

PUBLIC To GM ADVANTAGE NORMAL DISADVANTAGE
MECHATARRASQUE
Gargantuan Construct (titan)

Armor Class 25(Arcane Metal Alloy)

Hit Points 676(33d20+330)

Speed 40ft

| STR | DEX | CON | INT | WIS | CHA |
|-------|------|-------|------|------|------|
| 35 | 21 | 33 | 14 | 16 | 8 |
| (+12) | (+5) | (+11) | (+2) | (+3) | (-1) |

Saving Throws Int+5, Wis+9, Cha+9

Damage Immunities Fire, Poison, Non-Magical Bludgeoning, Slashing, and Peircing

Condition Immunities Charmed, Frightened, Poisoned, Paralyzed

Senses Blindsight 120ft

Languages —

Challenge 30 (155000 XP)

Legendary Resistance (3/day)

If the mechatarrasque fails a saving, it can choose to succeed instead.

Magic Resistance

The mechatarrasque has advantage on saving throws against spells and other magical effects.

Reflective Carapaace

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 the tarrasqueis 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.

Frightful Presence

Each creature of the Tarrasque choice that is within 120 feet of the Tarrasque and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 Tarrasque's Frightful Presence for the next 24 hours.

Regeneration

The Tarrasque will regenerate 50 hit points at the start of it's turn as long as it has 1 hit point left.

Roboscript Connection

If a connection is made to Bazzdos, a high bandwidth communication network is established between Bazzdos and the Tarrasque. This connection allows both creatures to share sensor information in addition to motor controls. This allows them to act as one creature with various movements and reactions.

All passive improvements to Bazzdos also apply to the Tarrasque. This provides an Improved Mounted Combatant Feat for Bazzdos

*You have advantage on all attack rolls against any unmounted creature that is smaller than your mount.

*You can force an attack targeted at your mount to target you instead.

*If your mount is subjected to an effect that allows it to make Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack.

The mechatarrasque can use its Frightful Presence. It then makes four attacks, one with its bite, one with its claws, one with its horns, and one with it tail.

Bite.

Melee Weapon Attack:+25, Reach 10ft, One Target

Hit: 77 (8d12+25) piercing damage

If the target is a creature, it is grappled (escape 25 DC). Until this grapple ends, the target is restrained, and the Tarrasque can't bite another target.

Hydraulic Claw.

Melee Weapon Attack:+25, Reach 15ft, One target

Hit: 79 (12d8+25) bludgeoning damage

These pincers of immense weight crush even the largest of creatures (up to huge). If a creature is hit by this claw it must beat a DC 25 Strength check or become grappled in the claw. With the crushing force of the claw the creature take 6d8+25 at the start of its turn.

Radiant Horns.

Melee Weapon Attack:+35, Reach 10 ft, One target

Hit: 91 (12d10+25) radient damage

These horns contain intense amount of energy and can pierce even the most fortified armor. If these horns pierce a creature it must succeed on a DC 25 Intelligence saving throw or becomes Frightened.

Chainsaw Tail.

Melee Weapon Attack:+25, Reach 20 ft, One Target

Hit: 79 (12d8+25) bludgeoning damage

If the target is a creature, it must succeed on a DC 25 Dexterity saving throw or be grappled by the chainsaw. If grappled in the chainsaw, the creature takes an additional 12d6 damage on the start of its turn.

Minigun Launcher.

Ranged Weapon Attack:+30, Range 200/800, Two Targets

Hit: 112 (25d6+25) Piercing damage plus 107 (15d10+25) Fire 20ft Radius damage

A spam of large caliber round (6 inch diameter) is rapidly fired out of the minigun. In addition, another target can be targeted with a rocket. A single rocket is fired off the launcher. This rocket explodes upon contact with the target in a fiery flame. The rocket sends out a shockwave so powerful that knocks creatures prone that fail a DC 25 dexterity saving throw. Rocket Recharge 50% chance for instant reload.

Swallow.

The tarrasque makes one bite attack against a Large or smaller creature it 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, it has total cover against attacks and other effects outside the tarrasque, and it takes 106 (16d12) 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 25 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 35 feet of movement, exiting prone.

LEGENDARY ACTIONS

The Mechatarasque can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The Mechatarasque regains spent legendary actions at the start of its turn.

Attack.

The tarrasque makes one claw, horn, bite, or tail attack.

Move.

The tarrasque moves up to half its speed

Chomp (2 actions).

The tarrasque makes a bite attack and swallows a large or smaller creature if it hits.