

# Monsters (T)

## Tarrasque

*The Shape of Calamity*

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**Habitat:** Urban; **Treasure:** None



Among the most devastating creatures in existence, the tarrasque is an engine of catastrophe and a ruiner of nations. A terror of massive size and overwhelming might, this primeval destroyer survives from the earliest epochs of the Material Plane, when it served as a weapon of immortal forces. Since then, the tarrasque has slumbered in secret, rising every few ages to usher in eras of destruction.

The tarrasque is a bipedal, prehistoric Monstrosity that stands over seventy feet tall. Bristling with horns and

spikes, its spiny carapace deflects harm and can reflect magical attacks.

The tarrasque is a creature of tireless rage. It lashes out at any creature that catches its attention, thrashing with claws and its mighty tail while swallowing smaller beings whole. It seems to take instinctual offense at the works of lesser beings, venting its rage at buildings, bridges, ships, and monuments. The larger a structure or foe is, the greater the tarrasque's wrath.

It is a mystery what—if anything—calms the tarrasque, but eventually it returns to its slumber, leaving the world irrevocably changed. While the tarrasque might be halted by incredible opposition, its threat can never be wiped from the multiverse. Whenever the tarrasque is defeated, another tarrasque awakes somewhere else on the Material Plane.

Few things survive the tarrasque's rampages, and reports of the monster's devastation are often contradictory, incomplete, or beyond belief. In cases where it leaves no survivors, its calamities might initially be blamed on evil dragons or magical disasters, but the tarrasque frequently leaves behind some unmistakable indication of its passage. Roll on or choose a result from the Tarrasque Evidence table to inspire what marks the monster's rampages.

### Tarrasque Evidence

1d4	Amid Destruction, the Tarrasque Leaves...
1	Evidence of a magic spell reflected back on its caster, like <i>Ice Knife</i> or <i>Melf's Acid Arrow</i> .
2	Massive footprints or claw marks.
3	A russet scale the size of a knight's shield.
4	A shattered mountain or diverted river.

## TARRASQUE

*Gargantuan Monstrosity (Titan), Unaligned*

**AC 25**    **Initiative +18 (28)**

**HP 697** (34d20 + 340)

**Speed** 60 ft., Burrow 40 ft., Climb 60 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	30	+10	+10	<b>INT</b>	3	-4
<b>DEX</b>	11	+0	+9	<b>WIS</b>	-1	-2

<b>CON</b>	30	+10	+10	<b>WIS</b>	11	+0	+9
				<b>CHA</b>	11	+0	+9

**Skills** Perception +9

**Resistances** Bludgeoning, Piercing, Slashing

**Immunities** Fire, Poison; **Charmed, Deafened, Frightened, Paralyzed, Poisoned**

**Senses** Blindsight 120 ft.; Passive Perception 19

**Languages** None

**CR** 30 (XP 155,000; PB +9)

## Traits

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**Legendary Resistance (6/Day).** If the tarrasque fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The tarrasque has Advantage on saving throws against spells and other magical effects.

**Reflective Carapace.** If the tarrasque is targeted by a **Magic Missile** spell or a spell that requires a ranged attack roll, roll 1d6. On a **1–5**, the tarrasque is unaffected. On a **6**, the tarrasque is unaffected and reflects the spell, turning the caster into the target.

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

## Actions

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**Multiattack.** The tarrasque makes one Bite attack and three other attacks, using Claw or Tail in any combination.

**Bite.** *Melee Attack Roll:* +19, reach 15 ft. *Hit:* 36 (4d12 + 10) Piercing damage, and the target has the **Grappled** condition (escape DC 20). Until the grapple ends, the target has the **Restrained** condition and can't teleport.

**Claw.** *Melee Attack Roll:* +19, reach 15 ft. *Hit:* 28 (4d8 + 10) Slashing damage.

**Tail.** *Melee Attack Roll:* +19, reach 30 ft. *Hit:* 23 (3d8 + 10) Bludgeoning damage. If the target is a Huge or smaller creature, it has the **Prone** condition.

**Thunderous Bellow (Recharge 5–6).** *Constitution Saving Throw:* DC 27, each creature and each object that isn't being worn or carried in a 150-foot **Cone**. *Failure:* 78 (12d12) Thunder damage, and the target has the **Deafened** and **Frightened** conditions until the end of its next turn. *Success:* Half damage only.

## Bonus Actions

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**Swallow.** *Strength Saving Throw:* DC 27, one Large or smaller creature **Grappled** by the tarrasque (it can have up to six creatures swallowed at a time). *Failure:* The target is swallowed, and the Grappled condition ends. A swallowed creature has the **Blinded** and **Restrained** conditions and can't teleport, it 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, each of which falls in a space within 10 feet of the tarrasque and has the **Prone** condition. If the tarrasque dies, any

swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

## Legendary Actions

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*Legendary Action Uses: 3. Immediately after another creature's turn, the tarrasque can expend a use to take one of the following actions. The tarrasque regains all expended uses at the start of each of its turns.*

**Onslaught.** The tarrasque moves up to half its Speed, and it makes one Claw or Tail attack.

**World-Shaking Movement.** The tarrasque moves up to its Speed. At the end of this movement, the tarrasque creates an instantaneous shock wave in a 60-foot **Emanation** originating from itself. Creatures in that area lose **Concentration** and, if Medium or smaller, have the **Prone** condition. The tarrasque can't take this action again until the start of its next turn.

## Thri-kreen

*Mantid Psychics and Scavengers*

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**Habitat:** Desert, Grassland; **Treasure:** [Armaments](#)

Thri-kreen are mantis-like wanderers who harness their innate camouflage and psychic abilities to survive. Different groups of thri-kreen have distinct carapaces, from the rocky shades of desert dwellers to the vibrant hues of those living in verdant lands. While their language has a distinctly insectile quality, thri-kreen often use telepathy to communicate, and groups can rapidly share a wealth of detailed information without making a sound.

I would tell you now the tale of the first Ka'Cha, the first thri-kreen who knew and taught the truth: that the clutch is all.

—KA'CHA, THRI-KREEN KNOWLEDGE HUNTER

## Thri-kreen Marauder

Thri-kreen marauders employ weapons made of stone and bone, such as the spear-like gythka and throwing blades called chatkcha.



### THRI-KREEN MARAUDER

*Medium Monstrosity, Neutral*

**AC 15**    **Initiative +2 (12)**

**HP 33 (6d8 + 6)**

**Speed** 40 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	12	+1	+1	<b>INT</b>	8	-1
<b>DEX</b>	15	+2	+2	<b>WIS</b>	12	+1
<b>CON</b>	13	+1	+1	<b>CHA</b>	7	-2

**Skills** Perception +3, Stealth +4, Survival +3

**Senses** Darkvision 60 ft.; Passive Perception 13

**Languages** Thri-kreen; telepathy 60 ft.

**CR** 1 (XP 200; PB +2)

## Actions

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**Multiattack.** The thri-kreen makes two attacks, using Gythka or Chatkcha in any combination.

**Gythka.** *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Slashing damage plus 2 (1d4) Poison damage.

**Chatkcha.** *Ranged Attack Roll:* +4, range 30/120 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

## Bonus Actions

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**Leap.** The thri-kreen jumps up to 15 feet by spending 5 feet of movement.

# Thri-kreen Psion

Thri-kreen psions harness their psychic powers to avoid danger and manipulate objects from afar.

## THRI-KREEN PSION

*Medium Monstrosity, Neutral*

**AC** 16    **Initiative** +6 (16)

**HP** 149 (23d8 + 46)

**Speed** 40 ft., Fly 20 ft. (hover)

		MOD	SAVE		MOD	SAVE
<b>STR</b>	18	+4	+7	<b>INT</b>	19	+4
<b>DEX</b>	15	+2	+5	<b>WIS</b>	12	+1
<b>CON</b>	14	+2	+5	<b>CHA</b>	11	+0

**Skills** Perception +4, Stealth +8

**Resistances** Psychic

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Thri-kreen; telepathy 120 ft.

**CR** 8 (XP 3,900; PB +3)

## Actions

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**Multiattack.** The thri-kreen makes three Psionic Lance attacks.

**Psionic Lance.** *Melee or Ranged Attack Roll:* +7, reach 10 ft. or range 120 ft. *Hit:* 18 (4d6 + 4) Psychic damage.

**Spellcasting.** The thri-kreen casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

**At Will:** *Mage Hand* (the hand is **Invisible**)

**1/Day Each:** *Detect Thoughts, Sending, Synaptic Static*

There are two answers to every question: ours, and the wrong one.

—HARMONIUM RULE

## Toughs

*Brawlers and Bullies*

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**Habitat:** Any; **Treasure:** Armaments

Bodyguards, belligerents, and laborers, toughs rely on their physical strength to intimidate foes. They might be brawny criminals, rowdy tavern goers, seasoned workers, or anyone who uses their muscle to get what they want.

### Tough

Toughs might work in groups at the direction of a leader, or individual toughs might bully weaker folk into doing what they say.

## TOUGH

*Medium or Small Humanoid, Neutral*

**AC 12**    **Initiative +1 (11)**

**HP 32 (5d8 + 10)**

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		
<b>STR</b>	15	+2	+2	<b>INT</b>	10	+0	+0
<b>DEX</b>	12	+1	+1	<b>WIS</b>	10	+0	+0
<b>CON</b>	14	+2	+2	<b>CHA</b>	11	+0	+0

**Gear** Heavy Crossbow, Leather Armor, Mace

**Senses** Passive Perception 10

**Languages** Common

**CR 1/2 (XP 100; PB +2)**

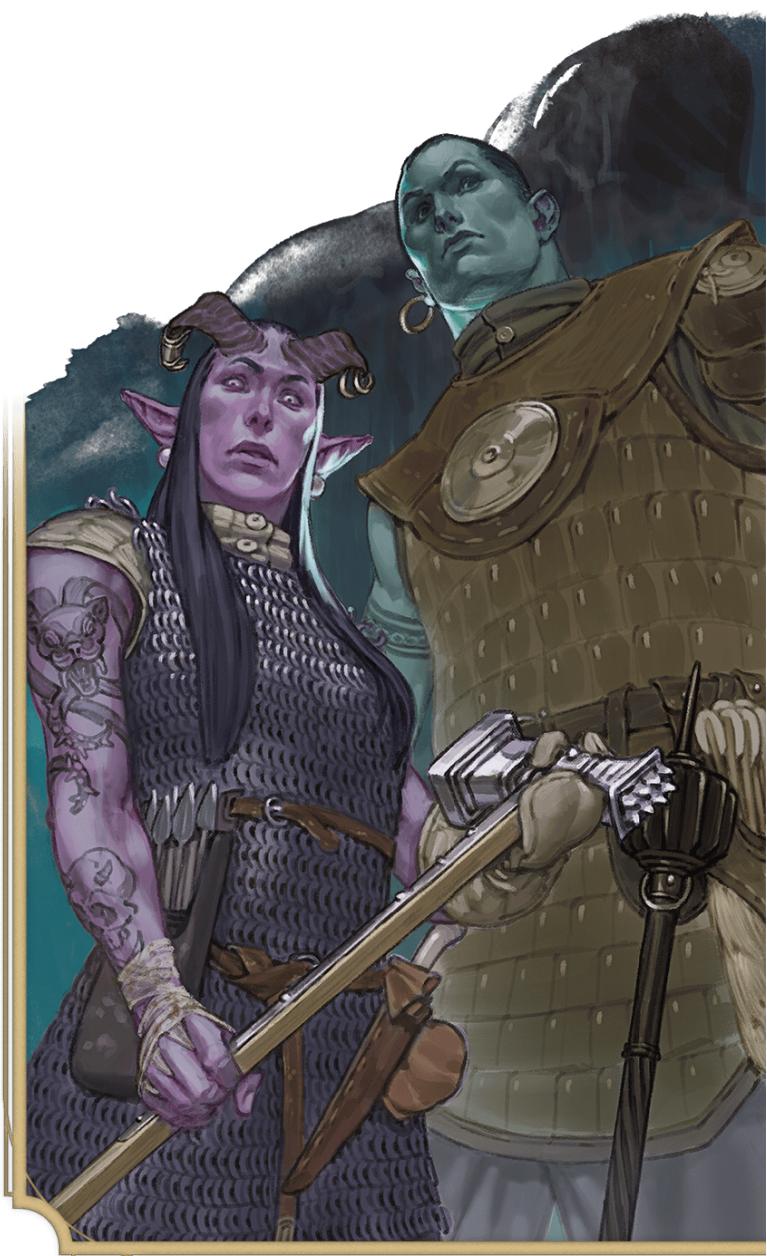
### Traits

**Pack Tactics.** The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

### Actions

**Mace.** *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage.

**Heavy Crossbow.** *Ranged Attack Roll:* +3, *range* 100/400 ft. *Hit:* 6 (1d10 + 1) Piercing damage.



## Tough Boss

Tough bosses leverage their street smarts, brawling prowess, and reputation to compel others to follow their demands.

## TOUGH BOSS

*Medium or Small Humanoid, Neutral*

**AC 16**    **Initiative +2 (12)**

**HP** 82 (11d8 + 33)

**Speed** 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	17	+3	+5	<b>INT</b>	11	+0
<b>DEX</b>	14	+2	+2	<b>WIS</b>	10	+0
<b>CON</b>	16	+3	+5	<b>CHA</b>	11	+0

**Gear** Chain Mail, Heavy Crossbow, Warhammer

**Senses** Passive Perception 10

**Languages** Common plus one other language

**CR** 4 (XP 1,100; PB +2)

## Traits

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**Pack Tactics.** The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

## Actions

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**Multiattack.** The tough makes two attacks, using Warhammer or Heavy Crossbow in any combination.

**Warhammer.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Bludgeoning damage. If the target is a Large or smaller creature, the tough pushes the target up to 10 feet straight away from itself.

**Heavy Crossbow.** *Ranged Attack Roll:* +4, range 100/400 ft. *Hit:* 13 (2d10 + 2) Piercing damage.

## Treant

*Wise and Mighty Animate Tree*

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**Habitat:** Forest; **Treasure:** None



#### **A TREANT EVICTS ADVENTURERS FROM A CITY IT HAS RECLAIMED FOR NATURE**

Ancient inhabitants of the forest, treants are gigantic, animate trees with wizened faces. Most have lived for centuries and know secrets of the natural world. They avoid becoming embroiled in the conflicts of shorter-lived creatures, but they're protective of their forest homes. If roused to anger, treants can animate trees to aid them.

Treants defend and are shaped by secrets of the forest. Roll on or choose a result from the Treant Secrets table to inspire what mysteries a treant protects.

#### **Treant Secrets**

<b>1d6</b>	<b>The Treant Is...</b>
1	Blessed by a god and grows magic fruit.
2	Growing atop the entrance to a dungeon or portal to the <b>Feywild</b> .
3	Home to a community of <b>pixies</b> or <b>sprites</b> .
4	The last lore keeper of lost druidic knowledge.

5	Rooted on a hero's burial mound and animates trees that look like questing knights.
6	Scarred by a fire and holds the bones of the arsonist who started it in a hollow.

## TREANT

*Huge Plant, Chaotic Good*

**AC 16**    **Initiative +3 (13)**

**HP 138 (12d12 + 60)**

**Speed** 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	23	+6	+6	<b>INT</b>	12	+1
<b>DEX</b>	8	-1	-1	<b>WIS</b>	16	+3
<b>CON</b>	21	+5	+5	<b>CHA</b>	12	+1

**Vulnerabilities** Fire

**Resistances** Bludgeoning, Piercing

**Senses** Passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**CR 9** (XP 5,000; PB +4)

### Traits

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**Siege Monster.** The treant deals double damage to objects and structures.

### Actions

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**Multiattack.** The treant makes two Slam attacks.

**Slam.** *Melee Attack Roll:* +10, *reach* 5 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage.

**Hail of Bark.** *Ranged Attack Roll:* +10, *range* 180 ft. *Hit:* 28 (4d10 + 6) Piercing damage.

**Animate Trees (1/Day).** The treant magically animates up to two trees it can see within 60 feet of itself. Each tree uses the **Treant** stat block, except it has Intelligence and Charisma scores of 1, it can't speak, and it lacks this action. The tree takes its turn immediately after the treant on the same Initiative count, and it obeys the treant. A tree remains animate for 1 day or until it dies, the treant dies, or it is more than 120 feet from the treant. The tree then takes root if possible.

## Troglodyte

## Reeking Subterranean Hunter

**Habitat:** Underdark; **Treasure:** Armaments

ARTIST: BRIAN VALEZA



With features similar to those of pale cave lizards, troglodytes stalk the **Underdark** in an endless hunt for food. Troglodytes consume almost anything, including bones, giant insects, and other subterranean dwellers. They prey on subterranean communities and those near entrances to the Underdark, stealing livestock and kidnapping residents.

Troglodytes prefer to ambush prey and can change their scale color to blend in with their surroundings. They often climb along cavern walls or emerge from deep fissures to take their prey by surprise. Despite their stealthiness, these stalkers exude a distinctly repulsive stench. Descriptions of what troglodytes smell like span a spectrum as complex as it is vile. This reek nauseates many who smell it, but it can also warn of the presence of troglodytes before they strike.

# TROGLODYTE

Medium Monstrosity, Chaotic Evil

**AC 11**    **Initiative +0 (10)**

**HP 13** (2d8 + 4)

**Speed** 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	14	+2	+2	<b>INT</b>	6	-2
<b>DEX</b>	10	+0	+0	<b>WIS</b>	10	+0
<b>CON</b>	14	+2	+2	<b>CHA</b>	6	-2

**Skills** **Stealth** +4

**Senses** Darkvision 60 ft.; Passive Perception 10

**Languages** Troglodyte

**CR** 1/4 (XP 50; PB +2)

## Traits

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**Stench.** Constitution Saving Throw: DC 12, any creature (other than a troglodyte) that starts its turn in a 5-foot **Emanation** originating from the troglodyte. **Failure:** The target has the **Poisoned** condition until the start of its next turn. **Success:** The target is immune to the Stench of all troglodytes for 1 hour.

**Sunlight Sensitivity.** While in sunlight, the troglodyte has Disadvantage on ability checks and attack rolls.

## Actions

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**Rend.** **Melee Attack Roll:** +4, reach 5 ft. **Hit:** 5 (1d6 + 2) Slashing damage.

Smells fine to me.

—CAAREY GELTHIK, GHAST

# Troll

Loathsome, Regenerating Lurker

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**Habitat:** Arctic, Forest, Hill, Mountain, Swamp, Underdark; **Treasure:** None

Trolls creep forth to prey on smaller creatures and drag captives back to festering lairs. These misshapen brutes can regenerate from wounds and regrow severed body parts—including their heads. A troll's severed limbs continue to move and attack. Unless they're burned by flames or acid, trolls can recover from egregious wounds and seek revenge on those who felled them.

Trolls typically hunt alone, but small groups occasionally cooperate to ambush prey or raid villages. Creatures such as hags and hill giants might convince trolls to work for them in exchange for disgusting meals.

## TROLL

*Large Giant, Chaotic Evil*

**AC** 15    **Initiative** +1 (11)

**HP** 94 (9d10 + 45)

**Speed** 30 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	18	+4	+4	<b>INT</b>	7	-2
<b>DEX</b>	13	+1	+1	<b>WIS</b>	9	-1
<b>CON</b>	20	+5	+5	<b>CHA</b>	7	-2

**Skills** Perception +5

**Senses** Darkvision 60 ft.; Passive Perception 15

**Languages** Giant

**CR** 5 (XP 1,800; PB +3)

### Traits

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**Loathsome Limbs (4/Day).** If the troll ends any turn **Bloodied** and took 15+ Slashing damage during that turn, one of the troll's limbs is severed, falls into the troll's space, and becomes a **Troll Limb**. The limb acts immediately after the troll's turn. The troll has 1 **Exhaustion** level for each missing limb, and it grows replacement limbs the next time it regains Hit Points.

**Regeneration.** The troll regains 15 Hit Points at the start of each of its turns. If the troll takes Acid or Fire damage, this trait doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

### Actions

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**Multiattack.** The troll makes three Rend attacks.

**Rend.** *Melee Attack Roll:* +7, *reach:* 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

## Bonus Actions

**Charge.** The troll moves up to half its Speed straight toward an enemy it can see.



ARTIST: JOHN TEDRICK

## TROLL LIMB

*Small Giant, Chaotic Evil*

**AC** 13      **Initiative** +1 (11)

**HP** 14 (4d6)

**Speed** 20 ft.

		MOD	SAVE		MOD	SAVE
<b>STR</b>	18	+4	+4	<b>INT</b>	1	-5
<b>DEX</b>	12	+1	+1	<b>WIS</b>	9	-1
<b>CON</b>	10	+0	+0	<b>CHA</b>	1	-5

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** None

**CR** 1/2 (XP 100; PB +2)

## Traits

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**Regeneration.** The limb regains 5 Hit Points at the start of each of its turns. If the limb takes Acid or Fire damage, this trait doesn't function on the limb's next turn. The limb dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

**Troll Spawn.** The limb uncannily has the same senses as a whole troll. If the limb isn't destroyed within 24 hours, roll 1d12. On a 12, the limb turns into a **Troll**. Otherwise, the limb withers away.

## Actions

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**Rend.** *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage.



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