



Tarrasque Flesh Golem

A Monster for the Salt in Wounds Campaign Setting

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# Tarrasque Flesh Golem

**T**arrasque 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 the



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.



## GOLEM CR 8

**XP 4,800**

N Large construct

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

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### 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

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### OFFENSE

**Speed** 35 ft.

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

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

**Special Attacks** berserk

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### STATISTICS

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

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

**Languages** none

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### ECOLOGY

**Environment** any

**Organization** solitary or gang (2–4)

**Treasure** none

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### SPECIAL ABILITIES

**Berserk (Ex)** When a tarrasque flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%. If a golem regains all of its hitpoints via fast healing, it ceases being berserk.

**Immunity to Magic (Ex)** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity 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](http://www.saltinwoundssetting.com)

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