

# MONSTERS OF "THE TARRASQUE TASK"

## MONSTERS BY CATEGORY

The unique monsters for this adventure are presented here, grouped by the general category to which each monster belongs.

## IMMUNE CELLS

In its current state, the tarrasque's immune system is working overtime. Its immune cells are ever-present throughout the dungeon, constantly attempting to locate and neutralize foreign bodies—including those of any adventuring party that might find their way inside.

### INFLAMMATORY CELL

Responsible for releasing histamine and triggering the immune response, the inflammatory cells act as the immune system's "alert network."

### INFLAMMATORY CELL

*Small ooze (cell), unaligned*

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**Armor Class** 10  
**Hit Points** 13 (3d6 + 3)  
**Speed** 30 ft., climb 30 ft., swim 30 ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	1 (-5)	12 (+1)	1 (-5)

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**Skills** Perception +3  
**Damage Resistances** bludgeoning  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone  
**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 13  
**Languages** —  
**Challenge** 0 (10 XP)

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**Tissue Permeation.** The inflammatory cell can move through the tarrasque's bodily tissue as if it were difficult terrain.

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### Actions

**Immune Response (Recharge 6).** The inflammatory cell releases a cloud of histamine to trigger an immune response. While within the tarrasque, the inflammatory cell can call 1d6 killer cells. On a result of 6, the inflammatory cell calls 1 macrophage instead. The called creatures arrive in 1d4 rounds, acting as allies of the inflammatory cell and attacking any creatures that aren't cells. The killer cells remain for 10 minutes, or until the inflammatory cells detect no hostile creatures remaining in the area.

## KILLER IMMUNE CELL

The immune killer cells are the "front-line fighters" of the tarrasque's immune system. They attach themselves to foreign organisms, gradually (and painfully) killing the invaders with a corrosive membrane.

### KILLER CELL

*Medium ooze (cell), unaligned*

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**Armor Class** 10 (natural armor)  
**Hit Points** 22 (4d8 + 4)  
**Speed** 20 ft., climb 20 ft., swim 20 ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	13 (+1)	1 (-5)	12 (+1)	1 (-5)

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**Damage Resistances** bludgeoning  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone  
**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10  
**Languages** —  
**Challenge** 1/2 (100 XP)

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**Corrosive Membrane.** A creature that touches the cell takes 4 (1d8) acid damage.

**Tissue Permeation.** The killer cell can move through the tarrasque's bodily tissue as if it were difficult terrain.

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### Actions

**Attach.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) acid damage, and the killer cell attaches to the target. While attached, the killer cell doesn't attack. Instead, at the start of each of the killer cell's turns, the target takes 4 (1d8) acid damage.

A creature's speed is reduced by 10 feet for each killer cell attached to it. A creature that has its speed reduced to 0 this way is restrained until enough killer cells are detached that its speed would no longer be reduced to 0.

The killer cell can detach itself at will (no action). Alternatively, a creature (including the target), can use an action or a bonus action to detach the killer cell.

## MACROPHAGE

The mighty macrophage is by far the largest of the tarrasque's immune cells. Rather than simply killing invaders with its corrosive touch like the immune killer cells, the macrophage attempts to envelop its targets, essentially

"digesting" them entirely.

The macrophages not only kill smaller invading organisms (alongside the killer cells), but they also envelop and dissolve larger targets, such as parasites and even inanimate foreign bodies that the killer cells can't handle quickly enough on their own.

## MACROPHAGE

*Large ooze (cell), unaligned*

**Armor Class** 8

**Hit Points** 76 (9d10 + 27)

**Speed** 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	17 (+3)	10 (+0)	10 (+0)	10 (+0)

**Damage Resistances** bludgeoning

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Condition Immunities**

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 4 (1,100 XP)

**Macro Cell.** Other creatures can enter the macrophage's space, but a creature that does so is subjected to the macrophage's Engulf and has disadvantage on the saving throw.

Creatures inside the macrophage can be seen but have total cover. A creature within 5 feet of the macrophage can take an action to pull a creature or

object out of the cell. Doing so requires a successful DC 14 Strength check, and the creature that makes the attempt takes 10 (3d6) acid damage.

**Tissue Permeation.** The macrophage can move through the tarrasque's bodily tissue as if it were difficult terrain.

## Actions

**Multiattack.** The creature makes two attacks with its pseudopods.

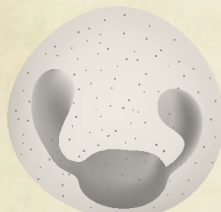
**Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) acid damage. If the target is a creature, it is grappled (escape DC 14).

**Engulf.** One Medium or smaller creature grappled by the macrophage must make a DC 14 Strength saving throw. On a failed save, the creature is pulled into the macrophage's space. The creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the macrophage's turns. When the macrophage moves, the engulfed creature moves with it.

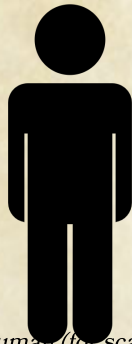
An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the macrophage.



*inflammatory cell*



*killer cell*



*human (for scale)*



*macrophage*

*Tarrasque Immune Cells (relative sizes)*



# PARASITES

These monsters are either giant and more deadly versions of more common parasites, or are unique creatures found only in the magically-suffused biome that is tarasque's body.

These creatures can be found in various places throughout the dungeon, sometimes even moving from one area to another.

## DIRE ROUNDWORM

The dire roundworm is a distant, far more advanced (and deadly) relative of a parasite one might get from eating raw pork. The roundworm attaches to the tissue walls in its host's intestines, where it feeds—and eventually reproduces.

The parasitic eggs are carried by the circulatory system until they are deposited in the host's muscular tissue, where they form a cyst to pupate.

### DIRE ROUNDWORM

Large beast, unaligned

**Armor Class** 14 (natural armor)  
**Hit Points** 95 (10d10 + 40)  
**Speed** 20 ft., climb 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	1 (-5)	5 (-3)	1 (-5)

**Skills** Athletics +7  
**Damage Resistances** acid, poison  
**Condition Immunities** blinded, poisoned  
**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 7  
**Languages** —  
**Challenge** 5 (1,800 XP)

**Spider Climb.** The worm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Wall Clasp.** As a bonus action, the worm can attach itself to any solid surface. The worm remains attached to this surface until it wishes to detach (no action). While attached, the worm can't use its claspers, its speed is 0, it is immune to forced movement (except by teleportation), and it doesn't require an ability check to cling to walls or ceilings.

**Tissue Slitherer.** While inside the Tarasque, the worm has a burrow speed of 20 feet, leaving behind no tunnel or opening.

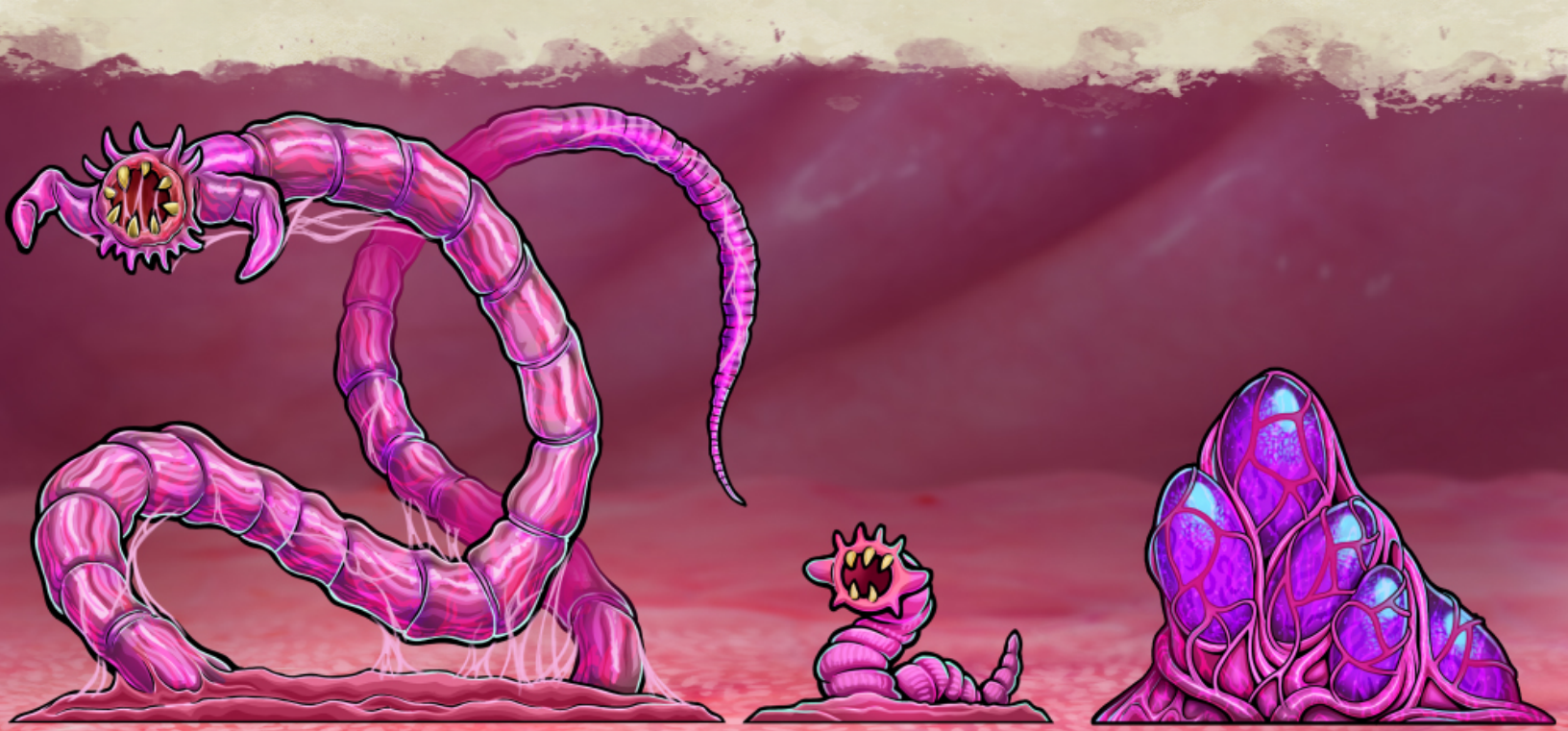
### Actions

**Multiattack.** The worm makes three attacks: two whip attacks and one attack with its claspers.

**Whip.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Claspers.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the worm can't use its claspers against another target.

(left to right: dire roundworm, larva, and cyst)





## DIRE ROUNDWORM CYST

### Living trap

The cyst contains up to eight pupating dire trichinella. A creature that moves within 5 feet of a cyst without first making a DC 12 Dexterity (Stealth or Sleight of Hand, as determined by the GM) check to move subtly disturbs it.

When the cyst is disturbed, it erupts, causing 2d4 **Dire Roundworm Larva** to appear within 5 feet of the cyst. The larva immediately seek a host, rolling initiative and attacking the nearest living creature they can perceive that isn't another worm.

## DIRE ROUNDWORM LARVA

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 3 (1d4 + 1)

**Speed** 5 ft., climb 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

**Damage Resistances** acid, poison

**Condition Immunities** blinded, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 1/8 (25 XP)

**Spider Climb.** The larva can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Tissue Slitherer.** While inside the Tarrasque, the larva has a burrow speed of 5 feet, leaving behind no tunnel or opening.

### Actions

**Infest.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the larva begins to burrow into the target. At the start of each of the target's turns, the target takes 1d4 piercing damage per larva infesting it. Applying fire to the larva deals 1 fire damage to the target and kills all visible larva. For each result of 4 on the d4s rolled at the start of the target's turn, one larva burrows into the target's flesh, and is too far under the skin to be burned.

Larva burrowed under the skin can be dug out as an action using any one-handed melee weapon that deals piercing or slashing damage, dealing one damage die of that weapon's type in the process, but killing and removing one larva. Any effect that cures disease kills all larva infesting the target.

## DIRE TAPEWORM

Even larger than the roundworm, the dire tapeworm is an absolute behemoth of a parasite—large enough that it couldn't possibly exist outside of the tarrasque.

The massive worm is mostly content to feed on its perpetual host. Should it be disturbed, however, it will not hesitate to defend itself ferociously, using its massive strength to bind and devour would-be attackers.

## DIRE TAPEWORM

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	1 (-5)	4 (-3)	1 (-5)

**Skills** Athletics +9

**Damage Resistances** acid, poison

**Condition Immunities** blinded, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** —

**Challenge** 8 (3,900 XP)

### Actions

**Multiattack.** The worm makes three attacks: one siphoning bite attack, one tail attack, and one constrict attack.

**Siphoning Bite.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage and if the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the worm can't bite another target. If the creature hit was already grappled by this attack, it loses an additional 10 (3d6) hit points due to blood loss, and the worm regains hit points equal to half the hit points lost.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

**Constrict.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and can't breathe, and the worm can't constrict another target.





# STOOL "ELEMENTAL"

Not actually a "true" elemental, the stool elemental is actually a creature of animated waste, created by the ambient magic that permeates the tarrasque's body.

These simple creatures form small tribal communities throughout the lower end of the tarrasque's gastro-intestinal tract, and they do not suffer politely those who they see as trespassers in their filthy, bacteria-ridden home.

## STOOL "ELEMENTAL"

Medium monstrosity, neutral evil

**Armor Class** 12 (natural armor)  
**Hit Points** 45 (6d8 + 18)  
**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	6 (-2)	10 (+0)	13 (+1)

**Skills** Perception +2, Survival +2  
**Damage Vulnerabilities** slashing  
**Damage Resistances** bludgeoning, fire, piercing  
**Damage Immunities** acid, poison  
**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious  
**Senses** darkvision 60 ft., passive Perception 12  
**Languages** Pottymouth  
**Challenge** 3 (700 XP)

**Bowels Walk.** The elemental is unaffected by difficult terrain caused by the tarrasque's tissues or bodily processes.  
**Putrid Weapons.** When the elemental scores a critical hit against a creature with eyes, the target is blinded

until it uses an action to clear its eyes, and it must succeed on a DC 13 Constitution saving throw or become infected with sewer eye.

**Soft Body.** Whenever a creature makes a melee weapon attack against the elemental using a weapon that deals bludgeoning or piercing damage, that creature must then succeed on a DC 13 Strength saving throw or lose its grip on the weapon, which remains stuck in the elemental's body. The weapon can be removed by using a bonus action to make a successful DC 13 Strength (Athletics) check.

**Stench.** Any creature that starts its turn within 10 feet of the elemental must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this stench for 24 hours.

### Actions

**Multiattack.** The elemental makes two slam attacks or two hurl stool attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) poison damage.

**Hurl Stool.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) poison damage.

## DISEASE: SEWER EYE

Harmful bacteria infect the creature's eyes, impairing its sight and weakening its immune system unless the disease is removed.

When the infected creature completes its next long rest, it gains disadvantage on all attack rolls and ability checks that rely on sight. After completing another long rest, it gains

vulnerability to poison damage and disadvantage on all Constitution saving throws against poison and disease. After a third long rest, the infected creature is permanently blinded, reversible only by the *regenerate* spell or superior magic.

After each additional long rest after the third, the creature's hit point maximum is reduced by 1d8 each day, killing the creature if its hit point maximum reaches 0.



(Most credible known depiction of a stool elemental)