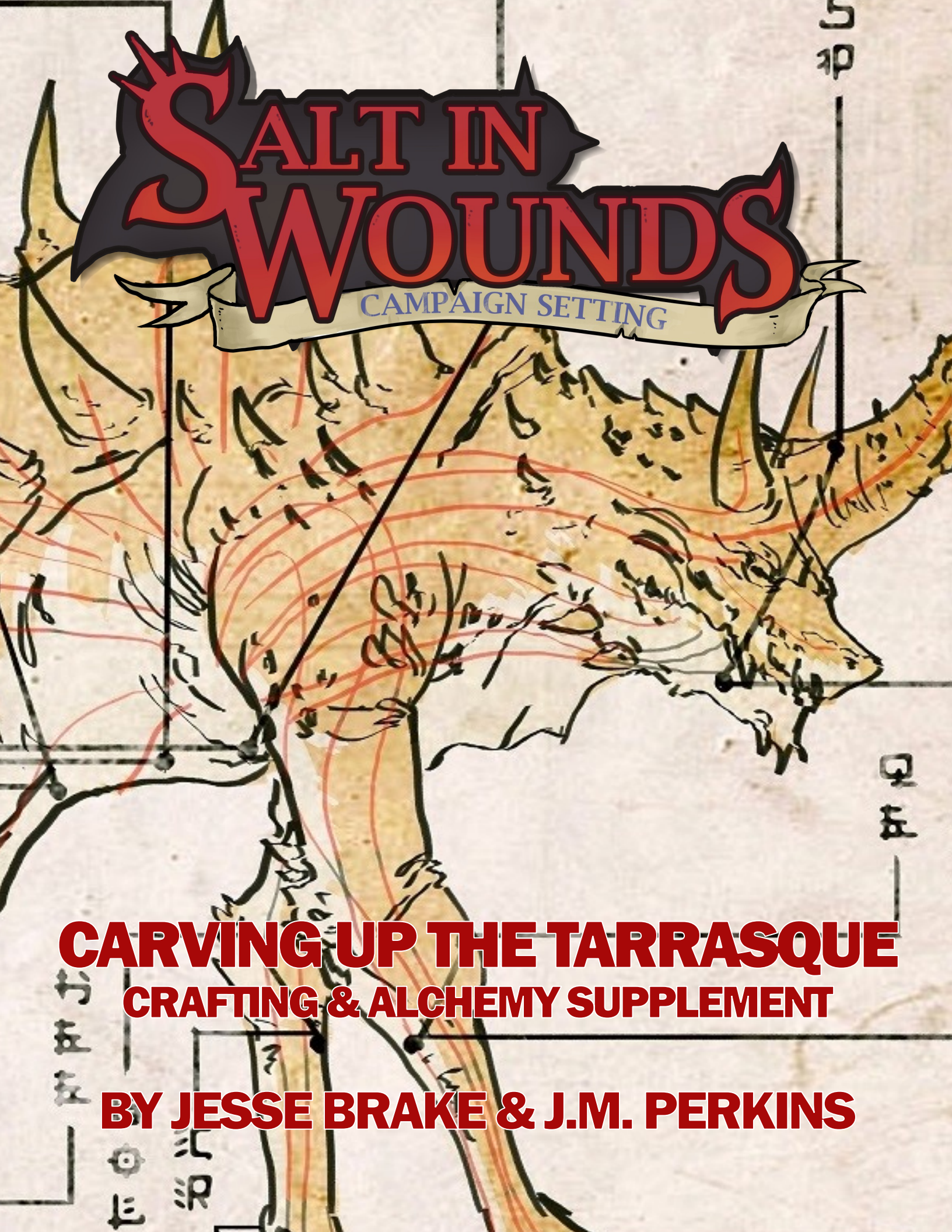




SALT IN WOUNDS

CAMPAIGN SETTING

CARVING UP THE TARRASQUE
CRAFTING & ALCHEMY SUPPLEMENT

BY JESSE BRAKE & J.M. PERKINS

Carving up the Tarrasque
Crafting & Alchemy Supplement
For the Salt in Wounds Campaign Setting
Utilizing the 5th Edition Rules of the World's Oldest RPG
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Digging.

Narku knew digging.

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

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

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

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

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

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

Sometimes he even succeeded.

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

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

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

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

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

But that was fine, because Narku knew digging.



How to Use this Book

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

MIND THE MEAT: CRAFTING WITH BLOOD & BODY

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

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

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

ADIPOSE TISSUE

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

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

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

Wonderous Item: Psychopomp's Pillar

Wonderous Item, Uncommon

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.

DESCRIPTION

When you use an action to light the *Psychopomp's Pillar*, the candle provides bright light in a 10-foot radius and dim light for an additional 10 feet. The candle's magical fire burns for 10 minutes. Immersing the candle in water reduces the remaining burn time by half. The candle may be extinguished only by holy water, unholy water, or by a dispel good and evil, dispel magic, gust of wind or similar spell of 3rd level or higher. Any undead creature within 20 feet of the candle when it is lit, or that ends its turn within 20 feet of the lit candle, must succeed at a DC 12 Wisdom saving throw or become stunned. Creatures stunned by the candle may attempt a save at the end of each of their rounds to negate the condition. A creature that successfully saves cannot be affected by a *Psychopomp's Pillar* again until the next dawn.

Once per minute, as an action, you can apply the melted wax to one melee weapon or up to three pieces of ammunition. Treated weapons are considered magical when used against undead creatures. This effect ends after 1 hour.

Wonderous Item: Heart's Jelly

Wonderous Item, Rare

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

DESCRIPTION

A container of Heart's Jelly contains 1d4+1 doses of the bitter, brown gelatin. As an action, one dose of the gelatin may be consumed or applied to the skin of an adjacent creature. A creature that receives it gains a +1 bonus to their AC, resistance to acid and fire damage, and Advantage on Strength and Constitution ability checks and saving throws for 1 hour. The creature's alchemically enlarged musculature and bone structure imposes Disadvantage on Dexterity ability checks and saving throws until the effects end.

AMBERGRIS

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

being treated with heat, it takes on a waxy yellow texture that smells sweet. It is used to extend fragrances and flavors, used in perfumes or consumed raw as a 'marital aid' by the wealthy.

Wonderous Item:

Ambergris Tobacco

Wonderous Item, Uncommon

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

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

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

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

DESCRIPTION

To consume ambergris tobacco you must smoke the substance for at least 1 minute. If you do, you gain Advantage on saving throws against being charmed or frightened for 10 minutes. At any time you are consuming ambergris tobacco, you may use an action to exhale into the mouth of a willing, grappled, incapacitated, or restrained creature. The targeted creature must succeed on a DC 10 Charisma save (low quality) or DC 13 Charisma save (high quality). On a failed

save you gain Advantage on Charisma-based ability checks against it for 1 minute.

HORN

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

New Material: Forge-Horn

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

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

Low Grade Forge-Horn

Low grade Forge-Horn can be shaped by bone-smiths in nearly any application that would commonly call for steel (as these materials exhibit similar hardness, ability to keep an edge, and other functionalities) but at a fraction of the cost. Armor, weaponry, and tools are commonly made from this material in Salt in Wounds and occasionally found in nearby regions. Items and weapons made of Low Grade Forge-Horn can not be masterwork.

High Grade Forge-Horn

Extensively used in the creation of God-butcher weapons and tools, high grade Forge-Horn items have the same qualities as those made of adamantine. These specialty

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

SCALE

While generally not as favored by armorers and weapon makers as horn, Tarrasque scale -most especially when crushed and reconstituted into a concrete like substance- can be used in a variety of applications (and, in fact, has been used to build much of Salt in Wounds).

New Material: Gomonite

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

Gomonite Armor

Armor (any), uncommon

This suit of armor has been reinforced with gamonite wool (light armors) or has gamonite trace elements fused into its steel alloy. While

you're wearing it, you have resistance to acid and thunder damage.

Gomonite Weapon

Weapon (any bludgeoning), uncommon

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. You gain a +1 bonus to attack and damage rolls made with this weapon. Gomonite weapons deal an extra 2d6 thunder damage to any target it hits.

BLOOD AND HUMORS

"The creature's blood corrupts everything it touches. Why not the truth as well? Let us focus on the poisoner and not the poison."
– Bluetongue, Agogi Seer

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

MEAT

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

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

Suji, The Red String

Wondrous Item, Artifact (requires attunement by a worshipper of the Patron of Agony)

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.

Random Properties. The Red String has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial properties
- 2 minor detrimental properties



For worshippers, it can be worn as a necklace or utilized as a weapon, with two different sets of properties.

Necklace. In necklace form, Suji has 5 charges. Once per long rest you may cast power word: stun (DC 19). As a reaction, you may spend 1 charge to cast hellish rebuke as a 1st level spell (DC 19). You may spend 1 additional charge per spell level to increase the spell's damage. Suji regains 1d4+1 charges at midnight. Suji regains 2 charges whenever it is used to reduce a creature's hit point maximum to 0.

Garrote. In this form you may use an Attack action to make a grapple attempt against a creature within 5 feet of you. You must use both hands to attack with Suji in this way, and gain advantage on your Strength (Athletics) check to do so. If the creature remains grappled at the end of your turn it takes 2d10 + your Strength modifier necrotic damage. In addition, the creature's hit point maximum is reduced by the amount of necrotic damage taken. The reduction lasts until the target finishes a long rest. If a creature's hit point maximum is reduced to 0, the creature's body has been drained of all fluid and crumbles to dust. Creatures killed in this way may not be resurrected except by use of wish, true resurrection, or similar spell.

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

SKIN

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

New Material: Living Leather

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

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

Living Leather Armor

Armor (any non-metal light), uncommon

Clothing made of living leather is form-fitted and often brightly colored - clinging to bodies in ways that leave little to the imagination. Clothing made of this material is favored by fashionable aristocrats, acrobats, performers, and prostitutes alike. Black-dyed clothing made of living leather is favored by those who wish to cling to the shadows.

Armor made of living leather may be worn under normal clothes.

Black-dyed living leather armor grants advantage on Dexterity (Stealth) checks made in dim light or darkness.

Brightly-dyed living leather armor grants advantage on Charisma (Performance) checks.

VOCAL FOLDS

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

Wonderous Item: Bottled Roar

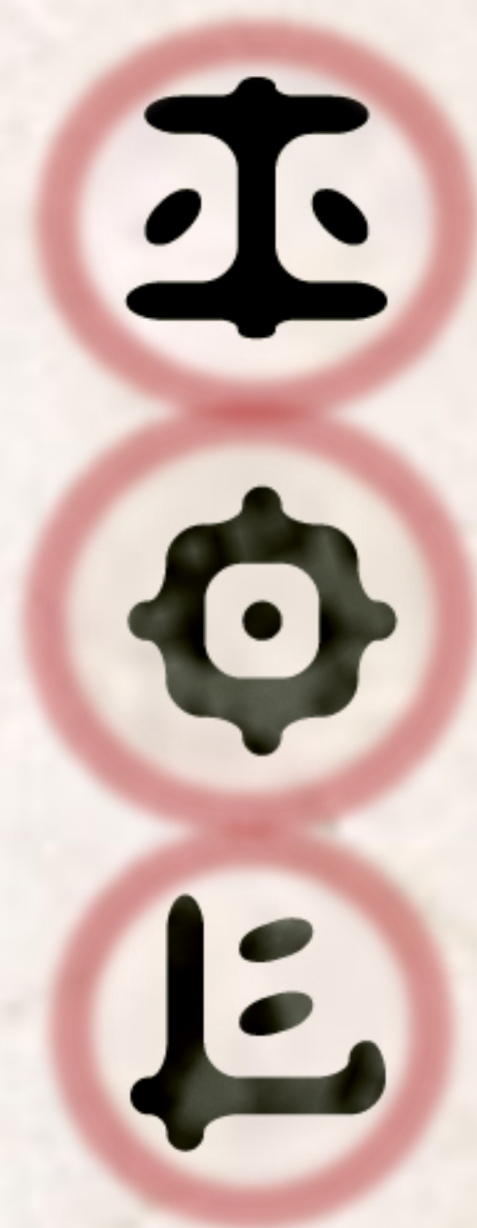
Wondrous Item, Uncommon

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

DESCRIPTION

As an action, you can place a bottled roar mine in any unoccupied space within 5 feet of you. When you do, you may set the mine to activate at the end of any round up to 1 minute from when you place the mine. Alternately you may set the mine to activate when any creature passes within 10 feet of it. All creatures within 20 feet of the mine when it is activated, or that end their turn within 20

feet of an active bottle roar mine, must succeed on a Constitution saving throw (DC 15) or become poisoned. If a creature misses its save by 5 or more, it also becomes incapacitated. A creature that ends its turn outside the radius of an activated bottle roar mine may repeat the save to remove both conditions. A bottle roar mine has no effect on undead or constructs. A mine stays active for 1 minute before becoming expended.



ALCHEMICAL GOODS

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

Adipose Powder

Cost 100 GP Weight Negligible

When combined with alchemical solvents, adipose tissue can be turned into a powerful hemostatic powder. When added to a healer's kit, each use of the kit heals 2 hit points of damage. One container of adipose powder contains 10 uses.

Ambergris Oil

Cost 50 gp Weight ½ lb

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 you consume or wear ambergris oil, you gain advantage on Charisma checks directed at humanoids of Challenge Rating 1 or lower for the next hour.

Bloodfire Tonic

Cost 300 gp Weight 1lb

This emergency stimulant comes in a wax sealed flask filled with fermented vegetables, salt, and dehydrated Tarrasque humors. When you mix bloodfire tonic with water and consume it as an action, your body gains

some of the regenerative power of the Tarrasque. The first time you are reduced to 0hp within 1 hour of consuming bloodfire tonic but are not killed outright, you are instead reduced to 1hp.

Imp's Finger

Cost 25 gp Weight Negligible

Imp's finger is a thermal breaching device, housed in a cylindrical phosphorus wax shell with a small flint string emerging at one end. If you fail a check to disarm a trap or to pick a lock, you may use an Imp's Finger to reroll the check. You must take the second result.

Poor Scribe

Cost 10 gp Weight 2lb

A poor scribe is a large, edible candle made from boiled tallow, spices, and vinegar often served with dipping bread. For 1 hour, the poor scribe sheds bright light in a 5-foot radius and dim light for an additional 5 feet. If used during a short rest, the waxy oil melting from the poor scribe may be consumed to provide enough nourishment to sustain up to 5 creatures for one day. In addition, should any of those creatures spend hit dice to recover hit points, one of the hit dice they spend heals the maximum number of hit points.

Rivann

Cost 150 gp Weight 8.5lb

An alchemical solution of heavily hydrated Tarrasque blood, Rivann is used to quench-feed items created with Forge-Horn (see “Horn”). Heating high grade Forge-Horn then



‘feeding’ it Rivann is functionally equivalent to quenching the item with the added advantage that it heals high grade forge-horn 5 HP. Rivann has no effect on low grade Forge-Horn. One container of Rivann may be used 5 times before depleted.

Red Sow

Cost 25 gp Weight 3lb

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 consumed, you gain 1d4+1 temporary hit points. These temporary hit points disappear after you take a short or long rest.

Rumble Reeds

Cost 500 gp Weight Negligible

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.

If you are proficient in woodwind or stringed instruments and playing an instrument using a rumble reed you may spend an action to produce an inaudible note that disorients nearby creatures. All creatures within 30 feet must succeed on a DC 12 Constitution saving throw or become deafened for 1 minute. Creatures that fail their saving throws may repeat the save at the end of their turn to negate the condition. While deafened in this way, creatures make all other Wisdom (Perception) checks at disadvantage. Rumble reeds have

no effect on undead, constructs, creatures that are already deaf, or creatures that are immune to being deafened. Each time a rumble reed is used in this way roll a d20. On a 1 the reed cracks and is no longer functional.

Cost 300 gp Weight 1lb

Item	Cost	Weight
Adipose Powder	100 gp	-
Ambergris Oil	50 gp	1/2lb
Bloodfire Tonic	300 gp	1lb
Imp’s Finger	25 gp	-
Poor Scribe	10 gp	2lb
Rivann	150 gp	8.5lbs
Rumble Reeds	500 gp	-
Red Sow	25 gp	3lbs

Alchemical Infusions (Humors)

The tarrasque’s unique biology provides new opportunities for alchemists, herbalists, and arcanists to experiment with ingredients that enhance potions, ointments, and oils.

A creature proficient in alchemical supplies may infuse a humor into any magical or alchemical potion, mixture, ointment, or other consumable such as antitoxin, potions of healing, ingested poisons, or potions of invisibility. Infusing a humor into a single item requires a short rest. Once consumed, the item grants the target additional effects as described below. A creature affected by a humor may not be affected again by that humor until they finish a long rest.



Choleric

Infused with yellow bile, this consumable makes the user restless and easily angered. A creature that consumes a potion or alchemical mixture infused with choleric humor gains advantage on Initiative checks for the duration of the potion or consumable mixture (minimum 10 minutes). If you have the Rage class feature, you also gain an additional use of that feature before taking a long rest. If you do not possess the Rage class feature, you may instead use a bonus action to gain advantage on Strength ability checks and saves and deal +2 damage on attacks made using Strength for 1 minute. You may use this ability once while you are affected by choleric humor. Cost 450 gp.

Melancholic

Infused with black bile, this consumable makes the user despondent and serious. A creature that consumes a potion or alchemical mixture infused with melancholic humor must succeed on a DC 12 Charisma save or be affected as if by the calm emotions spell for the duration of the potion or consumable mixture (minimum 1 minute). Cost 450 gp.

Phlegmatic

Infused with phlegm, this consumable makes the user patient and peaceful. A creature that consumes a potion or alchemical mixture infused with phlegmatic humor gains advantage on Wisdom ability checks and on concentration checks for the duration of the potion or consumable mixture (minimum 10 minutes). Cost 450 gp.

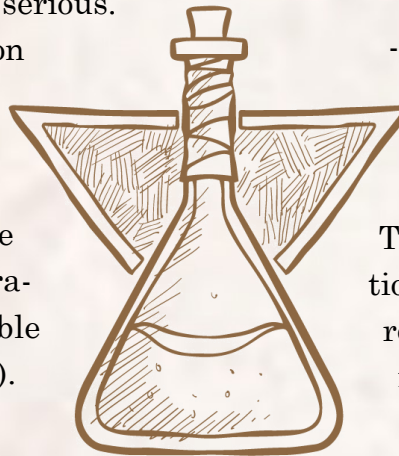
Sanguine

Infused with blood, this consumable makes the user courageous and hopeful. A creature that consumes a potion or alchemical mixture infused with sanguine humor gains advantage on Charisma ability checks and saving throws, as well as on saving throws against becoming charmed or frightened. These effects last for the duration of the potion or consumable mixture (minimum 10 minutes). Cost 200 gp.

New Poisons

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

- Mirayda of the Five Cask Clan



Ash Feast

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. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The creature may repeat the saving throw at the end of each of their turns to negate the condition. While poisoned, the creature takes 7 (2d6) acid damage at the end of any round in which they've taken an action.

Joint-Lock 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. A creature subjected to this poison must succeed on a DC 15 Constitution save. On a failed save, the creature becomes poisoned for 10 minutes. While poisoned, the creature's speed is reduced by half (rounded down).

Poison	Type	Price
Ash Feast	Inhaled	800 gp
Joint-Lock	Contact	1400 gp
Gutrust	Ingested	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. A creature subjected to this poison must succeed on a DC 17 Constitution saving throw or become poisoned for 24 hours. At the end of each hour, the poisoned creature takes 7 (2d6) necrotic damage.

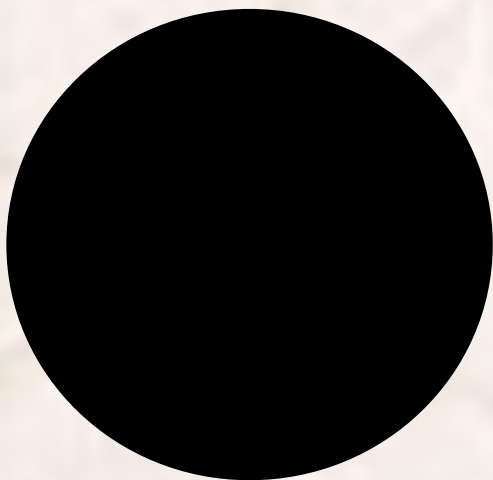


THE CHURCH OF MONAD

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

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

Monad



The One, The Pure Space, The All-including

Symbol A single black dot

Alignment True Neutral

Portfolio alchemy, education, unity, progress
Domains Magic, Knowledge, Community, Liberation

Favored Weapon Cestus

Worshippers and Clergy

The church of Monad has an eclectic member base. From visionary researchers to the proletarian, followers of Monad come from every walk of life with a common goal of improving self and community. Alchemists, clerics, and wizards of Monad have been known to offer secular guidance to communities as magisters of science and diplomacy. Followers with a martial lean often serve as counselors of the court, but have been found in roles that range from midwife to shepherd.

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

Temples and Shrines

The All-including Temple located in Salt-in-Wounds is the dedicated place of worship for Monad. Despite the name, the holy site is more akin to a university, with housing for followers and various educational classes available to the public on a sliding scale.

Courses in alchemy, astrology, and aether theory are costly but are regarded as the most advanced in the known world.

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

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

Simple Melee Weapon—Cestus

Cost 1gp, damage 1d4 varies, weight 2lbs, Properties: Monk, Unarmed*

Cestus: A cestus is a glove often made of banded leather and metal plates used in both athletic competitions and combat. Cestuses on the battlefield are often fitted with blades or spikes. A cestus may deal bludgeoning, piercing, or slashing damage. The type of damage it deals may be changed during a short rest.

* Unarmed Special Property: This weapon increases your unarmed attack damage by 1 die type (1pt to 1d4, 1d4 to 1d6, 1d6 to 1d8, to a maximum of 1d12).



MONK ARCHETYPE: AETHERIST

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

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

Body, Mind, and Spirit

When you choose this tradition at 3rd level, you gain proficiency in your choice of alchemist supplies, herbalist kit, or poisoner's kit.

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. Choose one path from the following list. You gain access to the cantrip listed under your chosen path. In addition, you may spend 2 ki points to cast the spells associated with that path. Any spell that has a range greater than touch, such as blindness/deafness, may be cast as if it had a range of touch.

At 6th, 11th, and 17th levels you gain access to an additional path feature.

Spellcasting Ability

Wisdom is your spellcasting ability for your aetherist spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

In addition, you use your Wisdom modifier when setting the saving throw DC for an aetherist spell you cast or when making an attack roll with one.

Spell save DC = 8 + proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Irezumi

Through the study of alchemical processes, you have learned to merge art, body, and soul. The tattoos on your body act as alchemical foci for your ki, allowing

you to manifest

them to protect or harm those around you and to enhance the physical and mental abilities of yourself and your allies.



When casting spells on a target other than yourself, you might give your allies an elixir or tea to drink, or spend the casting time applying skin-staining ink that disappears once the duration of the spell has ended. Your tattoos can be totemic (a dragon turtle to represent shield), symbolic (ancient runes representing strength or will for enhance ability), or literal (stylized images of yourself to manifest mirror image).

You gain training with tattoo artist supplies. Tattoo artist supplies allow you to apply your proficiency modifier to any check involving the creation or identification of tattoos, understanding their origin, their symbolism, their religious significance, etc.

Cantrip: guidance

Spells: aid, mirror image, phantasmal force, shield

Bioalchemist

Through the study of internal and external alchemy, you have learned to temporarily alter your anatomy and physiology. By channeling your ki you can think more clearly, exude pheromones to charm those around, excrete toxins to infect your opponents, toughen your skin, alter your appearance, or even modify your body to process the oxygen from both air and water.

When casting spells on your allies, you might apply an alchemical mixture to their skin, give them an elixir or tea to drink, or simply exude a chemical from your skin that temporarily alters their physiology.

Cantrip: primal savagery

Spells: alter self, enhance ability, mage armor, spider climb

Ki Weaver

You have learned to see and manipulate the natural alchemy in your own body, the bodies of others, and the living world around you. Through the alchemy of ki, you can manipulate the flow of energy inside another's body to either heal or harm them.

When casting spells on others, you might apply an alchemical mixture to their skin, give them an elixir or tea to drink, or manipulate energy meridians in their bodies through touch.

Cantrip: thaumaturgy

Spells: blindness/deafness, cure wounds, lesser restoration, protection from evil and good

Aetherist Body

At 6th level, you gain the ability to enhance the spells gained from your aetherist path. If a spell can be cast at a higher spell level, the spell's level increases by 1 for each additional ki point you spend. You may spend no more than 3 ki points on any individual spell cast using this feature, including the base cost to cast the spell. For example, an aetherist monk following the ki weaver path may cast cure wounds as a 2nd level spell (2 ki points for the initial cost + 1 ki point per additional level).

Irezumi

At 6th level, choose two of the following spells. You may spend 3 ki points to activate your chosen spells. When you gain a level in this class, you can choose one of the spells you've chosen and replace it with another spell from this list.



Spells: clairvoyance, hypnotic pattern, nondetection, protection from energy, spirit guardians

Bioalchemist

You may cast two or more spells available to you from your aetherist path as a single action. You must pay the ki points for each spell at the time they are cast. If you cast more than one spell as an action, all spells activated using this feature gain a range Self and a duration of “Concentration, 1 hour”. If you end or lose concentration, all spells activated using this feature end.

Spells cast using this feature gain the following additional benefits:

Alter Self

You may gain the benefits of up to two options at once. At 17th level you may gain the benefits of up to three options at once. You must pay 1 additional ki point at the time of casting for each additional option taken.

Unarmed strikes using the natural weapons option increase your unarmed strike damage die as indicated in the following chart.

Monk Level	Alter Self Unarmed Strike Damage
6 th	1d8
11 th	1d10
17 th	1d12

Enhance Ability

You may gain the benefits of one physical enhancement (bear’s endurance, bull’s strength, or cat’s grace) and one mental enhancement (eagle’s splendor, fox’s cunning, or owl’s wisdom). At 17th level you may gain the ben-

efits of any two enhancements. You must pay 1 additional ki point at the time of casting for each additional option taken.

Mage Armor

You may spend an additional 1 ki points to add your Wisdom modifier to the AC granted by mage armor. At 11th level, you may instead spend an additional 2 ki points to increase the AC granted by mage armor to 14 + Dexterity modifier + Wisdom modifier.

Spider Climb

While affected by spider climb, you may spend 2 ki points to cast web. The web lasts as long as you maintain concentration on spider climb up to a maximum of 1 hour. At 11th level, while affected by spider climb you may spend 3 ki points to cast fear. Fear lasts as long as you maintain concentration on spider climb up to a maximum of 1 minute.

Ki Weaver

At 6th level, choose two of the following spells. You may spend 3 ki points to activate your chosen spells. When you gain a level in this class, you can choose one of the spells you’ve chosen and replace it with another spell from this list.

Spells: beacon of hope, feign death, slow, remove curse, revivify



Aetherist Mind

At 11th level, the number of ki points you may spend to cast any individual spell you gain from your Aetherist path increases to 4.

Irezumi

At 11th level, choose one of the following spells. You may spend 4 ki points to activate your chosen spell. When you gain a level in this class, you can choose one of the spells you've chosen and replace it with another spell from this list.

Spells: arcane eye, black tentacles, conjure woodland beings, phantasmal killer

Bioalchemist

At 11th level you've become more comfortable in your altered states. If you cast two or more spells using the Aetherist Body path feature, the duration of those spells increases to "Concentration, 4 hours". As long as you are concentrating on these spells you may not recover the ki points spent on them at the end of a short rest.

In addition, you gain proficiency with Constitution saving throws.

Ki Weaver

At 11th level, choose one of the following spells. You may spend 4 ki points to activate your chosen spell. When you gain a level in this class, you can choose one of the spells you've chosen and replace it with another spell from this list.

Spells: banishment, confusion, death ward, dominate beast

Aetherist Spirit

At 17th level, the number of ki points you may spend to cast any individual spell you gain from your aetherist path increases to 5.

Irezumi

At 17th level, choose one of the following spells. You may spend 5 ki points to activate your chosen spell. When you gain a level in this class, you can choose one of the spells you've chosen and replace it with another spell from this list.

Spells: creation, scrying, telekinesis, telepathic bond

Bioalchemist

At 17th level, when you cast two or more spells using the Aetherist Body path feature, the duration of those spells increases to "Concentration, 8 hours". As long as you are concentrating on these spells, you may not recover the ki points spent on them at the end of a short rest.

In addition, you gain advantage on Constitution saving throws to maintain concentration when you take damage.

Ki Weaver

At 17th level, choose one of the following spells. You may spend 5 ki points to activate your chosen spell. When you gain a level in this class, you can choose one of the spells you've chosen and replace it with another spell from this list.

Spells: mass cure light wounds, modify memory, greater restoration, hold monster





WANT MORE ?

The City of Salt in Wounds

Everyone knows how the City of Salt in Wounds came about. But for those who have not visited in person, it is hard to conceive of the scale of the place. It is even harder for outsiders to understand how wholly the economic engine of butchering the bound Tarasque has transformed the society of Salt in Wounds in addition to the surrounding landscape.

Upon approach to the city, the first thing a traveler will note is the sounds of the monster screaming. Its roar echoes for dozens of leagues, and the ground occasionally trembles as the creature at the core of

Salt in Wounds thrashes. Most times, the God-Butchers and Marrow Miners keep the creature unconscious but even they -toiling night and day- can not extract enough to keep the creature down every hour. Drawing closer, the traveler will notice the shift in ecology and weather; the deciduous forest with its seasonal snows gives way to a humid, almost tropical...

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

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



ABOUT THE AUTHORS



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



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

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

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

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