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*

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**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.