

THE TARRASQUE TASK OF MOREEN TRASK



Battle Fifth Edition's deadliest monster in this adventure
that takes you inside the tarrasque

CREDITS

CONTRIBUTIONS BY CREATOR

Creator	Contribution	Learn more
2-Minute Tabletop	Right Kidney	2-Minute Tabletop on Patreon
Afternoon Maps	Rectum	Afternoon Maps on Patreon
Caeora	Liver	Caeora on Patreon
Crosshead	Left Lung	Crosshead on Patreon
Cze & Peku	Producers; Lead Designers; Appendix, Ascending Colon 1, Descending Colon, Duodenum 1 & 2, Mouth	Cze & Peku on Patreon
Dice Grimoirium	Spleen	Dice Grimoirium on Patreon
"DMDave" Hamrick	Adventure Writer	DMDave on Patreon
Domille's Wondrous Works	Stomach	Domille's Wondrous Works on Patreon
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THE TARRASQUE TASK OF MOREEN TRASK

What do you do when a 1,200-foot-long, 600-foot-tall, hard-shelled lizard barrels across the desert headed straight for the tavern in which you and your friends are unwinding? Obviously, you let a strange, bushy-haired gnome woman use telekinesis to toss you inside a hole in the thing's side so you can wander around in its innards looking for a magic sword.

The *Tarrasque Task of Moreen Trask* is an 8th-level Fifth Edition adventure intended for 4-5 characters. A cleric—especially one with a ton of healing spells—will be a huge benefit in this adventure. Meanwhile, characters with poor Strength and Constitution scores will probably struggle through this adventure. Also, if you or any of your players have a weak stomach you better avoid this one. There's a whole lot of poop and pee in it.

BACKGROUND

Moreen Trask had been looking for the resting place of Uduzmoth the Obese for most of her 300-year-long life. And finally, she found the bugger, hidden under the desert sands to the west of a village named Dubufi. Armed with a magical relic known as Blightspore, a sword carved from the tarrasque's own tooth, she aimed to waken the beast and control it. There was only one problem—the tarrasque was pretty well-guarded by a group of devoted monks.

Annoyed, Moreen put on a cloak and headed to the nearest town. There, she met with a group of adventurers calling themselves the Ironfield. Led by a Knotsider wizard named Suzen Khahlo, the group consisted of an Anorian warrior named Pharom Tracan, a Cord named Erebo Asteasuin, and a Von Doral Priest of Adeus named Begrir Bronzefeet. Moreen tasked the group to defeat the challenges in the tarrasque's lair. Then, she would "put an end to the beast"

with the sword.

Just barely, the group reached the sleeping behemoth having used all their spells and other resources in order to do so. "So destroy the thing," Khahlo urged Trask. Trask raised the sword and spoke a command. To the surprise of the party, the tarrasque wasn't destroyed—instead, it woke. Suzen, realizing Trask's betrayal, grabbed the sword from the gnome. She was just about to use it until—chomp—the beast ate all four of the Ironfield in one huge bite, including Suzen and the sword.

"Well, shit," Moreen muttered before hopping on her broom of flying and taking off. From there, the tarrasque erupted from its rest and followed the archmage, chasing it across the desert.

ADVENTURE SUMMARY

The characters are resting in a town when Trask shows up with the tarrasque right behind her. Much like she did with the Ironfield, she encourages the characters to help her stop the tarrasque. She claims that a magic sword called Blightspore is in the stomach of the tarrasque. It's the only thing that can stop the beast.

If the characters agree, she creates a way for them to enter the beast. Once inside, the characters must track down

MEGA TARRASQUE

The tarrasque in this adventure is a particularly big and nasty one. You might consider using the mega-tarrasque variant rules presented at the end of the adventure to represent the creature's statistics.

Blightspore and find a way to escape the tarrasque. Easier said than done, of course, as the tarrasque's guts are filled with acid, oozes, parasites, and all manner of strange and awful dangers.

ADVENTURE HOOK

This adventure can be placed into any setting that contains a small village or town bordering a large desert. It works especially well if the characters have just had a chance to unwind after an adventure and are fully recharged and stocked.

OMERIA SETTING

Some of the text references the DMDave-created world of Omeria. If you run the adventure in Omeria, be sure to reference the other Omeria content on DMDave's Patreon including the location of Dubufi in relation to the rest of the populace.

If you use your own setting, simply ignore the names of the cities, towns, and events. In Omeria, drow are referred to as Anorians and mountain dwarves are Von Dorals.

TARRASQUE TROUBLE

Having just finished another successful adventure, the characters are resting in a village tavern, drinking away their loot and reminiscing on the beats of their latest conquest. When suddenly (read):

Something strange is happening. The mugs of ale on the table are rippling as if there's something large approaching. But from where? Before you have time to consider that question, the thumps get bigger—definitely footsteps now. And something huge—nay, gargantuan!—is headed for the village.

The bar's patrons rush to the windows to see what all the commotion is. You're headed that direction yourself, when, just then, the front door flings open. A gnomish woman with wild, bushy hair and slightly bulging eyes stands there, breathing heavily.

"Tuh... tuh... tuh..." she says between gasps. Finally, she takes a moment to catch her breath, clears her throat and points, "Tarrasque!"

And she's correct. The 600-foot-tall creature of legend is roughly 500 feet from the village and headed this way.

The gnomish woman's name is Moreen Trask (CE female forest gnome **archmage**). Moreen recently discovered the resting spot of the tarrasque Uduzmoth the Obese. Never one to let danger get in her way, she tasked a group of four heroes to help her set up a research station around Uduzmoth's cavern. But then something bad happened: Uduzmoth woke up. Immediately, the giant, shelled lizard ate all four of the adventurers. Moreen nearly escaped with her life. Using her *broom of flying*, she fled to Dubufi and is now desperate for help.

Only one problem: there aren't a whole lot of adventurers in Dubufi. At least not those capable of taking on a *tarrasque*.

"You!" she says pointing at you. "And you and you and you..." and so on, until she points at each of you. "Come with me. You can probably stop this thing. Maybe. I don't know. Regardless! This way!"

Moreen talks while she walks explaining the situation. She was carrying a significant item with her that she suspects is responsible for waking the beast. One of the adventurers, a Knotsider evoker named Suzen, was holding the object when the tarrasque swallowed him. Moreen suspects that it's probably still intact somewhere inside the tarrasque.

"It's likely in the thing's gut. If my theory is correct, it's what shuts this thing on and off. So here's what you gotta do, gang: get inside that thing, grab it, and get out. Sound good? Great!"

Moreen is intelligent but rather impatient, especially when dealing with "dumbos"—and to Moreen, everyone is a dumbo.

"Look look look," says the bushy-haired gnome woman. "I ain't sayin' you gotta let it eat you. No, that'll probably get ya kilt. There," she points to a minaret-topped tower at the center of town. "We're gonna trick that big dumb liz into coming straight for that tower, then I'm gonna poke it in the gut with it—doncha nevermind 'bout how ol' Moreen's gonna do that. Once it's sticking in the thing, you'll go in through there, find the *Blightspore* and get out. Either the way you came in or, uh, um... 'other' ways."

She checks the characters' expressions to see what they're thinking. However, before she can respond, she claps her hands together.

"Great plan! Let's do it!" The gnomish woman turns on her heel and casts a spell. From her hands spring four globes of light that soar into the air above the tower. As she twirls her finger, the globes of light spin around the minaret. Right away, the tarrasque takes notice and starts charging for the village."

THE "GREAT" PLAN

The tarrasque is 500 feet away. It will take it five rounds to reach the tower. Meanwhile, the crowd in the area panics and flees in all directions at once. If the characters stand their ground and wait, there is a chance they could be knocked prone and trampled by the fleeing crowd.

At the start of his or her turn, a character in the crowd must make a DC 15 Strength saving throw. On a failed saving throw, the character is knocked prone. In order to stand up, a character must either spend his or her entire movement to stand (instead of half as normal) or with a successful DC 15 Strength check, they can stand using half their movement as normal. If a character ends their turn prone in the panicking crowd, they take 7 (2d6) bludgeoning damage from the stampede.

Once the tarrasque is within 150 feet of the tower, read:

The gnome woman holds her ground. Through her teeth, you hear her murmuring an incantation. At the same time, from within one of her pouches, she draws a chunk of glowing, green rock roughly the size of an apple.

You watch in amazement as the tarrasque charges, spins, and hits the base of the tower with its 500-foot-long tail. Limestone erupts from the base as the tower's lower levels are completely demolished. Plus, the force of the beast's tail was so great the tower is lifted twenty feet into the air before it starts to fall.

But before you see it hit the ground, the gnome woman yells, "TIMESTOP!"

In a blink, the woman is floating 200 feet in the air near the collapsing tower. The green light from her gem glows so brightly now, it almost blinds you. You see that she's using its energy to hold the demolished tower in place much to the awe of the illuminated tarrasque. Then, she arches her right arm back, miming a javelin thrower's motions—the tower lifts from its space, turns at a 100-degree angle with the point of its dome facing the tarrasque and rears back. You immediately understand what she's doing: she's using the green gem to lift the tower like a spear and now she's aiming for the tarrasque.

Screaming, she thrusts her arm forward. With the thrust, the tower flies into the side of the tarrasque—the minaret's dome plunges into the flesh of the beast just below the lip of its shell. It bellows a roar so loud you think you can feel your eardrums burst.

Moreen collapses. Her left arm is completely burned by the radiant energy of the gem. She has only 10 hit points remaining.

Right after the tower hit the tarrasque in its stomach, blood and bile erupted from the tower like a hot geyser. Each creature within 200 feet of the tarrasque must make a DC 15 Dexterity saving throw. A creature takes 28 (8d6) acid damage on a failed saving throw, or half as much damage on a successful one. The characters also watch in horror as villagers are sprayed with the acid, instantly destroyed.

"Get near the tower!" the gnome woman coughs. "I'll get you close enough to the lip of the tower to get through it." Oh, and you'll need this. She casts a spell on you: *water breathing*.

GET TO THE TOWER

At this point, the tarrasque is thrashing, its tail demolishing buildings. Debris and stone fly everywhere. Dust fills the air, lightly obscuring everything.

At the start of each of the character's turns, they must make a DC 15 Dexterity saving throw. On a failed saving throw, he or she take 10 (3d6) bludgeoning damage from flying debris. If he or she fails his or her check by 5 or more,

he or she is also knocked prone. A character that succeeds on his or her saving throw takes half damage from the debris.

Once the characters are within 60 feet of the tarrasque, it should be apparent that they are in danger. However, before the tarrasque can attack—it's been spending all of its actions and legendary actions laying siege to Dubufi—Moreen yells, "Stand on that door!" pointing to a door that's been torn off its hinges.

After the characters get onto the door, she casts telekinesis to lift them all up to the lip of the tower. They are on their own from there.

INTO THE BEAST

Once the characters are in the lip of the tower, their mission is to find the blightspore and escape by any means necessary.

GENERAL FEATURES

Moving through a living creature is no picnic. Unless stated otherwise, these are the common features of the tarrasque's innards.

Circulatory System. The blue path on the map of the tarrasque denotes passages through the circulatory system. The circulatory system (and some of the organs it connects to) is filled with blood and often flowing at powerful speeds to and from the creature's heart. Treat these areas as being underwater.

Digestive Tract. While climbing through the creature's digestive tract doesn't require as much swimming as the circulatory system does, it's not exactly pleasant, either. If the tarrasque's digestive tract takes 60 damage or more on a single turn from a creature inside it, roll a d20. On a result of 10 or higher, the tarrasque's regurgitates all creatures within its stomach, esophagus, and mouth. A creature can avoid being regurgitated by making a DC 20 Strength saving throw to grab a hold of something. A creature that fails to stop itself is ejected from the tarrasque's mouth, falling 1d10 x 10 feet to the ground below, taking 1d6 falling damage for every 10 feet that they fall.

Difficult Terrain. The "floors" of the tarrasque are all covered in various oozes, liquids, and ichors. Plus, many of the passages have veins, ridges, muscles, and other parts of the beast's anatomy that makes moving through it troublesome. Moving through the tarrasque costs 2 feet of movement per 1 foot moved.

Light. There is no natural light within the tarrasque. The room descriptions assume that the characters have their own light sources or darkvision.

Living Creature. As long as the tarrasque is conscious, it's very difficult to move through it. If it is knocked unconscious (either the creature takes enough damage to reduce its hit points to zero or its heart's hit points are reduced to zero), creatures inside the tarrasque have advantage on all saving throws to avoid the natural traps and hazards within the tarrasque's anatomy.

Magical Anatomy. A creature whose passive Wisdom (Medicine) is 13 or higher will automatically notice that there is something strange about the way the organs are laid out and function within the tarrasque. The only explanation is, of course, magic.

Navigation. Instead of using a skill like Survival for

navigation, a character who is proficient in Medicine can use their action to make a DC 10 Intelligence (Medicine) check to determine which organ of the creature that the party is currently in. They will also know the general direction that certain parts of its body are located in relation to the current.

RANDOM ENCOUNTERS

The tarrasque is filled with all sorts of antibodies, parasites, half-eaten creatures, and other horrors. Every 10 minutes of game time that the characters are inside the tarrasque, roll a d20. On a result of 16 or higher, an encounter occurs. Choose or roll randomly on the Tarrasque encounters table to determine the nature of the encounter. Each of the monsters are detailed in the *Monsters of the Tarrasque Task* supplement.

TARRASQUE ENCOUNTERS

1d6 Encounter

1-3 1d4 inflammatory cells

4-5 3d6 killer cells

6 1d4 macrophages

KEYED ENCOUNTERS

The following room/organ descriptions are keyed to the Tarrasque Innards Map supplement.

AORTA

The tarrasque's aorta is the single longest blood vessel in its entire body, running from its heart (Area 4) all the way down to its kidneys (Areas 25 and 26). A creature that starts its turn in the tarrasque's aorta must succeed on a DC 13 Strength saving throw or be pushed 60-feet towards the kidneys.

When there is a branch in the aorta, roll a d6. The result tells you which way the character is pushed, as detailed on the tarrasque map on page XX.

ESOPHAGUS

The largest passage through the tarrasque is its esophagus which begins at its mouth and ends at its stomach. The esophagus uses gravity to pull anything in it down into its stomach. A creature that starts its turn in the tarrasque's esophagus must succeed on a DC 10 Strength saving throw or slide 30-feet down the tarrasque's esophagus to its stomach. Traveling up through the esophagus towards the tarrasque's mouth is extremely difficult: it requires 4 feet of movement per 1 foot moved to climb up the esophagus (in place of the normal penalties for difficult terrain).

The esophagus is part of the tarrasque's digestive tract. See General Features for details.

1A - DUBUFI TOWER STAIRS

The tower enters the tarrasque's gut at a low 45-degree angle piercing both its right lung and stomach. Read the following:

What was once a proud tower at the center of Dubufi village is now a pipe entering the beast's gut. Acidic ooze cascades down the "pipe" cresting over the spiral staircase



that once led up to the tower's minaret. With each breath the beast takes you feel hot air push through the tunnel; you suspect that the tower may have pierced not only its stomach—hence all the acid—but also its lung.

You see what looks like an exit into the lung 40 feet ahead, and although its dark, judging by the acid escaping the wound, the entrance into the stomach is probably at the end of the tower 70-80 feet ahead of you.

The characters will need to climb up the tower and enter through the creature's lung or through its stomach. Treat the entirety of the tower as a complex trap for the characters to avoid, using initiative to get around certain parts of it:

Trigger. The conditions are already in effect when the characters enter the tower.

Initiative. The tower's features act on initiative count 20 and initiative count 10.

Active Elements. The tarrasque's inhalations suck in air (and anything else in the tower) then exhale, affecting all creatures and objects within the tower.

Inhale (Initiative 20) Each creature in the tower must succeed on a DC 10 Strength saving throw to grab onto something or be pulled 20-feet towards the hole in the tarrasque's right lung.

Exhale (Initiative 10) Each creature in the tower must succeed on a DC 10 Strength saving throw to grab onto something or be pushed 20-feet towards the lip of the tower—and to the outside of the tarrasque. If a creature is pushed outside the lip of the tower, it must make a DC 10 Dexterity saving to grab onto something or it falls out of the tower, taking 1d6 damage for every 10 feet it falls (maximum of 20d6). A creature that catches itself before it falls out of the tower's lip can use its action to pull itself back into the tower.

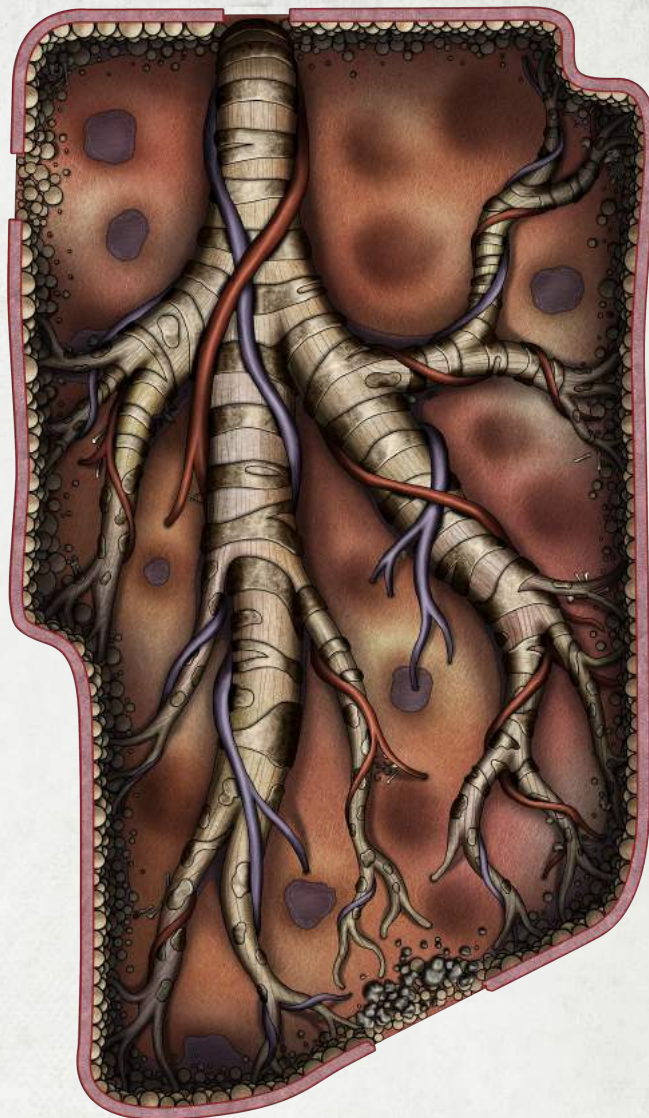
Dynamic Elements. After 5 rounds of having the tower in its gut, the tarrasque uses its action to pull the tower out. On initiative count 20 on the 6th round, roll a d20. On a result of 10 or higher, the tarrasque grabs the tower and removes it. Any creatures still in the tower when this happens are thrown away along with the tower. When this happens, a creature inside the tower must make a DC 10 Constitution saving throw, taking 17 (5d6) falling damage on a failed saving throw or half as much damage on a successful one. Pass or fail, the creature will need to find a new way inside the tarrasque.

The tarrasque's wounds heal and close 3 rounds after it removes the tower.

Constant Elements. Acid continues to flow out of the tarrasque's gut. A creature that ends its turn in the tower must make a DC 10 Constitution saving throw. A creature takes 11 (2d10) acid damage from a failed saving throw or half as much damage from a successful one.

1B - DUBUFI TOWER DOME

Before the characters reach the dome from Area 1a, read:



Above: Right Lung

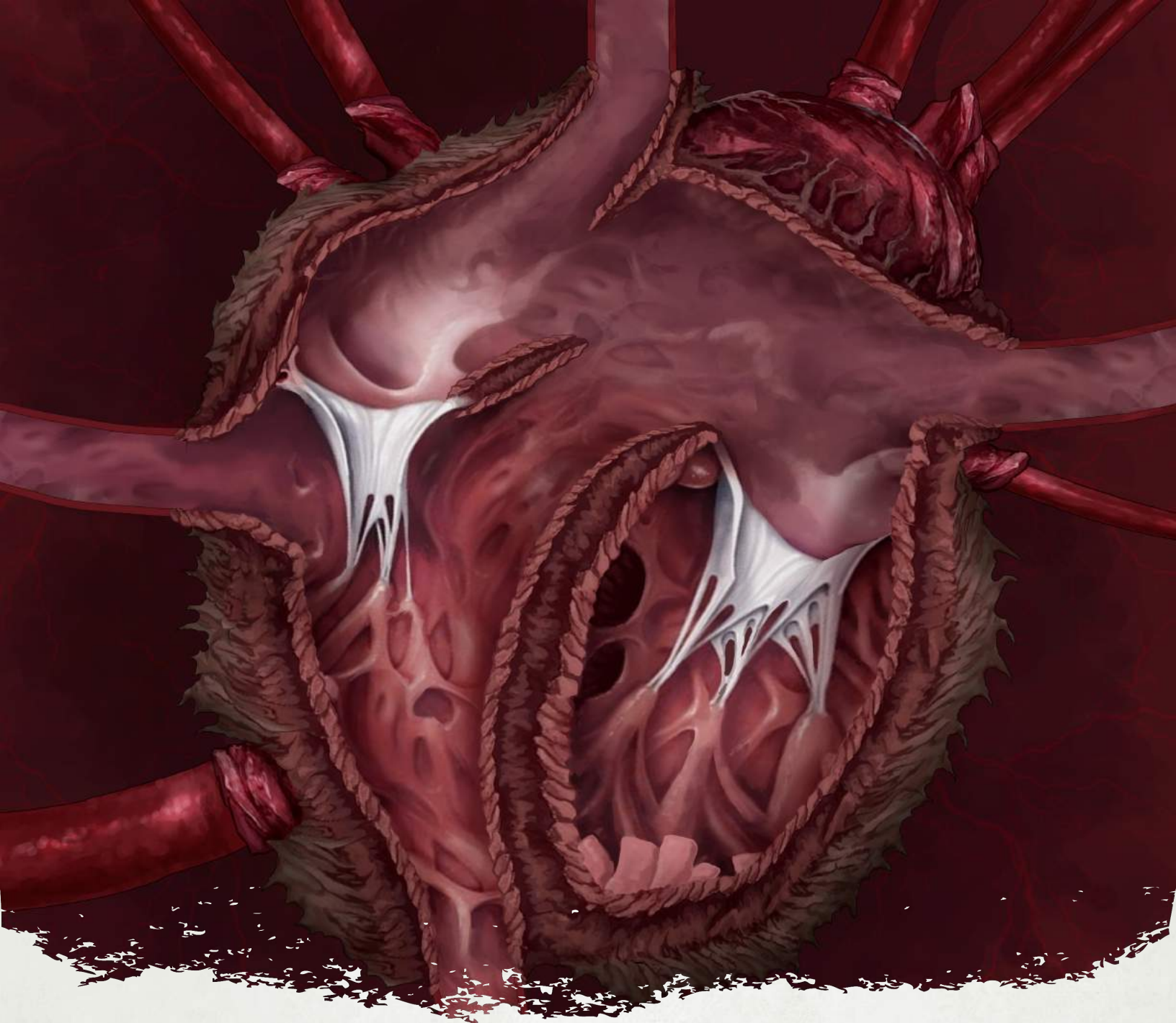
What looks like it was once an old, wooden trapdoor has been completely dissolved by the thing's stomach acid. The door entered into the tower's brass minaret. The interior of the dome is still mostly intact save for a large, 10-foot diameter hole in its side. Beyond the hole, you see the inside of the thing's stomach. Already, you can feel the acidity on your skin.

A creature that ends its turn in the minaret takes 14 (4d6) acid damage from the acid gushing from the tarrasque's stomach.

2 - RIGHT LUNG

Because of the damage it took, the right lung is in a poor state.

This large, greyish-brown organ is roughly 75-feet long by 45-feet wide. The distance between the bottom—the "floor" you could say—and the top—the "ceiling"—is about 15 feet



at its highest point. Throbbing blue veins encircle what looks like thick, chitinous piping. Every few seconds the organ expands as air flies in through an exit at one end then contracts as the air escapes.

In addition to that hole, there is a hole at the opposite end that looks like the organ was torn open. Then at one of the "side walls" there's another naturally occurring exit from which a number of veins spill—a thunderous pounding, not unlike a war drum, comes from that exit.

Treat the entirety of the right lung as a complex trap for the characters to avoid, using initiative to get around certain parts of it.

Trigger. The conditions are already in effect when the characters enter the lung.

Initiative. The lung's features act on initiative count 20 and initiative count 10.

Active Elements. The tarrasque's inhalations suck in air (and anything in the lung) then exhale, affecting all creatures and objects within the tower.

Inhale (Initiative 20) Each creature in the lung must make a DC 10 Strength saving throw or fall prone in its space.

Exhale (Initiative 10) Each creature in the lung must make a DC 10 Strength saving throw or be pushed towards the northern exit into the circulatory system.

Encounter. There are two **dire roundworms** in the tarrasque's right lung. They attack the characters on sight and

are unaffected by the lung's active elements. See the *Monsters of the Tarrasque Task* supplement for details.

3 - HEART

The heart is subjected to the same conditions as the circulatory system (see General Features).

You watch in amazement as this massive, muscular organ pounds and beats in rhythm. This must be the creature's heart.

There are five exits to the heart, each marked in Roman numerals on the tarrasque map. When the characters first enter the heart, each one must make a DC 20 Strength saving throw. On a failed saving throw, a creature is rushed out of the tarrasque's heart through a random blood vessel and pushed 60-feet along the passage until it can stop itself or it enters an organ. Refer to the Blood Vessels table below to determine which way they are sent. At the start of the creature's next turn, it must succeed on a DC 15 Strength saving throw to stop itself from being pushed an additional 60 feet through the creature's blood vessel. Otherwise, it continues until it ends in an organ.

BLOOD VESSELS

d10	Exit	Description
1-3	I	Superior vena cava. The creature is pushed north up to the tarrasque's mouth (Area 5).
4-5	II	Pulmonary artery. The creature is pushed into the tarrasque's right lung (Area 2).
6-8	III	Aorta. See the section on the tarrasque's Aorta.
9-10	IV	Pulmonary vein. The creature is pushed into the tarrasque's left lung (Area 4).

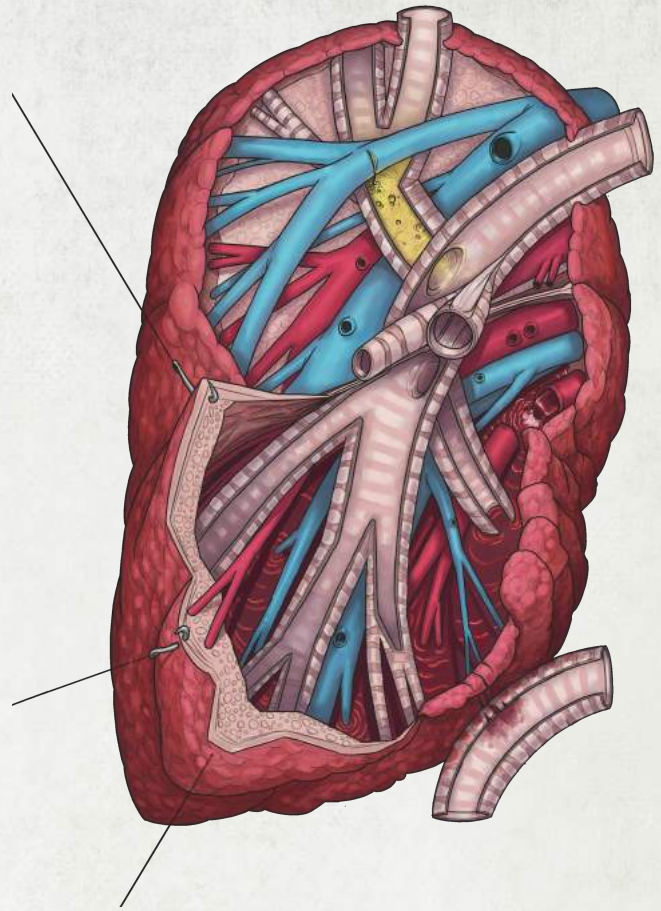
Destroying the Heart. The characters might get the idea that destroying the heart can stop the tarrasque. And there's some truth to this. The tarrasque's heart has AC 18 (damage threshold 10) and 100 hp. It is immune to fire, poison, and psychic damage, plus bludgeoning, piercing and slashing damage from nonmagical attacks. If the tarrasque's heart is reduced to 0 hit points, the tarrasque falls unconscious and remains unconscious for 24 hours. At the end of the 24 hour period, its heart regains all of its hit points and the tarrasque springs back to life.

4 - LEFT LUNG

The left lung is the healthier of the two lungs.

This enormous organ is roughly 80-feet long and 45-feet wide with 15-foot high ceilings. Healthy-looking veins and arteries cover the walls, floors, and ceiling like webbing. With each of the tarrasque's inhalations air pours into the room. Then, seconds later, it breathes out, dispelling the air.

There are two exits. The first, at one of the shorter walls on the end leads back into the creature's circulatory system. The second on the long wall leads into a red chamber that pounds like a war drum, likely the beast's heart.



Above: Left lung

Treat the entirety of the left lung as a complex trap for the characters to avoid, using initiative to get around certain parts of it.

Trigger. The conditions are already in effect when the characters enter the lung.

Initiative. The lung's features act on initiative count 20 and initiative count 10.

Active Elements. The tarrasque's inhalations suck in air (and anything in the lung) then exhale, affecting all creatures and objects within the tower.

Inhale (Initiative 20) Each creature in the lung must make a DC 15 Strength saving throw or fall prone in its space.

Exhale (Initiative 10) Each creature in the lung must make a DC 15 Strength saving throw or be pushed towards the northern exit into the circulatory system.

Pharom Tracan. One of the four adventurers tasked by Moreen to unleash the tarrasque can be found in this lung. Pharom Tracan (N male Anorian elf **gladiator**) is lying unconscious in the central path. Failing to fight off the tarrasque's antibodies, Pharom's hit points were reduced to 0. Once the antibodies saw that he was down, they left the scene. Fortunately, Pharom stabilized and now has 1 hit point remaining. Pharom gladly gives details about his lost companions and notes that the party's mage, Suzen Khahlo, likely has the *Blightspore*. Khahlo can be found in tarrasque's appendix (Area 18). Pharom will gladly join the party

in their quest to find his companions.

5 - MOUTH

Natural light shines through a series of densely-packed, curved, white and yellow columns ahead of you. The fleshly, pink floor undulates slightly. Then it hits you: you're in the Tarrasque's mouth. Behind you, the gaping portal of the creature's esophagus descends further into its anatomy.

Creatures that are bitten and not instantly killed wind up here, in the tarrasque's mouth.

A creature can escape through the tarrasque's mouth by using its action to make a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the creature escapes through the tarrasque's mouth and lands either on its face or down to the ground below. A creature that grabs onto the tarrasque's face must make a successful DC 10 Strength (Athletics) check at the start of its turn to continue holding onto it. And a creature that falls to the ground falls 1d10 x 10 feet, taking 1d6 falling damage for every 10 feet they fall (maximum of 20d6).

Tongue. Once a creature enters the tarrasque's mouth, its tongue starts working to push the creature into its esophagus. On initiative count 15, each creature in the tarrasque's mouth must succeed on a DC 13 Dexterity saving throw. On a failed saving throw, a creature is pushed 30-feet back into the tarrasque's esophagus. See details on the

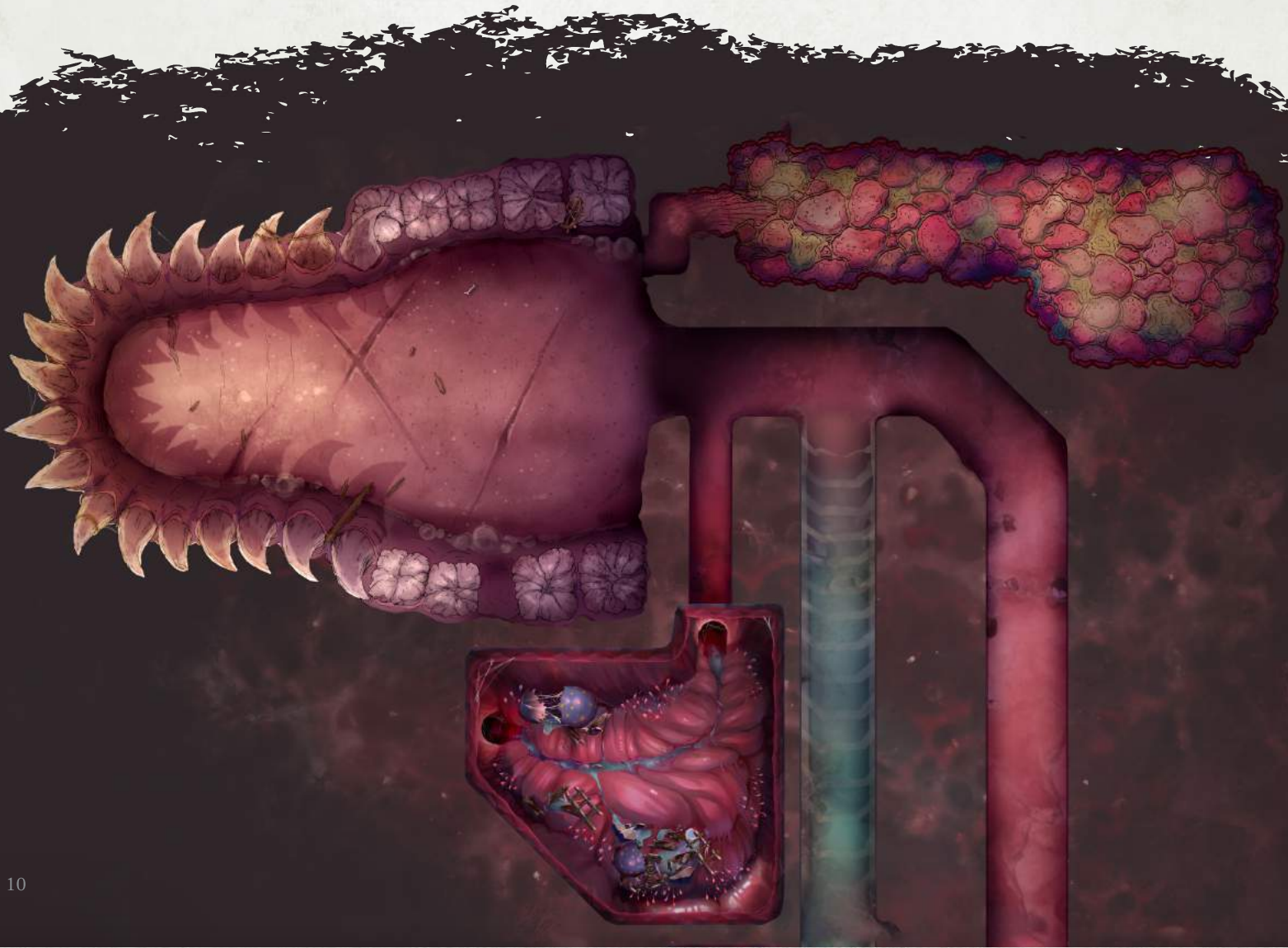
esophagus to determine what happens to a character that starts their turn there. The tongue has an AC 18 and 50 hit points, and is immune to fire, poison, and psychic damage, as well as bludgeoning, piercing, and slashing damage made from nonmagical attacks. Dealing 25 damage in a single turn has the same effect as dealing 60 damage to any other part of the tarrasque's digestive tract (see General Features).

6 - CROP

This chamber has a crude triangular shape with the two shorter walls being 35-feet long and the long wall around 50-feet long. An eclectic mix of garbage, half-chewed creatures, and even treasure litters the fleshy floors of this organ. A dwarven priest bearing the markings of a god of agriculture rests in one of the corners.

Begrir Bronzefeat. One of the adventurers who helped Moreen Trask, Begrir Bronzefeat (LG male Von Doral dwarf priest) is stuck in the crop. He's alive, but barely. His left arm is missing, he's down to 3 hit points, and he's used all of his spell slots. He's eager to find his friends in the tarrasque. He isn't sure who has the Blightspore, but his guess is that the mage, Suzen Khahlo still has it—if she's still alive. Begrir will join the party so long as they can provide healing.

Treasure. A small, bronze chest holding 4,000 silver pieces is amid the rubble. A simple lock (DC 15 to pick or break



open) has—surprisingly—kept its treasure from spilling out. Note that it weighs 100 pounds. There is also a dead gnome holding a *+2 dagger*. Begrir doesn't know who the gnome is/was.

7 - SALIVA GLAND

Just as the characters are about to step into this chamber for the first time, a massive clump of phlegm blasts through the exit. Any creatures standing within 10 feet of the entrance when this happens must make a DC 10 Dexterity saving throw. On a failed saving, a creature is covered in tarrasque saliva. Until the creature can clean the saliva off, it acts as if under the effects of a *slow* spell (and because it's from a tarrasque, the saliva is, in fact, magical). Also, the creature fails all Strength saving throws to avoid being pushed down the tarrasque's esophagus (see the section on the Esophagus above).

A creature can use a cantrip like *thaumaturgy* or *prestidigitation* to remove the saliva by spending 1 minute targeting the covered creature. Otherwise, the saliva can't be removed until the creature bathes itself within a relatively clean liquid or swims through the tarrasque's circulatory system. Use your discretion.

Once the characters get past the initial saliva blast, read the following:

This chamber is 65-feet long and 20-feet across. Ooze, pus, and slime cover the entirety of the area. It appears that the only way out is through the way in which you came.

Encounter. Twelve saliva oozes are in this area. Treat a saliva ooze as a **gray ooze**, except when it uses its False Appearance it is indistinguishable from the tarrasque's innards.

8 - STOMACH

When the characters enter this area for the first time, read:

Your eyes immediately start to sting the moment you enter this large, fleshy chamber. Narrow pathways of pink sinew

stretch across the full 60-foot width of the area, avoiding the pool of bubbling, green acid down below. Within the pool of acid, you watch the bleached bones of large creatures churn.

At the center of one of the fleshy walk ways, you notice something small that glimmers like gold.

The entire room is caustic. A creature that starts its turn in this chamber takes 7 (2d6) acid damage just by being in there.

Falling into the acid is even more dangerous. The first time a creature enters the pool of acid and each turn that they start in it, the creature takes 56 (16d6) acid damage. The pool of acid is 20-feet deep.

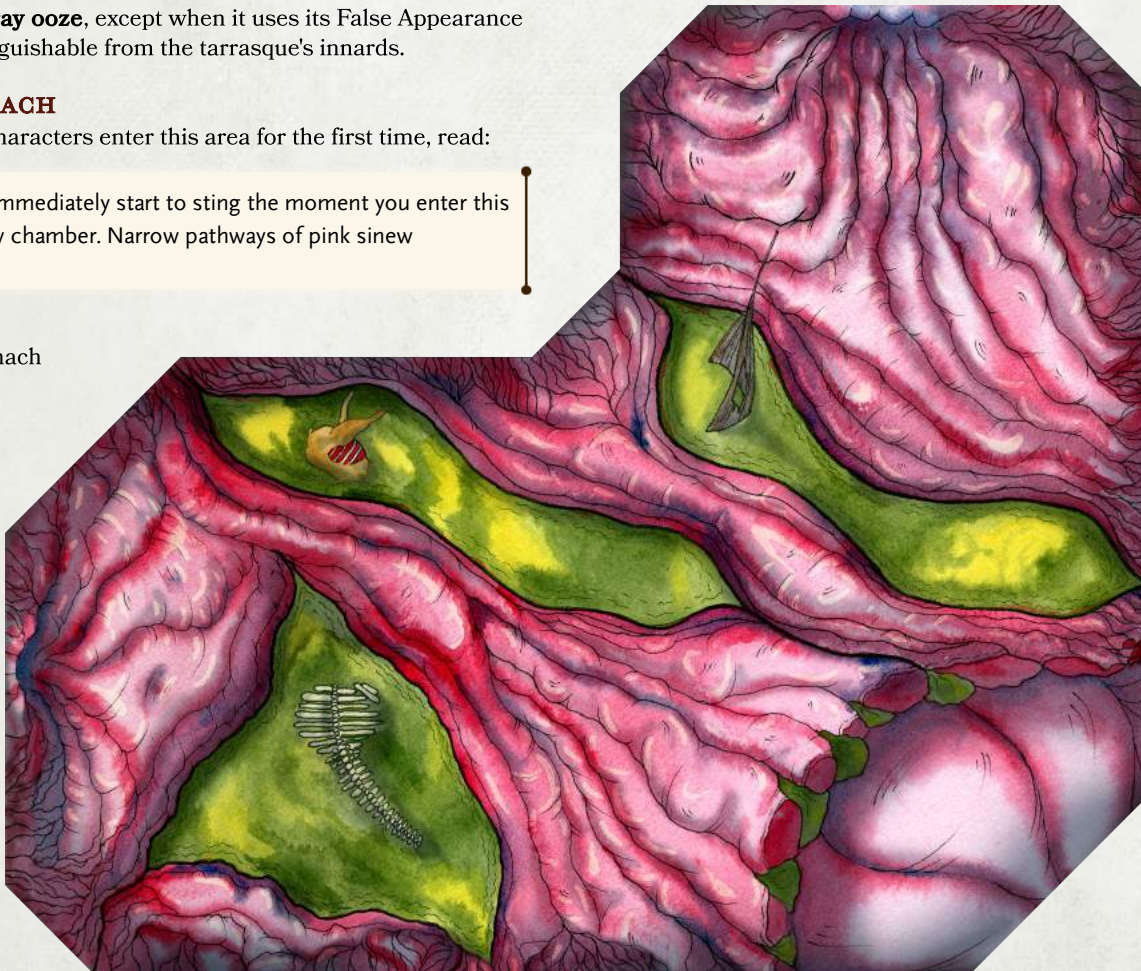
Unless it's within the first 5 rounds of the characters entering the tarrasque, the hole that leads into the Dubufi tower (Area 1a and 1b) has closed shut.

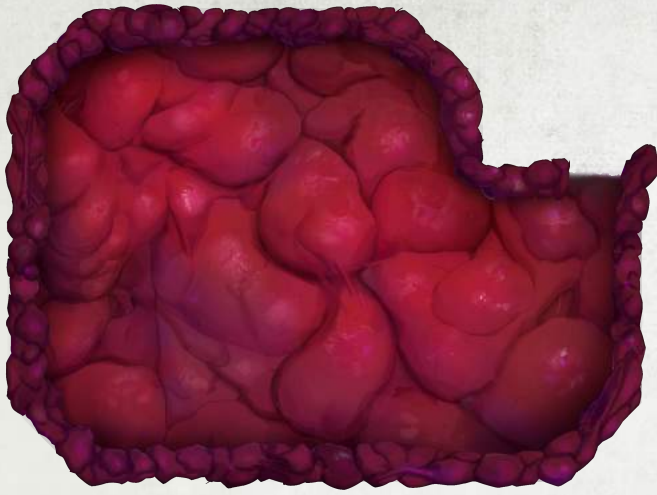
The stomach is part of the digestive tract (see General Features above).

Encounter. Three bile oozes pull themselves out of the pool of acid and attack. While unintelligent, their goal is to grapple any creature that they can and pull it into the acid pool below. Use the **black pudding** stat block for the bile oozes.

Suzen Khahlo's Monocle. After Suzen was swallowed, she wound up in the stomach of the tarrasque. Injured—but protected by heavy abjuration spells and effects—she crawled west into the creature's digestive tract. Her golden monocle can be found just before the exit that leads further down the tarrasque's digestive tract.

Right: Stomach





Above: Spleen

9 - SPLEEN

The first time the characters enter this chamber, read:

This bloody chamber is 40-feet by 25-feet. It appears that the only exit is the one you came in through. The moment you step inside, slightly translucent, white blobs race towards you.

Encounter. Eleven **killer cells** attack (see the *Monsters of the Tarrasque Task* supplement).

10 - PANCREAS

This chamber is 50-feet deep and 20-feet wide. Rancid-smelling pus oozes up from the floor.

Like walking on a giant acidic sponge, each step taken in this organ releases acid. When a character moves through the

Below: Pancreas

room, they take 1 acid damage for every 5 feet they move, and at the end of their movement, they must make a DC 10 Constitution saving throw. On a failed saving throw, the creature's movement is reduced by 5 feet until it receives magical healing. A creature whose movement is reduced to 0 falls prone.

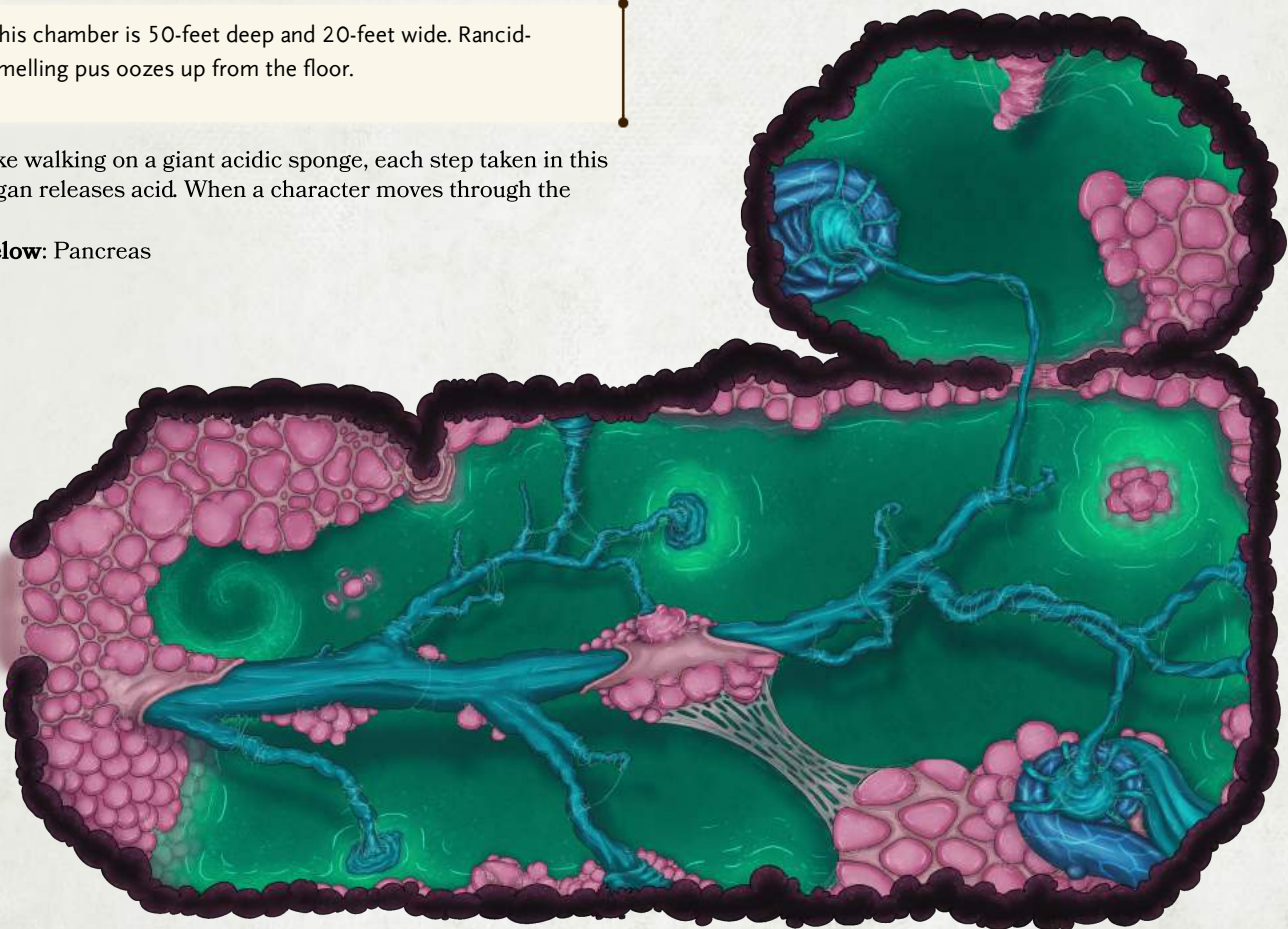
A prone creature in this area takes 3 (1d6) acid damage at the start of each of their turns.

Encounter. A **dire tapeworm** (see the "Monsters of the Tarrasque Task" supplement) occupies this chamber. It would very much like to eat the characters.

Treasure. Tucked into the northern pocket of the pancreas is a mostly digested orc. The orc was carrying a draconic *bag of holding*. The bag functions as a normal bag of holding but glows warmly when within 120 feet of a dragon or dragonborn (240 feet if the dragon or dragonborn is red). Within the bag are 100 gp, a *potion of fire resistance*, and three ornate daggers (each one is worth 100 gp). A small creature can squeeze into the pocket without any trouble, but a Medium creature must use 10 feet of movement to pull itself inside.

11 - LIVER

This huge chamber looks as if it's seen better days. The fleshy ground below you crunches as you walk; bits of dried cells flake off and kick up dust. Some sort of fungus grows over everything. There are two exits. Both are next to each other.





One of the exits returns to the tarrasque's circulatory system. The second emits a pale green light.

Regular consumption of all things unusual and magical have taken its toll on the tarrasque's liver.

The first time a creature enters this chamber and when they start their turn here, it must roll a DC 10 Constitution saving throw or become poisoned. While poisoned, the creature experiences hallucinations. Treat the creature as if it is under the effects of the *confusion* spell. The confusion effect ends when the creature is no longer poisoned.

After a creature poisoned by the tarrasque's liver leaves the area, it can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

A creature that succeeds on its saving throw is immune to this effect for 24 hours.

12 - GALLBLADDER

This room radiates bright green and white light. It'd be almost beautiful if wasn't so awful smelling.

A creature that steps into the room is automatically covered in tarrasque bile. The creature takes 3 (1d6) acid damage from the bile and until it removes the bile, it smells horrible. Any creature that comes within 5 feet of a bile-covered creature (that doesn't live in the tarrasque or is covered in bile itself) must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the smell of tarrasque bile for 24 hours.

13 - FIRST DUODENUM CHAMBER

This putrid chamber takes on the rough shape of a 35-foot square. A whirlwind of air, acid, and fire at the center of the chamber makes it seem almost impossible to cross through unscathed.

This duodenum chamber is used to break down particularly tough elements. The first time a creature enters this area or if a creature starts its turn in the area, it must make a DC 15 Constitution saving throw. On a failed saving throw, the creature takes 10 (3d6) acid damage plus 10 (3d6) fire damage. On a successful saving throw, the creature takes half as much damage. The fire and acid heavily obscure everything in the area.

14 - SECOND DUODENUM CHAMBER

This foul chamber takes on the rough shape of a 35-foot square. A pool of oily gray sludge bubbles up from its center.

The pool of acid is 15-feet deep. The first time a creature enters the pool of acid or starts its turn there, it takes 18 (4d8) acid damage. In addition, any nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Encounter. An oxyhydra lingers in the pool of acid. The oxyhydra has the same statistics as a **hydra** but is immune to acid damage and can swim through the acid as if it was water. One of the hydra's favorite tactics is to leap into the air and splash back into the pool. Any creature within 5 feet of



the hydra when it does this must succeed on a DC 12 Dexterity saving or take 9 (2d8) acid damage. The hydra's CR is 9 for this encounter.

15 - THIRD DUODENUM CHAMBER

The first time the characters enter this chamber, read the following:

This ghastly chamber takes on the rough shape of a 35-foot square. As soon as you step inside, the fleshy walls start to swell.

The chamber is designed to crush to paste anything that makes it through the first chambers. On initiative count 10, the chamber contracts. Any creature in the area when it first contracts must make a DC 10 Dexterity saving throw. The chamber continues to contract until all foreign creatures and objects have left the area or are destroyed.

On a successful save, the creature can choose to be pushed to one of the chamber's two exits (target's choice). A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed saving throw, the creature is restrained by the walls. A restrained creature is blinded, can't breathe and takes 21 (6d6) acid damage on each of its turns.

On its turn, a creature restrained by the walls of the chamber can make a DC 20 Strength (Athletics) check to escape the chamber's walls. Doing so allows it to move but at a cost of 4 feet per 1 foot of movement.

16 - JEJUNUM

This chamber is 60-feet long by 20-feet wide. There are two exits. One exit leads up through what you can only guess is the creature's intestine. The other path exits through a small passage on one of the shorter walls.

At the center of the area, you see the dissolved remains of what looks like a knight. Although much of its armor has been

dissolved by the acids within the beast, you can still make out the fuschia cord of Arruquettan Royalty. Lying 15-feet away from the dissolved soldier is a golden great axe that appears to be untouched by its trip through the creature's digestive tract.

The deceased knight is Erebo Asteasuain who, unfortunately, did not survive the journey through the tarrasque's guts. However, his sacrifice is the only thing that ensured Suzen Khalho's survival. Any of Erebo's comrades who see his body will immediately recognize that it's him. His great axe, *War's Wager* (see the *Magic Items of the Tarrasque Task* supplement) remains intact.

17 - ILEUM

This moist chamber is almost like stepping into a massive, fleshy cylinder; the chamber is 60-feet long and 20-feet wide. Pulsating, pink, egg-like objects the size of ripe melons cling to the walls, floors, and ceilings of this chamber.

Encounter. The objects are **dire roundworm cysts**. There are ten total. See the *Monsters of the Tarrasque Task* supplement.

18 - APPENDIX

This goliath chamber is 65-feet long and 20-feet and branches off creating an L-shape. Strange, thumb-sized worms wiggle through the folds. Each one emits a bright yellow glow, offering limited light.

At the center of a room, you see what looks like a humanoid wearing blue and silver robes.

The person is Suzen Khalho (LG female Knotsider human

Below: Jejunum





mage), leader of the Ironfield. She made her way to the appendix and got stuck. Having what most adventures would consider a "bad day", she finally collapsed in exhaustion. In her hands, she's clutching *Blightspore*, a titan's tooth claymore (see the *Magic Items of the Tarrasque Task* supplement). Suzen has only 5 hit points remaining and 5 levels of exhaustion when the characters discover her. Unless she completes a long rest or a greater restoration spell is cast upon her, she won't be able to move on her own. Plus, she's used all of her spell slots.

The worms are harmless. But if taken and stored in a jar or similar object, they create bright light in a 5-foot radius and dim light for an additional 5-feet. The worms die in 24 hours.

Of any location in the tarrasque's body, this is probably the safest. For some unknown reason, the tarrasques antibodies won't travel here—you don't have to roll for random encounters. While a long rest won't be possible, a short rest may work.

19 - ASCENDING COLON ENTRANCE

The smell oozing out of the exit at one end of this roughly 40-foot square chamber is enough to turn your stomach.

Encounter. Four stool elementals (see the "Monsters of the Tarrasque Task" supplement) guard this chamber.

20 - ASCENDING COLON

The stench of this chamber is awful. What you can only guess is feces covers the walls, floors, and ceilings like thick mud. At regular intervals, pockets of the feces explode and emit a brief white light.

Any creature that enters this chamber or starts its turn here

must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of the tarrasque's feces for 24 hours. In addition, on initiative count 20, roll an attack roll against each character in the area with a +5 to hit. On a hit, a creature is hit in the eyes with feces and is blinded until the start of its next turn.

If you trigger a random encounter in this area, you can choose to have 1d6 **stool elementals** attack the characters instead of the tarrasque's antibodies.

21 - TRANSVERSE COLON

This area is so large you can't see to the other end of it. Feces riddles the floors, walls, and ceiling. The air is incredibly dry here.

The transverse colon absorbs water and salts. A creature that enters this chamber or starts its turn there must succeed on a DC 10 Constitution saving throw. On a failed saving throw, water is pulled from the creature into the surface of the colon. The creature takes 7 (2d6) necrotic damage and the creature's hit points are reduced by an amount equal to the necrotic damage taken.

If you trigger a random encounter in this area, you can choose to have 1d6 stool elementals attack the characters instead of the tarrasque's antibodies.

22 - DESCENDING COLON

You can't even tell how deep or wide this chamber is as huge mounds of feces block the majority of the path. And the smell—well, let's just say it's nothing that the minstrels will be singing about.

The only way through the descending colon is by burrowing through the mounds of feces that cover the area. A creature without a burrowing speed can create a path through the feces large enough for it to crawl through by using its action to make a Strength (Athletics) check. The distance the creature digs through the feces is equal to the result of its check. After the creature has dug through the feces, at the end of its turn, it must make a DC 12 Constitution saving throw. On a failed saving throw it contracts a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's Constitution decreases by 1 every 24 hours. If the target's Constitution score drops to 0 as a result of this disease, the target dies.

Encounter. There are three stool elementals in this chamber.

Evacuation. If the ceiling, floor, or walls of this chamber take 60 damage or more on a single turn from a creature inside it, roll a d20. On a result of 12 or higher, the tarrasque ejects all of the waste in this chamber as well as its sigmoid colon (Area 23) and rectum (Area 24). Any creature that does not wish to be ejected must succeed on a DC 20 Strength saving





Above: Transverse colon

throw. An ejected creature exits through the tarrasque's rectum and falls 1d6 x 10 feet to the ground below it. A creature takes only 1d6 damage for every 20 feet it falls, rounded down—the feces helps breaks its fall.

Treasure. Every 5 feet that the character digs through the tarrasque's feces, roll a d6. On a result of 6, the character finds a treasure. Choose or roll randomly on the Tarrasque Feces Treasure table to determine the nature of the treasure.

TARRASQUE FECES TREASURE

d6	Treasure Found
1	1 trinket on the PHB trinkets table
2	a leather flask full of clear liquid (hopefully it's water)
3	1d6 gold pieces
4	a human skull with three gold teeth (each worth 1 gp)
5	a longsword
6	a random magic item from Treasure Table B in the DMG

23 - SIGMOID COLON

This chamber takes a sharp curve. Small pockets—like fleshly alcoves—mark the walls, floors, and ceilings. Within each, there are hard, brown objects that look almost like rocks.

The tarrasque suffers from diverticulitis, a very annoying but harmless condition of the colon. Other than that information, there is nothing else of value to be found here.

Evacuation. If the ceiling, floor, or walls of this chamber take 60 damage or more on a single turn from a creature inside it, roll a d20. On a result of 12 or higher, the

tarrasque ejects all of the waste in this chamber as well as its rectum (Area 24). Any creature that does not wish to be ejected must succeed on a DC 20 Strength check. An ejected creature exits through the tarrasque's rectum and falls 1d6 x 10 feet to the ground below it. A creature takes only 1d6 damage for every 20 feet it falls, rounded down—the feces helps breaks its fall.

24 - RECTUM

At first glance, this awful-smelling, triangular chamber seems to only have one exit. But to your dismay, at the center of the "floor" of this chamber, there is a fleshy iris that quivers with each step you take. For a brief moment, natural light shines through the center of the iris before it closes again.

Yep. It's the tarrasque's anus. A creature can use its action to make a Strength (Athletics) check to push its way out of the tarrasque's anus and through its cloaca. Refer to the Escape Through the Anus table below to determine the results of the check.

ESCAPE THROUGH THE ANUS

Check Result	Effect
9 or less	No effect.
10–14	The creature is stuck half-way with half of its body hanging out of the tarrasque's anus (target's choice which end it is). On its next turn, it can make the check again with advantage.
15 or higher	The creature successfully escapes the tarrasque's anus but falls 1d6 x 10 feet to the ground below. A creature takes 1d6 falling damage for every 10 feet it falls (maximum 20d6).



Evacuation. If the ceiling, floor, or walls of this chamber take 60 damage or more on a single turn from a creature inside it, roll a d20. On a result of 12 or higher, the tarrasque ejects all of the waste in this chamber. Any creature that does not wish to be ejected must succeed on a DC 20 Strength check. An ejected creature exits through the tarrasque's rectum and falls 1d6 x 10 feet to the ground below it. A creature takes only 1d6 damage for every 20 feet it falls, rounded down—the feces helps break its fall.

25 - LEFT KIDNEY

This pocked chamber reeks of urine and waste. It also looks like this organ has seen better days. There are two exits. One leads back to the circulatory system and the second exudes more of the foul smell. What's odd is that there is a wooden bulletin board hammered into the side of the wall. It appears to have a map on it. It's hard to totally make out what it reads from where you're standing, but you're pretty sure you see a red arrow pointing to a spot that reads, "You are here."

The left kidney is in rough shape. The passage that leads down through the bladder is mostly shriveled. A Small creature can move through with no trouble, but a Medium creature can move through the passage at a rate of 4 feet for every 1 foot of movement.

Encounter. The bulletin board is actually a **mimic** that got stuck in the tarrasque centuries ago. It waits for a creature to get close then attacks.

26 - RIGHT KIDNEY

This pocked chamber reeks of urine and waste. Overall, this organ appears healthy and clean. There are two exits. One leads back to the circulatory system and the second exudes more of the foul smell.

Any non-tarrasque creature or object (basically, excluding all of the new monsters in the "Monsters of the Tarrasque Task" supplement) that enters this area or starts its turns there is seen as waste by the kidney. On initiative 15, lightning discharges from the wall, targeting a creature in the area (choose one or roll randomly) with a +10 to hit. A creature hit by the wall takes 7 (2d6) lightning damage.

The pipe that leads down to the tarrasque's bladder (Area 27) is slippery and easy to slide down. A creature that slides through it moves at a rate of 60 feet per turn, then drops into the tarrasque's urine reserve. A creature can attempt to stop itself by succeeding on a DC 10 Strength saving throw, holding itself in place.

27 - BLADDER

Both of the passages leading from the kidney exit out of the "ceiling" of this chamber. A creature that falls into the chamber lands in a pool of the tarrasque's urine 20-feet below. The first time a creature enters the urine pool, it must succeed on a DC 10 Constitution saving throw or become blinded until the end of its next turn. A creature that succeeds on its saving throw is immune to the blinding effects of the tarrasque's urine for 24 hours.

Climbing back up through the passages is an extraordinarily difficult task. Without a climbing speed, a creature must succeed on a DC 15 Strength (Athletics) check each turn it attempts to move to climb. If it fails this check by 5 or more, it slips and falls into the pool of urine and must start all over.

Each turn that at least one creature is in the tarrasque's urine pool and moving or splashing about, roll a d20. On a result of 12 or higher, the tarrasque evacuates its bladder, dumping the contents through its cloaca. Each creature in the pool that does not wish to be urinated out must succeed on a DC 12 Strength saving throw. On a successful saving throw, a creature grabs onto the "shore" of the pool and avoids being urinated.

On a failed saving throw, the creature is pushed out of the tarrasque's urethra and through its cloaca. Then, it falls 1d6 x 10 feet to the ground below. Because the tarrasque evacuates its stool at the same time it does its bladder, the creature lands in a pile of warm feces that help break its fall. The creature only takes 3 (1d6) damage for every 20 feet it falls (maximum of 20d6).

ADVENTURE CONCLUSION

Ideally, the characters find Suzen Khalo and the sword *Blightspore*, then give the sword to Moreen Trask. Moreen, holding her green stone in one hand and the sword in the other, speaks a mighty invocation: a powerful wish spell that immediately causes the tarrasque to fall unconscious. The tarrasque collapses, shaking the ground and everything around it.

Moreen, exhausted, tells the characters to check back with her in one week for their reward. Despite her chaotic nature, she lives up to her promise—she's insane, but not dumb. A week later, she's created a suit of armor from chips of the tarrasque's hide. The armor functions as *tarrasque plate*. See the Magic Items of the Tarrasque Task supplement for details.

Moreen creates magical bindings to keep the tarrasque in place so she can continue her study of the beast. Of course, with it stuck in the middle of the Central Omerian desert, she's likely to turn a few heads. She might need help defending her big beastly and may offer the characters a substantial gold reward to assist.

THE IRONFIELD

Should the Ironfield escape their fate within the tarrasque, they will be extremely grateful to the characters and be forever in their debt. Of course, they won't be too happy with Moreen. After all, the gnome left them to die within the bowels—*literally*—of a tarrasque. How Suzen and her colleagues react is ultimately up to you. Even angry, Suzen is intelligent and wise, so it's unlikely that she and her group will be able to handle an archmage the level of Moreen Trask without getting some rest and/or help.

If the characters are in possession of *War's Wager*, Suzen requests that they return the axe to them so they may, in turn, return it to Erebo Asteasuain's mother in Arruquetta. In exchange, they offer an item from their collection (allow each player to choose any item they like from the Magic Item Table B of the *DMG*)—most of it is "junk" for a party of the Ironfield's level, so they're willing to give each character one

so long as the characters yield can have Erebo's axe.

WHAT IF THE CHARACTERS FAIL?

If the characters don't recover Blightspore, then that means there's a big, ticked-off tarrasque wandering around Central Omeria destroying and/or eating everything in its path. Eventually, another group of plucky adventurers will stop the creature, sure. But who knows how much destruction it will cause between now and then? Ω

APPENDIX: UDUZMOTH THE OBESE

You might find the typical tarrasque block lacking for a creature the size of Uduzmoth the Obese. After all, Fifth Edition tarrasques are nowhere close to the challenge they were in previous editions. Furthermore, they are described as "50-foot-tall" creatures. In order for Uduzmoth to be large enough to have creatures wandering around its guts, the titan would have to be 600-feet tall. To put that in perspective, Uduzmoth would be just a few feet shorter than the Space Needle in Seattle, Washington, USA.

If you want Uduzmoth to present a real danger to the characters (and just about everything else), here are a few changes you can make to his stat block.

VARIANTS: MEGA TARRASQUE

A mega-tarrasque is 10 times the size of its smaller cousin, standing over 600-feet tall and measuring 1,200 feet in length. When they wake, very little can stop them. A **mega tarrasque** has a variable challenge rating (treat it as two CR 27 creatures) and the following changes:

New Trait: Colossal Creature. The tarrasque's size is Colossal. It has advantage on all of its Strength and Constitution ability checks and saving throws, as well as its attack rolls and adds +2 to the damage caused by its melee weapon attacks. The range of the tarrasque's attacks also increase as follows: Claw, 60 ft.; Horns, 45 ft.; Frightful Presence, 500 feet.

New Trait: Regeneration. The mega tarrasque regains 25 hit points at the start of its turn. Only a *wish* spell or magic of a similar level can disable this trait for 1 minute.

New Trait: Rejuvenation. The mega tarrasque is nearly impossible to remove from existence—not even a *wish* spell or the act of a diety can destroy it. Instead, if its hit points are reduced to 0 and a *wish* spell is used to stop it from regenerating, the tarrasque enters a deep slumber that lasts 3d6 x 100 years.

New Action: Bite. The tarrasque targets a 15-foot square within 60 feet of it. Each creature in that square must make a DC 22 Dexterity saving throw. On a failed saving throw, the creature takes 38 (4d12 + 12) piercing damage and is now inside the tarrasque's mouth (Area 5).

This attack replaces the tarrasque's normal Bite attack.

New Action: Tail Swipe. The tarrasque swings its 600-foot-long tail the targets everything within a 300-foot-long cone. Each creature in the area must succeed on a DC 22 Dexterity saving throw. A creature that fails its saving throw takes 26 (4d6 + 12) bludgeoning damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be flung up to 20 feet away from the tarrasque and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage isn't flung away or knocked prone.

This action replaces the tarrasque's normal Tail attack and it cannot be used as part of the tarrasque's Multiattack.