

Interactive Handouts



Instructions on Using Handouts

This packet includes multiple interactive versions of the handouts that were created over the course of multiple events running the tarrasque.

Tarrasque Stat and Rules Sheets

The tarrasque statistics sheets have a small section to check off uses of the Legendary Resistances. The Optional Rules Sheet has checkboxes that can be turned on and off to show which optional rules you are using.

Paper Miniatures

We have provided a few paper miniatures for your use. These are optimized for printing from the PDF. We suggest affixing them to cardboard, foamcore, or a material that has a bit of depth and stability to it.

For best effect, cut out the miniature and the facing miniature with a clean and solid line, leaving a bit of empty space around the actual art. If you are brave and have a steady hand, you can attempt to cut the art out exactly. Generously and evenly apply glue to the back of the paper miniature. Apply this to one piece of the foamcore or cardboard. Use a box cutter or utility knife to cut through the cardboard or foamcore along the edges of the paper miniature glued onto it. Have a ruler with a metal edge handy to use as a guide. If you have access to the equipment, laminating the miniature can provide greater durability and the ability to mark on it with wet or dry erase markers.

Once you have a miniature ready to your liking, you can affix it to a base. If you do not have a plastic base large enough, use leftover foamcore or cardboard and cut out a square or round base of the appropriate size. It is important for the base to have some weight to it. For the tarrasque miniature, we suggest using a full 8 in by 11 inch rectangle of foamcore as a Gargantuan creature's base is 20ft by 20ft **or larger**. Affix the miniature to the base with the gluestick or a stronger glue/clear tape combination if needed. You can also repurpose large binder clips and glue to secure it.

Paper Miniature Maker

The wide variety of options players may bring to a game make finding miniatures for every combatant hard. Use the Paper Miniature Maker to upload images and format them for paper miniatures. Print and cut according to the instructions for an unlimited variety of options.

Printable Maps

A small selection of large size printable maps made for the Machine Of The Unmaking adventure or as generic maps sized for a battle against the tarrasque are included. They are ready to be printed on a large format printer or through "poster printing" of the file as multiple pages and then assembling together.

Tarrasque Game Log

Contained in a separate file, the Interactive Tarrasque Game Log Sheet contains everything you need to record the memorable encounter. All fields in this are form fillable so you can type in the information and save a copy of it for posterity. Mark the date and location (if running at a convention) and after rolling initiatives, mark up to 6 PCS and the tarrasque in the Combatants Overview section in the order of initiative. When the action starts, you can now log the notable actions of each round in order of initiative. Mark the tarrasque's hit points at the start of the round, the total damage dealt to it, and the regeneration (if you are using optional rules). This will help you keep track of the multiple attacks and strategies during the game and serve as a record of where the players used their biggest strategies. Print off multiple copies of the second sheet as most fights against the tarrasque last between 10 and 20 rounds.

The Tarrasque

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)

Armor Class 15 (interior)

Hit Points 676 (33d20 + 330)

Speed 40 ft.

Senses blindsight 120 ft., passive Perception 10

Challenge 30 (155,000 XP)



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 attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

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

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.

Legendary Resistances (3/day)

(The tarrasque can choose to save instead of fail)



Multiattack: The tarrasque performs these actions each turn plus an automatic Frightful Presence

- 1. Bite:** Melee, +19 to hit, reach 10 ft. 36 (4d12 + 10) piercing
If hit, the creature is grappled (escape DC 20). restrained. Can do swallow instead of Bite if creature already grappled. Can't bite another target while grappling with bite.
- 2. Claw:** Melee, +19 to hit, reach 15 ft. 28 (4d8 + 10) slashing damage.
- 3. Claw:** Melee, +19 to hit, reach 15 ft. 28 (4d8 + 10) slashing damage.
- 4. Horns:** Melee +19 to hit, reach 10 ft., 32 (4d10 + 10) piercing damage.
- 5. Tail:** Melee +19 to hit, reach 20 ft., 24 (4d6 + 10) bludgeoning damage. DC 20 strength saving throw or be knocked prone.

Frightful Presence: Each creature within 120 feet and aware of the tarrasque must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. Saving throw repeats at end of turn, with disadvantage if within line of sight of the tarrasque. If successful the creature is immune for the next 24 hours.

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

Legendary Actions (x3 per turn)

(Used on end of another's turn, refresh at start of tarrasque's turn)

- ☞ **Attack:** The tarrasque makes one claw attack or tail attack.
- ☞ **Move:** The tarrasque moves up to half its speed.
- ☞ **Chomp (Costs 2 Actions):** The tarrasque makes one bite attack or uses its Swallow.

Swallow: One bite attack against a Large or smaller creature the tarrasque 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, 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.

RAW TARRASQUE

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- 2. Claw:** Melee, +19 to hit, reach 15 ft.
28 (4d8 + 10) slashing damage.
- 3. Claw:** Melee, +19 to hit, reach 15 ft.
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- 4. Horns:** Melee +19 to hit, reach 10 ft.,
32 (4d10 + 10) piercing damage.
- 5. Tail:** Melee +19 to hit, reach 20 ft.,
24 (4d6 + 10) bludgeoning damage.
DC 20 strength saving throw or be knocked prone.

Frightful Presence: Each creature within 120 feet and aware of the tarrasque must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. Saving throw repeats at end of turn, with disadvantage if within line of sight of the tarrasque. If successful the creature is immune for the next 24 hours.

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(Used on end of another's turn, refresh at start of tarrasque's turn)

- ☞ **Attack:** The tarrasque makes one claw attack or tail attack.
- ☞ **Move:** The tarrasque moves up to half its speed.
- ☞ **Chomp (Costs 2 Actions):** The tarrasque makes one bite attack or uses its Swallow.

Swallow: One bite attack against a Large or smaller creature the tarrasque 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, 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.

☞ **Regeneration** At the beginning of its turn, the Tarrasque regains hit points depending on its current hit point total.
HP 676 to 400 – No regeneration
HP 399 to 200 – 20 hit points a round
HP 199 to 0 – 40 hit points a round

Optional Rules Sheet

- Tiered Regeneration (Minor)**
At the beginning of its turn, the tarrasque regains hit points depending on its current hit point total.
HP 676 to 400 – No regeneration
HP 399 to 200 – 20 hit points a round
HP 199 to 0 – 40 hit points a round
- Optional:** At the beginning of the tarrasque's turn the DM rolls a d6. The tarrasque only regenerates on a 5 or 6.
- Tiered Regeneration (Major)**
At the beginning of its turn, the tarrasque regains hit points depending on its current hit point total.
HP 676 to 400 – 20 hit points a round
HP 399 to 200 – 40 hit points a round
HP 199 to 0 – 80 hit points a round
- Regeneration (Constant)**
At the beginning of its turn, the tarrasque regains 60 hit points.
- Rush (Requires 2 legendary actions)**
The tarrasque charges forward in an incredible rush, moving up to 150 feet in a straight line that it cannot deviate from.
- Trample**
The tarrasque is so large that it can move through any square occupied by a Large or smaller creature. Any creature whose square the tarrasque moves through must make a DC 17 Dexterity saving throw or take 44 (8d10) bludgeoning damage. A successful save means the creature jumps out of the way and takes no damage, as well as allows it to take an opportunity attack against the tarrasque as it moves by. A failed save allows for no opportunity attack.
- "Controlled" Tarrasque**
The tarrasque has a controlling entity directing its actions, allowing smarter combat tactics. This entity is filled with blood rage and still attempts to destroy everything around it. While this entity is in control, the tarrasque has an additional +6 to its Intelligence and Wisdom saving throws and can make smarter, more tactical decisions. At the beginning of each of the tarrasque's turns, roll a d6. On a 5 or 6, the tarrasque's original mind gains control and acts on bestial instinct. On a 1-4, the entity regains control or remains in control.
- Optional:** If a PC or other entity is trying to control the tarrasque toward non-destructive ends, the tarrasque is harder to control. At the beginning of each of the tarrasque's turns, roll a d6. On a 5 or 6, the entity regains or retains control. On a 1-4, the tarrasque's original mind gains control and acts on bestial instinct.
- Rubble Throw**
(Replaces two claw attacks and bite attack in multiattack or requires 2 legendary actions)
The tarrasque rakes its front or rear claws into the ground and throws rubble and rock into the air in a 60 foot cone that starts at the tarrasque's height (can reach to 120 feet high and 60 feet from the tarrasque). Those in the area make a DC 17 Dexterity saving throw or take 28 (4d8+10) bludgeoning damage. A successful save means the creature dodges and takes half damage.
- Lightning Breath**
(Replaces two actions in multiattack or requires 2 legendary actions)
120-foot line, 20 feet wide
Anyone in the affected area makes a DC 17 Dexterity saving throw or takes 66 (12d10) lightning damage. A successful save means the creature dodges partially out of the way for half damage. The manacles glow blue when the lightning breath activates. Any creatures inside the tarrasque take half damage automatically, unless they are in the mouth or throat, where they take full damage. The breath weapon recharges on a 4-6 rolled at the beginning of the tarrasque's turn.
- Optional:** Lightning Breath (Dispelling)
On a failed saving throw against the lightning breath, a dispel magic effect is added. Roll a d20 (no modifiers) vs DC 10 + spell level. If successful, the magic affecting the target is dispelled per the rules of dispel magic.

Inside the Tarrasque Playmat

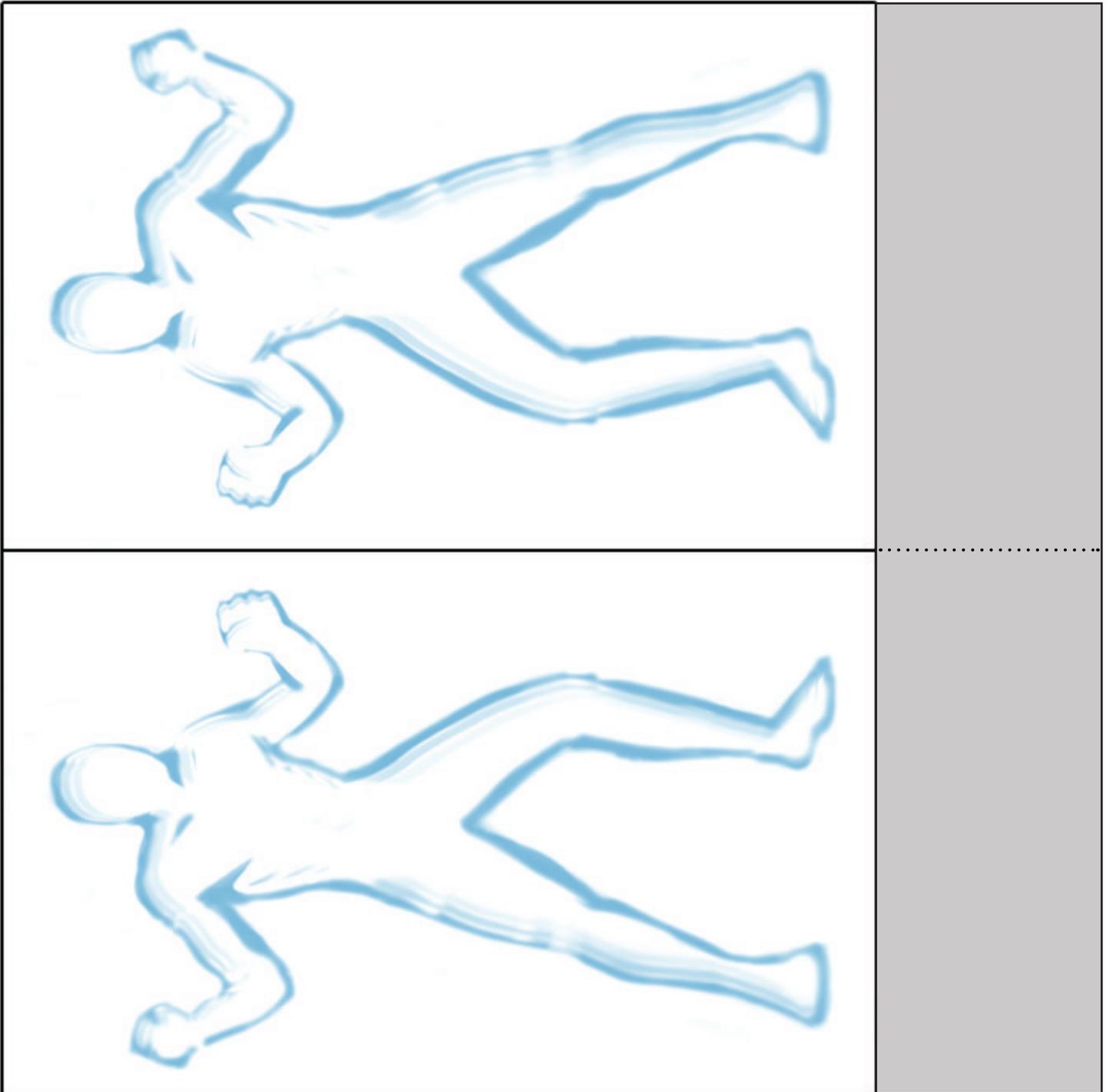
Interior Armor Class = 15



- ☞ **Interior Movement** - A small creature inside the tarrasque can overcome the restrained condition by making DC 17 Strength and Dexterity checks each round for 1/4 movement. Medium creatures can move this way in stomach and throat.
- ☞ **A - Heart** - 56 (16d6) bludgeoning damage, restrained and blinded, and all concentration checks fail. Can only survive a number of rounds equal to Constitution modifier before suffocation drops to 0 hit points.
- ☞ **B - Lungs** - 28 (8d6) bludgeoning damage, restrained and blinded, creature deals double damage. Merely being in lungs causes 2d10 damage to the tarrasque each turn, ignoring resistance. Each turn, the tarrasque makes a DC 17 Constitution save. If successful the character is sneezed out 30 ft. away where they land prone, dealing 35 (10d6) bludgeoning damage to creature and tarrasque.
- ☞ **C - Stomach** - 56 (16d6) acid damage, restrained and blinded. 60 points of damage to tarrasque from inside causes swallowed character to be spit out 30ft away where they land prone.
- ☞ **D - Organ-Rich Area** - 42 (12d6) poison damage, restrained and blinded. DC 17 Constitution save for 1/2 damage.
- ☞ **E - Muscle Rich Area** - 56 (16d6) bludgeoning damage, restrained and blinded, all concentration checks fail.

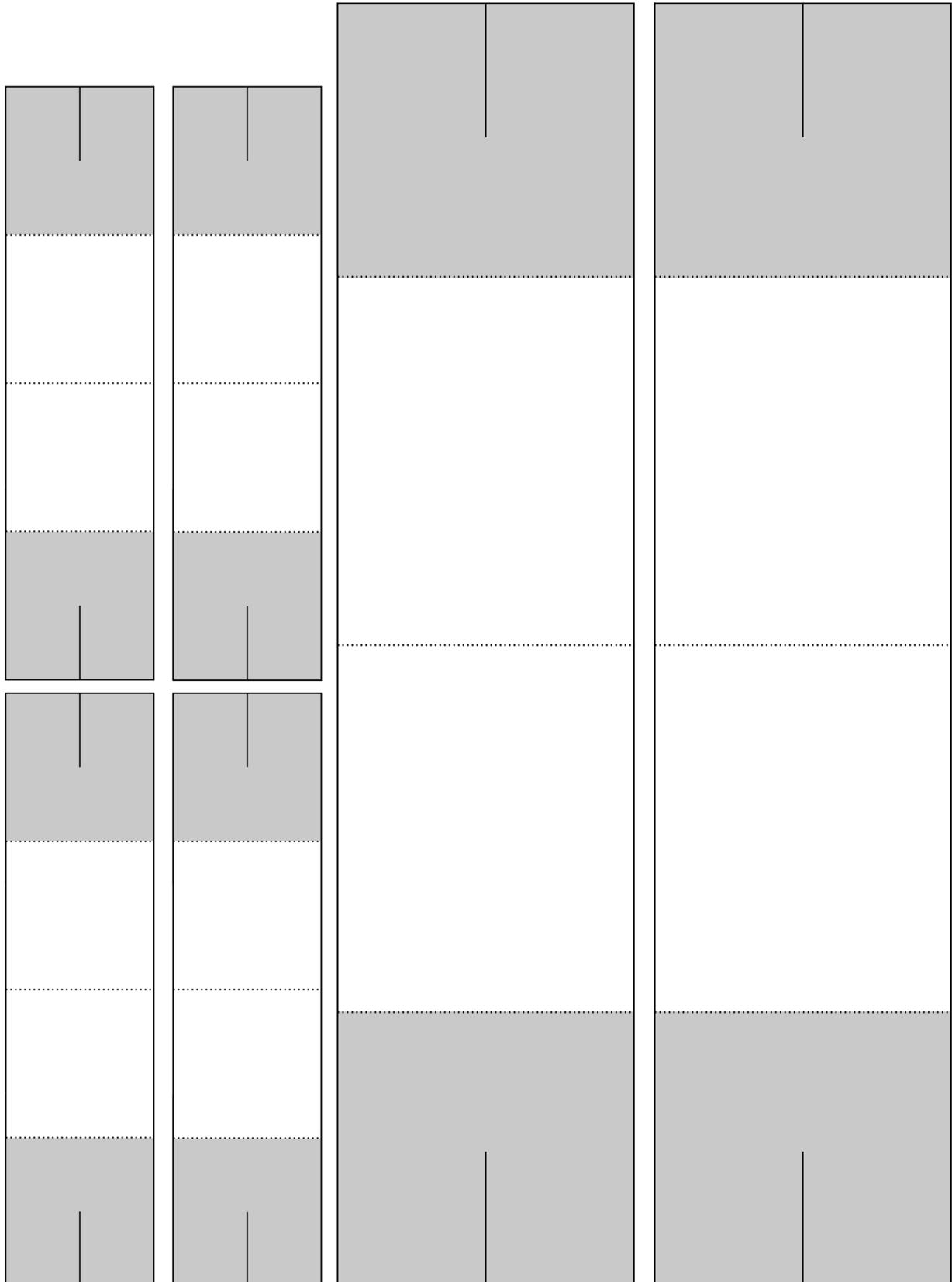
Giant Form Paper Miniature

Cut along the outer edges and cut the dotted line in the grey base area. Do not cut the line between the figures. Fold the miniature in on itself and tape together. Fold the grey sections out to form a base and secure to a piece of foamcore or cardboard with tape.



Interactive Paper Miniature Maker

Click one of the below images to replace it with your own image for 1 inch base and 2 inch base paper miniatures. The code will flip any image vertically, but for perfect alignment you will need a second horizontal mirror image. Print and cut the vertical lines in the grey sections and slot them into the opposite side. Secure with tape. Only cut solid lines, dotted lines are meant to be folded. Image upload functionality only guaranteed with Adobe Acrobat.







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