

THE MEGA TARRASQUE

The epic mega tarrasque is possibly the most dreaded monster in the cosmos. It is widely believed that only one of these creatures exists, though no one can predict where and when it will strike. A scaly biped, the tarrasque is 500-feet tall and nearly 1,000 feet long, weighing thousands of tons. It carries itself like a bird of prey, leaning forward and using its powerful lashing tail for balance (and mass destruction). Its cavernous maw yawns wide enough to swallow even gargantuan creatures, and so great is its hunger that it can devour the populations of entire worlds.

Epic Destruction. The destructive potential of the mega tarrasque is so vast that it's been known to destroy entire worlds while rampaging.

Only planars speak of how the epic, mega tarrasque lumbers in its secret lair beyond the realms, remaining in a dormant state for centuries and millennia. When it awakens in answer to some inscrutable cosmic call, it rises from the depths to obliterate everything in its path.

Epic Creature. The mega tarrasque is an epic creature. It has three main parts: basic statistics which apply to all elements of the creature, body parts, and action options. If the tarrasque's brain is destroyed, it is destroyed and cannot take actions.

Into the Tarrasque. This stat block is part of the upcoming "Into the Tarrasque" storyline presented by 26+ creators, due out in the January issue of BroadSword Monthly.

THE MEGA TARRASQUE

Epic monstrosity (500-feet tall, 1,000-feet long), unaligned

Travel Pace 40 miles per hour (400 miles per day)

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

Skills Perception +18

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

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 1,000 ft., passive Perception 28

Languages -

Challenge 80 (1,655,000 XP)

Epic Creature. The tarrasque makes all ability checks, attack rolls, and saving throws with advantage. If the tarrasque rolls a 1 while making an attack, it does not count as a critical failure. In addition, all of the tarrasque's senses extend up to five miles.

Magic Resistance. The tarrasque and all of its parts have advantage on saving throws against spells and other magical effects.

Siege Monster. The tarrasque and all of its parts deal double damage to objects and structures.

Actions and Legendary Actions

On its turn, the tarrasque can take 6 actions, choosing from the options below.

In addition, the tarrasque can take 3 legendary actions, choosing from the same options. Only one legendary action 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.

Bite (Costs 2 Actions, 2/Turn). The tarrasque can use its brain to bite with its head.

Claws. The tarrasque can use its brain to attack with one of its claws.

Horns (1/Turn). The tarrasque can use its brain to attack with its horns.

Frightful Presence (1/Turn). The tarrasque can use its brain to use its Frightful Presence.

Move. The tarrasque can use its brain to move with its legs.

Tail (Costs 2 Actions). The tarrasque can use its brain to attack with its tail.

Shell

Armor Class 30 (natural armor)

Hit Points 2,000 (damage threshold 100)

Damage Immunities psychic

Legendary Resistance (3/Day): If the tarrasque's shell fails a saving throw, the tarrasque can choose to succeed instead.

Massive Target: The tarrasque's carapace takes up the majority of its body. As such, all of its body parts have 1/2 cover against attacks made it against them (included in the description). In addition, any magic missile spell, a line spell, or ranged attack roll that misses a non-shell part of the tarrasque, has a chance of reflecting back on the caster (see below).

Reflective Carapace: Any time the tarrasque's shell 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 or 5, 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.

Control: Brain

Armor Class 19 (natural armor, shell cover)

Hit Points 250

Damage Vulnerabilities psychic

The brain can be attacked only if the head has taken 400 or more damage. If the brain is damaged or destroyed, the tarrasque and all of its parts can't take actions or legendary actions.

Frightful Presence: Each creature of the tarrasque's choice within 1,000 feet of it and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself 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 Frightful Presence for the next 24 hours.

Legendary Resistance (3/Day): If the tarrasque's brain fails a saving throw, the tarrasque can choose to succeed instead.

Movement: Legs

Armor Class 27 (natural armor, shell cover)

Hit Points 800 (damage threshold 40); -5 ft. speed per 200 damage taken

Damage Immunities psychic

Speed (land) 40 ft.

Destructive Path: As the tarrasque moves, it can enter Gargantuan or smaller creatures' spaces. Whenever the tarrasque enters a creature's space, it must make a DC 27 Dexterity or Strength saving throw (target's choice).

On a failed save, the tarrasque enters the creature's space, and the creature takes 37 (6d8 + 10) piercing damage plus 37 (6d8 + 10) bludgeoning damage and falls prone in the tarrasque's space.

On a successful save, the creature only takes half as much damage, isn't knocked prone, and is pushed 5 feet out of the tarrasque's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the tarrasque's space.

Legendary Resistance (3/Day): If the tarrasque's legs fail a saving throw, the tarrasque can choose to succeed instead.

Weapon: Head

Armor Class 27 (natural armor, shell cover)

Hit Points 800 (damage threshold 40)

Bite: Melee Weapon Attack: The tarrasque targets a point that it can see within 100 feet of it, biting everything in a 20-foot cube centered on that point. Each creature in the area must make a DC 27 Dexterity saving throw. On a failed saving throw, a target takes 88 (12d12 + 10) piercing damage and enters the Tarrasque's Mouth (area 1).

On a successful save, the target can choose to be pushed 5 feet back from the bite area and takes half the piercing damage. A creature that can't be pushed or chooses not to be pushed suffers the consequences of a failed saving throw.

Horns: Melee Weapon Attack: +19 to hit, reach 100 ft., one target. Hit: 76 (12d10 + 10) piercing damage.

Legendary Resistance (3/Day): If the tarrasque's head fails a saving throw, the tarrasque can choose to succeed instead.

Weapon: Claw (2)

Armor Class 27 (natural armor, shell cover)

Hit Points 600 (damage threshold 30)

Damage Immunities psychic

Claw: Melee Weapon Attack: The tarrasque targets a point that it can see within 150 feet of it, clawing everything in a 20-foot by 20-foot square centered on that point. Each creature in the area must make a DC 27 Dexterity saving throw, taking 64 (12d8 + 10) slashing damage on a failed saving throw, or half as much damage on a successful one.

Legendary Resistance (3/Day): If the tarrasque's claws fail a saving throw, the tarrasque can choose to succeed instead.

Weapon: Tail

Armor Class 25 (natural armor)

Hit Points 1,000 (damage threshold 100)

Damage Immunities psychic

Tail Thrash: Melee Weapon Attack: The tarrasque swings its tail. Each creature in a 200-foot cube originating from the tarrasque must make a DC 27 Dexterity saving throw. On a failed saving throw, a creature takes 52 (12d6 + 10) bludgeoning damage and is flung up 800 feet away from the tarrasque in a random direction and knocked prone. If a thrown target strikes an object such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Legendary Resistance (3/Day): If the tarrasque's tail fails a saving throw, the tarrasque can choose to succeed instead.