Tarrasque Touched Mutation Supplement

By J.M. Perkins

To Win the Battle, to Begin the War: From a Speech Given by Clausiax son of Clausacine upon his retirement of the post of General of the Fourth Imperial Army

While we know not when the Tarrasque might return, I give this speech to you, now, to prepare yourself for the day that will surely come. First and most importantly know this: the beast cannot be slain. In the course of my years of campaigning against it, I have seen it die, always at great cost, half a dozen times; it inevitably rises again to tear and rend and eat my men. All who promise they can deliver the miracle of a final end to the monster are either con-men or adventuring fools; and as a man, as a soldier, and eventually as a general I learned to avoid both sorts of empty promisers.

But, just because an enemy cannot be defeated does not mean an enterprising soldier is without options.

When facing a superior opponent, in the course of normal circumstances you have several options.

1. Surrender, though this is not possible with the monster.
2. Fighting retreat to reinforce, also impossible in this case as the kingdom (even if we managed to ally with our neighbors) don’t have legions enough to kill that which will not stay slain.
3. Wait out the Siege. Perhaps we could hold out behind high walls but the monster seems to take special delight in knocking them down.

And so we are left with ‘not being not worth it’– of fighting not to end a threat, but merely redirect it. Insofar as I ‘won’ against the beast, it was because I was able to change its course. For you to be victorious should it return, you as well must be able to guide it as one would guide a surging river or perhaps more accurately as one would guide a donkey – with carrot and stick.

The beast is driven by ravenous hunger –all know this is so- but it also *likes* to fight, likes to smash forces arrayed against it. As such, it will often choose the path of **most** resistance. However, it does not like to chase. With these tools in mind, I selected the path the Tarrasque would take.

And so, with harassing strikes from archers on horseback, with well placed encampments firing long range weaponry I led the Tarrasque from battle to battle until finally I brought it to Xanasay’s border, where our former enemies had amassed their army in anticipation of the invasion I’d led them to believe was imminent (convincing them that we intend to flee/conquer them as our way to avoid the Tarrasque). After it cut through Xansay, our spies report that it has had forty years of travelling steadily west and so I -Clausiax son of Clausacine, General of the Fourth Imperial Army- won the battle against the Tarrasque, even as I leave to you my successor the completion of the war.

Because the war is not over. Everywhere the beast bled, the land has been tainted. All know that huge, heavily armored versions of common animals twisted so their features resemble the Tarrasque plague our villages and prey upon travelers. Many of our citizens are twisted with horrible mutations, most originating where it seems the waters have been tainted with red and the taste of blood that seems to be growing. And there are sorcerous stirrings, individuals who seem to surge with magic who threaten the saftey and order of the kingdom.

Yes, I beat the Tarrasque.

But we have yet to beat the taint it has left in our land.

The Taint of the Tarrasque

As the last living primordial, the Tarrasque’s cursed blood can alter the landscape, creatures, and even humanoids wherever it has bled. These horrific properties can linger for decades as its regenerating essence taints water. These effects, creatures, and changes to the population can be found all over the world where the Tarrasque once roamed but are most pronounced in and around the city of Salt in Wounds; where decades of perpetually slaughtering the bound Tarrasque has tainted the landscape and creatures there a degree never found anywhere.

Mutations

Mutations can also be gained
via consumption of undercooked Tarrasque flesh (prudence demands that all flesh consumed in Salt in Wounds must be well-done to the point of being charred black, even if taste would prefer other, rarer cuts) or by utilizing Tarrasque derived alchemy or healing; especially the kind delivered by unskilled practitioners. But there is no universal factor towards gaining a mutation, even the scrupulously careful can sometimes find that merely living in the city will lead to startling transformations.
As expected, due to their work habits approximately 90% of the Marrow Miners are afflicted with one or more mutation. Oddly, God-Butchers almost \*never\* suffer mutations; the occurrences being so rare that Briddu Yittano's arm is seen as an exceptional aspect to be ogled.

For a hefty fee, the greatest alchemists in Salt in Wounds can remove mutations from the afflicted. Even rarer, are those masters who can coax a specific mutation from the flesh of a willing subject - without the risk of randomization, Tarrasque-fed mutations could turn a humble street urchin into a powerful warrior.

**Alchemy, Mutations, and Magic**

Standard alchemist charges for mutation related services:

1. 500gp (wealth equivalent to owning a small apartment) to induce a truly random mutation.
2. 2000 gp (wealth equivalent to owning a lesser magic item) to induce a mutation that is as likely to be Weal as Woe
3. 5000 gp (wealth equivalent to owning a significant magic item) to remove a mutation.

Mutations can also be removed through certain powerful magics like the spell 'restoration.'

Powerful alchemists and especially dangerous creatures are known to be able to have several beneficial mutations at once, or mutations with double the benefit usually associated with its type. This is generally beyond access of player characters however, who can usually only have a single Weal type mutation at any time.

**Weal & Woe Mutations**

Tarrasque mutations are divided amongst 'Weal' (somewhat beneficial) and 'Woe' (generally detrimental) with Woe mutations being far more common. However, even beneficial 'Weal' mutations can still negatively affect a character, as individuals possessing Tarrasque-Fed mutations are generally viewed as some combination of:

1. Low class
2. Irrational
3. Uncareful and/or
4. And/or a reminder of a terrible fate that awaits so many residents of Salt in Wounds.

Mechanically, this translated into the following for every mutated character:

* In Pathfinder, a -4 Mutation Modifier to Diplomacy and Bluff Checks
* In 5e, a Disadvantage on Diplomacy and Bluff Checks

If a character is to undergo a random mutation, roll a d6. On a 1 or 2, they gain a 'Weal' mutation, a 3-6, a ‘Woe’ mutation. At that point, roll a d10 to determine the type of mutation.

**Table - Mutations**

*Weal*

1. **Beast’s Strength** Muscles bulge all over your body, breaking through skin at places *+3 Mutation Bonus to Strength | Pathfinder & 5th Edition*
2. **Frightful Presence** Something about the predatory curve of your smile or your smell terrifies others. *+4 Mutation Bonus to Intimidation Pathfinder | Advantage on Intimidation Checks 5th Edition*
3. **Enhanced Senses** Your Eyes and nose change shape, gaining an inhuman quality. *Gain the Scent Ability Pathfinder | Gain Blindsight 10ft 5th Edition*
4. **Armored Hide** Thick armor scales begin to grow over your body *Pathfinder* *+2 to Natural Armor | Gain Resistance to Bludgeoning, Piercing & Slashing Damage from nonmagical sources 5th Edition.*
5. **Spell Reflection** Your skin dries out, becomes reflective and interferes with spells cast upon you. *Gain spell resistance equal to 5 + your character level which can be lowered for 1 round as a bonus action Pathfinder* | *Advantage on saving throws versus spells and other magical effects 5th Edition.*
6. **Regeneration** Your wounds and cuts close faster *As a bonus action, you can activate Fast Healing 5 for 10 consecutive Rounds once every 24 hours Pathfinder | You can activate a regeneration to restore 5 hitpoints for 10 consecutive rounds. You must have at least 1 hp to use this feature and can only use it once per long rest 5th Edition.*
7. **Claws** Your fingers and elongate, thickening into useable claws. *The unarmed strikes of the character deal 1d6 piercing or slashing damage and you are proficient with your unarmed strikes. Pathfinder & 5th Edition*
8. **Spines** Thick spines grow out of pores in your body, and -with a little practice- you are capable of firing these as an offensive weapon. *6 times a day you can fire spines as a 1d6 ranged attack, adding dexterity modifier and base attack bonus to hit. Pathfinder | 6 times a day you can fire spines as a 1d6 ranged attack, adding your competence bonus + dexterity modifier to hit, and your dex modifier to damage. 5th Edition*
9. **Tail** A tail which you control grows from the base of your spine. Some use this to hold torches, retrieve items, or even assist with balance. *While you cannot wield weapons with your tail, you can use it to retrieve small, stowed objects carried on their persons as a swift action. Pathfinder | Your tail grants you advantage on all acrobatics checks as it affords counterbalance 5th Edition*
10. **Rush** Your legs growing thicker, your knees change allowing to run incredible sprints. *For 6 nonconsecutive rounds a day, you can -as a part of your move for 5th Edition and as a free action in Pathfinder- choose to double your move speed*.

*Woe*

1. **Spell Failure Chance** Whatever magical abilities you possessed become difficult to utilize as your mind swims with odd impulses when you attempt to use your magical abilities. *Roll 1d10, on a 1 the spell fizzles; it counts as a use even as it has no effect. Pathfinder & 5th Edition.*
2. **Tumor** Somewhere on your body, there is a mass of flesh that keeps growing. *An untreated tumor will kill a character in 2d6 weeks (average 7). ‘Treatment’ requires a DC 15 Heal check Pathfinder or a DC 15 Medicine check, +1 for every time the tumor has been previously treated. After every treatment, ‘reset’ the tumor and roll an additional 2d6 (average 7) to determine how long the tumor can go untreated before killing the character.*
3. **Extra eye** You grow an additional eye; perhaps it is on your face, perhaps not. Wherever it grows, it confuses your vision. *-4 to Perception Checks Pathfinder | Disadvantage on Perception Checks 5th Edition.*
4. **Stupidity** You have increasing difficulty putting together coherent thoughts. *-3 Mutation Modifier to Intelligence 5th Edition & Pathfinder*
5. **Rage** You are liable to to fly into a rage over any pettiness: a spilled glass, a wound, or an insult. *When dropped to below 50% of hitpoints, the character enters a rage as per the barbarian class ability with none of the bonuses and all the limitations. The character can not leave this state until healed above 50% or there are no enemies present. Alternately, if the character is already utilizing the ‘rage’ class feature when dropped below 50% hitpoints, they can choose to double the duration with all benefits/limitations at no additional cost or disadvantage. Pathfinder & 5th Edition*
6. **Imprudence** You have lost much of your impulse control, you have a tendancy to grab at whatever interests you. *Disadvantage on Wisdom Saves 5th Edition | -2 Mutation Modifier on Will Saves Pathfinder*
7. **Mute/Trouble speaking** Your throat is growing thick and bestial, and are unable to shape intelligible words. *Character is now mute, can only communicate verbally through grunts.* *Pathfinder + 5th Edition*
8. **Extreme Hunger** You are always hungry and must eat incessantly or grow ill. *If the character has not eaten a meal within the last 2 hours, they gain the nauseated condition, if not eaten within the last 4 hours they gain the sickened condition. Pathfinder | If you have not eaten a meal within the last 2 hours, you gain disadvantage on all ability checks, if you have not eaten within 4 hours, you gain disadvantage on all ability checks & attack rolls. 5th Edition*
9. **Misshapen Hands** Your fat, knobby fingers, full of rapidly fused joints make it difficult for you to use their hands. *Disadvantage on all Attacks that involve weapons or tools used by hand 5th Edition | -4 Mutation Modifier to Attack Rolls Pathfinder.*
10. **Misshapen Body** Your spine or limbs twist in ways they weren't supposed to. *Your move speed goes down by 10ft Pathfinder and 5th Edition.*

Tarrasque Transformed Monster Template

Mythical animals are the stuff of legends; stronger, faster, wiser, and more intimidating than their normal counterparts. Mythical animals appear as normal [animals](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal) and are indistinguishable from them, though in some cases their eyes may betray their origin and existence (perhaps showing a glint of intellect or [wisdom](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Wisdom-Wis-) unknown to their lesser cousins). Mythical animals are found wherever their normal [animal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal) counterparts are, though they rarely keep company with such [animals](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal). Though they may be the creation of the gods and beasts of legend and dreams, mythical animals still pay homage and answer to the various [animal lords](http://www.d20pfsrd.com/bestiary/monster-listings/outsiders/animal-lords-tohc).

### Creating a Mythical Animal

*“Mythical”* is an inherited template that can be added to any normal non-dire [animal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal) that has at least 1-HD (referred to hereafter as the base creature). A mythical [animal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal) retains all the base creature’s statistics and special abilities except as noted here.

**CR**: Same as the base creature +2, plus an additional +1 per 3 [Hit Dice](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-) the base creature improved.

**AC**: Double the base creature’s [natural armor bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Natural-Armor-Bonus).

**Hit Dice**: Increase the base creature’s [Hit Dice](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-) by 50%, then double this new amount. Do not increase the creature’s [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Size-Bonus). Recalculate [base attack bonus](http://www.d20pfsrd.com/gamemastering/combat#TOC-Attack-Bonus), base saves, skills, and special ability DCs accordingly.

**Saves**: A mythical [animal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal) has all good saves.

**Speed**: Increase the base creature’s land speed by +10 feet. If the base creature has a swim speed or fly speed, increase it by +20 feet.

**Attacks**: A mythical [animal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal)’s damage dice increase for each of its attacks as if it had the [Improved Natural Attack](http://www.d20pfsrd.com/feats/monster-feats/improved-natural-attack) feat with each of its [natural attacks](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Natural-Attacks).

**Abilities**: A mythical [animal](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal)’s ability scores are increased based on the creature’s [size](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Size-Bonus).

* If the base creature is Small or smaller, increase from the base creature as follows: Str +4, Dex +12, Con +4, Wis +4, Cha +4 (minimum 10).
* If the base creature is Medium, increase from the base creature as follows: Str +10, Dex +10, Con +6, Wis +4, Cha +4 (minimum 10).
* If the base creature is Large or larger, increase from the base creature as follows: Str +12, Dex +4, Con +6, Wis +4, Cha +4 (minimum 10).

**Feats**: Mythical [animals](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal) gain [Endurance](http://www.d20pfsrd.com/feats/general-feats/endurance---final), [Improved Initiative](http://www.d20pfsrd.com/feats/combat-feats/improved-initiative-combat---final), and [Iron Will](http://www.d20pfsrd.com/feats/general-feats/iron-will---final) as bonus feats, assuming the base creature meets the prerequisites and doesn’t already have these feats. The increased [Hit Dice](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Hit-Dice-HD-) gained by this template grant the base creature additional feats.

**Skills**: Mythical [animals](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Animal) gain a +4 [racial bonus](http://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Racial-Bonus) on [Perception](http://www.d20pfsrd.com/skills/perception) checks. They retain any other racial bonuses to skill checks possessed by the base creature.

Sorcerous Origin: Blood of the Primordials

*You have in your veins the ever-changing wildness of primal chaos, the raw essence of unbound creation. Your mind and spirit burst with the constant inspiration of consummate freedom, though you have difficulty following through on a task when another, new and exciting, catches your interest.*

**Class Skill**: [Knowledge](http://www.d20pfsrd.com/skills/knowledge) (planes).

**Bonus Spells**: [*entropic shield*](http://www.d20pfsrd.com/magic/all-spells/e/entropic-shield) (3rd), [*blur*](http://www.d20pfsrd.com/magic/all-spells/b/blur) (5th), [*gaseous form*](http://www.d20pfsrd.com/magic/all-spells/g/gaseous-form) (7th), [*confusion*](http://www.d20pfsrd.com/magic/all-spells/c/confusion) (9th), [*major creation*](http://www.d20pfsrd.com/magic/all-spells/m/major-creation) (11th), [*disintegrate*](http://www.d20pfsrd.com/magic/all-spells/d/disintegrate) (13th), [*greater polymorph*](http://www.d20pfsrd.com/magic/all-spells/p/polymorph) (15th), [*polymorph any object*](http://www.d20pfsrd.com/magic/all-spells/p/polymorph-any-object) (17th), [*shapechange*](http://www.d20pfsrd.com/magic/all-spells/s/shapechange) (19th).

**Bonus Feats**: [Agile Maneuvers](http://www.d20pfsrd.com/feats/combat-feats/agile-maneuvers-combat), [Defensive Combat Training](http://www.d20pfsrd.com/feats/combat-feats/defensive-combat-training-combat), [Enlarge Spell](http://www.d20pfsrd.com/feats/metamagic-feats/enlarge-spell-metamagic---final), [Great Fortitude](http://www.d20pfsrd.com/feats/general-feats/great-fortitude), [Improved Great Fortitude](http://www.d20pfsrd.com/feats/general-feats/improved-great-fortitude---final), [Skill Focus](http://www.d20pfsrd.com/feats/general-feats/skill-focus---final) ([Craft](http://www.d20pfsrd.com/skills/craft) [any]), [Spell Focus](http://www.d20pfsrd.com/feats/general-feats/spell-focus---final), [Toughness](http://www.d20pfsrd.com/feats/general-feats/toughness---final).

**Bloodline Arcana**: Your magic of creation and changing is hard to unravel. The DC to dispel [transmutation](http://www.d20pfsrd.com/magic#TOC-Transmutation) or [conjuration](http://www.d20pfsrd.com/magic#TOC-Conjuration) (creation) spells that you cast is increased by +4.

**Bloodline Powers**: Your ancestral immersion in primordial chaos begets your curiously warped magical talents.

*Protoplasm (Sp)*: At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a [tanglefoot bag](http://www.d20pfsrd.com/equipment---final/goods-and-services/herbs-oils-other-substances#TOC-Tanglefoot-Bag) that also inflicts 1 point of acid damage per round to a creature [entangled](http://www.d20pfsrd.com/gamemastering/conditions#TOC-Entangled) by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your [Charisma](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Charisma-Cha-) modifier.

*Protean Resistances (Ex)*: At 3rd level, you gain [resist](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Energy-Resistance) acid 5 and a +2 bonus on [saving throws](http://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws) against [*polymorph*](http://www.d20pfsrd.com/magic/all-spells/p/polymorph), petrification, and [transmutation](http://www.d20pfsrd.com/magic#TOC-Transmutation) spells or effects. At 9th level, you gain [resist](http://www.d20pfsrd.com/gamemastering/special-abilities#TOC-Energy-Resistance) acid 10 and your save bonus increases to +4.

*Reality Wrinkle (Sp)*: At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to [*solid fog*](http://www.d20pfsrd.com/magic/all-spells/s/solid-fog) but does not provide [concealment](http://www.d20pfsrd.com/gamemastering/combat#TOC-Concealment) or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

*Spatial Tear (Sp)*: At 15th level, once per day, you can unravel the fibers of reality and ride along them as they snap back into place. This power functions as [*dimension door*](http://www.d20pfsrd.com/magic/all-spells/d/dimension-door), while also creating a mass of [*black tentacles*](http://www.d20pfsrd.com/magic/all-spells/b/black-tentacles) centered on your former location. Both of these effects use your sorcerer level as the [caster level](http://www.d20pfsrd.com/magic#TOC-Caster-Level). At 20th level, you can use this ability twice per day.

*Avatar of Chaos (Ex)*: At 20th level, you are infused with the essence of raw chaos. You gain [immunity](http://www.d20pfsrd.com/bestiary/rules-for-monsters/universal-monster-rules#TOC-Immunity-Ex-or-Su-) to acid, petrification, and [*polymorph*](http://www.d20pfsrd.com/magic/all-spells/p/polymorph) effects (except when cast on self), as well as a +2 bonus to save DCs and on checks to overcome spell penetration against creatures with the [lawful](http://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types#TOC-Lawful) subtype.