

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 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 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 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.***H**

GOLEM CR 8

XP 3,200

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 22, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30) fast healing 10

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 35 ft.

Melee 1 bite +14 (1d8+6) 2 claws +14 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

Languages none

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none





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.

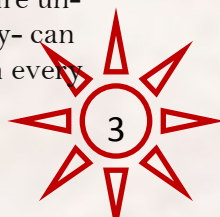
Upon approach to the city, the first thing a traveler will note is the sounds of the monster screaming. Its roar echoes for dozens of leagues, and the ground occasionally trembles as the creature at the core of Salt in Wounds thrashes. Most times, the God-Butchers and Marrow Miners keep the creature unconscious 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 zone. The temperature for the surrounding area keeps steady at 80 degrees or higher, sometimes reaching into the hundreds even in the dead of winter. However, the tropical plants here are unique, twisted and changed from ground soaked in red. Travelers should be aware that from this point on, the water is no longer safe to drink – Salt in Wo...

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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