



SALT IN WOUNDS

CAMPAIGN SETTING

TARRASQUE FLESH GOLEM

BY J.M. PERKINS

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Tarrasque Flesh Golem

A Monster for the Salt in Wounds Campaign Setting

By J.M. Perkins

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Tarrasque Flesh Golem

Tarrasque Flesh Golems are terrifying constructs utilized in and around Salt in Wounds while being virtually unknown beyond city limits. Crafted (primarily) from the freshly extracted flesh, carved bone, and neural tissue of the Tarrasque; these golems are pulsating, oozing figures which seem to throb with malice even as their creators insist that they are 'merely' constructs. As a result of the material used in their creation, these golems move faster and are stronger than those composed of other bodies. Even worse for would be opponents, these creations can regenerate from wounds and damage.

Notably, Tarrasque flesh golems have two (usually mismatched) humanoid eyes. Most often, these formerly belonged to a criminal punished by the Stage Courts before being purchased & incorporated into a golem by an enterprising alchemist.

For other settings, the Tarrasque Flesh Golem can simply be presented as a particularly advanced, possibly experimental flesh golem.

While most of these constructs hew to a 'classic' man-like shape, forms as varied as centaur, spider, or even serpentine have been utilized. However, crafting a Tarrasque flesh golem to resemble the Tarrasque itself is considered extremely bad luck and an invitation to the runaway regeneration and ber-



serk state that sometimes takes hold of these inventions.

Tarrasque flesh golems are utilized extensively by alchemists, with Bakal Filligreen in particular considered a master maker. Several of the Meridian Houses have begun actively exploring the military applications of such constructs.

GOLEM, TARRASQUE FLESH

A vaguely man-shaped, stitched together construct of still writhing flesh and bone with hungry, humanoid eyes stalks towards you.



TARRASQUE FLESH GOLEM (5E)

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 35 ft.

STR 20 (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 5 (-3)

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 7 (2700 XP)

Berserk Whenever the Tarrasque flesh golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by

speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Regeneration The golem regains 5 hit points at the start of its turn if it has at least 1 hitpoint.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.





WANT MORE?

The City of Salt in Wounds Everyone knows how the City of Salt in Wounds came about. But for those who have not visited in person, it is hard to conceive of the scale of the place. It is even harder for outsiders to understand how wholly the economic engine of butchering the bound Tarrasque has transformed the society of Salt in Wounds in addition to the surrounding landscape.

Upon approach to the city, the first thing a traveler will note is the sounds of the monster screaming. Its roar echoes for dozens of leagues, and the ground occasionally trembles as the creature at the core of Salt in Wounds thrashes. Most times, the God-Butchers and Marrow Miners keep the creature un-

conscious but even they -toiling night and day- can not extract enough to keep the creature down every hour. Drawing closer, the traveler will notice the shift in ecology and weather; the deciduous forest with its seasonal snows gives way to a humid, almost tropical...

Salt in Wounds is a living campaign setting, currently being developed by J.M. Perkins. Via Patreon, backers help determine the future of the city.

Learn more at www.saltinwoundssetting.com

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