





# THE TARRASQUE

An earth Titan of horrific power and primordial origin—The Tarrasque is a cataclysmic force whose footsteps reshape continents. It cannot be defeated, only sent back into depths to slumber for a time before it inevitably reemerges to bring devastation to the world.

## RUNNING THE TARRASQUE

It opens combat by using its Cataclysm ability, and follows that up with Consuming anyone it can. The Tarrasque has no need to move in combat as its Reflective Carapace (combined with its heavy armor and Indomitable ability) can take out many ranged foes by itself—but when combined with its Worldheart Beam, there is nowhere to hide.

The number of Wounds the Tarrasque can apply means that this battle will come to an end quickly if the heroes are not fully prepared and use teamwork and smart tactics.

To increase the difficulty:

- The Tarrasque may vomit up any consumed heroes dealing too much damage from the inside then Crush them.
- Heroes staying close enough to each other to Interpose can be taken out with a Worldheart Beam.

To reduce the difficulty:

- "Waste" a Worldheart Beam on a single annoying hero.
- Spend a turn letting loose a Terrifying Roar that can Daze or Frighten heroes who fail a DC 20 STR or WIL save.

**Titans.** These fights are possible to win, but are not easy or even fair. Heroes must come prepared to die. GMs must come prepared to oblige.



Level 20 Solo Gargantuan Worldbreaker

## Tarrasque, Cataclysmic Titan

H

400

ALL+++

**Indomitable.** Immune to all conditions that would Hamper. Can take no more than 25 damage/turn.  
**Reflective Carapace.** Ranged attackers suffer half as much damage they deal.

**Opening Move: Cataclysm.** Reach 12. All structures in the area are destroyed. DC 20 DEX save, 50 damage minus the save result. On failure, Restrained underneath rubble (escape DC 20).

**ACTIONS:** After each hero's turn, choose 1:

- **Consume.** Reach 6 (VS a Hampered target). 1d20+20 damage and Consumed.

**Consumed.** At the end of each of your turns suffer 1d20+20 damage (ignoring armor) and 1 Wound. Your attacks have advantage and ignore armor (teleport or DC 20 STR save to escape).

- **Crush.** Reach 6. 1d20+20 and Prone, advantage vs smaller targets. On damage: deal 1 Wound.
- **Charge.** (If no target is within Reach 6) next turn use **Worldheart Beam**. Line 40 (3 spaces wide), 2d100 damage. Flying targets fall, landing Prone.

**BLOODIED: Rage of the Earthsplitter.** (Reach 24) At **200 HP** enemies suffer 2d20 psychic damage. Then make a DC 20 WIL save. On a 20+ they suffer their choice of the following conditions during their next turn: Dazed, Frightened, or Dying (lose all of your HP). **10-19:** they must choose 2. **<10:** Suffer all 3.

**LAST STAND: Throes of the Worldbreaker.** At 0 HP the Tarrasque is weakening, **200** more damage and it is banished back into the heart of the earth! Until then, at the beginning of each of its turns it deals 1d20 damage to all enemies within Reach 12.