

POSSESSED MINING SUIT

Huge elemental, neutral

Armour Class 18 (natural armour)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Skills Athletics +8

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 8 (3,900 XP)

Arcane PowerSource. An arcane power source—a crystal on the mining suit's rear—can be targeted separately from the mining suit (AC 19, 64 hit points, **vulnerability** to thunder damage, and **immunity** to all damage except bludgeoning, force, piercing, and slashing).

If the power source is destroyed, the tar elemental possessing the mining suit moves into the nearest unoccupied space without provoking opportunity attacks and the mining suit becomes an inanimate object.

Flammable. If the elemental takes fire damage, it ignites. It takes 10 (3d6) fire damage at the start of each of its turns and its weapon attacks deal an additional 10 (3d6) fire damage. If the elemental is subject to heavy rain or takes 10 or more cold damage in a single instance, the flames are extinguished and the effects end.

ACTIONS

Multiattack. The mining suit makes three attacks: one with its claw, one with its demolition drill, and one with its pseudopod.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. If the target is a Large or smaller creature, it is **grappled** (escape DC 16). Until this grapple ends, the mining suit can't use its claw on another target and the mining suit has **advantage** on attack rolls using its claw against the target.

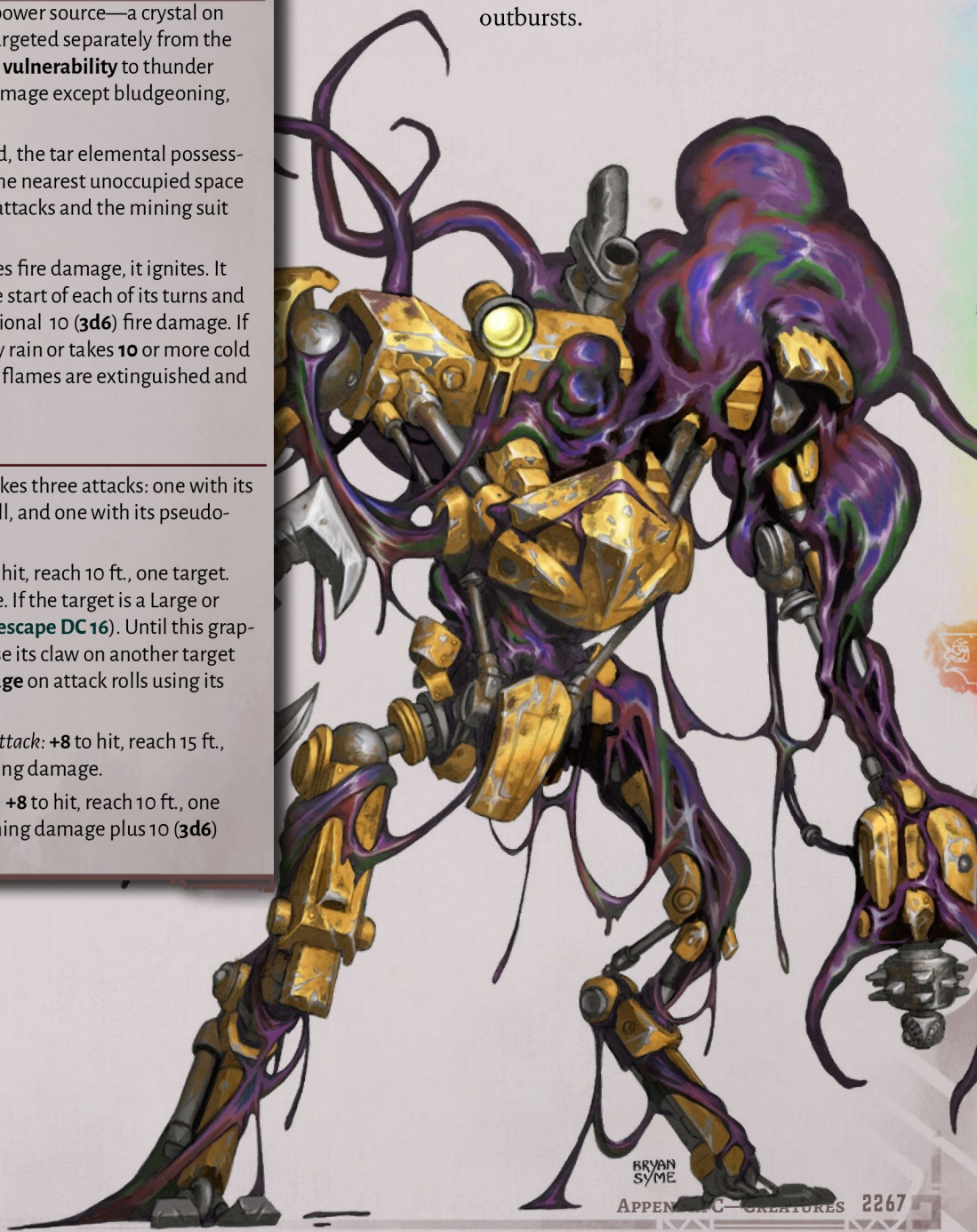
Demolition Drill. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 10 (3d6) necrotic damage.

TAR ELEMENTALS

Typically the viscous, shapeless beings are natives of the muddy borderlands between the Planes of Water and Earth. Their minds comprise the echoing memories of the thousands of organisms whose decomposition has created their shapeless bodies.

Arcane Activation. When an arcane power source is tuned to the correct frequency, a tar elemental's primordial spark can be drawn into the Material Plane, reforming around a suitable substrate, such as tar or other lipids, such as the fat deposits from a long-dead giant space hamster. Such a summoning is often against the elemental's will, leading to violent and aggressive outbursts.



BRYAN
SYME

Possession & Reanimation. Should a tar elemental find itself in contact with such an arcane power source, its powers of decomposition are augmented; it is no longer subject to decay and its touch can enervate living tissue. An augmented tar elemental is also capable of puppeteering a creature, dead or alive, manipulating its body through an external, oily musculature.

MINI TAR ELEMENTAL

Small elemental, neutral

Armour Class 14 (natural armour)

Hit Points 55 (10d6 + 20)

Speed 25 ft., burrow 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances acid, piercing; bludgeoning and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 2 (450 XP)

Flammable. If the elemental takes fire damage, it ignites. It takes 3 (1d6) fire damage at the start of each of its turns and its weapon attacks deal an additional 3 (1d6) fire damage. If the elemental is subject to heavy rain or takes 5 or more cold damage in a single instance, the flames are extinguished and the effects end.

Oil Form. When the elemental moves through water, it uses its swimming speed to skim along the water's surface; it can't submerge below the surface of water without a powerful detergent.

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage and the target's speed is reduced by 10 feet until it or another creature within reach of the target uses its action to clean the target. This speed reduction can stack; If the target's walking speed is reduced to 0 by this effect, it is **restrained**.

Arcane Activation. The elemental attempts to possess one Medium or smaller corporeal creature in close proximity to an arcane power source, such as a magitech firearm. The creature must succeed on a **DC 13 Strength saving throw** or be under the elemental's control until the elemental releases it as a bonus action, or the arcane power source is destroyed or is more than 5 feet from the possessed creature. While the elemental controls a creature in this way, the possessed creature gains the features in the Arcane Possession sidebar.

TAR ELEMENTAL

Large elemental, neutral

Armour Class 14 (natural armour)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances acid, piercing; bludgeoning and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 5 (1,800 XP)

Proficiency Bonus +2

Flammable. If the elemental takes fire damage, it ignites. It takes 7 (2d6) fire damage at the start of each of its turns and its weapon attacks deal an additional 7 (2d6) fire damage. If the elemental is subject to heavy rain or takes 5 or more cold damage in a single instance, the flames are extinguished and the effects end.

Oil Form. When the elemental moves through water, it uses its swimming speed to skim along the water's surface; it can't submerge below the surface of water without a powerful detergent.

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

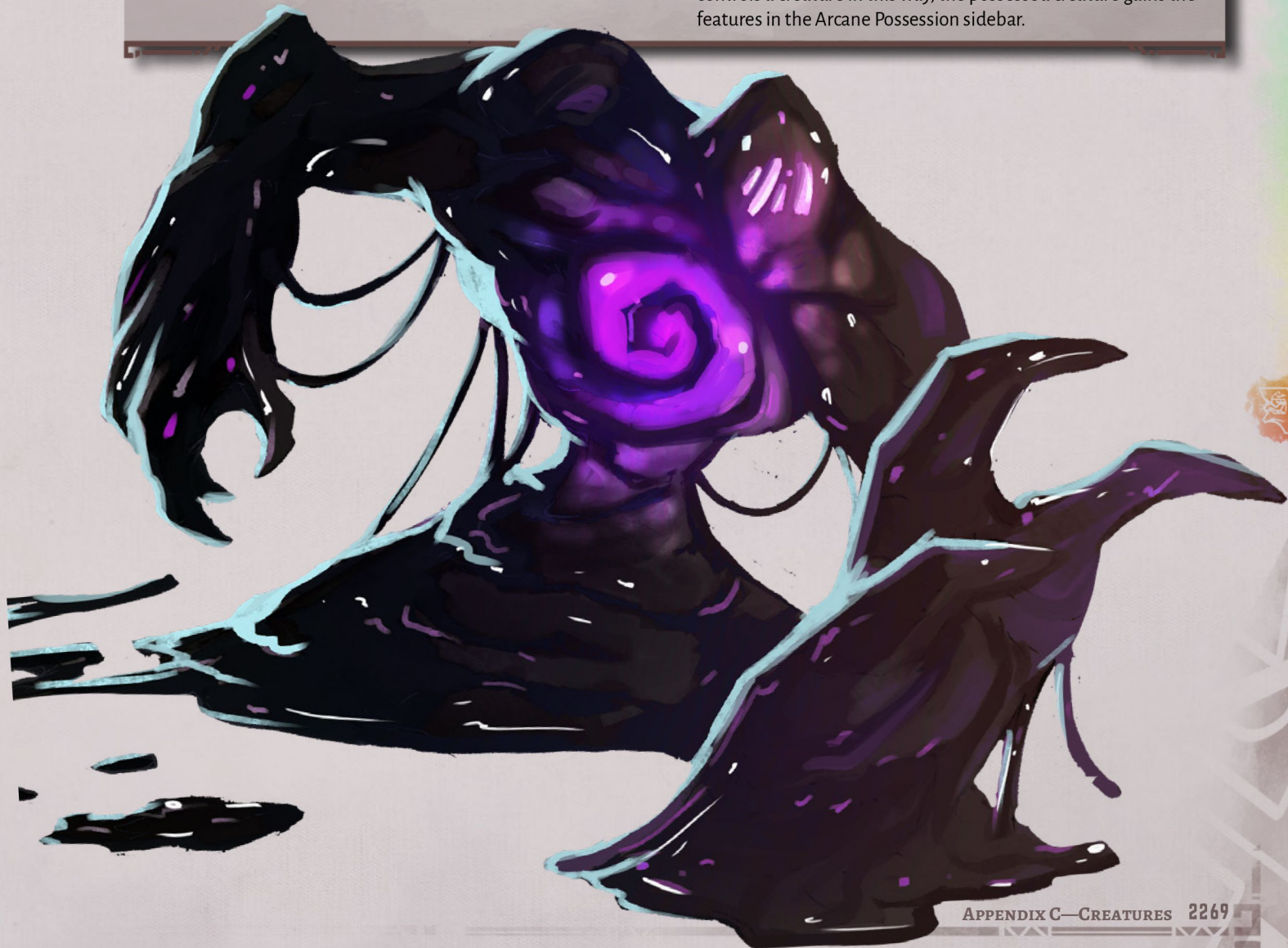
ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage and the target's speed is reduced by **10 feet** until it or another creature within reach of the target uses its action to clean the target. This speed reduction can stack; If the target's walking speed is reduced to 0 by this effect, it is **restrained**.

Arcane Activation. The elemental attempts to possess one Huge or smaller corporeal creature in close proximity to an arcane power source, such as a magitech firearm. The creature must succeed on a **DC 15 Strength saving throw** or be under the elemental's control until the elemental releases it as a bonus action, or the arcane power source is destroyed or is more than **5 feet** from the possessed creature. While the elemental controls a creature in this way, the possessed creature gains the features in the Arcane Possession sidebar.





TARCHAEOLOGIST

Medium elemental, neutral

Armour Class 14 (natural armour)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	13 (+1)	10 (+0)	10 (+0)

Skills Investigation +3, Sleight of Hand +5

Condition Immunities exhaustion, paralyzed, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 3 (700 XP)

Arcane Power Source. The crystal in the tarchaeologist's magitech pistol can be targeted separately from the tarchaeologist (AC 19, 20 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). If the tarchaeologist fails a saving throw against an area of effect, the crystal also fails the saving throw.

If the crystal is destroyed, or if the tarchaeologist is disarmed of its pistol (it has a **+7** modifier on ability checks and saving throws to avoid being disarmed), the mini tar elemental possessing the tarchaeologist moves into the nearest unoccupied space without provoking opportunity attacks and the tarchaeologist falls unconscious, is stable, loses the elemental type, and gains the humanoid type.

Flammable. If the tarchaeologist takes fire damage, it ignites. It takes 3 (1d6) fire damage at the start of each of its turns and its weapon attacks deal an additional 3 (1d6) fire damage. If the tarchaeologist is subject to heavy rain or takes 5 or more cold damage in a single instance, the flames are extinguished and the effects end.

Necromantic Reinvigoration (1/Ever). If the tarchaeologist is reduced to 0 hit points, its current hit point total instead resets to 52 hit points and it gains immunity to poison damage and the poisoned condition.

ACTIONS

Multiattack. The tarchaeologist makes three attacks: one with its pseudopod, one with its wrench, and one with its magitech pistol.

Pseudopod. *Melee Weapon Attack:* **+5** to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

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

Magitech Pistol. *Ranged Weapon Attack:* **+5** to hit, range 40/120 ft., one target, loud (500), reload (2). *Hit:* 7 (1d8 + 3) piercing damage.

BRYAN SYME

TARRANOSAURUS REX

Huge elemental, neutral

Armour Class 16 (natural armour)

Hit Points 230 (20d12 + 100)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances acid, necrotic, piercing; bludgeoning and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 10 (5,900 XP)

Arcane Power Source. The crystal in the tarranosaurus' ribcage can be targeted separately from the tarranosaurus (AC 19, 64 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). If the tarranosaurus fails a saving throw against an area of effect, the crystal also fails the saving throw.

If the crystal is destroyed the tar elemental possessing the tarranosaurus moves into the nearest unoccupied space without provoking opportunity attacks and the tarranosaurus becomes into a pile of animate bones.

Flammable. If the tarranosaurus takes fire damage, it ignites. It takes 10 (3d6) fire damage at the start of each of its turns and its weapon attacks and Taruption deal an additional 10 (3d6) fire damage. If the tarranosaurus is subject to heavy rain or takes 10 or more cold damage in a single instance, the flames are extinguished and the effects end.

ACTIONS

Multiattack. The tarranosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target. It can use Taruption in place of the bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is **grappled** (escape DC 20). Until this grapple ends, the target is **restrained**, the tarranosaurus can't bite another target, and the tarranosaurus has **advantage** on attack rolls using its bite the target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Taruption (Recharge 5-6). The tarranosaurus launches a torrent of tar in a **30-foot cone**. Each creature in the cone that isn't tar- or water-based must succeed on a **DC 17 Strength saving throw** or become **restrained** 1 minute. A creature can use its action to make a **DC 17 Strength** check, ending the effect on itself on a success. This area is difficult terrain for 1 minute, or until it is cleaned.



TAR-RASQUE

Gargantuan elemental (titan), unaligned

Armour Class 18 (natural armour)

Hit Points 390 (20d20 + 180)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	28 (+9)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Int +5, Wis+8, Cha +8

Damage Resistances acid, piercing

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 26 (90,000 XP)

Arcane Power Source. The crystal in the tar-rasque's head can be targeted separately from the tar-rasque (AC 19, 128 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). It can only be targeted by a creature grappled by the tar-rasque's Necrotar Tongue, or by creatures that ready an action for when the tar-rasque makes a Necrotar Tongue attack.

If the crystal is destroyed, the tar-rasque takes 390 damage.

Flammable. If the tar-rasque takes fire damage, it ignites. It and any creature it is grappling takes 26 (4d12) fire damage at the start of each of its turns and its weapon attacks and Necrotaruption deal an additional 26 (4d12) fire damage. If the tar-rasque is subject to heavy rain or takes 20 or more cold damage in a single instance, the flames are extinguished and the effects end.

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

Magic Resistance. The tar-rasque has **advantage** on saving throws against spells and other magical effects.

Primordial Awakening (Mythic Trait; Recharges after a Short or Long Rest). If the tar-rasque would be reduced to 0 hit points, its current hit point total instead resets to 390 hit points and it recharges its Necrotaruption. Additionally, the tar-rasque can now use the option in the "Mythic Actions" section for 1 hour. Award a party an additional 90,000 XP (180,000 XP total) for defeating the tar-rasque after its Primordial Awakening activates.

Refractive Exterior. Any time the tar-rasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, some of the energy is refracted into a random elemental type and a bolt of energy fires back at the caster as a ranged spell attack, using the caster's spell attack modifier and dealing 13 (3d8) damage on a hit. Roll a d4 to determine the damage type: 1-acid, 2-cold, 3-fire, 4-lightning.

ACTIONS

Multiattack. The tar-rasque makes five attacks: one with its Necrotar Tongue, two with its claws, one with its horns, and one with its tail. It can use its Necrotaruption instead of its Necrotar Tongue.

Necrotar Tongue. *Melee Weapon Attack:* +17 to hit, reach 60 ft., one target. *Hit:* 19 (4d4 + 9) necrotic damage. If the target is a creature, it must succeed on a **DC 24 Strength saving throw** or be **grappled (escape DC 24)** and pulled into the tar-rasque's maw. Until this grapple ends, the target is **restrained**, takes 19 (4d4 + 9) necrotic damage at the start of each of its turns, and the tar-rasque can't use its tongue on another target.

Claw. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) slashing damage.

Horns. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage. If the target is a creature, it must succeed on a **DC 24 Strength saving throw** or be knocked **prone**.

Necrotaruption (Recharge 5-6). The tar-rasque exhales a torrent of thick tar-phlegm in a **90-foot cone**. Each creature in that area must make a **DC 24 Dexterity saving throw**. On a failed save, a creature takes 42 (12d6) necrotic damage and is **restrained** until the end of the tar-rasque's next turn. On a successful save, the creature takes half as much damage and isn't restrained. In addition, until the end of the tar-rasque's next turn, the area is difficult terrain for other creatures and a creature that ends its turn in the area or enters it for the first time on a turn takes 21 (6d6) necrotic damage.

LEGENDARY ACTIONS

The tar-rasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tar-rasque regains spent legendary actions at the start of its turn.

Attack. The tar-rasque makes one melee weapon attack.

Move. The tar-rasque moves up to half its speed.

Tremor. The tar-rasque pounds the ground; each creature standing on the ground within **30 feet** of it must succeed on a **DC 24 Dexterity saving throw** or be knocked **prone**.

MYTHIC ACTIONS

If the tar-rasque's Primordial Awakening trait has activated in the last hour, it can use the option below as legendary actions.

Reflux (Costs 2 Actions). The tar-rasque recharges and uses its Necrotaruption.

TAR-RASQUE BRITTLEBONE

Gargantuan elemental (titan), unaligned

Armour Class 16 (natural armour)

Hit Points 264 (16d20 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	23 (+6)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Int +3, Wis +6, Cha +6

Damage Resistances acid, piercing

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 20 (25,000 XP)

Arcane Power Source. The crystal in the tar-rasque's head can be targeted separately from the tar-rasque (AC 19, 104 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). It can only be targeted by a creature grappled by the tar-rasque's Necrotar Tongue, or by creatures that ready an action for when the tar-rasque makes a Necrotar Tongue attack.

If the crystal is destroyed, the tar-rasque takes 264 damage.

Flammable. If the tar-rasque takes fire damage, it ignites. It and any creature it is grappling takes 19 (3d12) fire damage at the start of each of its turns and its weapon attacks and Necrotaruption deal an additional 19 (3d12) fire damage. If the tar-rasque is subject to heavy rain or takes 15 or more cold damage in a single instance, the flames are extinguished and the effects end.

Legendary Resistance (3/Day). If the tar-rasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tar-rasque has **advantage** on saving throws against spells and other magical effects.

Primordial Awakening (Mythic Trait; Recharges after a Short or Long Rest). If the tar-rasque would be reduced to 0 hit points, its current hit point total instead resets to 262 hit points and it recharges its Necrotaruption, and regains 2 Legendary Resistances. Additionally, the tar-rasque can now use the option in the "Mythic Actions" section for **1 hour**. Award a party an additional 25,000 XP (50,000 XP total) for defeating the tar-rasque after its Primordial Awakening activates.

Refractive Exterior. Any time the tar-rasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, some of the energy is refracted into a random elemental type and a bolt of energy fires back at the caster as a ranged spell attack, using the caster's spell attack modifier and dealing 9 (2d8) damage on a hit. Roll a d4 to determine the damage type: 1-acid, 2-cold, 3-fire, 4-lightning.

ACTIONS

Multiattack. The tar-rasque makes three attacks: one with its Necrotar Tongue, one with its claws, and one with its tail. It can use its Taruption instead of its Necrotar Tongue.

Necrotar Tongue. *Melee Weapon Attack:* +12 to hit, reach 60 ft., one target. *Hit:* 16 (4d4 + 6) necrotic damage. If the target is a creature, it must succeed on a **DC 20 Strength saving throw** or be **grappled (escape DC 20)** and pulled into the tar-rasque's maw. Until this grapple ends, the target is **restrained**, takes 16 (4d4 + 6) necrotic damage at the start of each of its turns, and the tar-rasque can't use its tongue on another target.

Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a creature, it must succeed on a **DC 20 Strength saving throw** or be knocked **prone**.

Necrotaruption (Recharge 5-6). The tar-rasque exhales a torrent of thick acid in a **60-foot cone**. Each creature in that area must make a **DC 20 Dexterity saving throw**. On a failed save, the creature takes 28 (8d6) necrotic damage and is **restrained** until the end of the tar-rasque's next turn. On a successful save, the creature takes half as much damage and isn't restrained. In addition, until the end of the tar-rasque's next turn, the area is difficult terrain for other creatures and a creature that ends its turn in the area or enters it for the first time on a turn takes 14 (4d6) necrotic damage.

LEGENDARY ACTIONS

The tar-rasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tar-rasque regains spent legendary actions at the start of its turn.

Attack. The tar-rasque makes one melee weapon attack.

Move. The tar-rasque moves up to half its speed.

Tremor. The tar-rasque pounds the ground; each creature standing on the ground within **30 feet** of it must succeed on a **DC 20 Dexterity saving throw** or be knocked **prone**.

MYTHIC ACTIONS

If the tar-rasque's Primordial Awakening trait has activated in the last hour, it can use the options below as legendary actions.

Reflux (Costs 2 Actions). The tar-rasque recharges and uses its Necrotaruption.

TAR-RASQUE HATCHLING

Gargantuan elemental (titan), unaligned

Armour Class 14 (natural armour)

Hit Points 155 (10d20 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	5 (-3)	10 (+0)	10 (+0)

Saving Throws Int +2, Wis +5, Cha +5

Damage Resistances acid, piercing

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 14 (11,500 XP)

Arcane Power Source. The crystal in the tar-rasque's head can be targeted separately from the tar-rasque (AC 19, 80 hit points, **vulnerability** to thunder damage, and **immunity** to all other damage types except bludgeoning, force, piercing, and slashing). It can only be targeted by a creature grappled by the tar-rasque's Necrotar Tongue, or by creatures that ready an action for when the tar-rasque makes a Necrotar Tongue attack.

If the crystal is destroyed, the tar-rasque takes 155 damage.

Flammable. If the tar-rasque takes fire damage, it ignites. It and any creature it is grappling takes 13 (2d12) fire damage at the start of each of its turns and its weapon attacks and Necrotaruption deal an additional 13 (2d12) fire damage. If the tar-rasque is subject to heavy rain or takes 15 or more cold damage in a single instance, the flames are extinguished and the effects end.

Legendary Resistance (3/Day). If the tar-rasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tar-rasque has **advantage** on saving throws against spells and other magical effects.

Primordial Awakening (Mythic Trait; Recharges after a Short or Long Rest). If the tar-rasque would be reduced to 0 hit points, its current hit point total instead resets to 155 hit points and it recharges its Necrotaruption, and regains 1 Legendary Resistance. Additionally, the tar-rasque can now use the option in the "Mythic Actions" section for **1 hour**. Award a party an additional 11,500 XP (33,000 XP total) for defeating the tar-rasque after its Primordial Awakening activates.

Refractive Exterior. Any time the tar-rasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, some of the energy is refracted into a random elemental type and a bolt of energy fires back at the caster as a ranged spell attack, using the caster's spell attack modifier and dealing 4 (1d8) damage on a hit. Roll a d4 to determine the damage type: 1-acid, 2-cold, 3-fire, 4-lightning.

ACTIONS

Multiattack. The tar-rasque makes three attacks: one with its Necrotar Tongue, one with its claws, and one with its tail. It can use its Taruption instead of its Necrotar Tongue.

Necrotar Tongue. *Melee Weapon Attack:* +10 to hit, reach 60 ft., one target. *Hit:* 15 (4d4 + 5) necrotic damage. If the target is a creature, it must succeed on a **DC 18 Strength saving throw** or be **grappled (escape DC 18)** and pulled into the tar-rasque's maw. Until this grapple ends, the target is **restrained**, takes 15 (4d4 + 5) necrotic damage at the start of each of its turns, and the tar-rasque can't use its tongue on another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage. If the target is a creature, it must succeed on a **DC 18 Strength saving throw** or be knocked **prone**.

Necrotaruption (Recharge 5-6). The tar-rasque exhales a torrent of thick acid in a **40-foot cone**. Each creature in that area must make a **DC 18 Dexterity saving throw**. On a failed save, a creature takes 21 (6d6) necrotic damage and is **restrained** until the end of the tar-rasque's next turn. On a successful save, the creature takes half as much damage and isn't restrained. In addition, until the end of the tar-rasque's next turn, the area is difficult terrain for other creatures and a creature that ends its turn in the area or enters it for the first time on a turn takes 10 (3d6) necrotic damage.

LEGENDARY ACTIONS

The tar-rasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tar-rasque regains spent legendary actions at the start of its turn.

Attack. The tar-rasque makes one melee weapon attack.

Move. The tar-rasque moves up to half its speed.

Tremor. The tar-rasque pounds the ground; each creature standing on the ground within **30 feet** of it must succeed on a **DC 18 Dexterity saving throw** or be knocked **prone**.

MYTHIC ACTIONS

If the tar-rasque's Primordial Awakening trait has activated in the last hour, it can use the option below as legendary actions.

Acid Reflux (Costs 2 Actions). The tar-rasque recharges and uses its Necrotaruption.

