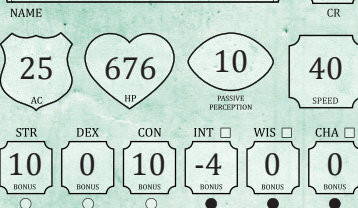


## Tarrasque, G

30



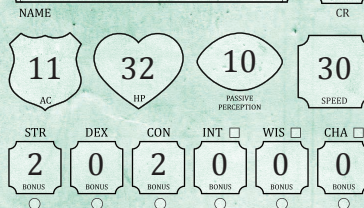
SKILLS / TRAITS  
Blindsight 120', immune: charm, fire, fright, paralyze, poison, bps nonmagic  
**Legendary Resistance** (3/day): Pass a failed save  
**Magic Resistance**: Adv on saves vs magic  
**Reflective Carapace**: If *magic missile*, line spell, ranged attack spell, d6. 1-5: unaffected, 6: reflect spell at caster  
**Siege Monster**: Double damage to objects

9

ACTIONS  
**Multitask**: Frightful Presence, 1 bite/swallow, 2 claws, 1 horns, 1 tail  
**Bite**: 10', +19, 4d12+10p, grapple & restrain escape DC 20, 1 target  
**Claw**: 15', +19, 4d8+10s  
**Horns**: 10', +19, 4d10+10p  
**Tail**: 20', +19, 4d6+10b, DC 20 Str save or prone  
**Frightful Presence**: 120', DC 17 Wis save or fright 1min/untill save, disadv if sees tarrasque, save immune  
**Swallow**: If bite grappled <H, blind & restrain, 1d6 acid ongoing. If target deals 60+ damage 1 turn, tarrasque DC 20 Con save or exit

## Thug, M

1/2



SKILLS / TRAITS  
Intimidation +2

**Pack Tactics**: Adv on attacks if ally within 5' of target

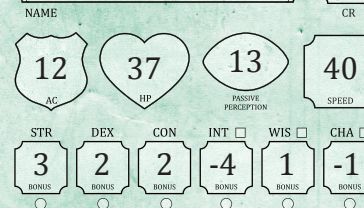
2

ACTIONS  
**Multitask**: 2 melee

**Mace**: +4, 1d6+2b  
**Heavy Crossbow**: 100/400, +2, 1d10p

## Tiger, L

1



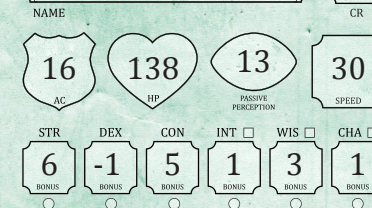
SKILLS / TRAITS  
Darkvision 60', Perception +3, Stealth +6  
**Keen Smell**: Adv on Perception for smell  
**Pounce**: If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite

2

ACTIONS  
**Bite**: +5, 1d10+3p  
**Claw**: +5, 1d8+3s

## Treant, H

9



SKILLS / TRAITS  
Resist: bp, vuln: fire

**False Appearance**: Looks like tree  
**Siege Monster**: Double damage to objects

4

ACTIONS  
**Multitask**: 2 slam  
**Slam**: +10, 3d6+6b  
**Rock**: 60/180, +10, 4d10+6b  
**Animate Trees** (1/day): 60', 1-2 trees become treant allies w/ Int & Cha 1 & 1 slam attack only, ends if animating treant dies

## Tribal Warrior, M

1/8



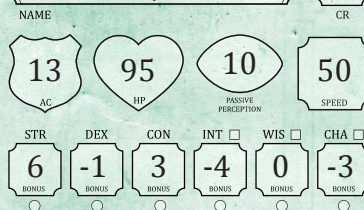
SKILLS / TRAITS  
**Pack Tactics**: Adv on attacks if ally within 5' of target

2

ACTIONS  
**Spear**: 20/60, +3, 1d6+1p/1d8+1p 2-hands

## Triceratops, H

5



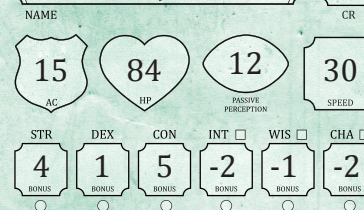
SKILLS / TRAITS  
**Trampling Charge**: If 20' toward target & hit w/gore, DC 13 Str save or prone & bonus action stomp

3

ACTIONS  
**Gore**: +9, 4d8+6p  
**Stomp**: +9, 3d10+6b

## Troll, L

5



SKILLS / TRAITS  
Darkvision 60', Perception +2  
**Keen Smell**: Adv on Perception for smell  
**Regeneration**: Regain 10 HP on turn unless acid/fire damage. Die only if 0 HP & no regeneration

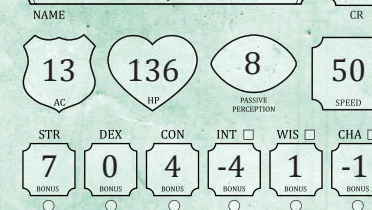
3

ACTIONS  
**Multitask**: 1 bite, 2 claws

**Bite**: +7, 1d6+4p  
**Claw**: +7, 2d6+4s

## Tyrannosaurus Rex, H

8



SKILLS / TRAITS  
Perception +4

3

ACTIONS  
**Multitask**: 1 bite, 1 tail (not same target)  
**Bite**: 10', +10, 4d12+7p, <L grappled & restrained, escape DC 17, can't bite another target  
**Tail**: 10', +10, 3d8+7b