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.

**Golem, Tarrasque Flesh**

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

**Flesh 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

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.