactions and rolls a d6 to determine what it does on its turn. On a 1-2 the creature is incapacitated until the end of its next turn. On a 3 to 4, the creature must use its turn to Dash using all of its movement speed to move in a random direction. On a 5-6, the creature takes the attack action against a random creature other than the tarrasque. It can move up to its movement speed to attack that creature. On a success, creatures are immune to this effect for 24 hours.

Attacks

Mind Rending Screech (Recharge 5-6) Creatures within a 120ft. radius must succeed a DC 22 Wisdom saving throw or take 99(18d10) psychic damage on a failed saving throw. Creatures that fail this save have its Intelligence score reduced by 11(3d6). The target is stunned is stunned until it regains at least one point of Intelligence. The reduction lasts until the target finishes a long rest or until greater restoration or a similar effect it used. On a success, creatures, take half damage

Mythic Transformation (Recharges after short or long rest)

Alien Avatar The tarrasque's body begins to bulge and mutate as it takes a more alien appearance from the far realm. As numerous eyes resembling portals to the distant reaches of the Far Realm, its psionic power begins to warp the very fabric of reality around it. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Effect When the tarrasque drops to 100 hitpoints or fewer, creatures that target it with an attack or harmful spell must succeed a DC 22 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect from area effects. On a successful saving throw, the creature is immune to this effect for 24 hours.

Dimensional Warp When the tarrasque enters its Mythic Transformation or uses its Mind-Rending screech, an area within 120ft. of the tarrasque becomes difficult terrain until the start of the tarrasque's next turn. This terrain even restricts creatures with a flying, swimming, or burrowing speed but does not hinder the tarrasque's movement speed.

Psionic Storm Creatures that start its turn or first enter within 120ft. of the tarrasque take 11(2d10) psychic damage. Creatures that are charmed, frightened, or stunned while within range take an additional 11(2d10) psychic damage.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Eyes of the Beyond(1 action) The tarrasque can target one creature with one of its reality warping eyes. The tarrasque can roll a d10 to determine the effect.

1-2. Far Realm The target must succeed a DC 22 Wisdom saving throw or take 28(5d10) psychic damage and is stunned until the end of its next turn. On a success, creatures take half damage.

3-4. Singularity The target must succeed a DC 22 Strength saving throw or take 28(5d10) force damage and is restrained until the end of its next turn. On a success, creatures take half damage.

5-6. Wormhole The target must succeed a DC 22 Charisma saving throw or take 28(5d10) force damage and be teleported 60ft. to a location of the tarrasque's choice that it can see and is knocked prone. On a success, creatures take half damage.

7-8. Star Ray The target must succeed a DC 22 Constitution saving throw or take 28(5d10) radiant damage and be blinded until the end of its next turn. On a success, creatures take half damage.

9-10. Consuming Void The target must succeed a DC 22 Constitution saving throw or take 28(5d10) cold damage and is shrouded in magical darkness until the end its next turn. On a success, creatures take half damage.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

The magical aether around the tarrasque is warped by its psionic power. When a creature tries to cast a spell, it must succeed a DC 22 Wisdom saving throw or take 6(1d10) psychic damage per level of the spell and the spell has no effect and is wasted on a failed save.

The tarrasque unleashes a pulse of antigravity forcing all creatures other than itself that are not anchored down fall upwards 120ft. If an solid object is encountered, they strike the creature as if it were a normal fall. If an object or creature reaches 120ft. without hitting an object, it remains there until the initiative count 20 on the next round. At the end of the duration, affected and objects fall back down.

The tarrasque can temporarily disrupt the force of time forcing creatures in a 120ft. radius to make a DC 22 Charisma saving throw. On a failed save, the target vanishes until the the initiative count 20 on the next round. At the start of the next round, it reappears in the same spot or the nearest unoccupied space.

Regional Effects

Any form of teleportation and interplanar within 6 miles of the tarrasque travel automatically fails and experiences a magical mishap.

ART CREDITS

Cover Art: [Florent Desailly](#)

Tarrasque 2: [nebezial](#)

Tarrasque 3: [garychen1116](#)

Follow me on GMbinder for future content:

[Sonixverse Labs](#)



WWW.GMBINDER.COM

Approved/endorsed by Wizards. Portions of the materials used are copyright © 2012 Wizards of the Coast LLC.



THIS DOCUMENT WAS LOVINGLY CREATED
USING [GM BINDER](#).

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.