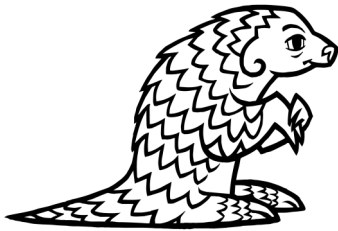


**CORRUPTION OF THE TARRASQUE
MUTATION SUPPLEMENT**
BY J.M. PERKINS

**SALT IN
WOUNDS**
CAMPAIGN SETTING

Corruption of the Tarrasque
Mutations Supplement
For the Salt in Wounds Campaign Setting
Utilizing 5th Edition Rules of the World's Oldest RPG
Written and Designed by J.M. Perkins
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To Win the Battle, To Lose the War

From a Speech Delivered by General Clausiax to his Imperial Officers

While we know not when the Tarrasque might return I give this speech to you now, to prepare yourself for the day that will surely come. First and foremost know this: the beast cannot be slain. In the course of my years of campaigning against it I have seen it die—always at great cost—half a dozen times, yet it inevitably it rose again to tear and rend and eat my soldiers. All who promise they can deliver the miracle of a final end to the monster are either con-artists or adventuring fools; and as a man, a soldier, and eventually a general I learned to avoid both sorts of empty-headed vapidities.

And yet, merely because an enemy cannot be defeated does not mean an enterprising soldier is without options. When facing a superior opponent in the course of normal circumstances you have several potential paths:

- 1. Surrender, though this is not possible with the monster.*
- 2. Fighting retreat to reinforce—also impossible as in this case the kingdom doesn't have legions enough to kill that which will not stay slain (even if we managed to ally with our neighbors).*
- 3. Wait out the siege. Perhaps we could hold out behind high walls but the monster seems to take special delight in knocking them down.*

And so we are left with simply “not being worth it,” of fighting not to end a threat but merely redirect it. Insofar as I “won” against the beast it was because I was able to change its course. For you to be victorious should it return you as well must be able to guide it as one would guide a surging river, or perhaps more accurately as one would guide a donkey—with carrot and stick.

*The beast is driven by ravenous hunger—all know this is so—but more importantly it likes to fight, to smash forces arrayed against it. As such, it often chooses the path of **most** resistance. However, it does not like to chase. It was with these tools in mind that I selected the path the Tarrasque would take.*

With harassing strikes from archers on horseback and well-placed encampments firing siege weaponry I led the Tarrasque from battle to battle until finally I brought it to Xansay's border, where our former enemies had amassed their army in anticipation of the invasion I'd led them to believe was imminent (convincing them that we intended to flee through their lands in an all-out conquest attempt as our stratagem to avoid the Tarrasque). After it cut through Xansay our spies report that it has had forty years of traveling steadily west and so I—Clausiax son of Clausacine, General of the Fourth Imperial Army—won the battle against the Tarrasque, even as I leave to you, my successors, the task of completing the war.

Because the war is not over—everywhere the beast bled the land has been corrupted. All know that huge, heavily armored animals with faces twisted to resemble the Tarrasque plague our villages and prey upon travelers. Many of our citizens are fouled with horrible mutations, most originating where waters are tainted red with the taste of blood that seems to be steadily growing. And there are sorcerous stirrings, individuals who seem to surge with magic that threatens the safety and order of the empire.

Yes, I 'bested' the Tarrasque.

But we have yet to purge the corruption it has left in our land.

MUTATIONS

Tarrasque-fed mutations can occur seemingly at random across the globe (it has bled on every continent and isolated pockets of its essence are still occasionally discovered, left over from some long forgotten battle). However, such twistings of the flesh are commonly gained through drinking the “red water” tainted by the Tarrasque’s essence around the sprawling city of Salt in Wounds, making them particularly common amongst the most impoverished citizens of the bizarre metropolis and native wild creatures lacking access to imported water.

In addition, for the residents of Salt in Wounds “common sense” holds that mutations are also often gained via consumption of undercooked Tarrasque flesh (prudence demands that all flesh consumed in Salt in Wounds must be well-done to a charred black, even if taste would prefer other, rarer cuts) or by utilizing Tarrasque derived alchemy or healing, especially when delivered by unskilled practitioners. But there is no universal factor towards gaining a mutation—even the scrupulously careful can sometimes find that merely living in the

city will lead to startling transformations.

As expected due to their work habits, approximately 90% of the Marrow Miners are afflicted with one or more mutation. Oddly the God-Butchers of Salt in Wounds seldom suffer mutations, the occurrences so rare that Journeyman Briddu Yittano's mutated arm is seen as an exceptional aspect to be ogled.

For a hefty fee the greatest alchemists in Salt in Wounds can remove mutations from the afflicted. Even rarer are those masters able to coax a specific mutation from the flesh of a willing subject—without the risk of randomization, Tarrasque-fed mutations could turn a humble street urchin into a powerful warrior.

GM Note

As currently designed the acquisition of specific mutations is not a “service” normally available for sale and should be offered as a special reward for the completion of a quest or similar great deed.

ALCHEMY, MUTATIONS & MAGIC

Standard alchemist charges for mutation related services:

- 500 gp (wealth equivalent to owning a small apartment) to induce a truly random mutation.
- 2,000 gp (wealth equivalent to owning an uncommon magic item) to induce a mutation that is as likely to be Tarrasque Blighted or Tarrasque Favored.
- 5,000 gp (wealth equivalent to owning a rare magic item) to remove a mutation. (Mutations can also be removed through certain powerful magics like *greater restoration*.)

Powerful alchemists and especially dangerous creatures are known to possess several beneficial mutations at once, or mutations with double the benefit usually associated with its type. This is generally beyond the access of PCs however, who can usually only have a single Favored type mutation at any time.

Favored & Blighted Mutations

Tarrasque mutations are divided amongst Tarrasque Favored (somewhat beneficial) and Tarrasque Blighted (generally detrimental) with Blighted mutations being far more common. However, even beneficial Favored mutations can still negatively affect a creature as individuals possessing Tarrasque-Fed mutations are generally viewed as some combination of:

1. Low class
2. Irrational
3. Uncareful
4. A woeful reminder of the terrible fate that awaits so many residents of Salt in Wounds.

Mutated creatures (possessing either a Favored or Blighted mutation) suffer Disadvantage on Charisma (Bluff) and Charisma (Persuasion) checks.

If a creature acquires a random mutation, roll 1d6 to determine the type of mutation (on a 1 or 2 the creature gains a Favored mutation but results between 3–6 grant the creature a Blighted mutation) then roll 1d10 to determine the specific mutation gained.



TABLE : FAVORED MUTATIONS

D10	Name	Description	Effect
1	Beast's Strength	Muscles bulge all over your body, breaking through skin at places.	<i>Your strength increases by 3, to a maximum of 23 .</i>
2	Frightful Presence	Something about the predatory curve of your smile or your smell terrifies others.	<i>You gain advantage on Charisma (Intimidation) checks.</i>
3	Enhanced Senses	Your eyes and nose change shape, gaining an inhuman quality and granting you advanced senses.	<i>You gain blindsight 10 feet.</i>
4	Armored Hide	Thick armor scales grow over your body.	<i>You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapon attacks.</i>
5	Spell Reflection	Your skin dries out, becomes reflective, and interferes with spells cast upon you.	<i>You gain advantage on saving throws against spells and other magical effects.</i>
6	Regeneration	Your wounds and cuts close faster.	<i>As a bonus action or reaction, you can activate your mutation to regain 5 hit points at the start of your turn for 10 consecutive rounds. You must have at least 1 hit point to activate this feature and after using it you require a long rest before it can be used again.</i>
7	Claws	Your fingers and nails elongate, thickening into useable claws of preternatural sharpness.	<i>Your unarmed strike damage increases to 1d6 piercing or slashing damage and they count as magical weapons for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.</i>
8	Spines	Thick spines grow out of pores in your body, and—with a little practice—you are capable of firing them as offensive weapons.	<i>When you take the attack action, instead of one of your attacks you may fire a spine as a ranged weapon attack at a creature within 60 feet. Your spines deal 1d6 magical piercing damage on a successful hit. Once you have fired six spines, you cannot use this feature again until you have finished a long rest.</i>
9	Tail	A tail that you can control grows from the base of your spine, greatly assisting your balance.	<i>Your tail is an excellent counterbalance that grants you advantage on Dexterity (Acrobatics) checks and on checks or saving throws made to avoid gaining the prone condition.</i>
10	Rush	Your legs and knees grow thicker allowing you to run incredible sprints.	<i>You can Dash as a bonus action. Once you have used this feature 6 times, you cannot do so again use this feature again until you have finished a long rest.</i>

TABLE : BLIGHTED MUTATIONS

D10	Name	Description	Effect
1	Spell Failure	Whatever magical abilities you possess become difficult to utilize as your mind swims with odd thoughts whenever you attempt to use your supernatural powers.	<i>When you begin casting a spell, roll 1d10. On a 1 the spell fizzles, expending the appropriate spell slot (despite having no effect).</i>
2	Tumor	Somewhere on your body there is a mass of flesh that keeps growing.	<i>An untreated tumor kills a creature in 2d6 weeks (average 7 weeks). "Treatment" requires a Wisdom (Medicine) check against (DC 12 + 1 per every treatment of the tumor). After every treatment, "reset" the tumor and roll 2d6 (average 7 weeks) to determine how long the tumor can go untreated before killing the creature..</i>
3	Extra Eye	You grow an additional eye—perhaps it is on your face, perhaps not—but wherever it grows it confuses your vision.	<i>You suffer disadvantage on Wisdom (Perception) checks that rely on sight.</i>
4	Stupidity	You have increasing difficulty putting together coherent thoughts.	<i>You suffer a -3 Penalty to Intelligence (to a minimum score of 4).</i>
5	Frenzied	You are liable to fly into a frenzy over any pettiness: a spilled glass, a wound, or even an insult.	<i>When dropped below 50% of your maximum number of hit points, you gain the frenzied condition (see below). You cannot leave this state until regaining enough hit points to have more than 50% of your maximum or there are no hostile creatures present. A creature utilizing the rage barbarian class feature when dropped below 50% of its hit points can choose to double the duration of its rage.</i>
6	Impulsive	You have lost much of your impulse control and thus have developed a tendency to grab at whatever interests you.	<i>You suffer disadvantage on Wisdom saving throws.</i>
7	Beast's Maw	Your throat is growing thick and bestial, making you unable to shape intelligible words.	<i>Your character is now mute, able to only communicate verbally through grunts and growls. If you cast spells you are still able to approximate verbal spell components but suffer disadvantage on all spell attack rolls, and the targets of your spells gain advantage on saving throws against spells you cast that have a verbal component.</i>
8	Extreme Hunger	You are always hungry and must eat incessantly or grow ill.	<i>If you have not eaten a meal equal to a day's rations within the last 2 hours, you suffer disadvantage on all ability checks, if you have not eaten within 4 hours, you suffer disadvantage on all ability checks and attack rolls.</i>
9	Misshapen Hands	Your fat, knobby fingers are full of rapidly-fused joints that make it difficult for you to use your hands.	<i>You suffer disadvantage on all attack rolls that involve weapons or tools used by hand.</i>
10	Misshapen Body	Your spine or limbs twist in ways they weren't supposed to.	<i>Your movement speed is reduced by 10 feet.</i>



GM Note

Many of the Blighted mutations are meant to be extremely punishing, with some severely limiting character options if not serving as an existential risk. If at all possible, grant PCs an opportunity to get a mutation removed by performing a worthy deed or quest (if not through the expenditure of gold).

New Condition: Frenzied

When driven to a maddening fervor, creatures can become frenzied—a condition that resembles a barbarian's rage but only imposes severe penalties without granting any advantages.

- When a creature gains this condition roll 1d6: on a 1 the GM chooses a target for the frenzied creature to attack, on a 2–5 the frenzied creature attacks one randomly selected hostile creature, or on a 6 the frenzied creature attacks an ally. When the target of the frenzied creature's attacks is knocked unconscious or killed, reroll and select a new target.

A frenzied creature suffers disadvantage on non-Strength ability checks and attack rolls every round where it does not attack the target of its frenzy or take damage.

- A frenzied creature cannot cast spells.

The frenzied condition ends

when the duration of the effect that caused it ends or there are no more hostile creatures that the frenzied creature is able to detect.

Optional Mutation Methods

In addition the previously mentioned alchemical services that can voluntarily induce mutations, PCs may gain mutations by any of the following (GM optional) methods.

GM Fiat The simplest method for a PC to gain a mutation is for a GM to simply rule they have acquired one. This method is not recommended for any GMs except those especially skilled, particularly knowledgeable about their players, and ultimately confident in their ability to use narrative fiat to effectively advance the story in a way that feels 'right' to all parties.

Percentile (Simple) Every time a PC is 'exposed' to a mutagenic source (see below), roll a D20. On a 1, they gain a random mutation.

Percentile (Cumulative) Every time a PC is 'exposed' roll a D100. On a 1, they gain a random mutation. On any other result, increase the mutation result by one for the next exposure (first exposure: 1 results in a random mutation, second exposure: 1 or 2, on third exposure: 1-3 so forth and so on).



Exposure Sources include (but are not Limited to):

- Consuming undercooked Tarrasque flesh.
- Using Tarrasque derived drugs.
- Using Tarrasque derived alchemical supplies on themselves.
- Taking physical, non-weapon damage from a mutated or Tarrasque-transformed creature (once per fight).
- Doing melee damage to a mutated or Tarrasque transformed creature (once per fight).
- Drinking tainted Red Water.
- Swimming or otherwise coming into physical contact to tainted Red Water.
- Being a target of divine spells cast by a devotee of Renesec: Lord of Mutation.

A PC may only have a single 'favored' in addition to two 'blighted' mutations at any time.

Generally, if a PC has been cured of their mutation(s) they are not subject to additional mutations except those gained voluntarily by utilizing the services of an alchemist.



TARRASQUE-TRANSFORMED

MONSTER TEMPLATE

A beast, humanoid, giant, or monstrosity can be transformed by the corruption of the Tarrasque's essence. These creatures are often covered in armored scales, recover from wounds with ease, and are known to spark fear into the hearts of all who oppose them. Tarrasque-transformed are driven by ravenous hunger and often exhibit tactics more single-mindedly focused than others of their species (although due to their strength and prowess they are often found leading groups of criminals or monsters).

Challenge The Tarrasque-transformed increases its Challenge Rating by 2. Recalculate the Tarrasque-transformed's proficiency bonus if necessary.

Senses The Tarrasque-transformed gains blindsight 60 feet.

Damage Resistances The Tarrasque-transformed gains resistance to fire and poison damage, as well as resistance to bludgeoning, piercing, and slashing damage from

nonadamantine weapon attacks.

Transformed Strength The Tarrasque-transformed's Strength increases by 4.

Regeneration The Tarrasque-transformed regains 10 hit points at the start of its turn if it has at least 1 hit point.

New Action: Frightful Presence Each creature of the Tarrasque-transformed's choice within 60 feet of it and aware of it must succeed on a Wisdom saving throw (DC 10 + the

Tarrasque-transformed's proficiency bonus) or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its

turns, with disadvantage if the Tarrasque-transformed creature is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the frightful presence of any Tarrasque-transformed creature for the next 24 hours.



SORCEROUS ORIGIN

BLOOD OF THE PRIMORDIALS

Primordial Bloodline

Your innate magic comes from exposure to the true essence of the primordial, antecedents of the gods of which the accursed Tarrasque is the last living example. Unlike those mutated by the Tarrasque's corruption you draw strength by harnessing the runaway surge of primordial life, artistry, and creativity that transformed the world and gave birth to all later forms of life and sentience. Most sorcerers (or their ancestors) with this origin were exposed to the essence of the primordials via traces of the Tarrasque or one of the other mammoth primordial corpses that litter the world. The potential of this bloodline can lay dormant in the family line for generations, often times as it seeks a (non-cursed) expression. Primordial bloodline sorcerers frequently push the reshaping of themselves, the world, and magic to amoral heights.

Boundless Creativity

The primordials were artists on a planetary scale—some believe that every scrap of life and spirit came from their boundless, amoral drive to create. In you their touch translates to a

ceaseless intellect always searching for learning, and artistic expression. At 1st level, you gain proficiency with one additional skill and one additional tool. In addition, you know one additional cantrip from any spell list.

Boundless Vitality

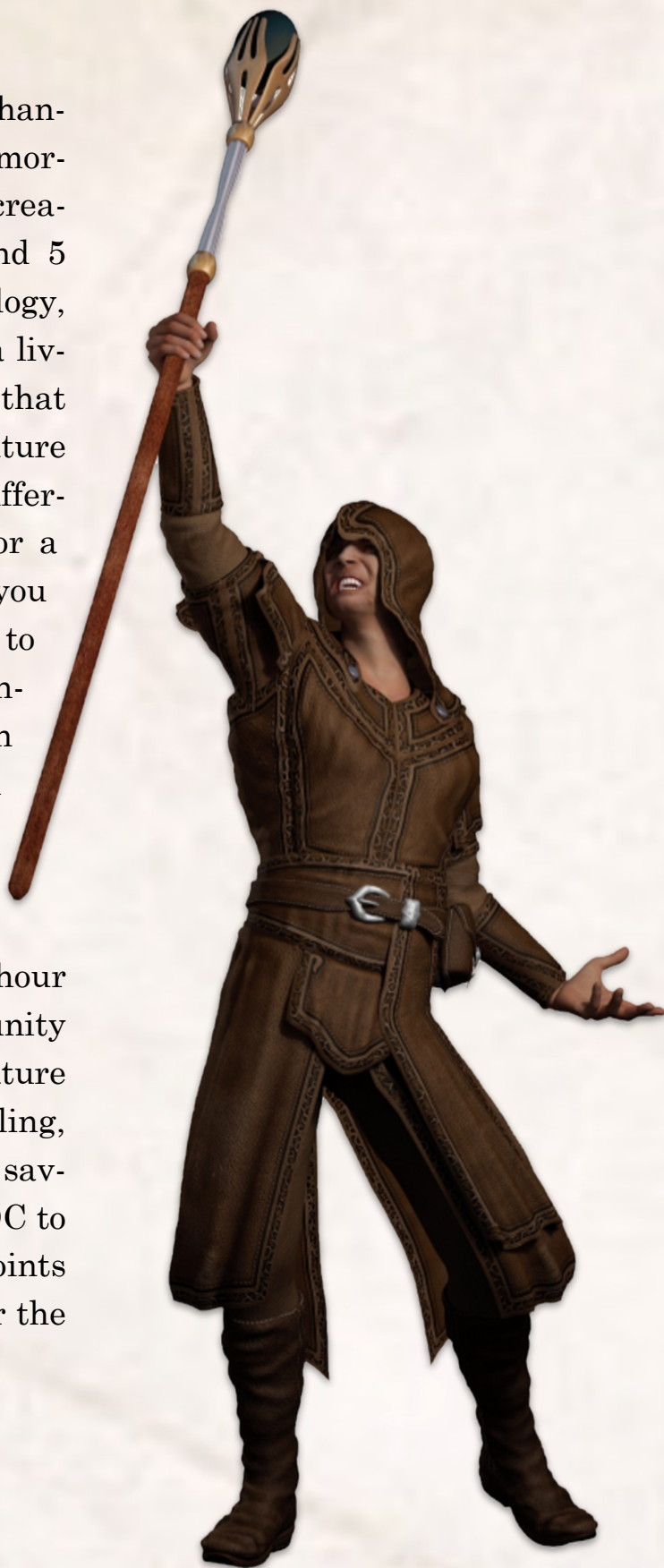
Sorcerous magic flows through you with a surge of vitality. Beginning at 6th level, as a bonus action or reaction you can spend sorcery points to restore health to any living creature you can see. Each sorcery point spent this way causes one target creature to regain 5 hit points.

Boundless Speech

Starting at 14th level, your primordial powers have rearranged your relationship with the written and spoken word, granting you mastery of the deep structures present in all languages with a linguistic comprehension undreamed of by others. You understand the literal meaning of any language you can read or hear. In addition, you can speak every language you have ever heard spoken for 10 minutes or more with a familiarity as though it were your native tongue.

Boundless Transformation

Beginning at 18th level, you can channel the limitless ability of your primordial bloodline to transform living creatures. As an action, you can spend 5 sorcery points to alter the physiology, magic, and material properties of a living creature (and its equipment) that you can see within 60 feet. This feature transforms any resistance for a different resistance or any immunity for a different immunity. For example, you can change a creature's resistance to nonmagical bludgeoning damage into resistance to nonmagical poison damage (keeping a nonmagical modifier if present), or transform a creature's immunity to the charmed condition into immunity to fire damage. The effect lasts 1 hour or until the resistance or immunity would normally end. If the creature you target with this effect is unwilling, it must succeed on a Constitution saving throw against your spell save DC to resist this effect and your spell points are expended regardless of whether the transformation was successful.





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
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ABOUT THE AUTHOR



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.'

Other Titles by J.M. Perkins:

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

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