# **Salt in Wounds Bestiary (Pre-Alpha 5th Edition)**

# By J.M. Perkins

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## **Introduction**

## **Monsters of Salt in Wounds**

## **Ramora Fleas**

These gigantic vermin are one of dozens of native species of parasites & symbiotes that live upon or within the Tarrasque. They have 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 chitinous 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:

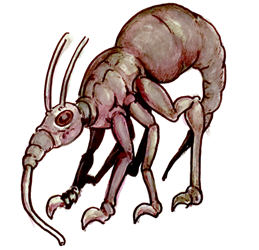
Lesser Ramora Fleas are the original version, and are roughly the size of a house cat.

Greater Ramora Fleas are roughly horse sized, and have been bred in a failed attempt to utilize them as mounts (they have since escaped and reinfested the Tarrasque). They are 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

**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 parasite’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 can not 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[JP1] (Greater)

*Large beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 20 ft., climb 20 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 200 feet and its high jump is up to 100 feet, with or without a running start.

**Bloodthirst.** The ramora flea has advantage on attack rolls against creatures it has grappled.

**--Actions--**

**Forelimbs.** *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 the ruins below Salt in Wounds –the deepest rooms of the CapCaps- a frigid tomb was discovered by explorers which held the preserved corpses of several thousand Dwergo; many of which featured intricate clockwork prosthesis. Knowledge of this discovery was sold to an information brokers, and bought by a small cabal of ambitious journeymen alchemists who journeyed 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 Revenant 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 freshly distilled 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.

## **Pain Fey**

Levelled up version of torture

## **Pain Fey Lord**

Fey infected by the psychic ‘pain pollution’ of Salt in Wounds, goblin level cruelty & silliness (but scary effective)

2 more levelled up versions

## **Torture Fey**

## **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.

## **Clot**

Ooze equivalent made of coagulated Tarrasque blood. Splits with crazy regeneration, so -hypothetically- if the PCs aren’t careful they might fight infinite versions of these things

## **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*

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**Armor Class** 9

**Hit Points** 93 (11d8 + 44)

**Speed** 35 ft.

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**STR 20** (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 5 (-3)

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**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)

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***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 bolstering militia forces. While weaker than a wolf in a straight fight, hatchetbeaks nonetheless 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 feet and beaks.

## **Glass Shard Slime**

Ooze made of alchemical lab runoff/or that feasts on alchemical runoff. Will break any glass it finds, embed shards into skin to improve ac, improve offensive capabilities and reflect magic

## **Infiltrex Harpy**

Infiltrex Harpies are shapechangers born of one human and one harpy parent. Their existence is not common knowledge. They can take on 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 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.

## **Saved**

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

## **Thousand Quill**

Native, omnivorous ‘dire’ porcupine, can spray needle like quills

## **Carrion Beetle**

Dog sized beetles attracted to corpses and undeath, rolls a ball of filth and viscera that can contain zombies, skeletons, and sickness, gnarly acidic bite

## **Torrent Worm**

Cat sized small magical worm with a portal to the elemtnal plane of water in its belly. Slow terrestrially, hunts by filling semi-encolsed areas with water to drown opponents, outmaneuvers them in water with cookie cutter shark bite and impressive swimming ability

## **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**

Parasitic 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, extract 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 proboscis 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 utilizing flayed skin work to make more mummies, weird defensive abilities based on shared skin, shuffling off layers of skin to elevate 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 trickster 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 neutral characters itch, burn evil

## **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 leeches, 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 imprint they function as high level fighters\barbarians\monks\barbarians 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 Leech Swarm

Hive mind swarm of leech 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, hatchet beaks nonetheless 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 hatchet beaks, silent & hidden until they screech down at trespassers, landing a vicious blow and raising other defenders with their piercing cry. Well trained hatchet beaks 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[JP2]**

Carnivorous, communal-matriarchal birds that hunt in swarms (think flying piranha 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

## 

[JP1]Not final stats: submitted by Reddit UserThe Great Self Pity Man – either recreate from scratch (can use this as reference) or contact-contract-pay creator

[JP2]Assigned to jesse