



CARVING UP THE TARRASQUE
CRAFTING & ALCHEMY SUPPLEMENT

BY JESSE BRAKE & J.M. PERKINS

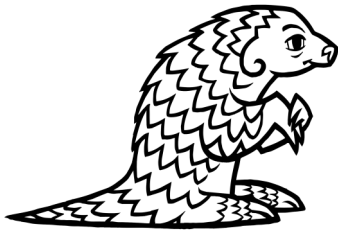
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SALT IN WOUNDS
CAMPAIGN SETTING

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Carving up the Tarrasque
Crafting & Alchemy Supplement
For the Salt in Wounds Campaign Setting
Utilizing the Pathfinder Ruleset
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CONTENTS

Fiction - Narku Digs: pg I

How to Use this Guide: pg III

Mind the Meat: Crafting with Blood & Body: pg 1

Alchemical Goods pg 7

Table: Existing Alchemical Creations pg 7

Table: New Alchemical Goods pg 8

Table: New Poisons pg 12

The Church of the Monad pg 13

Monk Archetype: Aetherist pg 15

Aetherist Process List pg 17

Table: Aetherist Processes by Level pg 17

Want More? pg 18

About the Authors pg 19

OGL Information pg 20

Digging.

Narku knew digging.

He knew digging in slurry and mud and sand: digging latrines for night soil, digging pits to sleep in and digging traps to catch something to eat. He knew digging in every callous along the pads of his seven remaining fingers, knew in the ache of his back, knew it on his tongue and in his bones. He was slave caste, told by his tribe that he was half-born and good only to dig. So he'd dug, lived on scraps, and tried to avoid notice and the beatings that came with it. Until after the battle that had smashed his people, left him to wander, till he'd heard tale of a city that had a place for him; that would feed him for digging.

So he'd come to the city, this place called 'Salt in Wounds.'

And then Narku had learned new things, about 'money' and 'pay' and 'debt' but also something new about digging; how to dig into the monster.

Now, when he wasn't sleeping or drinking, when he was instead 'working' to 'afford' (novel concepts all) his sleeping place and his drink, he dug. Here, once the big machines cracked open the armored scales the men would scream, urge him through the pulsing fissure and then Narku and those with him would dig through skin and flesh and even sometimes through bone. Racing to dig to some organ, grand or lesser before the body -ever resentful of holes and jealous to keep its secret wealth- would close up around men and equipment besides.

He knew that every time he dug he could die. Like slurried sand, the tunnel could collapse on you as you dug, the beast would groan and the spanner would buckle and snap, fail; and you would be caught breathless as a river of blood poured down or the meat of the thing grew back together, twisted to rejoin. It was a bad way to go; drowning in a red and throbbing darkness. With a crack of spade or pick, they'd find bodies and tools of the dead sometimes, fused into the flesh in which they dug. But Narku had to keep digging anyway. After,

Narku tried not to think about it over drink, tried not to dream about it.

Sometimes he even succeeded.

Narku thought his whole life would be digging. Until he saw it, the secret wealth.

Shoveling back another scoop to the blind bucketeer behind him, there it was, nestled in the floor; a gray orb, waxy, just visible through the dancing shadows cast by his tallow lantern light. Am-bregris, worth more than many miles of meat; a little perfect gem of it. He knew what it was because he'd watched an overseer shove many aside for a *much* smaller piece, watched the commotion outside as they'd argued over who it belonged to while work stopped. After, drinking in the hall, another miner had told him what it was worth.

He knew what he should do, call an overseer and then keep digging as he was told.

Almost as if his hands had a mind, a will of their own; Narku snatched the reagent from the tunnel floor, shoved it into his apron. Claimed a chance to know something beyond digging. In that moment he prayed to all the gods; they had never smiled upon him... not before in his life of hunger and fear and certainly not now in his life of toil and terror. But he prayed all the same, that none had noticed what he'd done. And it seemed, for once, that the gods were kind. No one said anything, so he kept working like everyday, letting himself be soaked by the creature's blood and his own sweat.

Wealth beyond measure, sitting safe in his front pocket. Later, maybe he'd find a burke who knew some alchemist, their walls full of twisting glass, who would pay a tribe's ransom in gold for it. Maybe he would learn new ways of being, something beyond digging; a life of water dens and vegetables and ease. But for now, he couldn't betray a twinge of anything the matter, anything different. For now, all he could do was dig, and see what the morrow would bring.

But that was fine, because Narku knew digging.



How to Use this Book

This supplement is (specifically) about alchemy & crafting via viscera within the City of Salt in Wounds; an evil, thriving metropolis built around the perpetual slaughter of the Tarrasque. As such, it contains recipes, items, special material, a class customization and more which specifically mention the city. However, feel free to alter/reuse the material to fit your campaign world substituting the anatomical material of other magical creatures for the plentiful flesh and organs of the Tarrasque; for instance, instead of Tarrasque liver, that component part could be Troll heart. Instead of swords forged from a Tarrasque horn, one made of wyvern bone could serve the same function. More than anything, this supplement is perfect for giving 'flavor' to alchemy and industry derived from fantasy biology.

MIND THE MEAT: CRAFTING WITH BLOOD & BODY

The abhorrent Meridian houses, along with the butchers and blood merchants, say the carcass trade is a necessary evil or we risk poisoning the world. I say, what of the poison that goes undrawn with the Tarrasque subjugated?"

-Errya, former Archdruid of the Circle of Release (deceased)

Within the city of Salt in Wounds, alchemical, crafted goods, or magical creations often utilize anatomical materials drawn from the Tarrasque. Many of these techniques and items have begun to be produced elsewhere, with enterprising workers substituting viscera from other magical beasts or even sentient creatures. These practices are described as anything between barbaric perversions of nature to necessary evils for breakthroughs in technology.

ADIPOSE TISSUE

Despite being a mountain of muscle, the Tarrasque has layers of a highly permeable fat called adipose tissue, known for its immunity to fire and acid.

Rendered from adipose scraps and fatty waste, tallow is primarily used for non-magical heating and lighting (torches, lamps, and household stoves), with gasified tallow being used to power experimental devices created by researchers in Sage's Row. Tallow is also used in the creation of exotic candles

and soap. Given its extreme density, it requires uncommon (i.e. expensive) oils to produce.

Wonderous Item: Psychopomp's Pillar

A *Psychopomp's Pillar* is a small, squat candle made of magically treated tallow grease sat on a silver coin embossed with a songbird wearing a plague doctor's mask. A scrap of divine text serves as a wick.

Aura: moderate enchantment; CL 5th

Slot —; Price 800 gp; Weight 1lb

DESCRIPTION

When lit, all undead creatures within a 15-ft radius must succeed at a DC 14 Will saving throw or be fascinated. A creature that successfully saves is not subject to the effects of a *Psychopomp's Pillar* for 24 hours. This effect continues while the candle burns and for 1 round thereafter. This is a visual mind-affecting charm effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune). In addition, the wielder can take a standard action that provokes attacks of opportunity to anoint a medium sized melee weapon with the runoff wax to give it *ghost touch* (as per the magic weapon special

ability) while the candle burns and for 1 round thereafter. The candle burns for six rounds.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *summon monster III*;
Cost 400 gp

Wonderous Item: Heart's Jelly

While a thin layer surrounds the entirety of the Tarrasque, the highest concentration of adipose tissue is directly around the prime-heart. Once enchanted, *heart's jelly* is highly coveted as a component for combat and fitness supplements, with only the most connected or rich able to obtain it in regular quantities.

Aura: moderate transmutation; CL 10th

Slot —; Price 1875 gp; Weight —

DESCRIPTION

Consuming this brown gelatin grants a +4 enhancement bonus to Strength and Constitution, but you take a -2 penalty to your Dexterity as your new bone density limits mobility. In addition, you gain a +2 enhancement bonus to your natural armor and DR 5 versus fire and acid. These benefits last for one minute.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *righteous might*; Cost 950 gp

AMBERGRIS

The rarest and most sought after reagent, a small quantity of ambergris is regularly scrapped from the bile ducts of the Tarrasque or found in random pustules throughout its body where it has surrounded an irritant. In

its initial state, ambergris is grey, smelling strongly of the sea and feces. After aging and being treated with heat, it takes on a waxy yellow texture that smells sweet. It is used to extend fragrances and flavors, used in perfumes or consumed raw as a 'marital aid' by the wealthy.

Wonderous Item:

Ambergris Tobacco

"Name a city more straight-fingered than Salt in Wounds. Where else do they tell you doxies ply trade in The Throat without being clever?"

- excerpt from *Constant Juggling* by
"Bedswerver" Blazgow

Often utilized by high end courtesans and suitors, ambergris tobacco is sold as a non-magical aphrodisiac (as per *magic aura*). However, hidden enchantments within the blend improve the mood of those inhaling the smoke, increasing happiness and greasing negotiations.

Lower quality ambergris tobacco can be found in unscrupulous *hoqqa* smoking dens called Water Dens, with hosts taking advantage of enchanted customers by negotiating "off the menu" affection.

Aura: none; CL 5th

Slot —; Price 150 gp; Weight —

DESCRIPTION

When consumed, you gain a +2 to saving throws versus fear and emotion spells and effects. As a full round action, you can exhale into the mouth of a restrained or willing target. They must make a Will save (DC 14) or have their attitude improved by one step (to a maximum of helpful). If the target was already friendly or helpful, you gain a +5

to making requests from the target using the Diplomacy skill for 5 rounds. While the tobacco persists, the magical properties are consumed after one use.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *magical aura, charm person*; Cost 50 gp in tobacco and 25 gp worth of ambergris.

HORN

Tarrasque horn has unique properties, almost similar to adamantine, and is much sought after as a crafting material for armorers and weapon makers.

New Material: Forge-Horn

Forge-Horn is the term for Tarrasque horn that has been specifically harvested to be used in the creation of weapons and armor. Such items have the advantage over steel or adamantine in being relatively inexpensive. However, damaged or sundered Forge-Horn items cannot be permanently repaired via any magical or mundane means- it must instead be replaced. Scur glue can be used as a very short-term solution to those that need to do field repairs (see “Alchemical Goods” on pg 7).

Forge-Horn comes in two varieties: low grade and high grade.

Low Grade Forge-Horn

Forge-horn (Lowgrade)	Item Price Modifier
	50 Percent of cost

Low grade Forge-Horn can be shaped by bone-smiths in nearly any application that would commonly call for steel (as these materials exhibit similar hardness, ability to keep an edge, and other functionalities) but at a

fraction of the cost. Armor, weaponry, and tools are commonly made from this material in Salt in Wounds and occasionally found in nearby regions. Items and weapons made of Low Grade Forge-Horn can not be masterwork.

High Grade Forge-Horn

Forge-horn (Highgrade)	Item Price Modifier
Ammunition	+50 gp per item
Light armor	+4,000 gp
Medium armor	+8,000 gp
Heavy armor	+12,000 gp
Weapon	+2,500 gp

Extensively used in the creation of God-butcher weapons and tools, high grade Forge-Horn items approximate adamantine. These specialty items require being ‘quenched’ (dipped in blood and allowed to soak it for at least a minute) weekly or they permanently deteriorate into low grade (losing any enchantment as well as their masterwork quality, if applicable). Within the city of Salt in Wounds, this is generally not considered to be much of a burden (as even dipping items into the Red River is sufficient for a quench-feed) but outside the city maintaining these goods requires some combination of regular access to butchered livestock (or a regularly violent lifestyle).

SCALE

While generally not as favored by armorers and weapon makers as horn, Tarrasque scale-most especially when crushed and reconstituted into a concrete like substance- can be

used in a variety of applications (and, in fact, has been used to build much of Salt in Wounds).

New Material: Gomonite

Gomonite, sometimes referred to as “torment stone,” is a new material discovered by crushing common basalt, chalk, urine derived phosphorous, and Tarrasque scale together. Once mixed and treated with a proprietary alchemical processes, Gomonite can be used to create expensive building bricks that are acid resistant and low end sound absorbing (opposed to the more common uses of scale in building which don’t have this property).

Armorers can use 2,000 gp worth of high quality Gomonite to include a weave of the material to any existing armor. Light armors might have some Gomonite wool incorporated, while medium and heavier armor might have Gomonite trace elements fused into the base material. Armor with Gomonite weave has resist sonic and acid 1.

Finally, when bludgeoning weapons made from Gomonite strike a living creature, it produces a frequency that disrupts the vibroacoustic quality of the victim’s vital humors. Treat all one handed and two handed bludgeoning Gomonite weapons as though they had the *keen* magic weapon special ability. Gomonite has no noticeable difference on light weapons.

Low Grade Forge-Horn

Armor Weave	Item Price Modifier +2000 gp
Bludgeoning Weapons	Item Price Modifier +3000 gp

BLOOD AND HUMORS

“The creature’s blood corrupts everything it touches. Why not the truth as well? Let us focus on the poisoner and not the poison.”

– Bluetongue, Agogi Seer

The slow march of corruption from Tarrasque essence is the most public and accepted consequence of imprisoning the Tarrasque. The Red River continues towards the Clear Water Aqueduct as a constant reminder that the engineering project is just a bandage on a constantly weeping wound. In addition to its blood, the Tarrasque produces a set of fluids designated as its ‘humors’ from its various glands and sub-organs, all of which are present (in rarefied form) in the Tarrasque’s blood.

MEAT

The most commonly used part of the Tarrasque is the meat. Muscle and various tissues are cut out and exported as heavily salted jerky, remaining edible for up to a year. The sinew is also utilized in various textiles and fletchery.

The most common cut of meat is stringy basale, boiled in bulk and practically (or sometimes literally) given away. However, there is a range of cuts to satisfy every palate and price range. Of all cuts, the tongue is most valued. It is (officially) served only to high ranking God-Butchers and honored guests following a successful Rite of Mutual-Recognition. However, there are numerous black-marketers which claim to sell tongue for exorbitant prices (and at least one who does).



Minor Artifact:

Suji, The Red String

This rust colored, tripled braided strand of sinew is end capped by two scrimshaw handles depicting hellish scenes of suffering. Upon closer examination, the bottom of the handles can connect to form a clasp, causing the string to retract into the length of a choker. The sinew feels moist but doesn't exude any liquids.

Suji, The Red String is the weapon of legend used by the head assassin of Tuska's Coven. Rumors say that a God-butcher corrupted by Tuska harvested the sinew at the height of controlled agony, creating the garrote with instructions from their dark patron then anointing it by decapitating himself with the artifact.

Slot varies; Aura strong evil and conjuration; CL 20th; Weight 2 lbs.

DESCRIPTION

As a cursed artifact imbued by Tuska, Suji does not function for wielders who do not worship the Patron of Agony. For worshippers, it can be utilized as a neck slot magic item or a weapon, with two different sets of properties.

Necklace: As a necklace, Suji functions like a *necklace of strangulation* except when worn by worshippers of Tuska. Worshippers of Tuska gain the benefits of a permanent *sadomasochism* spell. In addition, Suji can be used to cast *power word stun* once per day in this form, provided it has been fed in the last 24 hours (see below).

Garrote: Suji functions as a +3 *wounding adamantite garrote* that deals 1d8 points of damage. On a successful grapple attempt, the garrote animates and attaches to its target (as per *necklace of strangulation*, except

that it deals its maximum weapon damage, plus bleed damage). Suji can be reverted to its normal state with a command word provided it has been fed in the last 24 hours. Otherwise, Suji fully drains the body of blood upon death (counting as a feeding), with the body crumbling to dust the following round. Suji can then be recovered normally.

Switching between the two settings is a full-round action that provokes an attack of opportunity.

DESTRUCTION

Should Suji be used to lessen the suffering of the Tarrasque by severing key portions of its brain, it will snap, becoming worthless and losing all magical properties.

SKIN

The Tarrasque actually has skin beneath its armored scales, tissues that is nearly white and surprisingly supple.

New Material: Living Leather

Not technically 'alive,' this common textile prepared from the soft skin below the Tarrasque's scales has a limited ability to repair from minor scrapes and cuts and can be used as a replacement material for any kind of leather armor. Of special note is how this material clings to other objects made (or wrapped) in Living Leather, meaning that such objects can be carried without straps or other bindings (although with the disadvantage that two sheets of Living Leather left in contact over a 24 hour period will eventually merge together). Before donning Living Leather, specially designed spanners are used to stretch it out as

otherwise the material will fuse into a condensed ball over time.

Clothing made of this material is form fitting to the extreme, and brightly colored bodysuits-clinging to bodies in ways that leave little to the imagination- made of this material are favored by the fashionable aristocrats, acrobats, performers, and prostitutes alike. On the other end of the spectrum, black dyed clothing made of Living Leather is favored by those who wish to cling to the shadows.

Type	Item Price Mod
Light armor	+1,200 gp
Medium armor	+1,800 gp

Living Leather (dark dyed) grants a +2 Enhancement Bonus to stealth checks.

Living Leather (brightly dyed) grants a +2 Enhancement Bonus to perform checks that involve bodily movement.

All armor made from Living Leather repairs itself from damage at the rate of one hp a day although it can not do so if brought to 0 hp or otherwise destroyed. The armor check penalty of such armor is reduced by 1 (to a minimum of 0) and the maximum Dexterity bonus of the armor is increased by 1. Armor crafted from Living Leather is always considered masterwork, and the masterwork costs are included in the listed prices.

Living Leather has the same hit points and hardness as leather.

VOCAL FOLDS

When legends speak of the Tarrasque, they emphasize its strength, speed, hunger, and its

ability to resist nearly all forms of magic. However, the stories normally gloss over one of the most dangerous aspects of the Tarrasque- the Vocal Folds which can produce roars that can induce migraines, hallucinations, and abject terror. Keeping these from regenerating to the point where they are active again is a huge concern for God-Butchers.

Wonderous Item: Bottled Roar

Made of magically stimulated Vocal Folds housed inside an amplifying enclosure, a *bottled roar mine* is used as a non-lethal radius weapon originally intended to disperse beasts and humanoids, with high-end kidnappers and bounty hunters adding them to their arsenal.

Aura: mild conjuration and evocation; CL 5th

Slot —; Price 900 gp; Weight 1lb

DESCRIPTION

Arming a *Bottled Roar* is a free action, activating at the beginning of the wielder's next turn. When it activates, living creatures within a 20-foot-radius feel a low-end throb and must make a fort save (DC 18). Upon failure, they are nauseated and this condition lasts as long as the creature is in the radius and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the radius must continue to save each round on your turn. This is a sonic effect. Creatures that cannot hear are still affected by a *Bottled Roar*. This lasts for 5 rounds, at which point the mine is consumed.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *shatter*; Cost 300 gp and 100 gp worth of vocal reeds



ALCHEMICAL GOODS

The alchemists of Salt in Wounds -amongst the finest in the world- have pioneered a variety of new and innovative alchemical goods most of which are derived from Tarrasque viscera. They've also discovered an impossible abundance of ways to substitute traditional reagents for custom ones derived of their most plentiful resource: the blood, body, and secretions of the Tarrasque.

The following alchemical creations in *Pathfinder RPG* can be made using Tarrasque derived materials. While these items are found in several different *Pathfinder RPG* supplements, a definitive list of current alchemical goods and creations is available online at <http://www.d20pfsrd.com> under the "Goods and Services" section.

*Mimics these existing alchemical power components

Table: Existing Alchemical Creations

MATERIAL	CAN BE USED TO CREATE OR MIMIC
Adipose Tissue	fire and acid ward gel, reanimating fluid, vitus flask, bloodblock
Ambergris	scentbane incense, meditation tea, healy myrrh, golden maple leaves*, spirit of wine
Horn	bone paste, exemplar weapon salve, weapon blanch (adamantine), alchemical cement and glue, smelling salts
Humors	clear ear, mellowroot, woundweal, soothe syrup, wild animal musk, twilight dagger
Meat	barbarian chew, leechwort, hound's blood paste, alchemical preserves, fury drops
Bladder	phosphorous, magnesium, sulfur, urea, unstable accelerant, ever-burning torch
Skin	paper wall paste, tanglefoot and tangleburn bags, darkwood bark* (reagent), spider sac
Tallow	lamp and keros oil, sunderblock, phosphorescent gel, alchemical grease, scentbane incense, tar bomb
Vocal Folds	burst jar, thunderstone, brain mold spores* (reagent), mugwort* (reagent), moon dew* (reagent)

Table: New Alchemical Goods

ITEM	COST	CRAFT (ALCHEMY) DC	WEIGHT
Adipose Powder	200 gp	25	-
Ambergris Oil	50 gp	20	1/2lb
Bloodfire Tonic	300 gp	30	1lb
Imp's Finger	120 gp	25	-
Crawling Bandage	15 gp	15	-
Poor Scribe	40 gp	15	2lb
Rivann	150 gp	25	8.5lbs
Rumble Reeds	900 gp	30	-
Red Sow	25 gp	15	3lbs
Scur Glue	150 gp	25	1lb
Urolith Flux	Varies; see text	20	-

Adipose Powder

When combined with alchemical solvents, adipose tissue can be turned into a powerful hemostatic powder. Odorless and off white powder, it grants a +10 to Heal checks to provide first aid. On a successful check, the target recovers 4 hit points per level as though he had rested for a full day with long-term care. Roughly one teaspoon of adipose powder functions as a single dose.

Cost 200 gp Weight Negligible

Ambergris Oil

Used in delicacies like “kissing pudding” and exotic perfumes, a single dose of ambergris oil flavors or scents up to one pound of material. When consumed, or worn, it grants 1 temporary HP and a +1 alchemical bonus to all Di-

plomacy checks for one hour. This bonus may be doubled against members of high society and nobles (GMs discretion).

Cost 50 gp Weight ½ lb

Bloodfire Tonic

This emergency stimulant comes in a wax sealed flask filled with fermented vegetables, salt, and dehydrated Tarrasque humors. When mixed with water and consumed, it grants the ferocity extraordinary ability for one minute. If you have the Diehard feat, you also gain immunity to the staggered condition for the duration.

Cost 300 gp Weight 1lb



Imp's Finger

Imp's finger is a thermal breaching device, housed in a cylindrical phosphorus wax shell with a small flint string emerging at one end. As a full round action, it can be placed in a tiny enclosure (such as a manacle lock or door hinge) and the flint string pulled. The wax ignites with a faint smell of sulfur, reducing the hardness by 5 and HP by 50%. In addition, the break or burst DC of the item is reduced by 10. This item has no effect on materials with a natural hardness of more than 10.

Cost 120 gp Weight Negligible

Crawling Bandage

Created from scraps of living leather, a crawling bandage acts as a magical tourniquet. When applied, it ends all current bleed effects caused by piercing and slashing weapons, automatically stabilizing a dying creature provided it sustained piercing or slashing damage.

Cost 15 gp Weight Negligible

Poor Scribe

A poor scribe is an edible candle made from boiled tallow, spices, and vinegar served with dipping bread. Once lit, a poor scribe sheds light like a normal candle, but the waxy oil can be consumed to heal 1 HP and provide nourishment as if it were a normal meal for a Medium creature. A creature still needs to consume water to avoid starvation. The candle can provide up to 5 meals before being fully consumed.

Cost 40 gp Weight 2lb

Rivann

An alchemical solution of heavily hydrated Tarrasque blood, rivan is used to quench-feed items created with forge-horn (see "Horn"). Heating high grade forge-horn then 'feeding' it rivan is functionally equivalent to quenching the item with the added advantage that it heals high grade forge-horn 5 HP. Rivann has no effect on low grade forge-horn.

Cost 150 gp Weight 8.5lb

Red Sow

Red Sow is a viscous vodka of characteristic rust color with very fine particulates of black suspended in the liquid. It tastes strongly of alchemical linctus and causes excessive salivation, tinted a dark reddish brown. The label shows a sow that resembles the Tarrasque lying on its side while demons suckle from teats. When ingested, the user gains a natural armor bonus of +1 until he is struck in combat or until 1 round/per HD has passed.

Cost 25 gp Weight 3lb



Rumble Reeds

Created from Tarrasque throat reeds, a Rumble Reed can be shaped for woodwind or stringed instruments. Instruments using Rumble Reeds can produce lower notes than normal, with music utilizing them described as a bass-filled dirge.

Bards or musicians with at least 5 ranks in Perform can produce a nearly inaudible note that dazes a target within 25ft for 1 round and deals 1d6 points of sonic damage. A Fort save of 11 negates the daze effect and halves the damage. The target must make a Perception check of 25 to determine the source of the attack. After producing this note 50 times, the reed breaks and becomes useless.

Cost 900 gp Weight Negligible

Scur Glue

Made from the boiled ground Tarrasque horn and plucked kolo bird corpses, scur glue allows an item with the broken condition to ignore all adverse effects from that condition. The object regains no hit points, and damage can still destroy the object. A single dose can affect an item weighing up to 6lbs.

Cost 150 gp Weight 1lb

Urolith Flux

Made from Tarrasque bladder stones, items cleaned using this alchemical agent have all impurities removed.

On use, it immediately upgrades one metal object to masterwork, requiring a GP amount of urolith flux of twice the cost difference between a normal item and the equivalent masterwork item (typically 600 gp for a weapon, 300 gp for armor, or 100 gp for a tool). It can also be used to restore a metal item that has

been targeted by a rust effect (such as a rust monster or *bag of rust*), provided the item was not destroyed.

Cost Between 100 gp to 600 gp Weight Negligible

Internal Alchemical Power Components

Much like alchemical power components can be used to empower certain spells, the alchemists, aetherists, and other spellcasters of Salt in Wounds have discovered ways to utilize the humors of the Tarrasque and other creatures to empower certain magics. These are limited to *internal* magical and alchemical effects which include potions, alchemist extracts, aetherist processes, and other ingested alchemical items.

Empowered effects last for one minute, or the duration of whatever they were empowering (whichever is shorter) and are consumed with utilization. As with normal item creation, you cannot create an empowered consumable without meeting the item's prerequisites.

Choleric

Infused with yellow bile, this consumable makes the user restless and easily angered. You gain a +1 insight bonus to initiative and user may enter into a rage (as per the spell) for up to three rounds.

Cost 450 gp.

Melancholic

Infused with black bile, this consumable makes the user despondent and serious. Under the effect of a melancholic alchemical power component any emotion based effects such as morale bonuses or fear are sup-

pressed for up to three rounds akin to the *Calm Emotions* spell. Melancholic alchemical power component also removes the confused condition.

Cost 450 gp.

Phlegmatic

Infused with phlegm, this consumable makes the user patient and peaceful. You gain a +1 insight bonus on Will saves and a +2 insight bonus on concentration checks.

Cost 50 gp.

Sanguine

Infused with blood, this consumable makes the user courageous and hopeful. You gain a +1 morale bonus on attack rolls and a +2 morale bonus versus demoralization. Cost 100 gp.

New Poisons



“Have you ever heard the story of Aravek, the Anvil of Blood? I used to believe the story meant dwarves were always on the anvil, ready to be shaped for greater things. Now I know it means we must be the hammer, striking while the anvil bears those fevered with ambition.”

- Mirayda of the Five Cask Clan

Ash Feast

The ash-like residue from the oxidation of charred yellow bile is very corrosive, caustic and toxic. After inhaling the poison, it attacks the respiration system before moving to arteries, rupturing them and causing life threatening clots. In addition to ability score damage, the victim also takes 2d6 points of acid damage and is staggered each time they fail the saving throw against the poison.

Type Inhaled; **Save** Fort DC 14;

Onset —; **Frequency** Once per round for 6 rounds.;

Effect 1 Con drain, 2d6 acid, see text;

Cure 1 save; **Price** 800 gp

Joint-Lock Tar

This thick, acrid smelling black paste can produce crippling pain in the joints and the body’s support structure, attacking ligaments, tendons, even cartilage once it has been absorbed through the skin. In addition to ability score damage, the victim also takes 8d6 points of nonlethal damage and has their movement reduced by 10ft each time they fail the saving throw against the poison (to a minimum of 5ft).

Type Contact; **Save** Fort DC 16;

Onset 1 day; **Frequency** Once per minute for 8 minutes.;

Effect 1d4 Dex, 8d6 nonlethal, see text;

Cure 1 save; **Price** 1600 gp

Gutrust

The putrefaction of the Tarrasque's phlegm created a glassy and gelatinous liquid. With an acrid and sour taste like grapes undergoing fermentation, Gutrust can be easily masked in certain alcohols. Once digested, Gutrust is absorbed into the bloodstream, causing the body to attack its own tissues and organs to try and remove the poison. In addition to ability score damage, the victim is also confused for 1 round each time they fail the saving throw against the poison.

Type Contact; **Save Fort** DC 18;

Onset 1 day; **Frequency** Once per round for 6 rounds.;

Effect 1d2 Con and Wis, confusion, see text;

Cure 2 saves; **Price** 1400 gp

Stasis Oil

Tarrasque blood that's been corrupted by black bile and lurker venom creates a sticky, deadly poison called stasis oil. It causes blood to become thick and sluggish, creating spider-like lesions around wounds. The poison also attacks the vital and nutritive properties of blood. In addition to ability score damage, the victim must also roll a Fortitude save equal to the poison's DC to avoid contracting the 'tumor' woe mutation each time they fail the saving throw against the poison.

Type Injury; **Save Fort** DC 20;

Onset —; **Frequency** Once per round for 6 rounds.;

Effect 1 Str, 1 Dex, and 1 Con, mutation, see text;

Cure 1 save; **Price** 2000 gp

Table: New Poisons

POISON	TYPE	FORT DC	ONSET	FREQUENCY	EFFECT	CURE	PRICE
Ash Feast	Inhaled	14	-	1/rd. for 6 rds	1 Con drain, 2d6 acid, see text	1 save	800 gp
Joint-Lock Tar	Contact	16	1 hour	1/min. for 8 min.	1d4 Dex, 8d6 nonlethal, see text	1 save	1600 gp
Gutrust	Ingested	18	8 hours	1/rd. for 6 rds	1d2 Con and Wis, confusion, see text	2 saves	1400 gp
Stasis Oil	Injury	20	-	1/rd. for 6 rds	1 Str, 1 Dex, and 1 Con, mutation, see text	1 save	2000 gp

THE CHURCH OF MONAD

When most speak of existence, they mean what they can perceive with their senses. Yet, to the church of Monad and the ‘aether theory’ presented by their scholars, all manifestation has come from ‘The One,’ making existence merely a peculiar stress to the aetheric field of Now and Here.

To those that embrace the church, the followers of Monad find a religion that isn’t faith based, but a collection of virtues, research, and ideals. Sermons are replaced by powerful polemics. Hymns to an immortal deity give way to familial pledges to mortal companions. Though church-wide organized events and celebrations are rare, periodic congregations are held to discuss newly discovered or refuted research- as well as partake in new recreational panaceas.

Monad

The One, The Pure Space, The All-including

Symbol A single black dot

Alignment True Neutral

Portfolio alchemy, education, unity, progress

Domains Magic, Knowledge, Community, Liberation

Favored Weapon Cestus

Worshippers and Clergy

The church of Monad has an eclectic member base. From visionary researchers to the proletarian, followers of Monad come from every walk of life with a common goal of improving self and community. Alchemists, clerics, and wizards of Monad have been known to offer secular guidance to communities as

magisters of science and diplomacy. Followers with a martial lean often serve as counselors of the court, but have been found in roles that range from midwife to shepherd.

Given the simplicity of Monad’s symbol, devotees have many ways of brandishing a holy symbol. Clerics receive The Black Bead, a philtrum piercing with a black stud as a holy symbol. Aetherist monks often paint or tattoo large black dots. Those not wishing to display The One’s symbol permanently wear a ring of Monad in lieu of a traditional necklace. Members tithe or barter with their trade skills to receive the benefits of the church, from housing, healing, and access to their comprehensive library.

Temples and Shrines

The All-including Temple located in Salt-in-Wounds is the dedicated place of worship for Monad. Despite the name, the holy site is more akin to a university, with housing for followers and various educational classes available to the public on a sliding scale. Courses in alchemy, astrology, and aether theory are costly but are regarded as the most advanced in the known world.

The church sponsors promising minds who could otherwise not afford their advanced teachings, requiring a demonstration of personal research in their field of expertise in a quarterly selection event.

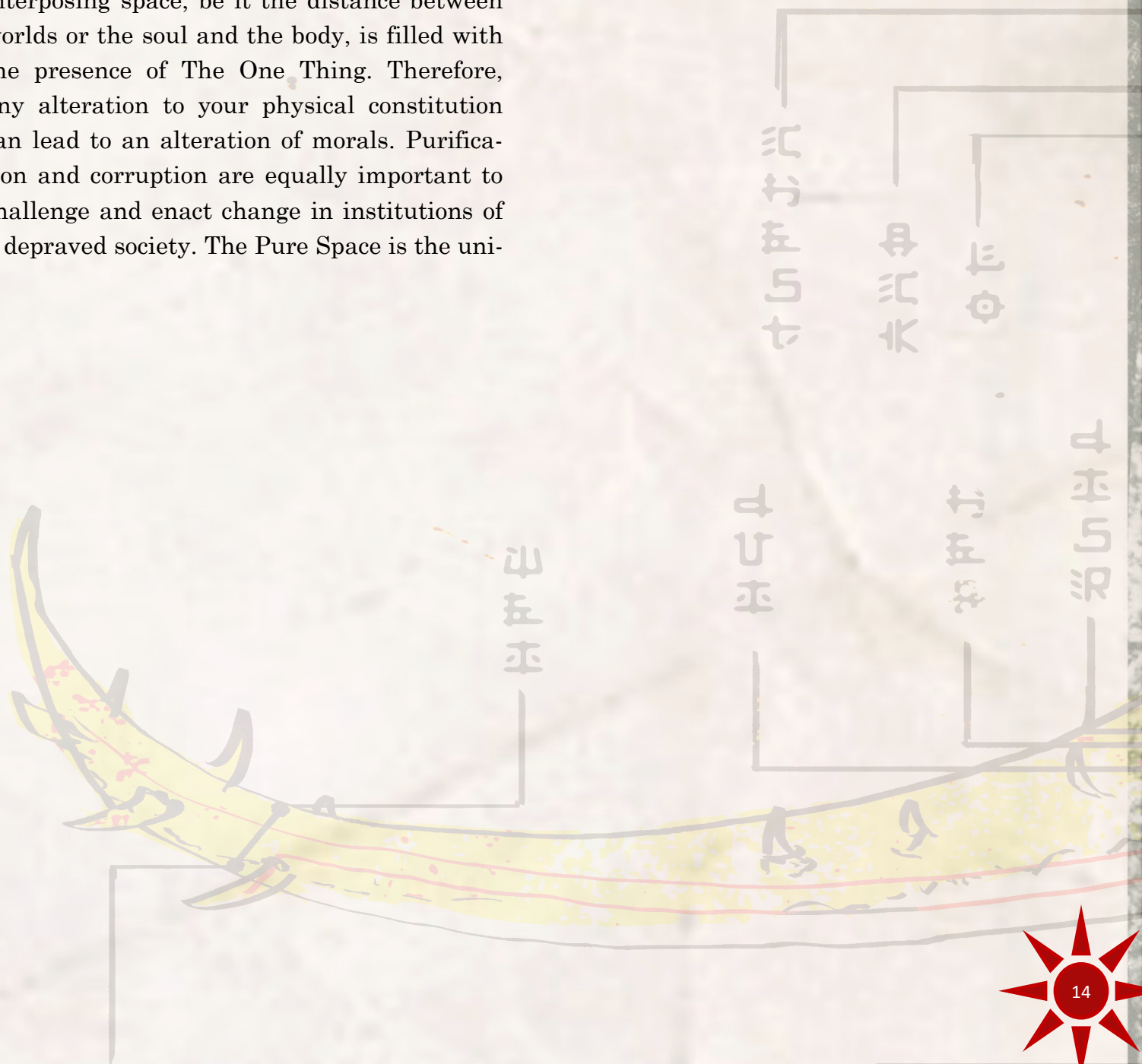
Holy Texts Given the heavy academia lean of the church, the title of “Holy Text” is awarded to research and textbooks that are deemed worthy. The individual branches do not al-

ways recognize one side's certification of scripture. With new discoveries, a thesis once deemed scripture can lose its status as research refutes its claims. This creates a competitive scholarly field the church deems necessary for steady progression. Titles of current Holy Texts include *Continuity and Union between The Cosmos and Man*, *Introduction to Absolute Space*, *Anamnesis Vitae*, and *Macrocosm and Microcosm*.

Dogma

Beyond the furthest star, Monad resides. All interposing space, be it the distance between worlds or the soul and the body, is filled with the presence of The One Thing. Therefore, any alteration to your physical constitution can lead to an alteration of morals. Purification and corruption are equally important to challenge and enact change in institutions of a depraved society. The Pure Space is the uni-

versal connecting medium, making all beings your brother and sisters with Nature as your common mother. Education is a weapon used to attack the complications of classism, which disrupts the harmony of The All-including.



MONK ARCHETYPE: AETHERIST

“Transmute. Transcend. Transpire.”
- The Aetherist Creed

An aetherist is a contemplative dedicated to the quest of personal transformation. In their quest to better understand aether, the building blocks of existence, they subject themselves to intense physical regimens and alchemical distillation to improve existing (or develop entirely new) biological processes.

Role: Aetherists use alchemy (either inner in the form of processes or outer in the form of potions and crafted goods) to grant relevant advantage or protect against vulnerabilities. Due to their utility, an aetherist can enter each day with a specialized set of abilities to complement their role and the task ahead.

Monk Archetype: Aetherist

Class Skills

The Aetherist replaces Knowledge (History) with Knowledge (Arcana).

Inner Alchemy (Su)

Through introspection and alchemical experimentation, an aetherist grows to understand the aether within themselves and their connections to all existence. At first level, an aetherist gains a competence bonus equal to his class level and adds his wisdom modifier to any Craft (alchemy) check. An aetherist can use Craft (alchemy) to identify potions as if using detect magic. He must hold the potion for 1 round to make such a check.

Beginning at 4th level, an aetherist gains the ability to trigger internal alchemical processes, spell-like effects that mimic alchemist

formulae on himself. However, whereas an alchemist infuses chemicals with their magical aura, an aetherist makes use of breathing exercises, intense visualization, and posture techniques to take command of their own subtle aether to transform themselves. In cases where processes include a costly material components, these are consumed either by ingestion or topical application as part of the ‘casting’ of the process. Their effects can be dispelled by effects like *dispel magic*. These processes are drawn from the aetherist process list presented on pg 17.

To prepare or cast a process, an aetherist must have a wisdom score equal to at least 10 + the process level. The Difficulty Class for a saving throw against an aetherist’s process is 10 + the spell level + the aetherist’s wisdom modifier. Like other spellcasters, a aetherist can cast only a certain number of processes of each process level per day. His base daily process allotment is given on Table: Aetherist. In addition, he receives bonus processes per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder core rulebook). When Table: Aetherist indicates that the aetherist gets 0 processes per day of a given process level, he gains only the bonus processes he would be entitled to based on his Wisdom score for that processes level.

An aetherist must spend 1 hour each day in quiet meditation and contemplation to regain his daily allotment of processes. An aetherist may prepare and cast any process on the aetherist process list, provided that he can perform processes of that level, but he must

choose which processes to prepare during his daily meditation. Through 3rd level, an aetherist has no caster level. At 4th level and higher, his caster level is equal to his aetherist level – 3. This ability replaces the ki pool ability and ki strike ability.

Outer Alchemy (Ex)

At 4th level, the aetherist gains the 'Brew Potion' feat and can use the potion creation rules to create any potion from their list of processes. The process must be one that can be made into a potion.

Extend Potions (Ex)

At 7th level, the aetherist gains the Extend Potion alchemist discovery, using his Wisdom modifier in place of Intelligence.

This ability replaces wholeness of body.

Extraordinary Meridians (Su)

Upon reaching 12th level, by drawing upon the reservoirs of aether within the self, an aetherist can transmit energy to their extremities. As a swift action, you imbue your hands, feet or monk weapon with plasmatic energy. On a successful hit, attacks thus imbued deal damage normally plus 1d6 points of divine damage. This

extra damage is considered magic damage for purposes of determining DR.

An aetherist can use Extraordinary Meridians a number of rounds per day equal to his Wisdom modifier, plus one more round per day for every four levels he has in the aetherist class.

This replaces abundant step.

Aether Reduplication (Ex)

At 15th level the aetherist has enough mastery of their internal processes to effectively 'split' themselves into two separate creatures. This works like the *simulacrum** spell with the following modifications:

aetherists can only create duplications of themselves, aetherists can only create a single duplication at a time, creating a duplication costs 1000 gp in alchemical materials per Hit Die of the duplication, it disintegrates into stardust rather than reverting to snow if killed, and the duplication

is a creature not a supernatural effect.

This ability replaces quivering palm



Eternal Potions (Ex)

At 19th level, the aetherist gains the Eternal Potion alchemist discovery.

This ability replaces Empty Body.

Aetherist Process List

The following processes from the *Pathfinder CRB* make up the variety of processes aetherists have access to. Players with access to other Pathfinder sourcebooks can ask their GM to add to this list.

1st- Level Aetherist Processes- *comprehend languages, cure light wounds, detect secret doors, detect undead, disguise self, endure elements, enlarge person, expeditious retreat, identify, jump, reduce person, shield, true strike*

2nd- Level Aetherist Processes- *aid, alter self, barkskin, bear's endurance, blur, bull's strength, cat's grace, cure moderate wounds, darkvision, delay poison, detect thoughts, eagle's splendor, false life, fire breath, fox's cunning, invisibility, levitate, owl's wisdom, protection from arrows, resist energy, restoration (lesser), see invisibility, spider climb, undetectable alignment*

3rd- Level Aetherist Formulae- *arcane sight, beast shape I, cure serious wounds, displacement, fly, gaseous form, haste, heroism, nondetection, protection from energy, rage, remove blindness/deafness, remove curse, remove disease, tongues, water breathing*

4th- Level Aetherist Formulae- *air walk, arcane eye, beast shape II, cure critical wounds, death ward, discern lies, elemental body I, fire shield, freedom of movement, invisibility (greater), neutralize poison, restoration, spell immunity, stonewalk*

Table: Aetherist Processes By Level

Char Level	1st Level Proc	2nd Level Proc	3rd Level Proc	4th Level Proc
1st	-	-	-	-
2nd	-	-	-	-
3rd	-	-	-	-
4th	0	-	-	-
5th	1	-	-	-
6th	1	-	-	-
7th	1	0	-	-
8th	1	1	-	-
9th	2	1	-	-
10th	2	1	0	-
11th	2	1	1	-
12th	2	2	1	-
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3



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 Tarasque 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...

Salt in Wounds is a campaign setting, made possible by numerous patrons and kickstarter backers with new supplements published bi-monthly.

Learn more or Pre-Order at www.saltinwoundssetting.com



ABOUT THE AUTHORS



Jesse Brake ran his first campaign at the age of 13 after finding a copy of the AD&D Monstrous Manual in the donated books at his orphanage. Since then, he has been a serial GM for 18 years, moderating and contributing to panels at the Salt Lake Gaming Con on various RPGs. Salt-in-Wounds marks his first foray into tabletop writing beyond his constant work-in-progress homebrew Seronia, experienced by tens of people over the last decade. He did however, talk poor Mark Moreland of Paizo to death once before giving him a ride back to his hotel in a weird sort of tradecraft hostage situation.



J.M. Perkins is an action horror author, game designer, and writer of other things. By day he is an Administrator for a biotech company, by night he's asleep... mostly.

He's sold over twenty short stories and used three successful kickstarter campaigns to publish his work. Currently, J.M. Perkins is creating his Tabletop RPG Setting 'The City of Salt in Wounds.'

You can learn more about J.M. Perkins at his website www.jmperkins.com

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