[title] Blood and Body of the Tarrasque

[subtitle] A Guide to Organic Alchemy and Carocraft

By Jesse Brake & J.M. Perkins

[heading 1] Introduction: The Nightcap by Jesse Brake

The broken common caused the syllables to become jagged with her frustration. “*C’mon* Un-kill Mar-cuss!”

Udi's tiny, callused hands gripped the cuff of my duster cloak, finding purchase despite the rain slicking the dried leather. My orcish half-sister moved with the energy of her youth but the clumsiness of a startled creature. She had no answers for me as to why her mother needed me at this hour, but the pace she kept spoke of an urgency, a fear that children could always perceive even when we lied to them. It was the same manic energy I used in my studies, drawn from the household well my parents replenished with in-fighting and barren conversations at meals. *Something* had occurred or was still in the process of occurring, even if she didn’t understand it.

Udi was drenched from the rain, masking any tears that might have accompanied her deep breathes and occasionally sniffling. Her nimble movements between holes in the cobbled path threatened to leave me behind if it wasn’t for my longer strides. Fingers sheathed in armored work gloves tapped against a flask hidden under my coat, my nervousness causing trace elements of magic to agitate the inert mixture. I could feel the heat of it growing against my side, causing me to push aside my racing thoughts and focus on shadowing my increasingly agitated kin.

I butchered her parent tongue, my studies of the orcish language falling behind in recent times, “Was anyone there too Udi? Anyone with mother, anyone with city?”

My little sister stopped for a moment, her panting turning into a coughing fit courtesy of the cold from the night’s downpour. I took advantage of the reprieve by retrieving a vial from my potion belt. While I affixed a tapered end to the vial’s opening, she turned to regard me with a child’s annoyance. I knew the face well, wearing it when I had no patience for customers in my line of work. I quickly downed the vial with the copper speed pourer, a metallic preface to the formulae causing a familiar sensation of liquid sparks within my head. Closing my eyes tight, I cracked my jaw to disperse the collection of electric shards, flooding my vision with pinpricks of light that blended with the storm’s lightning as I peered back out of my swimming skull.

I took a hold of her tiny head in my hands, her thoughts coalescing in my own mind. *A scream that awoke her. Her mother sobbing behind a leather curtain. How hearing those tears from her proud mother frightened her. Her mother telling her to not come past the curtain, asking for me and no one else. Her walking stall to stall in the Blood Merchant Guild Hall looking for me.* The thoughts began to take shape into a singular entity, a heavy humanoid apparition that caused the floors to creak loudly under his footsteps in Udi’s home, heard but not seen. The intangible expanse between the known and unknown began to fill with all manner of perceived threats, causing me to break my reading of her. Her annoyed look threatened shades of anger when once again presented with a situation she did not fully understand.

I reassured her in orcish, “Is okay Udi,” taking my hands off her face and placing them on her shoulder. “Let us find your Mother.” A shiver ripped through Udi, her lack of movement allowing the weather to sink into her bones. She continued towards her home, her pace as unrelenting as the rain.

As the door to the ramshackle hut opened, Udi rushed up to the hanging leathers and bone beads on strings that formed privacy screens. I looked around for a free knob or space before finally settling on the floor as an appropriate place for my duster cloak.

From behind the curtains, harsh orcish barked out orders to us. “Udi, stay! Markuss, come!”

Securing the shack’s lockless door with a barricade bar, I moved past Udi through the privacy screens into the exposed kitchen and living area. Her mother sat on a stool, her mouth covered by clasped hands in thought, occasionally tracing the lengths of her tusks back to her lower lip with her finger tips in a nervous pacing. A jug of cheap grog and two earthenware mugs rested on a repurposed spool for marrow miner cables, residual heat from the indoor stove burning tallow still crisp against my exposed skin. A crinkling sound underneath my foot drew my attention. I knelt, retrieving a small scroll case from my satchel. Inside, a small gem enchanted with permanent light resided, allowing me to remove one end and point the light source in the same fashion as a bull’s eye lantern. The wide, dried swath had a muddy complexion, ending at a body covered by a wool blanket. I rubbed at the stain, breaking a thin, candy-like shell across the dusty planks; blood, dried and plentiful.

“Urazori, are you well?” I spoke in the common tongue, knowing if Udi was listening in, she might be spared of certain details. “Who is this? Did they try to hurt you?”

Urazori’s fingers ceased tracing the length of her tusks, choosing to instead click her pointer nails against the enlarged teeth. “No Markuss, he is…” Urazori trailed off, blinking her eyes to try generating the words she was searching for with the common tongue. “He was liquor afterward.”

I knew the orcish language did not have a word for friend or lover, but *ambor afaverwarduk* said all I needed to know. This man was her “liquor afterwards” as it translated, what she looked forward to after a hard day and made it all worthwhile. I had no idea she had found someone after the mess with my father, but any happiness I would have had was pushed to the back of my mind.

“Why did you need me?” I began to cross the room towards the body. Before I could grab the wool covering, I felt Urazori’s hand squeeze my shoulder, internalized popping protesting the strength of her grip.

“You know people Markuss. You can tell me what this is.” Urazori’s voice was equally commanding and pleading, a desperate tone that told me she was finally calling on a favor promised by me, the son of her former illicit lover.

I removed the blanket and shined my scroll light, a warm slickness coating my throat as I looked at the orcish man’s wounds. His neck was a caked ruin, stained with lifeblood that rushed out from a gaping wound held open by hard growths around the lips. I flicked the growths around the wound lightly with my armored fingers and heard the familiar *thung* of bone on metal.

If what I saw was to be believed, the orc had his throat ripped open from the inside by immature fingers growing in his throat. He started to suffocate as they grew and in a panic, willed his fingers to make a hole to breath from.

I wiped my face in disbelief before running my fingers into thinning, rain soaked hair. I looked back to Urazori while summoning the last remnants of the formulae I ingested earlier. While she wore her face like a stone mask, Urazori’s thoughts formed in my head, revealing the cracks in the facade. *Respect. Lust. Laughter. Drinking.* I dropped my gaze from her, tears forming in my eyes as I accessed the incident. Her lover began to claw at his throat, eyes bulging and fingers streaked with red. Urazori tried to hold his hands back, but let go in shock when she saw something press against his skin from underneath, as if something were choking him while attempting to escape from his throat.

Urazori pulled me up, forcing me to face her. “No tears Markuss, speak.” Udi’s lack of patience was apparently not from my father.

I removed my glasses and wiped away the obscuring water. “A spell of mine allowed me to feel your emotions when he was dying.” She snarled at me in orcish, “I should break your jaw for violating me with magics. Who gave you the right flower boy?!”

“You did,” I responded back in her native tongue, “when you asked me to see what happened.” I narrowed my eyes at her and spoke in common. “You know there’s no flowers in my blood. Let’s not threaten each other.” Urazori snorted, more mirth than contempt at my comments before crossing over to the grog on the spool, pouring a huge serving for herself. “Will whatever happened to him happen to me,” she asked before draining the mug. “I laid with him before, shared meals. Is this in me now?”

I turned my attention back to the corpse, regarding him thoughtfully while chewing on the end of my glasses.

“I don’t know Urazori. Let’s start with what we do know though…”

[heading]Preface: In-Game Alchemists and Alchemy

[body]What role do, or could alchemists play in the (vaguely) medieval fantasy role playing games? Most in-game magic is presented as the domain of exceptional individuals or creatures: either the gift of the gods for a cleric, or some inborn quality of the sorcerer. Even with wizards, who supposedly gain their magic from ‘learning’ it is impossible to separate the magic from the man/woman; even if another individual could read their spellbook (and follow directions perfectly) no one but a wizard could cast magic by reading these instructions. Also, magic as presented in most role playing games is essentially draining; wizards, sorcerers, and clerics alike are limited to how much magic they can perform in a given day and much of their striving and efforts to develop themselves is intended to deepen the internal well upon which they draw.

Likewise, magical items are usually consumable; their essence spent with every utilization and -depending on your ruleset- they cost xp which is functionally the experience/essence of the crafter.

Alchemical goods have always been different. While basically supernatural in their effects, much of alchemy is repeatable and requires no special qualities of a practitioner. Anyone, even a commoner, can learn how to create alchemical goods. And while alchemical ideas (both in game and in actual history) draws its antecedents from sorcery and superstition, by placing emphasis on communicable record keeping, by focusing on repeatable recipes, and by shifting emphasis away from the exceptional individual to a skill useable by all alchemy helps bridge the gap from wondrous magical workings to a scientific method of inquiry; with boons, healing, and weaponry available to all.

Alchemy, historically and thematically in game, is closely tied up with a deeply experimental mindset. If you wish to become a more powerful wizard, you generally need to discover and read ever more ancient books. If you wish to become a more powerful alchemist, you continue to experiment and discover. Eventually, when pursued rigorously enough this methodology becomes modern chemistry. Of course, within fantasy role playing alchemy exists in game world that are already chock full of (and fully reshaped by) magic (this is doubly true of Salt in Wounds, where the magical essence of the Tarrasque twists the landscape and the inhabitants of the city) and as such alchemy can be pushed further and more extensively than the materialistic mindset could ever allowed by utilizing these fonts of power.

In any city or community that has a strong presence of alchemists, alchemical assistance would be readily available for adventurers in particular and the common man in general. Alchemical effects would most likely be less effective (or come with additional complications) than ‘truly magical’ options but at the tradeoff that they are much more affordable. Alchemists -as a class- would probably have close relationships with wizards, bonding as both traditions seek to use their brains to master the world. They usually come to disagreement as wizards seek to access power outside the world, while alchemists work to unlock the power that is in the world, locked away inside minerals, vegetable, and other living beings. Alchemists would most likely be favored by fighters and other martial characters as -even if most of their salves and poultices aren’t as potent as true clerical healing- they can be had at a fraction of the cost and can be truly ‘owned’ and utilized by anyone who can follow directions (regardless of prior training). As for for others whose power derives from relationships with powerful beings (clerics, warlocks, etc) or forces they can’t or won’t control (sorcerers) alchemists would most commonly feel nothing but antipathy, pity, or perhaps indifference.

Where so many offer questions, or solutions to dangers via exceptional individuals; alchemists offer answers and formula that can be used by anyone seeking a solution to the same problem. In a world of magic, Alchemists are the best hope to bring the wondrous into the service of the everyday; which might be much of the reason Salt in Wounds is so popular with them.

[h3]How to Use this Book

This supplement is (specifically) about alchemy set within the City of Salt in Wounds; an evil, thriving metropolis built around the perpetual slaughter of the Tarrasque. As such, it make specific and repeated mention of the lore of Salt in Wounds, discussing components and material derived from the Tarrasque. However, feel free to alter/reuse the material to fit your campaign world; ie, instead of Tarrasque liver, that part could be Troll heart. Instead of swords forged of Tarrasque horn, ones made of wyren 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: CAROCRAFT & APPLICATION

*“The abhorrent Meridian houses, along with the butchers and blood merchants, say the carocraft 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)

THE ART AND PREVELANCE OF CAROCRAFTING

[special, insert] JOBS IN SALT IN WOUNDS

Any common Craft and Profession skill in the *Pathfinder RPG Core Rulebook* (pg. XXX and XXX) can find paid work in the blood-spattered economy of carocrafting within Salt-in-Wounds. While some of these job transitions are self-explanatory, some might require a tie-in to the lore of Salt-in-Wounds. E.g. engineers might maintain the city’s tallow lamps, librarians could oversee cataloging and maintaining records for the Marrow Miners or Process Guild, sailors could be hired to navigate The Heartsblood Marsh, soldiers could work as meridian house guards, and fishermen could cast alkali laced nets in the Red River to prevent the formation of a dangerous ooze called a clot (see *Salt in Wounds Bestiary* for more information on this creature).

Carocraft is the umbrella term for any alchemical or magical creations utilizing anatomical materials from the Tarrasque. In Synoma, the world where Salt-in-Wounds resides, carocrafting is an exotic alchemy taught by few outside Salt-in-Wounds. It’s described as anything between a barbaric perversion of nature and a necessary evil for breakthroughs in technology. PCs who do not take a Regional or Background Trait that grants proficiency in carocraft suffer the normal -4 penalty for using special materials with the Craft skill. For more information, see the *Salt in Wounds Player Guide*.

GMs using the alternate rules for crafting and skills in *Pathfinder Unchained* may also add proficiency as part of a Craft skill unlock from the Signature Skill feat or the Rogue's Edge class feature assigning it to rank 5 for those trained in Salt-in-Wounds and rank 10 for all others.

[insert; Table: Special Raw Material Costs using *Pathfinder Unchained*]

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Special Raw Materials (1 lb.) | Easily Worked | Flawless | Malleable | Pure |
| Adipose Tissue | 20 gp | 20 gp | 12 gp, 5 sp | 15 gp |
| Adipose Tissue (Heart) | 250 gp | 250 gp | 156 gp, 2 sp, 5 cp | 187 gp, 5sp |
| Ambergris | 400 gp | 400 gp | 250gp | 300 gp |
| Horn (High Grade) | 600 gp | 600 gp | 375gp | 450 gp |
| Horn (Low Grade) | 6 gp | 6 gp | 3 gp, 7 sp, 5 cp | 4 gp, 5 sp |
| Humor (Yellow Bile) | 20 gp | 20 gp | 12 gp, 5 sp | 15 gp |
| Humor (Black Bile) | 20 gp | 20 gp | 12 gp, 5 sp | 15 gp |
| Humor (Blood) | 2 gp | 2 gp | 1 gp, 2 sp, 5 cp | 1 gp, 5 sp |
| Humor (Phlegm) | 20 gp | 20 gp | 12 gp, 5 sp | 15 gp |
| Meat | 2 gp | 2 gp | 1 gp, 2 sp, 5 cp | 1 gp, 5 sp |
| Urolith | 80 gp | 80 gp | 50 gp | 60 gp |
| Skin | 10 gp | 10 gp | 6 gp, 2 sp, 5 cp | 7 gp, 5 sp |
| Vocal folds | 100 gp | 100 gp | 62 gp, 5 sp | 75 gp |

[/insert]

### 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.

When originally cutting into the Tarrasque, alchemists and clerics were baffled upon witnessing adipose tissue turn into a jelly-like state from seemingly no outside influence. It was later learned that the exposure to vibrations caused by the Tarrasque’s rumble turned the tissue into a protoplasmic mass that once alchemically treated, can grow new cells when exposed to open wounds. In the case of *heart’s jelly* (see below), the growth was throughout the entirety of the body, strengthening bones while burning fat to give way to lean muscle mass.

#### Wonderous Item: Psychopomp’s Pillar

Rendered from adipose scraps and fatty waste, tallow is primarily used for non-magical heating and lighting (torches, lamps, and household stoves), with gassified 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.

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 400gp

#### 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 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 950gp

### AMBERGRIS

The rarest and most sought after reagent, ambergris is scrapped from the bile ducts of the Tarrasque. In the uncommon instances that the Tarrasque attempts to vomit or needs assistance in swallowing, ambergris is produced to coat the foreign object and ease passing. 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 nonmagical 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. For more information on Water Den services, see the *Salt in Wounds Campaign Setting*.

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 (roughly one-fourth of an ounce)

### HORN

Unlike most animal horns found in nature, Tarrasque horn is not simply bone covered in organic armor. Upon slicing the horn in half, inside was a strange combination of metallic and mineral ore, covered with an organic webbing of filaments and veins that fed into the Tarrasque.

The most accepted theory is that once the Tarrasque begins to regenerate, the few foreign materials that can withstand its devastating digestion process (or most likely, left over from a full stomach) are pushed out by the rapid new layers of tissue towards the surface of the skin. When this ‘waste slag’ breaches the Tarrasque’s outer skin, it triggers a biological response of forming horns around the slag. Examined waste slag has revealed properties of everything from starmetal to diamonds. At least one Meridian House is currently paying a for a private group of alchemists to see if the various materials in waste slag can be used to replicate the magical quicksilver found inside a *philosopher’s stone*, while a small group of Monad geniocrat aetherists are hoping that discovering the process behind forming waste slag will bring them deeper understanding of *aether*.

#### 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. The distinction is noted because of additional steps taken in the harvesting and preservation, which requires suspending premium selections (normally those near kolo bird dens; see *Salt in Wounds Bestiary*) in a hydrated Tarrasque blood solution called rivann (see “Humors” pg. XX). Such items have the advantage over steel 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,” pg. XX).

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

**Low Grade Forge-Horn**

Low grade forge-horn can be shaped by carosmiths in nearly any application that would commonly call for steel (as these materials exhibit similar hardness, ability to keep an edge, and other functionalities). 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**

Extensively used in the creation of God-butcher and carosmith tools, high grade forge-horn items approximate adamantine. These specialty items require being ‘fed’ rivann weekly or they permanently deteriorate into low grade (losing any enchantment as well as their masterwork quality, if applicable).

[table]

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

|  |  |
| --- | --- |
| 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 |

### 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 humors 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.

Initial sedimentation experiments involving Tarrasque humors were disastrous. While studying the separation of the humors, researchers accidentally created Tarrasque humor oozes. Believed to have been animated by the regenerating properties of the Tarrasque, the various humors formed into globules, swarming and draining their missing counterparts from victims. It is unknown to this day why the animated humors did not just reform into each other.

Afterwards, the humors underwent a battery of tests to determine how to safely store the four layers. Separated blood corpuscles are kept frozen, black bile is stored in diluted vinegar, yellow bile is rendered inert with lodestones then dehydrated, and phlegm is kept in magically heated containers. Despite the advances in storing humors, they have been largely ignored, with current applications mostly discovered as part of personally funded research or advanced during The All-including Temple’s yearly Selection.

#### Optional Rule: Consumable Subtypes

Alchemists in Salt in Wounds can use the various humors to empower magical consumables such as potions or edibles. The base price of empowering a consumable is equal to the level of the consumable’s spell × the creator's caster level × 25 gp. The cost of the humors to be infused is paid separately.

Empowered effects last for one minute, or the duration of the potion (whichever is shorter). 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 may fly into a rage (as per the spell) for up to three rounds.

##### Melancholic

Infused with black bile, this consumable makes the user despondent and serious. You are immune to fear effects and all emotion-based effects, including morale bonuses.

##### 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.

##### 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.

### MEAT

The most commonly used part of the Tarrasque is the meat. Muscle and various tissues are cut out and exported as heavily salted ossified 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. From there, 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). The spell Feast of the Master’s Tongue requires it as a spell component (see the “Spells” section in the *Salt in Wounds Setting Guide*).

#### 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 *(*as per *Pathfinder Campaign Setting: Inner Sea Gods*; DC 30). 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 adamantine 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 exsanguinates the body 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

#### 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 too long will eventually merge together). Before donning living leather, specially designed hanger-spanners are used to stretch it out as otherwise the material will fuse into a condensed ball over time.

Clothing made of this material are 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.

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

Living Leather (brightly dyed) grants a +2 Enhancement Bonus to perform checks made for performances 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.

|  |  |
| --- | --- |
| Type of Living Leather Item | Item Price Modifier |
| Light armor | +1,200 gp |
| Medium armor | +1,800 gp |
|  |  |
|  |  |

### STOMACH

Before the invasive study of the Tarrasque, scholars theorized that the Tarrasque’s stomach was an incredibly complex and arcane system. Everything from the three-chambered stomach theory by Greenwood druids to suggestions that a pocket plane of ruin causing extreme pain that could only be sated by blind consumption were hypothesized. However, upon breaching the Tarrasque’s stomach, the city of Salt in Wounds instead found only tragedy and more questions.

No one is quite sure what exactly happened when the God-butcher and his acolytes opened the beast’s hollow organ. What little that was been pieced together is the center of Salt in Wounds experienced a sudden bright light, permanently blinding the citizens unfortunate enough to be looking in the direction of the beast. During this light, a centralized earthquake split the ground underneath the Tarrasque, exposing the underground caverns known as The CapCaps. Finally, a shockwave burst forth from the light before fading, killing most of the initial labor force surrounding the Tarrasque by internal hemorrhaging.

It was decided immediately thereafter that the stomach of the Tarrasque was off limits.

As such, no extracts or alchemical creations currently derive from the stomach of the Tarrasque. The organ is enclosed in permanent, custom force spells, various wards and magical symbols. It remains under guard by the most zealous members of the Church of Macinfex, along with several stationed Meridian House Guards.

For more information on the mystery of the Tarrasque’s stomach and the rest of its anatomy, see the *Salt in Wounds Setting Guide*.

### UROLITHS

*“I watched as the devil sand penetrated their armor/ Into the skin, their shells burning / They went mad as they died /a suffering, wolfish and heart-rending.”*

- excerpt from the bard’s tale *Tragedy in the Tailstones*

The Tarrasque’s bladder naturally produces uroliths, referred to as “Tarrasque pearls.” Inside of the creature, uroliths can take up to 8 months to form since they are not part of the Tarrasque’s base biology, but instead the result of irritants and imbalance.

Given its relatively safe state and ease of extraction, alchemists quickly learned methods of creating artificial uroliths using Tarrasque fecal pellets covered in algal mats to create a breeding ground called a *nidus*. With the aid of local druids, alchemists transplanted ammonia producing fungi from The Heartsblood Marsh, adding fermenting acid and sugars to stimulate growth.

The main use for uroliths is as an alchemical flux and the creation of glass, reducing the need for imported sand. Crushed urolith can also be heated and thrown as alchemist fire (referred to as Devil Sand in this form). Metallurgist wizards are also currently researching if urolith flux can be used to borrow properties from rare materials and transfer them to commonly crafted objects, such as creating windows with the strength of adamantine.

#### New Material: Gomonite

Gomonite, sometimes referred to as “torment stone,” is a new material discovered by crushing common basalt, chalk, and crystal uroliths formed by the Tarrasque together. Once mixed, gomonite can be used to create expensive building bricks that are acid resistant and low end sound absorbing.

Armorers can use 2,000gp worth of urolith flux to add gomonite weave to any existing armor. Light armors might have some gomon 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.

Market Price Modifier:

Armor weave +2,000gp

Bludgeoning weapons +3,000gp

### VOCAL FOLDS

When legends speak of the Tarrasque, they emphasis 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.

Even while in daily torpor, the Tarrasque produces a throaty purr during regeneration, referred to by citizens of Salt-in-Wounds as “the rumble.” Initial labor forces began to suffer from ocular migraines, nausea, panic attacks, even hallucinations as the low-end frequency resonated with critical fluids in their bodies. Kilometers away, creatures capable of perceiving infrasound (such as those with blindsight) were affected as well. Elephants initially used to deliver the Meridian harpoons flew into a psychotic frenzy, crashing their heads into nearby objects or holding their heads underwater to try and diffuse the sound, drowning themselves as handlers struggled to pull them from the water. The utility birds used to coordinate the effort of mooring the Tarrasque began to hemorrhage internally, some even reported as spontaneous combusting into a shower of gore without signs of prior distress.

The vocal folds of the Tarrasque measure 70 feet long, thick as any tree found on Synoma. While the Meridian harpoon pins powerful throat muscles that cause involuntary spasms, God-butchers shave down the inner vocal folds while stretching the outer folds taut to raise the pitch of the Tarrasque out of dangerous frequencies. After the hewing, the trachea of the Tarrasque is corked by a massive gomonite plug. As regeneration occurs, the plug is slowly pushed out. To monitor regrowth and serve as an entry point, magical parabolic glass creates an optical cavity inside the maw, forming a small resonance haven marrow miners call “The Rawr” (Restricting Acoustics Within Room; a horrible pun that annoys the God-butchers).

#### Wonderous Item: Infrasonic Mine

Made of magically stimulated vocal folds housed inside an amplifying enclosure, an *infrasonic mine* is used as a non-lethal radius weapon originally intended to disperse wildlife that gathered near Tarrasque. It’s proven effective against humanoids as well, 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 an *infrasonic mine* is a free action, activating at the beginning of the wielder's next turn. When it activates, living creatures within a 20-foot-radius spread feel a low-end throb and become nauseated. 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 an i*nfrasonic mine*. This lasts for 5 rounds, at which point the mine is consumed.

CONSTRUCTION REQUIREMENTS

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

# THE CHURCH OF MONAD

When most of us speak of existence, we usually visualize what we can perceive with our 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 etheric field of Now and Here.

The church of Monad has never found the acceptance it preaches because of fantastical, often heretical views on the mortal and supernal realm. They are dismissed by other religions for their claims that *aether*, the church’s theorized protean matter of the universe, are responsible for all creation. Their teachings are scorned by the aristocracy, believing the message of a single unifying force are a challenge to their social status. Even with their anti-racist views, the church encounters a notable vocal opposition among the downtrodden and discriminated, likening the church’s worldview as false hope that can only be afforded by the privileged who are not actually affected by prejudice or classism.

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.

Despite the church’s dogma of all-inclusiveness, a schism currently splits the already small church between Hagiocrats (who believe that 'The One' is ultimately physical), and Geniocrats (who believe that 'The One' is physical force). While this might seem a meaningless distinction to those outside the church, resolving this disagreement was the priority for the church leadership until the opportunity of studying the Tarrasque arose. The increasingly incendiary rhetoric between the two camps produces worry that that these differing viewpoints could incite violence in the future.

More information about the Church of the Monad –as well as the other religions of Salt in Wounds, can be found in the Salt-in-Wounds Campaign Setting Guide.

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: Medium, cestus  [special; commentary insert] SUGGESTED SUBDOMAINS  Players with access to other Pathfinder supplements might want to look at the subdomains of Education (Knowledge or Community) from *Pathfinder Player Companion: Heroes of the Street*, Cooperation (Community) from *Pathfinder Campaign Setting: Inner Sea Gods*, Alchemy (Magic) and Self-Realization (Liberation) from *Pathfinder Player Companion: Divine Anthology* for further character inspiration. [/special]  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 magisters 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 only 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 event known as The Selection.

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 always 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 universal 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

[special; commentary insert] AETHER VS KI

There are no mechanical differences between Pathfinder’s *ki* and Synoma’s *aether*. Thematically, Synoma differentiates *ki* as the mystical classification of the monk’s supernatural energy source, while *aether* represents scientific classification. For simplicity’s sake, we still use *ki* when describing monk class features. If your campaign setting doesn’t utilize the Church of Monad or the concept of *aether*, you can easily substitute *ki* for any instances of *aether*. Other suggestion for further thematic integration would be the following: rename the ‘aetherist’ to ‘zhenren,’ rename the Strata Form class ability to Taiji Form, and rename the holy text *Anamnesis Vitae* to *The* *110 Articles of Transformation*.

[/special]

An aetherist is a mystic dedicated to the quest of personal transformation, subjecting themselves to alchemical experimentation and intense physical regimens. Through these manipulations, they hope to turn their body into a receptor for the universal element *aether* to improve existing (or develop entirely new) bodily processes.

The current holy text for aetherists, the *Anamnesis Vitae*, details the difficult and often paradoxical search for the presence of pure *aether* through introspection. To aetherists, the unknown doesn't carry with it fear and apprehension. Monad and their Subtle *aether* permeates an infinite magnitude beyond the current levels of human perception; a link between not only worlds but races. Aetherists hope that through rigorous training, they will eventually unlock the secrets residing within that gulf, perfecting the legendary Strata Form and truly becoming one with everything.

Aetherists exist in both branches of the church of Monad. Hagiocrat aetherists see Aether as a divine element that allows them to take on aspects of their god with alchemical catalysts. Geniocratic aetherists see *aether* as the *mysterium magnum*, a protean and primordial state of matter from which all elements can be created. Despite their theological differences, aetherists of both branches undergo identical ritual, elixir, and martial training.

MONK ARCHETYPE: AETHERIST

CLASS SKILLS

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

MYSTICAL EXTRACTS (Su)

At 1st level, an aetherist gains an ability nearly identical to the alchemist’s extract ability. The aetherist uses his Wisdom score in the same way an alchemist uses Intelligence.

Aetherist levels stack with alchemist when determining extracts per day and the competence bonus to Craft (alchemy). In addition, an aetherist adds his wisdom modifier to any Craft (alchemy) check. Finally, 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. This ability replaces flurry of blows.

KI CATALYST (Su)

At 4th level, the aetherist gains additional *ki* powers to extend and enhance potions they consume. By spending 1 point from their *ki* pool, an aetherist can do one of the following:

* Enhance a potion they drink within the same round to function at a caster level equal to their class level, or
* Extend a potion they drink within the same round that does not have an instantaneous duration to function at twice its normal duration.

Each of these powers is activated as a swift action. These *ki* powers do not apply to extracts or consumed wondrous items. This ability replaces slow fall and high jump.

SUBTLE MATERIALS

At 8th level, when the aetherist creates an extract, they can place two formulae into one extract. When the extract is consumed, both formulae take effect. This extract has a level two levels higher than the highest-level formulae placed in the extract (as per the Combine Extracts alchemist discovery). This replaces wholeness of body.

TRAVERSE THE GULF (Su)

Once per day at 12th level, an aetherist can create a limited state of superposition- the ability to occupy two different locations at once. As a ritual requiring 10 minutes of concentration and pure silver infused ink (1000gp, which the ritual consumes), an aetherist can spend 3 ki points to cast teleportation circle. His caster level for this effect is equal to his monk level. This ability replaces abundant step.

STRATA FORM (Su)

At 15th level, the aetherist can manifest an inferior duplicate of their self, like the spell *simulacrum* with the following changes:

* Summoning the simulacrum requires spending 4 ki points and 100gp in powdered cobalt per HD of the simulacrum, with a casting time of 24 hours.
* Strata Form can only create duplicates of the aetherist, retaining all memories and the personality of its creator.
* As a swift action, an aetherist can spend 2 points from their *ki* pool to heal their Strata Form simulacrum hit points equal to their class level. This ability replaces the normal method of healing a simulacrum.
* The simulacrum disintegrates into stardust if killed.

Strata Form can only be achieved by sentient creatures whose life force is powered by positive energy. You may only have one Strata Form simulacrum at a time. This ability replaces quivering palm.

[special; commentary insert] THREE PIECES OF SIMULACRUM ADVICE FOR GMs

*Simulacrum* is one of those open-ended spells that can be a nightmare for PCs and GMs alike, depending on what is allowed at your table. With Strata Form, we attempted to create a version for GMs who normally would not allow simulacrums in their game.

While the GMs decision is final, we figured we’d offer some *simulacrum* advice.

1. A simulacrum is a magical illusion of the shadow subtype, which means that it's partially real. The simulacrum's partially real creature type is set by the original creature (i.e. the aetherist), subjecting it to the same benefits and drawbacks of the creature type.
2. A simulacrum is in all ways identical to the thing it duplicates, but for having half the hit dice/levels and being loyal to its creator. You need to subtract 1 point from ability scores for every 4 HD/levels of reduction. It's best to reduce the highest scores first, since logically those would be more likely the ones that would be increased in the first place. You do NOT need to reduce ability scores for lowered racial HD. In addition, ordering a simulacrum to act outside it’s alignment will cause its alignment to change (which could mean becoming an ex-monk in the aetherist’s case if it is no longer lawful).
3. Since *simulacrum* has a duration of ‘instantaneous,’ it is not subject to *dispel magic*, but can be affected by spells and abilities as per its creature type. Only *true seeing* reveals a simulacrum’s nature (in our case, an animated statue made of stardust). *Detect* spells reveal nothing about a simulacrum.

[/special]

QUINTESSENCE OF KI (Ex)

Once per day at 17th level, an aetherist can divert the flow of vital *ki* into their dying body. Within a minute of dying, an aetherist can spend 4 *ki* points to cast *raise dead* on themselves. This ability replaces Tongue of the Sun and Moon.

PERFECT MEDIUM

At 19th level, when an alchemist extends potions using their KiCatalyst ability, the effects of that potion become permanent until he chooses to make another potion effect permanent (as per the Eternal Potions alchemist discovery). This ability replaces Empty Body.

### AETHERIST FORMULAE

The following spells from the *Pathfinder CRB* make up the variety of formulae Aetherists have access to. Additional formulae will be present in the *Salt in Wounds Setting Guide*. Players with access to other Pathfinder sourcebooks can ask their GM to add to this list.

**1st- Level Aetherist Formulae**- *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 Formulae**- *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, stoneskin*

**5th- Level Aetherist Formulae-** *beast shape III, contact other plane, dream, elemental body II, magic jar, nightmare, overland flight, planar adaptation, plant shape I, polymorph, sending, spell resistance*

**6th- Level Aetherist Formulae-** *analyze dweomer, beast shape IV, elemental body III, eyebite, form of the dragon I, giant form I, heal, mislead, plant shape II, shadow walk, statue, true seeing, wind walk*

# ALCHEMICAL GOODS

## Table: Existing Alchemical Creations

The following alchemical creations in *Pathfinder RPG* can be made using carocraft 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.

|  |  |
| --- | --- |
| CAROCRAFT 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, everburning 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) |

\*Mimics these existing alchemical power components

## Table: Carocrafted Items

|  |  |  |
| --- | --- | --- |
| Item | Cost | Weight |
| Adipose Powder | 200gp | - |
| Ambergris Oil | 50gp | 1/2lb |
| Bloodfire Tonic | 300gp | 1lb |
| Fat Bath | 750gp | 1lb |
| Gomon Wool | +5,000gp | x2 |
| Imp’s Finger | 120gp | - |
| Living Bandage | 15gp | - |
| Poor Scribe | 40gp | 2lb |
| Rivann | 150gp | 8.5lbs |
| Rumble Reeds | 900gp | - |
| Red Sow | 25gp | 3lbs |
| Scur Glue | 150gp | 1lb |
| Tanglestench Bag |  |  |
| Tarrasque Jerky | 5cp | 1/2lb |
| Urolith Flux | Varies; see text | - |

**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.

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

**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.

[insert] FEROCITY

*From the Pathfinder RPG Bestiary pg. XXX*

A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Fat Bath:** Currently a part of high fashion, this dense bar of tallow soap produces a musky, creamy lather that has some benefits to people suffering from dyscrasia or teratosis (see “Drugs, Diseases, and Disorders pg. XX). Users suffering from dyscrasia find temporary relief, gaining a +2 alchemical bonus to Constitution, while those afflicted by teratosis gain a +2 alchemical bonus to Strength. Those poor souls who are suffering from both gain both benefits, but also receive a -2 to their AC and saving throws versus mutations. These effects last for ten minutes. A bar of Fat Bath has 50 uses before being consumed.

**Gomon Wool:** Once brought to molten temperature, gomonite be spun by using a smith’s lathe into an incredibly dense and expensive wool that grants its wearer acid and sonic resistance 2. Clothing made from gomon wool weighs twice as much, and it has a hardness of 4 and 5 HP per inch of thickness.

**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.

**Living Bandage:** Created from scraps of living leather armor, a living 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.

**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.

**Rivann** An alchemical solution of heavily hydrated Tarrasque blood, *rivann* is used to feed items created with forge-horn (see “Horn”). Once the horns of the Tarrasque have been separated from the creature’s body, the inner slag core is no longer fed by the Tarrasque, rapidly losing all its potency and hardness. Heating high grade forge-horn then ‘feeding’ it *rivann* works as alchemical biomimicry for the Tarrasque’s humors, healing high grade forge-horn 5 HP as well as staving off deterioration for another week. *Rivann* has no effect on low grade forge-horn.

**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 imbibed, the user gains a natural armor bonus of +1 until he is struck in combat or until 1 round/imbiber's HD has passed.

**Scur Glue:** Made from the boiled ground Tarrasque horn and plucked kolo bird corpses, scur glue allows a low grade forge-horn 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.

**Tarrasque Jerky:** With a flavor described as “white, fishy poultry,”a single package of driedTarrasque meat can provide nourishment as if it were a normal meal for two Medium creatures. However, if only half of the package is consumed, the truly destitute (and desperate) can re-marinate the remaining jerky in a pint of blood (roughly 1HP of damage), triggering a regeneration effect.

This regrown jerky is edible, but consuming it forces the user to make a Fortitude save of 10 or contract dyscrasia or teratosis (pg. XX), with the DC increasing by +1 for every regeneration cycle. If the user is already suffering from the disease, he instead suffers that disease’s current stage effects again for the day (no save). Each regeneration makes the jerky tougher and slowly changes the flavor to match the blood donor’s flesh, albeit with a hint of fishiness and iron.

After 5 regeneration cycles, the jerky dissolves into a clotted ruin. Should someone that is currently suffering from dyscrasia or teratosis consume it, they must roll a Fortitude save equal to their disease’s DC or gain a mutation. On a natural 1, they immediately suffer their disease’s current stage effects and progress to the next stage of the disease (no saving throw).

**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.

**Urolith Flux:** Attempts to extract desirable trace elements from waste slag (see “Horns”) led to the creation of 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 equal to the cost difference between a normal item and the equivalent masterwork item (typically 300gp for a weapon, 150gp for armor, or 50gp 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. Finally, 2,000 gp worth of urolith flux is required to add gomonite weave to armor.

# DISEASES DISORDERS & DRUGS

## New Drugs

### Excise and Flow

*"It is clear that drugs open up the user's mind to the cosmos but not to Monad. Therefore, all inspiration that are results of alchemical enhancement are simply emanations from The One Thing, consequences of Monad's existence."*

- excerpt from *Continuity and Union between The Cosmos and Man*

Created by aetherist Michail Zentmehiee, author of the banned guide on drug creation *Optimal Aesthetic Encounters*, Flow is derived from cerebrospinal fluid of the Tarrasque, putting the user in a state of enjoyable hyperfocus. In *Encounters*, Zentmehiee explains his attempts to create not just the most pleasurable, but productive states of consciousness. The theory that the greatest happiness one can experience comes from within and could be controlled through alchemical experimentation led to the book’s illegal status in several kingdoms, especially where puritanical and feudalism based ruling bodies exist.

Among the Council of Sages, Flow is closely regulated, but member-developed dependencies on the drug led to the smuggling of samples out to the black market in hopes of distilling a passable maintenance substance. Without knowledge of the Sage's process, this has led to producers substituting the unknown ingredients for street made stimulants and unrefined Tarrasque spinal fluid. The imitation drug they produced is referred to as ‘Excise.’ Where Flow has very little side effects, Excise causes users to simultaneously over-concentrate on certain matters while ignoring nearly everything else; a condition people refer to as “being excised.”

EXCISE

Type drug (ingested); Addiction minor, Fortitude DC 20 Price 175gp

Effects: You may use your level in place of your skill ranks for any Knowledge check. If you are not trained in the knowledge skill you are using, you must make a Will save (DC 20) or you suffer 2 points of Charisma damage as the stimulus and information overload causes you to withdraw from reality.

FLOW

Type drug (ingested); Addiction severe, Fortitude DC 22 Price 950gp

Effects: 1 hour; the user can take 10 on any INT, WIS, and CHA skill check, even if it is not normally allowed. They are considered trained in those skills for the duration.

### Blast and Red

*“Humoral tissue from the Tarrasque’s bones shows the most promise in refuting the idea of spontaneous generation given the extremely invasive, sometimes fatal results. At this point, I do not know if my research can continue without detestable cruelty.”*  
- excerpt from the notes of Markuss Maravaldi, believed lost in a fire

For reasons kept secret by the God-butchers and Meridian Houses alike, humoral tissue from the bones of the Tarrasque has become the only material barred from extraction. Before the recent ban, marrow miners would often chew small amounts of their namesake with tobacco as a cheap (and easy to access) additive. They claimed it strengthened their immune system, sometimes spitting tissue juice into their hands to rub into their wounds.

The humoral tissue that had already been refined by the Process Guild was seized, but not before enterprising members that were tipped off sold plenty to the black market. In recent days, two drugs believed to have been derived from humoral tissue have hit the streets of Salt in Wounds: Blast and Red. Blast is a malleable paste not meant for consumption. Instead, the delivery system is rubbing the dough-like drug over an open wound as a sealant. Red resembles liquorice confections, notable by a deep red hue and the tongue-numbing, stinging flavor. Both can send a body’s ability to heal itself from wounds into overdrive, twisting natural responses like coagulation and restoration. The effects from using Blast and Red are often immediate and lifesaving, making them the battle stimulant of choice for the underworld.

BLAST

Type drug (special injury); Addiction moderate, Fortitude DC 14 Price 50gp

Effects: 10 minutes; if the user would be knocked unconscious during this time, he gains 5 temporary hit points.

Damage: 1d2 Wisdom and the creature must make a Fortitude save or contract teratosis (pg. XX)

RED

Type drug (ingested); Addiction severe, Fortitude DC 16 Price 200gp

Effects: 2 hours; Each time the user takes at least 5 points of piercing or slashing damage, the user gains a +1 armor bonus to AC as the blood forms a carapace on the user's skin. This enhancement bonus stacks with itself, to a maximum enhancement bonus of +5, but not with existing magical or non-magical armor bonus.

Damage: 1d2 Dexterity and the creature must make a Fortitude save or contract teratosis.

## New Conditions

With experiments, unregulated black market materials, and mutation so prevalent in Salt in Wounds, the sins of shortcuts often remain. For some, the transgression against nature was so great that two lethal and magically resistant diseases have come to Salt in Wounds: dyscrasia and teratosis.

Dyscrasia empowers other diseases to become incurable, while teratosis causes spontaneous generation of random tissues. Both are described in further detail below, but both diseases possess the “Lethal” and “Magic-Resistant” traits.

**Lethal**: With each failed saving throw, the DC of any future saves by the affected creature to resist the disease’s effects increase by 1. These increases stack to a maximum of 5.

**Magic-Resistant:** The disease can affect creatures that have Constitution scores and are normally immune to disease, whether that immunity comes from a racial trait, class feature, spell, magic item, or another source. However, such creatures receive a +4 bonus on saving throws when attempting to resist the disease’s effects. *Remove disease* can’t cure the disease, and even more powerful spells such as *heal* require a successful caster level check with a – 10 penalty (DC = the disease’s save DC) to remove the disease. The disease responds violently to any attempts to heal it using magic. Whenever the diseased creature is subject to a spell or ability that cures diseases, it must succeed at a Fortitude save or suffer the disease’s effect. This does not reset the disease’s frequency, and succeeding at this check does not count toward the number of consecutive saves required to be cured of the disease.

[special; commentary] THE HORROR! THE HORROR!

The two diseases we present in Salt in Wounds are brutal to put it mildly. In an economy like SiW where difficult physical labor is the basis for nearly all income except the elite, any of these diseases can be a death sentence. To stress this, we utilized the new disease rules and format found in *Pathfinder Roleplaying Game Horror Adventures*. You do not need that book to use these diseases, but it might give a GM the inspiration for other chimeric diseases to introduce. Horrifying diseases like gore worms and bloody end fit perfectly in Salt in Wounds.

Unlike typical diseases in *Pathfinder Roleplaying Game*, dyscrasia and teratosis have no onset period and several stages of infection: carrier, early, moderate, severe, and terminal. Failing a save causes the afflicted to move to the next stage of the disease, while a save or successful spell just moves them back one stage. Effects of the disease are cumulative, meaning the afflicted suffer all the effects for its current stage, as well as previous stages. Only by fulfilling the cure condition or having a successful removal spell cast on them at the initial stage of carrier can a victim eventually be free of these horrific diseases.

[/special]

### Dyscrasia “Drips”

*“This new disorder shows similarities with the noble idiosyncrasy called The Bleeds. Unlike the royal disease, the wounds of the afflicted discharge several humors in a sulfuric-smelling concoction. It is my belief that discovering what causes this simultaneous disproportion would establish a constant for future humor borne research.”*

- Araten Dai, secret worshipper of Renesec, applying for a grant from The Church of Monad

Dyscrasia is classified as a humor unbalancing disease by healers. The afflicted become more susceptible to other illnesses in addition to wounds and inflamed eyes that weep discharge, leading to the disease and the victims being referred to as ‘drips.’ The disease spreads through these drippings, becoming airborne in terminal stages.

A project to move those that show signs of dyscrasia to housing within the CapCaps has finally been funded in Salt in Wounds, offering poultices and experimental treatment underground and away from the city at large. While it is not yet certain that any treatment has yielded results, removing the infected from the streets has received overwhelmingly positive responses from nearly all citizens and factions.

**Type** disease, ingested, inhaled, or injury (see text); **Save** Fortitude DC 20, see text; **Frequency** 1/day; **Effect** –2 penalty to AC, Initiative, and Fortitude saves for 1 hour; **Cure** 2 consecutive saves

**STAGES**

**Carrier**

The affected creature develops clusters of purple spots on their legs and the back of their hands, shortness of breath, and begins to develop a pallor.

**Early**

The affected creature develops migraines that disrupt vision, and the creature’s ability to clot worsens. The affected creature takes a –2 penalty to its Armor Class and Perception checks. The creature also takes 1 points of bleed damage any time it is subjected to a critical hit, sneak attack, or piercing and slashing attacks that deal at least 5 points of damage. This bleed damage stacks with other bleed damage, including itself. In addition, all other diseases and poisons that afflict the creature require one additional save to cure.

**Moderate**

A cloudy, putrid discharge leaks from the creature’s eyes and any wounds they sustain. The penalty to Armor Class and Perception checks becomes –4. The amount of bleed damage the affected creature takes from effects listed in the ‘early’ stage increases to 3. While the creature is suffering from bleed damage, they may make a melee touch attack to smear infection in another creature’s wounds. If that creature is currently suffering any damage from bleeding, piercing or slashing weapons, it forces them to save against dyscrasia. In addition, all other diseases and poisons that afflict the creature gain the ‘lethal’ template. If they already possess this template, the increases can stack an additional 5 times, to a maximum of 10.

**Severe**

The affected creature is constantly sickened and gains light sensitivity.

Any time the creature is subjected to a critical hit, they must make a Fortitude save at the disease’s DC or become staggered for 1d4 rounds as seizures wrack their body.

In addition, all other diseases and poisons that afflict the creature gain the ‘magic-resistant’ template. If they already possess this template, creatures that normally receive a +4 bonus on saving throws when attempting to resist the disease’s effects because of immunity lose this bonus.

**Terminal**

The affected creature cannot leave this stage with any number of successful saving throws, requiring a successful healing spell to regress dyscrasia’s effects. During this stage, all other diseases and poisons are incurable, instead becoming dormant for 2d4 days whenever it would normally become cured. Only *wish* or *miracle* can cure an incurable disease.

If the creature fails a saving throw against dyscrasia’s progress at this stage, the creature falls into a coma (as per the unconscious condition) with all orifices crusted with the signature drip for one hour. During this hour, the crusted drip is particularly virulent, requiring a Fortitude save at a -10 to avoid infection if exposed by ingestion, inhaling, or contact. After the hour, the drip crust disintegrates, losing all infectiousness at which point the creature dies.

On a successful saving throw, the affected creature still takes 10d10 points of damage and 2 points of Constitution drain. If the affected creature dies at this stage, its body becomes an incubator for a random humoral ooze (see *Salt in Wounds Bestiary*). In one hour, the ooze erupts from the creature if the body is not burned or similarly destroyed.

### Teratosis

*“The threat of teratosis is nonexistent to the population as a whole. It is not worth our, or any house’s, coin or worry. The poor, the addicts, and the deviants have unleashed a plague of their own creation upon themselves. Allow it to take course and reap the benefits of a society culled.”* - 4th House Courtier’s Speech to House Counsel

Rumored to be linked to the use of low quality Tarrasque-based drugs, teratosis causes people to grow malignant derivatives of existing tissues within and outside their body. Some examples include teeth growing out of a person’s face, fingers developing within their lungs, hair sprouting from their tongue, and. Over time, the mutations from teratosis becomes lethal once the growths interfere with the body's required functions.

The truth about how to contract teratosis is largely unknown to the population of Salt in Wounds, yet it doesn’t worry them. Unlike dyscrasia, most view teratosis as an invisible or benign disease. Some have even experienced beneficial mutations, thus causing some to seek out the disease in hopes of an edge in the workforce or curing another ailment. Members of the cult of Renesec offer aid and services to anyone with teratosis, including potential membership.

For more information on mutations and their mechanics in Salt in Wounds, check out the *Tarrasque Touched Mutation Supplement* or read “Tarrasque-Fed Mutations” in the *Salt in Wounds Campaign Setting*.

**Type** disease, ingesting humoral tissue; **Save** As per items or Fortitude DC 20, see text; **Frequency** 1/day; **Effect** –2 penalty to Fortitude and Reflex saves for 1 day; **Cure** 2 consecutive saves

**STAGES**

**Carrier**

The affected creature immediately rolls for a random mutation.

**Early**

The affected creature immediately rolls for a random mutation, treating all numbers except 1 as a woe result. The growth of new tissues depletes the affected creature of vital nutrients, making healing less effective on them. All healing effects, including rest, heal 5 less to a minimum of 0. Additionally, the creature takes a –2 penalty on Diplomacy checks for every woe mutation and gains a +2 alchemical bonus to Intimidate for all weal mutations.

Special: When dealing with cultists of Renesec, all woe mutations instead grant a +2 to Diplomacy.

**Moderate**

The affected creature immediately rolls for a random mutation, treating all numbers except 1 as a woe result. The affected creature can feel the continued growth of tumors throughout its body, becoming constantly sickened. In addition, medusa-like coils of veins are grown and begin feeding these tumors. Whenever the affected creature receives any sort of healing, it is reduced by 50%.

**Severe**

The affected creature immediately rolls for a woe mutation. The affected creature is constantly fatigued as malignant, internal growths interfere with various vital organs. Finally, if the affected creature receives any sort of healing, it is always the minimum possible.

**Terminal**

The affected creature cannot leave this stage with any number of successful saving throws, requiring a successful healing spell to regress teratosis’s effects. During this stage, receiving any spell of the healing subschool fuels the creation of more tumors, causing 1 Con drain as veins are rerouted to these growths.

Upon reaching this stage, the affected creature is permanently nauseated and has its Constitution score reduced by 1 every hour. During this time, rudimentary organs begin multiplying endlessly, causing throbbing bulges underneath the skin. Once its Constitution score reaches 0, the affected creature’s splits open, spilling connected tissues and organs in a gory shower. All creatures within a 20ft radius must make a Reflex save against teratosis’s DC or risk contracting the disease. A *flesh to stone* spell can halt the process, but the creature must immediately succeed at a Fortitude save against the disease’s DC to survive. As soon as the creature is no longer petrified, the loss of Constitution continues until the creature is either cured of the disease or dies.

## 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

Called “morbid poisons,” these Tarrasque derived poisons were created mostly in part by the research funded by Mirayda of the Five Cask Clan and her Marrow Miners. The official reasoning behind researching corrupted humors is to aid in extraction by using the Tarrasque’s own body against it. In secret, Mirayda and her associates within The Enders are using the research to try and learn how to end the Tarrasque’s spontaneous generation.

The recipes for each of these poisons are a closely guarded secret, available only to members of The Enders. GMs are encouraged to limit access to these poisons, with any doses found on the black market at a minimum of 100% markup. However, those that earn the trust of Mirayda or one of her lieutenants might be able to purchase these prices at closer to the base cost or even learn how to craft their own morbid poisons; see the *Salt in Wounds Setting Guide* for more details on The Enders faction.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Poison | Type | Fort DC | Onset | Frequency | Effect | Cure | Price |
| Ashbile | Inhaled | 14 | - | 1/rd. for 6 rds | 1 Con drain, 2d6 acid, see text | 1 save | 800gp |
| Choler Tar | Contact | 16 | 1 hour | 1/min. for 8 min. | 1d4 Dex, 8d6 nonlethal, see text | 1 save | 1600gp |
| Gutrust | Ingested | 18 | 8 hours | 1/rd. for 6 rds | 1d2 Con and Wis, confusion, see text | 2 saves | 1400gp |
| Stasis Oil | Injury | 20 | - | 1/rd. for 6 rds | 1 Str, 1 Dex, and 1 Con, mutation, see text | 1 save | 2000gp |

### Ash Bile

DESCRIPTION

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

### Choler Tar

DESCRIPTION

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

DESCRIPTION

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

DESCRIPTION

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. Treat these tumors as arterial sludge that eventually kills the victim with a stroke in 2d6 hours.

**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

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