

# PATH OF THE TARRASQUE



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A BARBARIAN PATH FOR THOSE WHO  
SEEK RESILIENCE AND DESTRUCTION





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It is widely known how dangerous and destructive the Tarrasque is. Many different cultures fear they will face it someday or at least receive news of some far away place that got ravaged by its devastating hunger. Despite of that, some mad or power hunger warriors started to praise the Tarrasque. It is known some Uthgardt tribe members pray for it hoping to gain the benefits from its powers while some wild elves from the Forest of Amtar actually revere the Tarrasque to usurp its abilities aiming to protect their homeland from the legendary beast and other dangers.

Religion and arcana scholars all over Toril still don't know how these barbarians can harvest the Tarrasque's strength. Some believe their devotion are so strong, their own minds emulate its powers. Some others believe that deities of nature of wa are blessing them. No matter the reason, those that are devoted to this path are mighty warriors that truly struck fear into the heart of their enemies, effectively becoming devastating forces of destruction.

## DREAD PRESENCE

Starting when you choose this path at 3rd level, you can use your action to frighten all hostile creatures within 60 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or be frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if you are within line of sight or less than 60 feet away from you. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Dread Presence for the next 24 hours.

## MAGIC RESISTANCE

At 3rd level, while you rage, you have advantage on saving throws against spells and other magical effects.

## SIEGE MONSTER

Beginning at 6th level, you deal double damage to object and structures. In addition, while you rage, your attacks become so powerful that once on each of your turns, when you hit a creature with a weapon attack, you can roll one extra die of the weapon's damage dice.

## RESILIENT MIGHT

At 10th level, your fierce devotion to the power of the Tarrasque imbues you with its superior resistance. You gain resistance to fire and poison damage.

In addition, while you rage, you have blindsight up to 30 feet.

## REFLECTIVE RAGE

Beginning at 14th level, while you rage, when you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 5, you are unaffected. On a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target. If you roll a 5, you can use this trait again after a short rest. If you roll a 6, you can use this trait again after a long rest.

### Credits

All artwork, layout and domain made by Matt Pegoraro.

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I ONCE VENTURED DEEP INTO THE FORESTS OF LURKWOOD. OUR GUIDE, URR, WAS AN EXILE FROM THE UTHGARDTS - A SILENT MAN WITH NO SMILE ON HIS FACE. HE ASKED US TO FOLLOW CLOSE AND NEVER STRAY FROM HIM, NO MATTER WHAT. WHEN WE ASKED WHY, HE ANSWERED "JUST BECAUSE". WE KEPT GOING FOR A FEW DAYS AND THE DANGERS WE MET THERE WERE NO MATCH FOR US, LIKE SOME ORC SCOUTS, FEW WOLVES AND LIZARDFOLKS. WHEN WE MET AN ETTIN, URR DIDN'T EVEN BLINK IN FEAR AND WE SOME EFFORT, WE DEFEATED THE CREATURE. AFTER RESTING INSIDE THE ETTIN'S CAVE, HE TOLD US THE THING HE FEARED THE MOST WAS AN ELDER LONE BARBARIAN THAT ADORED THE INFAMOUS TARRASQUE. IF WE EVER HEAR A PRIMAL SCREAM, THE BEST COURSE OF ACTION WAS RUNNING AS FAST AS WE COULD. WHEN WE ASKED FURTHER, HE STOOD THERE, SILENT, WATCHING THE FLAMES. NEXT NIGHT, WE HEARD A SCREAM THAT MADE OUR SPINES FREEZE. AS WE GOT PARALYZED IN FEAR, WE SAW A BEAR-SIZED MAN PUNCHING DOWN TREES WITH HIS BARE HANDS. WE RAN SO FAST, WE LEFT EVERYTHING BEHIND - URR INCLUDED. WE'VE NEVER HEARD OF HIM AGAIN.