The Corruption of the Tarrasque

Mutation Supplement

By J.M. Perkins

To Win the Battle, to Begin the War

*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 soldiers. All who promise they can deliver the miracle of a final end to the monster are either con-artists or adventuring fools; and as a man, as a soldier, and eventually as a general I learned to avoid both sorts of empty headed vapidities.*

*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 potential paths:*

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 simply ‘not being 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 more importantly it 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.*

*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 Xansay’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 intended to flee through their lands in an all out conquest attempt as our stratagem to avoid the Tarrasque). After it cut through Xansay, our spies report that it has had forty years of traveling 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 task of completing the war.*

*Because the war is not over. Everywhere the beast bled, the land has been corrupted. 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 fouled with horrible mutations, most originating where it seems the waters have been tainted with red and the taste of blood that seems to be steadily growing. And there are sorcerous stirrings, individuals who seem to surge with magic who threaten the safety 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 Corruption of the Tarrasque

As the last living primordial, the Tarrasque’s cursed blood can alter the landscape, creatures, and even humanoids wherever it has been spilled. These horrific properties can linger for decades as its regenerating essence taints water tables. These effects, monsters, 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 to a degree never found anywhere.

Mutations

Tarrasque-fed mutations can occur seemingly at random across the globe (it has bled on every continent, and isolated pockets of its essence are still occasionally discovered left over from some long forgotten battle). Such twistings of the flesh are commonly gained through drinking Tarrasque blood tainted 'red water' and thus particularly common amongst the most impoverished citizens of the city of Salt in Wounds and wild creatures who do not have access to imported water.

In the metropolis, ‘common sense’ holds that mutations are often also 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, the God-Butchers of Salt in Wounds seldom suffer mutations; the occurrences being so rare that of Journeyman 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.

[special]

DM’s Note: As currently designed, induction of a specific mutation is not a ‘service’ normally available for sale and should be offered as a special reward for the completion of a quest or similar great deed.

[/special]

**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 Tarrasque Blighted or Tarrasque Favored.
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 'greater 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 Favored type mutation at any time.

**Favored & Blighted Mutations**

Tarrasque mutations are divided amongst 'Tarrasque Favored' (somewhat beneficial) and 'Tarrasque Blighted' (generally detrimental) with Blighted mutations being far more common. However, even beneficial 'Favored' 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 (either Favored or Blighted) suffers a Disadvantage on Charisma (Diplomacy & Bluff) Checks.

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

**Table - Mutations**

*Favored*

1. **Beast’s Strength** Muscles bulge all over your body, breaking through skin at places *Your strength increases by 3, to a maximum of 23*
2. **Frightful Presence** Something about the predatory curve of your smile or your smell terrifies others. *You gain advantage on all Charisma (Intimidation) Checks*
3. **Enhanced Senses** Your Eyes and nose change shape, gaining an inhuman quality and granting you advanced senses. *Gain Blindsight 10ft*
4. **Armored Hide** Thick armor scales begin to grow over your body *Gain Resistance to Bludgeoning, Piercing & Slashing Damage from nonmagical sources.*
5. **Spell Reflection** Your skin dries out, becomes reflective and interferes with spells cast upon you. *Advantage on saving throws versus spells and other magical effects.*
6. **Regeneration** Your wounds and cuts close faster *As a bonus action or reaction, 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.*
7. **Claws** Your fingers and nails elongate, thickening into useable claws of preternatural sharpness. *The unarmed strikes of the character deal 1d6 piercing or slashing damage which counts as magical.*
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 as an attack action, you can fire spines as a 1d6 ranged attack with a range of 60ft, adding your competence bonus + dexterity modifier to hit, and your dex modifier to damage. Due to the preternatural piercing ability of these spines, they count as a magical attack.*
9. **Tail** A tail which you control grows from the base of your spine, greatly assisting your balance. *Your tail grants you advantage on all acrobatics checks as it affords counterbalance.*
10. **Rush** Your legs growing thicker, your knees change allowing to run incredible sprints. *You can dash as a bonus action up to six times per long rest*.

**[Special]**

**DM’s Note: Many of the following Blighted mutations are meant to be extremely punishing to characters, with some serving as existential risks to the characters and/or severely limiting them. If at all possible, grant characters an opportunity to get a mutation removed via performing a worthy deed or quest if not through expenditure of gold.**

*Blighted*

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. *Whenever you attempt to cast a spell, roll 1d10. On a 1 the spell fizzles; it counts as a use even as it has no effect.*
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 12 Medicine check +1 for every time the tumor has been previously treated or every unsuccessful treatment attempt. 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. *You suffer disadvantage on all Wisdom (Perception) checks that rely on sight.*
4. **Stupidity** You have increasing difficulty putting together coherent thoughts. *You suffer a* *-3 Penalty to Intelligence, to a minimum of 1*
5. **Frenzied** You are liable to to fly into a frenzy over any pettiness: a spilled glass, a wound, or an insult. *When dropped to below 50% of hitpoints, you the Frenzied condition (see below). You can not leave this state until healed above 50% or there are no hostile creatures present. Alternately, if the character is already utilizing the ‘rage’ class feature when dropped below 50% hitpoints can choose to double the duration of their rage.*
6. **Imprudence** You have lost much of your impulse control, you have a tendency to grab at whatever interests you. *Disadvantage on Wisdom Saves*
7. **Mute/Trouble speaking** Your throat is growing thick and bestial, and are unable to shape intelligible words. *Your* *character is now mute, can only communicate verbally through grunts and growls. Spellcasters are still able to approximate verbal spell components in order to cast but suffer disadvantage on all spell attack rolls and their spell target gains an advantage on any spell saves made vs spells cast with a verbal component.*
8. **Extreme Hunger** You are always hungry and must eat incessantly or grow ill. *If you have not eaten a meal equal to 1/10th your body weight 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.*
9. **Misshapen Hands** Your fat, knobby fingers, full of rapidly fused joints make it difficult for you to use their hands. *You suffer* *disadvantage on all attacks that involve weapons or tools used by hand.*
10. **Misshapen Body** Your spine or limbs twist in ways they weren't supposed to. *Your move speed is reduced by 10ft.*

New Condition: Frenzied

Distinct from a barbarian’s rage, characters and creatures can become frenzied which imposes severe penalties without any advantages.

* First choose a ‘target’ of the frenzy by rolling a d6: on a 1, the DM chooses a target, on a 2-5 choose any hostile creature, on a 6 choose an ally. Reroll and reselect if the target of your frenzy is knocked unconscious or killed.
* A frenzied creature has disadvantage on ability checks and attack rolls every round where they don’t attack their target or take damage.
* A frenzied creature can not cast spells.

Tarrasque Transformed Monster Template

A beast, humanoid, giant, or monstrosity can be transformed by the corruption of the Tarrasque’s essence. These creatures are often covered in armored scales, recover from wounds with ease,and are known to spark fear into the hearts of all who oppose them. They are driven by ravenous hunger, and often exhibit less sense/more direct tactics than others of their species (although, due to their strength and prowess, they are often found leading groups of criminals or monsters).

Challenge: CR for Tarrasque transformed is +2.

Senses: The Tarrasque transformed gains blindsight with a radius of 60 feet.

Damage Resistances: The Tarrasque transformed gains resistance to fire & poison damage; as well as resistance to bludgeoning, piercing, and slashing damage from nonmagical  or nonadamantine attacks.

Transformed Strength: The Tarrasque’s transformed strength goes up by 4.

Regeneration: The Tarrasque Transformed regains 10 hit points at the start of its turn if it has at least 1 hit point.

*New Action: Frightful Presence* Each creature of the Tarrasque transformed’s choice within 60 feet of it and aware of it must succeed on a Wisdom saving throw (DC 10+ the creature’s proficiency bonus) or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque transformed creature is within line of sight, 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 Frightful Presence of any Tarrasque Transformed creature for the next 24 hours.

Sorcerous Origin: Blood of the Primordials

Primordial Bloodline

Your innate magic comes from exposure to the true essence of the primordials; those antecedents of the gods of which the (cursed) Tarrasque is the last living example. Unlike those mutated by the Tarrasque’s corruption, you draw strength through harnessing the runaway surge of primordial life, artistry, and creativity that transformed the world and gave birth to all later forms of life and sentience. Most often, sorcerers (or their ancestors) with this origin were exposed to the essence of the primordials via traces of the Tarrasque or one of the other mammoth primordial corpses that litter the world. The potential of this bloodline can lay dormant in the family line for generations, often times as it seeks a (non-cursed) expression. Primordial Bloodline sorcerers often push the reshaping of themselves and magic to amoral heights.

Boundless Creativity

The primordials were artists at a planetary scale, and some believe that every scrap of life and spirit came from their boundless, amoral drive to create. In you, their touch translates to a ceaseless intellect always searching for learning and artistic expression and you gain one additional skill and one additional tool proficiency at first level. In addition, you know one additional cantrip from any spell list.

Boundless Vitality

Sorcerous magic flows through you with a surge of vitality. At six level, as a bonus action or reaction, you can spend sorcery points to restore hit points to any living creature you can see; each sorcery point spent this way restores 5 hit points.

Boundless Speech

At 14th level your primordial powers have rearranged your relationship with the written & spoken word and now with your mastery of the deep structures present in all language you gain linguistic comprehension undreamed of by others. You understand the literal meaning of any language you can read or hear. In addition, you can speak every language you have ever heard spoken for 10 minutes or more.

Boundless Transformation

Beginning at 18th level, you can channel the limitless ability of your primordial bloodline to transform living creatures. As an action, you can spend 5 sorcery points to alter the physiology, magic, and/or material properties of a living creature and its equipment to effectively transform any resistance for a different resistance or any immunity for a different immunity. For instance, you can change change a resistance to nonmagical bludgeoning damage to a resistance to nonmagical poison (keeping a nonmagical modifier if present), or transform an immunity to the charmed condition to an immunity to fire damage. The effect lasts 1 hour or until the resistance/immunity would normally end. If the creature you target with this effect is unwilling, they must succeed on a Constitution saving throw to resist this effect and your spell points are expended regardless of whether the transformation was successful.

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