

ITHRAX, ROOTED

Huge Dragon (Chromatic), Chaotic Evil

AC 19 **Initiative** +12 (22)

HP 230 (20d12 + 100)

Speed 0 ft. (see Rooted)

		Mod	Save			Mod	Save			Mod	Save
Str	23	+6	+6	Dex	14	+2	+7	Con	21	+5	+5
Int	14	+2	+2	Wis	13	+1	+6	Cha	19	+4	+4

Skills Deception +9, Perception +11, Stealth +7

Immunities Acid; Prone

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21

Languages Common, Draconic

CR 15 (XP 13,000, or 15,000 in Lair; PB +5)

TRAITS

Amphibious. Ithrax can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If Ithrax fails a saving throw, it can choose to succeed instead.

Rooted. Ithrax's tail is grown into the Tarrasque's stomach wall. It can't move, and nothing can move it.

Shared Blood. While its tail is attached, Ithrax regains 15 Hit Points at the start of each of its turns.

The Tail. The tail where it meets the wall can be attacked on its own (AC 17, 60 HP, immune to Acid, Poison and Psychic damage). At 0 HP it's severed: Ithrax loses Rooted and Shared Blood, gains Fly 80 ft. and Swim 40 ft., and the Tarrasque convulses (every Lair action this round is a Hiccup).

Outcomes. If Ithrax dies, the Tarrasque eats its fill and lies down to sleep. If the Tarrasque dies while the tail is still attached, Ithrax becomes the Tarrasque-Wyrm (page 2).

ACTIONS

Multiattack. Ithrax makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Acid Arrow* (level 3 version).

Rend. *Melee Attack Roll:* +11, reach 15 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 4 (1d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 54 (12d8) Acid damage. *Success:* Half damage.

Spellcasting. Ithrax casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks). At will: *Acid Arrow* (level 3 version), *Detect Magic*, *Fear*. 1/Day: *Speak with Dead*.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, Ithrax can expend a use to take one of these actions. It regains all expended uses at the start of each of its turns.

Gut Mites. *Dexterity Saving Throw:* DC 17, one creature Ithrax can see within 60 feet. *Failure:* 22 (4d10) Poison damage, and the target has Disadvantage on Concentration saves until the end of its next turn. Ithrax can't take this action again until the start of its next turn.

Frightful Presence. Ithrax uses Spellcasting to cast *Fear*. It can't take this action again until the start of its next turn.

Lash. Ithrax makes one Rend attack.

LAIR: THE STOMACH

On initiative count 20 (losing ties), roll a d4 for a Lair action. Reroll a repeat of the last one.

1. Hiccup. *Dexterity Saving Throw:* DC 16, each creature that isn't Rooted. *Failure:* the Prone condition, and it slides 10 feet towards the nearest acid pool.

2. The Acid Rises. The pools rise a foot. Until the next Lair action, low ground is Difficult Terrain, and a creature that ends its turn there takes 10 (3d6) Acid damage.

3. Something Falls In. Roll a d6: **1** a hay cart; **2** a very alive, very upset cow; **3** one very confused ogre, who fights whoever is nearest; **4** a barge's cargo of barrels, one full of lamp oil; **5** a dead adventurer with a full backpack (roll on the Hoard); **6** half a chapel bell, which deafens anyone within 10 feet who fails a DC 15 Con save when it lands.

4. Gut Mites. A Swarm of Insects bursts from the wall within 30 feet of Ithrax and acts on initiative count 20.

Playing Ithrax. It talks first and fights second. Everything it says makes striking the heart sound safe. The truth is the opposite.

Ithrax, the Tarrasque-Wyrm

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 23 **Initiative** +15 (25)

HP 487 (25d20 + 225)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

		Mod	Save			Mod	Save			Mod	Save
Str	28	+9	+9	Dex	12	+1	+8	Con	28	+9	+16
Int	16	+3	+3	Wis	15	+2	+9	Cha	21	+5	+5

Skills Arcana +10, Deception +12, Perception +16, Stealth +8

Resistances Bludgeoning, Piercing, Slashing

Immunities Acid; Charmed, Frightened, Paralyzed

Senses Blindsight 120 ft., Darkvision 120 ft.; Passive Perception 26

Languages Common, Draconic, and the last words of every wizard it ate

CR 24 (XP 62,000; PB +7)

TRAITS

Amphibious. Ithrax can breathe air and water.

Legendary Resistance (5/Day). If Ithrax fails a saving throw, it can choose to succeed instead.

Magic Resistance. Ithrax has Advantage on saving throws against spells and other magical effects.

Reflective Carapace. When Ithrax is targeted by *Magic Missile* or a spell that requires a ranged attack roll, roll a d6. On a 1–5, Ithrax is unaffected. On a 6, it is unaffected and the spell rebounds, targeting the caster instead.

Regeneration. Ithrax regains 30 Hit Points at the start of each of its turns. If it took Radiant damage since the end of its last turn, this trait doesn't work at the start of this turn. *Its scales never saw the sun.*

Siege Monster. Ithrax deals double damage to objects and structures.

ACTIONS

Multiattack. Ithrax makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Acid Arrow* (level 3 version).

Rend. *Melee Attack Roll:* +16, reach 15 ft. *Hit:* 22 (2d12 + 9) Slashing damage plus 13 (3d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 24, each creature in a 120-foot-long, 10-foot-wide Line. *Failure:* 90 (20d8) Acid damage. *Success:* Half damage. Nonmagical ground in the Line hardens into glass.

Spellcasting. Ithrax casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks). The 1/Day spells come from the wizards the Tarrasque swallowed over the centuries. At will: *Acid Arrow* (level 3 version), *Detect Magic*, *Fear*. 1/Day each: *Counterspell*, *Fireball* (level 5 version).

LEGENDARY ACTIONS

Legendary Action Uses: 4. Immediately after another creature's turn, Ithrax can expend a use to take one of these actions. It regains all expended uses at the start of each of its turns.

Carapace Quake. Ithrax lands or slams its armoured bulk down. *Strength Saving Throw:* DC 24, each creature within 30 feet of it on the ground. *Failure:* 27 (6d8) Bludgeoning damage and the Prone condition. Ithrax can't take this action again until the start of its next turn.

Frightful Presence. Ithrax uses Spellcasting to cast *Fear*. It can't take this action again until the start of its next turn.

Pounce. Ithrax moves up to half its Speed, and it makes one Rend attack.

Running it. This is a campaign villain, not a fight for the end of the session. It flew east toward the cities. Give the party time to learn about the Radiant weakness before they face it.

THE UNDIGESTED HOARD

Eighty years of everything the Tarrasque ate, sorted, stacked and kept

Each coin island holds 2d6 × 100 gp in mixed and long-obsolete coins. For anything more interesting, roll a d10 per island (or per dead adventurer's backpack).

d10 Find

- 1 A **Digestive Pearl** (below).
- 2 A tax caravan's strongbox, still locked (DC 15 to pick): 1,500 gp in tax silver and a sealed writ from a crown that no longer exists.
- 3 Three flasks of **Tarrasque Acid** (below), corked in wax by Ithrax itself.
- 4 Half of Hollowfen's chapel bell. A priest from the town will pay 200 gp for it, and it rings by itself whenever the Tarrasque stirs.
- 5 A swallowed wizard's spellbook, its pages fused into one block. With a DC 18 Arcana check over a long rest, a wizard recovers 1d4 spells of level 3 or lower.
- 6 A shed plate of Tarrasque carapace the size of a door. A smith can make a **Living Scale Shield** (below) from it.
- 7 A finger-length shard of Tarrasque bone. A smith can make a **Regrowing Bone Dagger** (below) from it.
- 8 A river barge's figurehead, a painted mermaid whose eyes follow you. Worthless, but deeply unsettling.
- 9 A watchtower's signal horn. Blown, it can be heard for 10 miles, and the Tarrasque always turns towards it.
- 10 Roll twice more.

DIGESTIVE PEARL

Wondrous item, uncommon

A glossy black pearl formed around a swallowed magic item over decades. As an action, you can crack it open. Roll a d6 to see what the item inside still does: **1** it bursts as *Fireball* (DC 15) centred on you; **2** *Cure Wounds* (level 3) on you; **3** *Misty Step*; **4** *Thunderwave* (DC 15) centred on you; **5** warmth floods through you and you regain 2d4 + 2 Hit Points; **6** the item itself falls out intact. The DM picks a common or uncommon magic item.

TARRASQUE ACID

Adventuring gear, 250 gp a flask

Thrown like a vial of acid, it deals 4d6 Acid damage. Creatures immune to Acid damage take half damage from it instead, and creatures resistant to Acid take full damage.

LIVING SCALE SHIELD

Armor (Shield), rare

You have a +1 bonus to AC while holding this shield, on top of the shield's normal bonus. When you take damage while holding it, you can take a Reaction to reduce that damage by 1d10. If the shield is destroyed, it regrows from any fragment over 24 hours.

REGROWING BONE DAGGER

Weapon (Dagger), uncommon

You have a +1 bonus to attack and damage rolls made with this weapon. If it's thrown or broken, a new blade grows in your empty hand at the start of your next turn, and the old one crumbles to dust.

THE BLACK EGG

Whoever stole it carries the next campaign. It's warm, it hums faintly, and it hatches in 1d4 months, or sooner if it's ever carried near the Tarrasque-Wyrm. Whatever comes out has never known anyone but the person who carried it.