

TARRASQUE TOUCHED MUTATION SUPPLEMENT

5th EDITION PLAYTEST

By J.M. Perkins

To Win the Battle, to Begin the War

While we know not when the Tarrasque might return, I give this speech to you, now, to prepare yourself for the day that will surely come. First and most importantly know this: the beast cannot be slain. In the course of my years of campaigning against it, I have seen it die, always at great cost, half a dozen times; it inevitably rises again to tear and rend and eat my men. All who promise they can deliver the miracle of a final end to the monster are either con-men or adventuring fools; and as a man, as a soldier, and eventually as a general I learned to avoid both sorts of empty headed vapidities.

But, just because an enemy cannot be defeated does not mean an enterprising soldier is without options.

When facing a superior opponent, in the course of normal circumstances you have several potential paths:

- 1. Surrender. Though this is not possible with the monster.*
- 2. Fighting retreat to reinforce. Also impossible in this case as the kingdom (even if we managed to ally with our neighbors) don't have legions enough to kill that which will not stay slain.*
- 3. Wait out the Siege. Perhaps we could hold out behind high walls but the monster seems to take special delight in knocking them down.*

And so we are left with 'not being not worth it'— of fighting not to end a threat, but merely redirect it. Insofar as I 'won' against the beast, it was because I was able to change its course. For you to be victorious should it return, you as well must be able to guide it as one would guide a surging river or perhaps more accurately as one would guide a donkey – with carrot and stick.

*The beast is driven by ravenous hunger –all know this is so- but more importantly it likes to fight, likes to smash forces arrayed against it. As such, it will often choose the path of **most** resistance. However, it does not like to chase. With these tools in mind, I selected the path the Tarrasque would take.*

With harassing strikes from archers on horseback, with well placed encampments firing long range weaponry I led the Tarrasque from battle to battle until finally I brought it to Xanasay's border, where our former enemies had amassed their army in anticipation of the invasion I'd led them to believe was imminent (convincing them that we intended to flee/conquer them as our way to avoid the Tarrasque). After it cut through Xansay, our spies report that it has had forty years of travelling steadily west and so I -Clausiax son of Clausacine, General of the Fourth Imperial Army- won the battle against the Tarrasque, even as I leave to you -my successor- the task of completing the war.

Because the war is not over. Everywhere the beast bled, the land has been tainted. All know that huge, heavily armored versions of common animals twisted so their features resemble the Tarrasque plague our villages and prey upon travelers. Many

of our citizens are fouled with horrible mutations, most originating where it seems the waters have been tainted with red and the taste of blood that seems to be steadily growing. And there are sorcerous stirrings, individuals who seem to surge with magic who threaten the safety and order of the kingdom.

Yes, I beat the Tarrasque.

But we have yet to beat the taint it has left in our land.

The Taint of the Tarrasque

As the last living primordial, the Tarrasque's cursed blood can alter the landscape, creatures, and even humanoids wherever it has bled. These horrific properties can linger for decades as its regenerating essence taints water water tables. These effects, monsters, and changes to the population can be found all over the world where the Tarrasque once roamed but are most pronounced in and around the city of Salt in Wounds; where decades of perpetually slaughtering the bound Tarrasque has tainted the landscape and creatures there to a degree never found anywhere.

Mutations

Tarrasque-fed mutations can occur seemingly at random across the globe (it has bled on every continent, and isolated pockets of its essence are still occasionally discovered left over from some long forgotten battle). Such twistings of the flesh are commonly gained through drinking Tarrasque blood tainted 'red water' and thus particularly common amongst the most impoverished citizens of the city of Salt in Wounds and wild creatures who do not have access to imported water.

In the metropolis, 'common sense' holds that mutations are often also gained via consumption of undercooked Tarrasque flesh (prudence demands that all flesh consumed in Salt in Wounds must be well-done to the point of being charred black, even if taste would prefer other, rarer cuts) or by utilizing Tarrasque derived alchemy or healing; especially the kind delivered by unskilled practitioners. But there is no universal factor towards gaining a mutation, even the scrupulously careful can sometimes find that merely living in the city will lead to startling transformations.

As expected, due to their work habits approximately 90% of the Marrow Miners are afflicted with one or more mutation. Oddly, God-Butchers almost **never** suffer mutations; the occurrences being so rare that of Journeyman God-Butcher Briddu Yittano's arm is seen as an exceptional aspect to be ogled.

For a hefty fee, the greatest alchemists in Salt in Wounds can remove mutations from the afflicted. Even rarer, are those masters who can coax a specific mutation from the flesh of a willing subject - without the risk of randomization, Tarrasque-fed mutations could turn a humble street urchin into a powerful warrior.

Alchemy, Mutations, and Magic

Standard alchemist charges for mutation related services:

1. 500gp (wealth equivalent to owning a small apartment) to induce a truly random mutation.
2. 2000 gp (wealth equivalent to owning a lesser magic item) to induce a mutation that is as likely to be Weal as Woe
3. 5000 gp (wealth equivalent to owning a significant magic item) to remove a mutation.

Mutations can also be removed through certain powerful magics like the spell 'restoration.'

Powerful alchemists and especially dangerous creatures are known to be able to have several beneficial mutations at once, or mutations with double the benefit usually associated with its type. This is generally beyond access of player characters however, who can usually only have a single Weal type mutation at any time.

Weal & Woe Mutations

Tarrasque mutations are divided amongst 'Weal' (somewhat beneficial) and 'Woe' (generally detrimental) with Woe mutations being far more common. However, even beneficial 'Weal' mutations can still negatively affect a character, as individuals possessing Tarrasque-Fed mutations are generally viewed as some combination of:

1. Low class
2. Irrational
3. Uncareful and/or
4. And/or a reminder of a terrible fate that awaits so many residents of Salt in Wounds.

Mechanically, this translated into the following for every mutated character: a Disadvantage on Diplomacy and Bluff Checks.

If a character is to undergo a random mutation, roll a d6. On a 1 or 2, they gain a 'Weal' mutation, a 3-6, a 'Woe' mutation. At that point, roll a d10 to determine the manner of mutation.

Table - Mutations

Weal

1. **Beast's Strength** Muscles bulge all over your body, breaking through skin at places +3 *Mutation Bonus to Strength*
2. **Frightful Presence** Something about the predatory curve of your smile or your smell terrifies others. *Advantage on Intimidation Checks 5th Edition*
3. **Enhanced Senses** Your Eyes and nose change shape, gaining an inhuman quality and granting you advanced senses. *Gain Blindsight 10ft 5th Edition*
4. **Armored Hide** Thick armor scales begin to grow over your body *Gain Resistance to Bludgeoning, Piercing & Slashing Damage from nonmagical sources.*
5. **Spell Reflection** Your skin dries out, becomes reflective and interferes with spells cast upon you. *Advantage on saving throws versus spells and other magical effects.*
6. **Regeneration** Your wounds and cuts close faster *As a bonus action or reaction, you can activate a regeneration to restore 5 hitpoints for 10 consecutive rounds. You must have at least 1 hp to use this feature and can only use it once per long rest.*
7. **Claws** Your fingers and elongate, thickening into useable claws. *The unarmed strikes of the character deal 1d6 piercing or slashing damage and you are proficient with your unarmed strikes.*
8. **Spines** Thick spines grow out of pores in your body, and -with a little practice- you are capable of firing these as an offensive weapon. *6 times a day as an attack action, you can fire spines as a 1d6 ranged attack, adding your competence bonus + dexterity modifier to hit, and your dex modifier to damage.*
9. **Tail** A tail which you control grows from the base of your spine, greatly assisting your balance. *Your tail grants you advantage on all acrobatics checks as it affords counterbalance*

10. **Rush** Your legs growing thicker, your knees change allowing to run incredible sprints. *For 6 nonconsecutive rounds a day, you can -as a part of your move for 5th Edition- choose to double your move speed.*

Woe

1. **Spell Failure Chance** Whatever magical abilities you possessed become difficult to utilize as your mind swims with odd impulses when you attempt to use your magical abilities. *Whenever you attempt to cast a spell, roll 1d10. On a 1 the spell fizzles; it counts as a use even as it has no effect.*
2. **Tumor** Somewhere on your body, there is a mass of flesh that keeps growing. *An untreated tumor will kill a character in 2d6 weeks (average 7). 'Treatment' requires a DC 15 Medicine check +1 for every time the tumor has been previously treated. After every treatment, 'reset' the tumor and roll an additional 2d6 (average 7) to determine how long the tumor can go untreated before killing the character.*
3. **Extra eye** You grow an additional eye; perhaps it is on your face, perhaps not. Wherever it grows, it confuses your vision. *You suffer disadvantage on Perception Checks.*
4. **Stupidity** You have increasing difficulty putting together coherent thoughts. *You suffer a -3 Mutation Modifier to Intelligence*
5. **Rage** You are liable to fly into a rage over any pettiness: a spilled glass, a wound, or an insult. *When dropped to below 50% of hitpoints, the character enters a rage as per the barbarian class ability with none of the bonuses and all the limitations. The character can not leave this state until healed above 50% or there are no enemies present. Alternately, if the character is already utilizing the 'rage' class feature when dropped below 50% hitpoints, they can choose to double the duration with all benefits/limitations at no additional cost or disadvantage.*
6. **Imprudence** You have lost much of your impulse control, you have a tendency to grab at whatever interests you. *Disadvantage on Wisdom Saves 5th Edition.*
7. **Mute/Trouble speaking** Your throat is growing thick and bestial, and are unable to shape intelligible words. *Your character is now mute, can only communicate verbally through grunts.*
8. **Extreme Hunger** You are always hungry and must eat incessantly or grow ill. *If you have not eaten a meal within the last 2 hours, you gain disadvantage on all ability checks, if you have not eaten within 4 hours, you gain disadvantage on all ability checks & attack rolls.*
9. **Misshapen Hands** Your fat, knobby fingers, full of rapidly fused joints make it difficult for you to use their hands. *You suffer disadvantage on all attacks that involve weapons or tools used by hand.*
10. **Misshapen Body** Your spine or limbs twist in ways they weren't supposed to. *Your move speed is reduced by 10ft.*

Tarrasque Transformed Monster Template

A beast, humanoid, giant, or monstrosity can be transformed by the corruption of the Tarrasque's essence. These creatures are often covered in armored scales, with uncharacteristically fearsome maws, and are known to spark fear into the hearts of all who oppose them. They are driven by ravenous hunger, and often exhibit less sense/more direct tactics than others of their species (although, due to their strength and prowess, they are often found leading groups of criminals or monsters).

Challenge: CR for Tarrasque transformed is +2.

Senses: The Tarrasque transformed gains blindsight with a radius of 60 feet.

Damage Resistances: The Tarrasque transformed gains resistance to fire, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks.

New Action: Frightful Presence Each creature of the Tarrasque transformed's choice within 60 feet of it and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque transformed creature is within line of sight, 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 transformed's Frightful Presence for the next 24 hours.

Bite If a creature does not normally have a bite attack (or has a bite attack that does less damage), it gains bite as *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage.

If a creature already had bite, its bite improves to the stats listed above (if less than) *and* it gains advantage on all bite attacks.

Sorcerous Origin: Blood of the Primordials

Primordial Bloodline

Your innate magic comes from exposure to the true essence of the primordials; those antecedents of the gods of which the (cursed) Tarrasque is the last living example. Unlike those mutated by the Tarrasque's corruption, you draw strength and are transformed by the runaway surging primordial life, artistry, and creativity that transformed the world and gave birth to all later forms of life and sentience. Most often, sorcerers (or their ancestors) with this origin were exposed to the essence of the primordials via the traces of the Tarrasque or one of the other mammoth primordial corpses that litter the world. The potential of this bloodline can lay dormant in the family line for generations, often times as it seeks a (non-cursed) expression.

Boundless Creativity

The primordials were artists at a planetary scale, and some believe that every scrap of life and spirit came from their boundless, amoral drive to create. In you, their touch translates to a ceaseless intellect always searching for learning and artistic expression and you gain an additional skill or tool proficiency at first level, sixth level, twelfth level, and eighteenth level.

Boundless Sorcery

Sorcerous magic flows through you waiting to reshape the world, allowing you to cast more spells or further empower & modify your magics. At level 6th level, you regain sorcery points equal to your proficiency bonus whenever you complete a short rest.

Boundless Metamagic

You increasingly claim your birthright as one touched by the primordials, you can alter and shape your magics in ways undreamed of by more limited sorcerers. At level 14, you gain to two additional metamagic options.

Boundless Spellcasting

The primordials were the first wielders of magic, and their touch gives you understanding of magic unavailable to other sorcerers. At eighteenth level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast. The chosen spells count as sorcerer spells for you but don't count against the number of sorcerer spells you know.

Commented [JP1]: 1st Level:

- language (equivalent to a tool proficiency), limited charisma check bonus
- 1hp every level
- 13 base armor

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