# Salt in Wounds Bestiary

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## Introduction

## Monsters of Salt in Wounds

## Ramora Fleas

These gigantic vermin are one of dozens of native species of parasite & symbiote that live upon or within the Tarrasque. However, they are one species that has managed to thrive even post-binding and represent a continued threat to the citizens of Salt in Wounds and its environs. Ramora Fleas resemble exactly a huge version of an ordinary flea that can be glimpsed under a magnifying lens; all chitonous plates and oversized legs. When not feeding upon the Tarrasque, they can grasp a creature with their forelimbs before plunging their mouthparts into flesh, and their ravenous thirst can drain a man in less than a minute.

There are two varieties:

Lesser Ramora Fleas that are the original version, roughly the size of a house cat.

Greater Ramora Fleas are roughly horse sized, and have been bred up in size in a failed attempt to utilize them as mounts (they have since escaped and reinfested the Tarrasque). They are also capable of leaping hundreds of feet, even whilst holding a screaming duergar.

Due to their mobility, Ramora Fleas represent a fast moving hazard to the entirety of the city and beyond. [God-Butchers](http://www.saltinwoundssetting.com/2015/04/the-order-of-god-butchers.html) regularly scour the surface of the Tarrasque to kill these creatures and destroy their eggs; issuing city-wide warnings when they plan to disturb a patch of the things… anticipating that dozens if not hundreds will flee over the walls of the fortress [Salzinwuun](http://www.saltinwoundssetting.com/2016/01/the-fortress-salzinwuun.html) into the districts beyond. Certain individuals with racial or magical control over vermin prize these creatures as incredibly powerful servants and mounts.

**Ramora Fleas (Lesser)**

 (Not Final Art)

*Ramora Flea (Lesser)*

*Small beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 22 (4d6+8)

**Speed** 30ft. , Climb 30 ft

**Str** 14 (+2) **Dex** 12 (+1) **Con** 15 (+2) **Int** 2 (-4) **Wis** 11 (+0) **Cha** 4 (-3)

**Skills** Stealth +6

**Senses** Blindsight 10 ft, Darkvision 60 ft, passive Perception 10

**Languages** None

**Challenge** ½ (100 xp)

***Standing Leap***. The Ramaroa’s long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

**Actions**

***Blood sucking***: *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage and if the target is a medium or smaller creature, the creature is grappled (escape DC 12). While the creature is grappled, the parasite doesn’t attack. Instead, at the start of each of the parasite’s turns, the target loses 5 (1d6+2) hit points due to blood loss.

Ramora Flea (Greater)
*Large beast, unaligned*

**Armor Class** 15 (natural armor)
**Hit Points** 51 (6d10 + 18)
**Speed** 15 ft., climb 15 ft.

| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- |
| 16 (+3) | 12 (+1) | 16 (+3) | 2 (-4) | 10 (+0) | 4 (-3) |

**Skills** Athletics +5
**Damage Resistances** bludgeoning
**Senses** blindsight 60 ft. passive Perception 10
**Languages** -
**Challenge** 1 (200 XP)

**Standing Leap.** The ramora flea's long jump is up to 100 feet and its high jump is up to 50 feet, with or without a running start.

**--Actions--**
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) bludgeoning damage) bludgeoning damage and the target is grappled.
**Blood Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature grappled by the ramora flea. *Hit:* 8 (2d4+3) piercing damage) piercing damage and the ramora flea attaches to the target. While attached, the flea doesn't attack. Instead, at the start of each of the flea's turns, the target loses 8(2d4+3) hit points due to blood loss. The flea can detach itself by spending 5 feet of its movement. It does so after it drains 16 hit points of blood from the target or the target dies. Breaking the grapple also detaches the flea.

## Dwergo Alchemical Revenant

Dwergo are the ‘true dwarves’ of legend; six foot, 500 hundred plus pound savants who lost their war against the elves after suffering from a reproductive curse that caused them only to be able to give birth to the greatly diminished dwarves of the modern era. They have been extinct for 2000 years.
In their ruins below Salt in Wounds, in some of the deepest rooms of the notorious CapCaps, a frigid tomb was discovered by explorers. Opening the huge door, they discovered the preserved corpses of several thousand Dwergo. Many of these bodies featured intricate clockwork & alchemical prosthesis of unknown function. Knowledge of this discovery was sold to information brokers and eventually bought by a small cabal of ambitious journeymen alchemists who expeditioned below the city and began extensive experimentation upon the corpses in addition to study of their augmentations. In the two decades of research, these young alchemists learned much until finally -using Tarrasque derived alchemy- they were able to resurrect several of the dead Dwergo.
After studying the reawakened beings and efforts to pierce the language barrier, the alchemists were quick to communicate they could inflict pain or even death upon the Reventant Dwergo. For their part, the Dwergo seemed to readily accept their lot and have begun to share their mysteries with the alchemists… though certain language barriers limit their usefulness. In actuality, the hyper-intelligent Dwergo have completely mastered the language of their captors and have begun to manipulate the ‘low born idiots’ in order to better learn about the remade world above & encourage the overconfident alchemists to resurrect more of their brothers and sisters.
Dwergo are phenomenally strong and fast, their natural physicality augmented by clever implants of clockwork. They are also preternaturally intelligent: able to learn a language in the course of an afternoon (with their own fractal, multifaceted communication method near impossible to teach any other race). If threatened, they will use their martial training (advanced enough to enable them to block and otherwise redirect much magic) to quickly end any threat. If seriously challenged, they will retreat and covertly survey their opponents (via their battles with proxies and other hazards) and use this knowledge to gain advantage on their attacks and strike with near perfect tactical brilliance.
All Alchemical Revenant Dwergo have a small ‘control’ device (a modified version of an alchemist testing apparatus which was itself created from knowledge gained by studying intact Dwergo devices) with tubules and prongs sunk into their neck. This device needs to be infused daily with a fresh distillate of a regenerative extract to keep the Dwergo ‘alive.’ While supposedly following the orders of their masters, the four score active Dwergo are secretly gathering enough knowledge and resources to usurp their ‘benefactors’ whereupon they plan to revive the additional 5000 other Dwergo, seize control of Salt in Wounds, and reestablish the Dwergo empire.

The stats below are for unarmed, unarmored Dwergo. They represent much more awesome adversaries if properly kitted with traditional Dwergo arms and armor.

Dwergo Alchemical Reventant

This six foot tall humanoid’s body is festooned with bits of alchemical apparatus, reagents pumping into its veins. It appraises you with cold, calculating eyes.

Medium humanoid (dwarf), Lawful Evil

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR 18 (+4)

DEX 16 (+3)

CON 14 (+2)

INT 20 (+5)

WIS 11 (0)

CHA 6 (-2)

Skills Stealth Perception

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Dwergo, Special (See Below)

Challenge 6 ( XP)

Dwergo Resilience. The dwergo has advantage on saving throws against poison, spells, and spell like effects.

Omnicunning. Whenever the dwarf makes an Intelligence check, it is considered proficient and add double its proficiency bonus to the check, instead of its normal proficiency bonus. A dwergo’s proficiency bonus is +5.

OmniProficient Dwergo are proficient with any weapon or armor they can handle for more than five minutes suited for a creature of their size.

Language Mastery Dwergo fluently speak any language they hear spoken for 5 minutes, and can learn the written form of any language through 10 minutes of study of any text longer than a one page letter.

Gear: Rags & Tatters

ACTIONS

Multiattack. The dwarf makes two melee attacks only one of which can be a Nerve Cluster Hit.

Unarmed Strike Melee Weapon Attack +7, reach 5ft, one target. Hit 11 (2d6+4) Bludgeoning damage.

Nerve Cluster Hit Melee Weapon Attack +7 reach 5ft, one Target Hit 11 (2d6+4) target makes a DC 14 Constitution Save. On a fail, they are stunned for one round.

REACTIONS

Anticipatory Redirection. Recharge 6 By calculating probable futures and subtle changes in posture and movement a dwergo can use its reaction to redirect any spell or attack targeting the Dwergo to any other target within range.

## The Screaming Fey

The agony of the Tarrasque is legendary and unique on the material plane; an embodied being whose suffering is endless, undying. Its pain leaks into the surrounding landscape and twists the essence of place just as surely as its mutagenic blood. Nowhere is this psychic pollution more evident than in the creation of the Screaming Fey.

The local Fey of Ronine were common evergreen, snow, and mountain spirits before the binding of the Tarrasque. These formerly gentle and mischievous creatures were twisted by the never ending output of agony, their bodies and personalities corrupted. They grew hunched, their skin (formerly the color of their environment) took on glue-grey cast, and they began to deliberately hurt themselves-finding bit of cold iron to shove into their flesh, tearing at themselves and others in echo of the pain of the Tarrasque.

The Screaming Fey are a significant hazard for any travelers around Salt in Wounds or even within the city itself. Like all Fey, they can appear seemingly at random and like all Fey they possess incredible innate magical gifts. Whereas other Fey utilize their abilities to play, make mischief, or defend the natural world, the screaming fey instead seek until to inflict and revel in pain; whether that pain is their own or another’s seems to make little difference to the creatures.

### Pain Sprite

This small humanoid glares up at you, eyes crazed and face split by a trembling smile. Innumerable wounds weep form where bits of metal and glass shards have been shove through the grey-blue skin.

Tiny fey, neutral evil

Armor Class 14

Hit Points 2 (1d4)

Speed 20 ft.,

STR DEX CON INT WIS CHA

3 (−4) 18 (+4) 10 (+0) 14 (+2) 13 (+1) 11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

**Torturous Death** When the pain sprite dies, it explodes in a wave of psychic agony. Each creature within 5 feet of the pain sprite must succeed on a DC 10 Wisdom saving throw or take 4 (1d8) psychic damage as they experience a reflection of the pain sprite’s agony.

Actions

**Claws** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Psychic Scream (Recharge 6). The pain sprite unleashes a wave of psychic torment catching everyone in a 15- foot cone. Each creature in that area’s mind is filled with images of pain and torture, must succeed on a DC 10 Wisdom saving throw, taking 4 (1d8) psychic damage on a failed save, or half as much damage on a successful one.

### Torture Fey

This four foot tall humanoid titters, weeps, its overlong fingers seemingly split apart from its wrist -each ending in a talon- waggles. All along its body, overtight metal wire bites into its flesh where the split skin dribbles some kind of leaking fluid.

### Pain Fey Lord

This four foot being bellows, howls, clearly in pain. Catching sight of it, you realize that it is actually seems to be three small humanoids, held together with spikes of iron and cruel sewing. From its multiple mouths, it babbles and screams and asks you to come closer.

## Alchemist Testing Apparatus

This small, hand-sized construct is an odd assortment of brass clockwork, bone, and sinew. Usually constructed by an alchemist looking to help discover medical data, these devices have six copper legs that end in hooked talons with a mosquito like 'face' that is a thick syringe. Small clear vials of brightly colored, viscous liquid cover its back.
When encountered, the testing apparatus rushes the least armored target and attempts to scurry up their body. If set to 'experiment' mode, they latch onto an arm or leg; inject a poison, induce a mutation, or even give alchemical aid (depending on their programming). The type of experiment can be determined at random or at GM discretion. If set to 'defend' mode, the testing apparatus will scurry up to the base of the target's skull where they inject a powerful cocktail of drug which induces the creature to attempt to kill every living creature in sight (equivalent to the appropriate 'dominate' spell).
A Testing Apparatus can be targeted by attacks or spells while latched onto a body although with a 50% chance that any such action will instead hit their host body. When destroyed, a testing apparatus dissolves into a cloud of noxious fumes that burns like acid and has a chance to sicken anyone who inhales these foul vapors. This miasma lingers for one minute.

***Small, Vicious Automaton.*** Powered by an improbable arrangement of tightly-wound springs, alchemical reactions, and more distressing techniques, the apparatus is also a deadly and easily-hidden sentinel for its maker. Since the device is not fully sapient it sometimes fails to recognize its creator and attacks. Most owners keep them set to inactive until moments before releasing them into a contained environment, such as a guard post they don't plan to enter again. Alchemist testing apparatuses can recognize constructs and undead, and do not attempt to "test" them.

#### **Alchemist Testing Apparatus**

*Tiny construct, unaligned*

**Armor Class** 13

**Hit Points** 77 (22d4+22)

**Speed** 25 ft., climb 25 ft.

**STR DEX CON INT WIS CHA**

6 (-2) 16 (+3) 12 (+1) 6 (-2) 10 (+0) 8 (-1)

**Damage Immunities** poison, psychic

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

**Senses** blindsight 30 ft.

**Languages** —

**Challenge** 3 (700 XP)

***Control Panel.*** An alchemist testing apparatus has a control panel hidden on its body. A creature can access the control panel while the alchemist testing apparatus is incapacitated without difficulty. While it is grappled or restrained, a creature can use an action to make an Intelligence (thieves' tools) check (DC equal to AC), opening the panel and changing the setting on a success. The three settings are Inactive Mode, Experiment Mode, and Defend Mode.

* While in Inactive Mode, the alchemical testing apparatus is incapacitated.
* While in Experiment Mode, it uses its Primary Syringe.
* While in Defend Mode, it uses its Secondary Syringe.

***Latch On.*** While latched on to a creature the apparatus has advantage on attack rolls against it. When the apparatus suffers damage, the creature it is latched onto suffers half that amount of damage. The apparatus can end the latch as a free action.

ACTIONS

***Primary Syringe.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) damage, the apparatus latches on to its target (escape DC 13, or if wearing medium or heavy armor escape DC 18), and roll 1d4:

1—The target makes a DC 12 Constitution saving throw. On a failed save, the target takes 18 (4d8) poison damage and is poisoned until the end of its next turn. On a success, the target takes half as much damage and is not poisoned.

2—The target makes a DC 12 Constitution saving throw. On a failed save, the target mutates horrifically, taking 13 (3d8) necrotic damage and gaining vulnerability to piercing damage for 1 minute. On a success, the target takes half as much damage with no further effect.

3—The target makes a DC 12 Constitution saving throw. On a failed save, the target is paralyzed until the end of the apparatus' next turn.

4—The target's skin hardens, granting it 15 temporary hit points that last until the end of the apparatus' next turn. If any temporary hit points remain when this effect expires, the target is petrified for 1 minute. The target can make a DC 12 Strength saving throw at the end of each of its turns, ending the petrification on a success.

***Secondary Syringe.*** *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4+3) damage, the apparatus latches on to its target (escape DC 13, or if wearing medium or heavy armor escape DC 18), and the target makes a DC 12 Wisdom saving throw. On a failed save, the target is charmed. As long as the apparatus remains latched on and the creature remains charmed, the apparatus takes no actions and the target makes its most effective melee weapon attacks against one of the apparatus's enemies, moving if necessary. The target receives a new saving throw at the end of each of its turns, ending the charmed condition on a success.

### Clot

Clots are ooze like creatures formed out coagulated Tarrasque blood. Mindless, it still seeks to absorb & digest prey. Adventurers know that these monstrosities have some of the same regenerative abilities as the beast they spawned from when it manages to damage prey, and will sometimes split as it attacks creating potentially dozens of the creatures making them uniquely dangerous.

### Clot

This puddle of red shivers, rises from the floor; begins to shudder towards your feet flowing like jelly to form half a dozen crude proboscis.

*Large ooze, unaligned*

**Armor Class** 8
**Hit Points** 76 (8d10 + 32)
**Speed** 20 ft., climb 20 ft.

| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- |
| 16 (+3) | 6 (–2) | 18 (+4) | 1 (–5) | 8 (–1) | 2 (–4) |

**Damage Immunities** acid, fire, necrotic, slashing
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, [prone](https://www.5esrd.com/gamemastering/combat#TOC-Being-Prone)
**Senses** blindsight 60 ft. (blind beyond this radius), passive [Perception](https://www.5esrd.com/using-ability-scores#Perception) 9
**Languages** —
**Challenge** 6 (2,300 XP)

**Special Traits**

* **Amorphous**. The ooze can move through a space as narrow as 1 inch wide without squeezing.
* **Ooze Nature**. A blood ooze doesn’t require sleep.
* **Spider Climb**. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
* **Growth** A clot grows one size larger everyday, with a maximum size of large.

**Actions**

The clot takes one action per round, of the options below.

* **Pseudopod**. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) bludgeoning damage plus 16 (3d10) necrotic damage. The clot heals its total hp equal to the necrotic damage or gains temporary hitpoints equal to the damage if it is full HP.
* **Rending Divide**. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) bludgeoning damage. After making the attack, the clot it splits into two new clots if it has at least 10 hit points. Each new clot has hit points equal to half the original jelly’s, rounded down. New clots are one size smaller than the original clot.

**Reactions**

* **Overflow**. When the clot is hit with a [melee attack](https://www.5esrd.com/gamemastering/combat#TOC-Use-an-Object), it can drain blood from the attacker. The attacker must make a DC 15 [Constitution](https://www.5esrd.com/using-ability-scores#TOC-Constitution) saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one. The clot heals its total hp equal to the necrotic damage or gains temporary hitpoints equal to the damage if it is full HP.

## 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 pulse with life 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, these most often formerly belonging to a criminal punished by the [Stage Courts](http://www.saltinwoundssetting.com/2015/12/the-beast-crown-district.html) before being purchased & incorporated into a golem by an enterprising alchemist.

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 berserk state that sometimes takes hold of these inventions.

Tarrasque flesh golems are utilized extensively by alchemists, with [Bakal Filligreen](http://www.saltinwoundssetting.com/2016/01/bakal-filligreen-master-of-twisted-glass.html) in particular considered a master maker. Several of the [Meridian Houses](http://www.saltinwoundssetting.com/2015/04/the-13-meridian-houses.html) have begun actively exploring the military applications of such constructs.

### TARRASQUE FLESH GOLEM (5E)

*Medium construct, neutral*

This ninefoot tall man-shaped being glowers down at you with two mismatched eyes, its strirated flesh, bulges with muscle that has been seemingly coaxed into an uncanny shape.



**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 adamantine

**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.

## Hatchet Beak

This diminutive subspecies of axe beak (a supposed cross-bread with blood hawks) is a creature common to Salt in Wounds although many more thousands have been exported in recent years. These riding dog sized birds can readily serve as mounts for small creatures in addition to providing home & property defense or even serve to bolster militia forces. While not considered to be an equal to a wolf in a straight fight, hatchetbeaks none-the-less exhibit instinctive ‘tactics’ (fortified by training) which make them even more deadly than domesticated dogs of similar stature. While unable to fly, these raptors generally seek out elevated ‘roosts’ from which they dive down at adversaries with lightning quick strikes. Estates may well be protected by half a dozen hatchetbeaks, silent & hidden until they screech down at trespassers, landing a vicious blow and raising other defenders with their piercing cry. Well trained hatchetbeaks continually disengage to seek a hidden roost and launch an additional gravity empowered strike, staying just out of their opponent’s reach and slowly bleeding them out by successive slashes from their clawed feat and beaks.

### Hatchet Beak

A dog sized bird of prey stares at you, preening its stunted wings and flexing its talons.

## Glass Shard Slime

Glass Shard Slimes are usually the result of alchemical accidents wherein several reganets mix with broken glassware to produce an ooze. These multicolored creatures are known for their variety of abilities including capacity fo reflect magic and/or enhanced offensive capabilities from the bit of their glass.

### Glass Shard Slime

An oozing mass of broken glass and viscous liquid flows towards you, its colors shifting and changing like oil-slick rainbows as it moves and catches the light.

## Infiltrex Harpy

Their existence known only to a few, Infiltrex Harpies are shapechangers born of one human and one harpy parent. They possess two forms: a harpy form (capable of flight) and a human form both of which are completely convincing. They usually have some inborn magic capable of befuddling the mind and confounding the senses that enables them to better serve as infiltrators, spies, and (occasionally) diplomats. They also utilize these abilities in combat, preferring to to defeat their opponents through subterfuge or stealth than a direct confrontation. Another common tactic is their use of ‘silence drops’ where they fly under the effects of a silence spell with a carried opponent, finally dropping them near a tower to be slain in such a manner as to resemble suicide (which is a particularly favored technique to eliminate troublesome persons without arousing suspicion).

Hypothetically, Infiltrex Harpies loyal to human societies could just as easily scout and manipulate harpy communities though the predatory, near sociopathic mindset common to these creatures often meshes better with their harpy progenitors than their human ones.

### Inflitrex Harpy

(Harpy Form) This creature resembles a woman, but with filthy wings, thick talons instead of feet, and a hungry wildness in her eyes.

## Saved

The ‘Saved’ are \*Sensory deprived inbred savant psychopaths or indeterminate species, recently escaped from a ‘bubble’ dungeon see home of one hundred saved

## Thousand Quill

A hungry creature approaches, a snarl splitting open its mouth and a shimmering wave of nasty, needle-like looking spikes covering its body.

The thousand quill is a an omnivorous wolf sized creatures resemble ordinary porcupines save that they are significantly bigger. While native to the Ronine Valley they have in recent years has spread outward, their physiology perhaps changed due to exposure to the corruption of the Tarrasque and are a common enough site scavenging in the city’s enviorons. The creatures protect themselves and occasionally hunt by spraying out a wave of barbs that can injure and occasionally kill prey outright (though they usually finish their hunt with their powerful bites). They’ve also been known to can spray these needles into the ground to facilitate their own (or to prevent another’s) escape, the tickened, rigid spines, acting almost like organic caltrops.

Size Medium

CR 1/2

Bite attack

Barb spray attack (ranged melee with caltrop effects)

## Carrion Beatle

A massive beetle -the size of a small child- approaches, walking backwards and pushing a large ball of mud, sludge, skeletal remains and rotting organic matter. You see a semi rotted hand reaching out of the ball.

Carrion Beetles range in color from dark red to dark brown, with a beautiful shimmer and shine to their carapace. The beetles collected dead and rotting organic matter to roll up in huge balls to bring home to lay their eggs and raise their young. For unknown reasons, they are not properly perceived by undead and will often roll up and collect skeletons, zombies, and even mindless ghouls as part of their harvest balls. While not predatory and quite skittish, Carrion Beatles will attack if provoked and will defend their nests, often first by flinging their disease ridden, possibly undead hiding carrion balls before closing with mandibles. With their specialized physiology, they can roll their carrion balls with surprising force for long distances.

Small size

CR 1

Carrion ball large size

Shoot carrion ball – disease: surprising range

Randomization mechanic: what’s in the ball

## Torrent Worm

This predatory magical worm (thought to be the released result of magical experimentation) is known to hunt in enclosed spaces where it can use its abilities to drown enemies (allowing it to slay creatures much larger than it). If given the opportunity, it will open its gullet and \_ gallons of water will issue forth within one round (enough to fill a 50ft by 50 ft cube of water) with \_ gallons of water continuing to issue forth therafter. Now in a room filled with slowly leaking water, the Torrent Worm will proceed to swim quickly, take swiping bites out of its prey until they die of bloodloss or drowning, at which point it will reabsorb all available water via unknown means and feed. The water is also reaborbed if the torrent worm is slain.

The water issuing from the Torren Worm (which is theorized to come from the some connection to a plane of water or some other pocket dimension) is safe to drink but tastes vaguely of the worm which is usually described as mouldering bacon grease.

Size Tiny

CR 4

Slow move

Blind

Fast swim (quickling fast)

Torrent (Fill water ability)

Include drowning rules

## Skalandile

Gooey Horse sized boneless salamander that is the equivalent of a crocodile, resist bludgeoning, can fit and maneuver through crazy small places due to its unique physiology (think toilet snakes but expanding to the size of a alligator)

## Quirsme

Alien outsider hideous, neutral disposition towards inscrutable ends, dozens of weak tentacle attacks

## Blood Crystal Husk

Parasitc red crystal that feeds off blood. Husks look like people but have been colonized by the crystal (the crystals jut out of them) they fight like maniacs try to infect others

## Blood Crystal Servitor

Next life stage progression of blood crystal parasites: humanoid all flesh and blood replaced by red crystal, bones visible inside, talons, extraction probiscus weird immunities work to gorge on blood

## Blood Crystal Pyramid

Ascended blood crystal form, telepathically control servitors and husks, work to establish ‘living larders’ and absorb other pyramids, laser ray style attack, extrack and drink blood through taloned feat

## Masked One

Mysterious outsider, found randomly running support for assorted monsters for god only knows what end. Each individual is actually the probiscus of a single eldritch entity, each time they are encountered they know more about the party and make use of this knowledge

## Cloaked Void

Enchanted cloaks that contain emptiness, suck people into themselves

## Skin Flay Mummy

Forgotten mummification technique uytlizing flayed skin work to make more mummies, weird defensive abilities based on shared skin, shuffling off layers of skin to eleveate conditions and/or create crawling skin monsters

## Half-Formed Jolly

Outsider ‘jester-like’ soft clown body; magic related to laughter/distraction

## Jolly

The levelled up version

## Marrow Fox

Magical trickser animal that frequents graveyards\sources of bone. Forms a small flute out of bone, uses it to cast simple sound illusions trying to trick foes into traps/ambushes so it can eat the marrow from their bones

## Scroll Golem(?)

Golem composed of scrolls, gain magical effects (can trade hp for spell use)

## Angel Bloom

‘Good’ outsider sentient plant, dominates creatures with spores, tries to terraform the material plane for ‘good’ ; hazey spores aid good characters, make neautral characters itch, burn evil. Always surrounded by a random assortment of dominated creatures which serve its ends.

## Emperor Toad

Giant psionic toad with three eyes, a crown shaped head crest and a desire to be worshipped like a king

## Ledgerman

Ghost of an individual who died deeply in debt (or whose death was influenced caused by debt’) haunted and haunting, odd tactics and obsessions around wealth and money

## Flash Spider

Giant Spider that can blink/teleport anywhere its web extends, doesn’t move normally

## Red Leach Tide

Hivemind Swarm of bloated leaches, suck blood but also engulf and swarm down throats to asphyxiate prey

## Dessication Goblin

‘Poor man’s’ alchemical oblate – a goblin that has drank whatever alchemical trash it could acquire, vomits odd alchemical effects (acid, growth, \_)

## Vat Golem

Alchemical construct used where reagents have to be moved around a lab while cooking, not terribly effective in combat except for a massive splash of acid attack or if broken spill acid everywhere

## Imprinted Armor

Commonly confused with ‘animate armor’ these suits wrapped around famous warriors and grow duplicate nervous systems\musculature from the brief impring they function as high level fighters\barbarians\monks\barbairans but no mind, all reflex

## Ur-Tarrasque

The stats for Salt in Wounds Tarrasque (as distinct from standard Pathfinder 5e stats, might use standard pathfinder stats, but need to -at least- add regeneration to 5e stats

## Skeletal Phalanx

Undead construct, multiple skeletons woven together to form an effective, never tiring ‘phalanx’

## Sieve Slave

Individual infested by parasitic mind control fungus expelled from the fungal sieve

## Pact-Failed

A warlock who fundamentally failed their master, now has their body seized control by whatever their pact was with/their familiar is piloting them

Red Leach Swarm

Hive mind swarm of leach parasite, suck blood and attempt to asphyxiate by surging down throats

## Manumission Revenant

One of the dead of salt in wounds -punished by losing limbs- come back as angry undead. Semi paralyzing touch/induction of phantom limb ability that causes opponents to lose control/sense of their own limbs and induce penalties

## Trollkin Mammoth

The mammoth version of a troll, a raging elephant with troll qualities

## Hatchet Beak

This diminutive subspecies of axe beak (a supposed cross-bread with blood hawks) is a creature common to Salt in Wounds although many more thousands have been exported in recent years. These riding dog sized birds can readily serve as mounts for small creatures in addition to providing home & property defense or even serve to bolster militia forces. While not considered to be an equal to a wolf in a straight fight, hatchetbeaks none-the-less exhibit instinctive ‘tactics’ (fortified by training) which make them even more deadly than domesticated dogs of similar stature. While unable to fly, these raptors generally seek out elevated ‘roosts’ from which they dive down at adversaries with lightning quick strikes. Estates may well be protected by half a dozen hatchetbeaks, silent & hidden until they screech down at trespassers, landing a vicious blow and raising other defenders with their piercing cry. Well trained hatchetbeaks continually disengage to seek a hidden roost and launch an additional gravity empowered strike, staying just out of their opponent’s reach and slowly bleeding them out by successive slashes from their clawed feat and beaks.

## Infiltrex Harpy

Infiltrex Harpies are shapechangers born of one human and one harpy parent. Their existence is not common knowledge. They possess two forms: a harpy form (capable of flight) and a human form both of which are completely convincing. They usually have some inborn magic capable of befuddling the mind and confounding the senses that enables them to better serve as infiltrators, spies, and (occasionally) diplomats. They also utilize these abilities in combat, preferring to to defeat their opponents through subterfuge or stealth than a direct confrontation. Another common tactic is their use of ‘silence drops’ where they fly under the effects of a silence spell with a carried opponent, finally dropping them near a tower to be slain in such a manner as to resemble suicide (which is a particularly favored technique to eliminate troublesome without arousing suspicion).

Hypothetically, Infiltrex Harpies loyal to human societies could just as easily scout and manipulate harpy communities though the predatory, near sociopathic mindset common to these creatures often meshes better with their harpy progenitors than their human ones.

## Alchemical Oblate

These loathsome creatures are former humans who have been alchemically modified to serve the purpose of biological production of rare/unique reagents. Traditionally, to produce an alchemical oblate a child or adolescent is abducted. Over the coming months, their eyes, limbs and ‘extraneous’ organs are all removed whereupon they are force-fed a diet of mutagenic concoctions to induce the growth of new glands or to further modify their existing bodily systems to produce caustic bile, supernaturally sustaining blood, or other excretions useful for the alchemist who lays claim to them.

Pitiful and slow, most oblates are unable to produce any dangerous substance and can only manage movement by inching. As such, most are quite passive and would beg for death had their minds and language centers not been reduced to putty by their treatments. However, exceptional specimens can be quite deadly; possessed of anger and rage, scenting the air with their gaping nostrils or tripartite tongue, able to vomit gouts of boiling acid, and slither with serpentine grace. . Depending on the treatments they have received and their disposition, some alchemical oblates are controlled by use of a muzzle and harness.

## Stunted Stone Giant

Also called pebble giants, stone men, and the stunted; Stunted Stone Giants are the diminished offspring and great-offspring of enslaved stone giants. Some feature of their generational captivity prevents these creatures from acquiring the stature of their forebears, even if they exhibit some significant fraction of their line’s strength and stone-cunning. Like proper stone giants, these creatures have darkvision, and a gray, stone like skin that makes them nearly invisible when hiding amongst stones… though most have elaborate runic tattoos that signify the chain of their ownership. Stunted Stone Giants mature faster through to adolescence than proper stone giants though alchemical analysis of their blood leads many researchers to suspect that they will ‘enjoy’ even longer lifespans than their larger cousins (though none have yet been around long enough to verify this). Distinct from other stone giants, the stunted are known for being incredible stealthy and prefer to fight with telescoping, long reaching whip-spears with which they can slay an opponent with a single well placed strike.

A minority of stunted stone giants hold the belief that when all are free, they will be able to grow to their proper height while many more have accepted their enslavement and stature as the inescapable curse their birthright.

## Clot

Clots are the rare aggregate pools of Tarrasque blood that has managed to cling to itself and squirm into a semblance of mindless life. They resemble nothing so much as swirling masses of coagulating red viscera, forming reaching, questing pseudopods as they writhe across the ground. Behaviorally, clots function much like oozes found elsewhere; mindlessly seeking organic matter to engulf and consume. Although individually weak (at least compared to other hazards of Salt in Wounds), clots possess two supernatural qualities that make them dangerous. When damaged, they split into two similarly sized clots, sharing their remaining life force between the two of them. While this behavior isn’t unknown amongst those who regularly slay oozes, it is all clots’ ability to regenerate almost as fast as the Tarrasque itself that means even divided, damaged clots quickly regain any vitality lost in their splitting. With a few ill-timed blows, adventurers can quickly go from facing two or three clots to facing a veritable army of the creatures; each quickly regaining full strength. As such, care must be taken when facing these monsters. Those with experience fighting clots know to use more powerful, or even synchronized blows to ensure they destroy these abominations outright \*before\* they’re given a chance to reproduce endlessly.

## Kolo Bird

Carnverous, communal-matriarchal birds that hunt in swarms (think flying piranhana sensing blood) and nest in megafauna carrion, have infested the Tarrasque

### Kolo Bird

### Dire Kolo Bird

## Dire Kolo Bird

Assigned to jesse

## Worm Savant

The impossible, even paradoxical existence of Worm Savants imbues them with sentience and magical power. Fat, green, arm-sized grubs with smooth, vaguely humanoid faces that issue a constant stream of unintelligible whispers, these creatures communicate in riddles and puzzles, and seek only power and the advancement of themselves and their Worm Mother. If they lack a Worm Mother, they will seek allies to help them grow a new Worm Mother. 

*Worm Savant*

*Small monstrosity, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 22 (4d6+8)

**Speed** 20 ft

**Str** 6 (-2) **Dex** 12 (+1) **Con** 12 (+1) **Int** 16 (+3) **Wis** 15 (+2) **Cha** 8 (-1)

**Skills** Arcana +5, History +5, Insight +4

**Senses** Darkvision 60 ft, passive Perception 13

**Languages** telepathic commutation 120 ft

**Challenge** ½  (100 xp)

***Innate Spellcasting***: the Worm Savant’s spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring only verbal components.

At will: Mage Hand, Message, Prestidigitation, Poison Spray

Once per day each: Fog Cloud, Ray of Sickness, Tasha’s Hideous Laughter

**Actions**

***Poison Sting***: *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. Hit: 3 (1d3+1) piercing damage and target must make a Constitution save (DC 11) or be poisoned for 1 hour. If the creature fails its save by 5 or more, the creature is also paralyzed. The creature can make a saving throw at the end of each of its turns, ending its paralyzed status on a successful saving throw.

## The Worm Mother

Huge, blind, and largely mindless, the Worm Mother seeks only food and the creation of more giant worms. It lives on offal, and is worshipped by the Worm Savants and its cult of goblin servants. It can be calmed by trained tenders, but if not controlled, it will leave its feeding pit to seek living food. 

*The Worm Mother*

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 95 (10d12+30)

**Speed** 40 ft

**Str** 20 (+5) **Dex** 8 (-1) **Con** 17 (+3) **Int** 2 (-4) **Wis** 11 (+0) **Cha** 6 (-3)

**Senses** Blindsense 30 ft, Tremorsense 60 ft, passive Perception 10

**Languages** None

**Challenge** 3  (700 xp)

**Actions**

***Paralyzing Tentacles***: *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. Hit: 10 (2d4+5) bludgeoning damage, target is grappled (escape DC 17), and target must make a Constitution save (DC 15) or be poisoned for 1 hour. While it is poisoned,  the creature is also paralyzed. The creature can make a saving throw at the end of each of its turns, ending its paralyzed status on a successful saving throw.

***Devouring maw***: *Melee Weapon Attack*: +9 to hit, reach 5 ft., one grappled target. Hit: 13 (3d6+5) slashing damage

Section 15

**Section 15: Copyright Notice**

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