

# TARRASQUE

*Gargantuan monstrosity (titan), unaligned*

**Armor Class** 25 (natural armor)

**Hit Points** 676 (33d20 + 330)

**Speed** 40 ft., burrow 60 ft.

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

**Saving Throws** Int +5, Wis +9, Cha +9

**Damage Immunities** fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, frightened, paralyzed, poisoned

**Senses** blindsight 120 ft., passive Perception 10

**Languages** —

**Challenge** 30 (155,000 XP)

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

**Magic Resistance.** The tarrasque has advantage on saving throws against spells and other magical effects.

**Magic Attacks.** The tarrasque's natural weapons are considered magical.

**Regeneration.** The Tarrasque regains 33 hit points at the start of its turn. This regeneration can only be suppressed by the Wish spell. The Tarrasque dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Reflective Carapace.** Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

**Siege Monster.** The tarrasque deals double damage to objects and structures.

**Eruption.** If the Tarrasque is using its burrow speed to provide movement, and ends that movement above ground, it erupts from the earth with an explosion of debris. All adjacent creatures and structures make a dexterity saving throw, DC 20 or be knocked prone and take 45 (10d6+10) bludgeoning damage, or half that on a save.

**Frightful Presence.** Any creature of the tarrasque's choice that sees the tarrasque must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature within 120ft makes this save at disadvantage. 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 the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

## Actions

**Sweeping Attack.** The tarrasque can make a single bite, horns, and tail attack as normal, along with a claw attack against each enemy creature within reach.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target. At the beginning of the Tarrasque's turn, if it is grappling a target of Large size or smaller, it can immediately make a swallow attack.

**Claw.** *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

**Horns.** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

**Tail.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Breath Weapon (Recharge 5-6).** The Tarrasque exhales lightning in a 120-foot line that is 30 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 90 (20d8) 90 lightning damage on a failed save, or half as much damage on a successful one.

**Swallow.** The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

## Legendary Actions

The tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tarrasque regains spent legendary actions at the start of its turn.

**Attack.** The tarrasque makes one bite attack or tail attack.

**Move.** The tarrasque moves up to half its speed.

**Breath Weapon (2 actions).** The tarrasque makes a breath weapon attack