

# The City of Salt in Wounds at a Glance

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This sheet serves as a player handout/GM Quick Reference to quickly establish basics for the city.

## \*History & Basics\*

*Problem* Unkillable, regenerating kaiju  
'Tarrasque' rampaging through the countryside.  
*Solution* Empire launches army, led by 13 heroes equipped with ballistas armed with 'immoveable harpoons' to bind beast & slay it.  
Army successful, Tarrasque is bound in a high mountain valley but still cannot be killed.  
Defenders start disbanding, low on food.  
Newly built fortress turns to butchering/eating the Tarrasque for rations.  
War with native stone giants end with enslaving the tribe & their labor is used to upgrade the fortress and build the city of Salt in Wounds.  
13 Heroes dubbed 'Binder-Lords' found the aristocratic houses that control the city, symbol of power is knowledge of command words that can unleash the harpoons holding the beast.  
Lots of immigrants fleeing famine makes the city one of the most populous in the world.  
Alchemists begin experimenting with Tarrasque derived reagents, booming business.  
12<sup>th</sup> Meridian crisis, the Tarrasque's tail briefly became unstuck and causes destruction of a section of the city (the Tail Stones).  
217 AB (After Binding) Present - the City of Salt in Wounds is a weird, evil metropolis built around the perpetual butchery of the Tarrasque.

## Prominent Factions

*Meridian Houses* Decadent aristocrats who control the city and constantly vie for power.  
*God-Butchers* Ceremonial order of knight-butchers who carve up the Tarrasque  
*Marrow Miners* New organization that works on Tarrasque founded after 12<sup>th</sup> Meridian Crisis, rivalry with God-Butchers & rumored ties with organized crime.  
*Enders* Extinct faction pledged to kill the beast

*House Militias* 'Law Enforcement' broken up into 13 distinct groups (each loyal to a different aristocratic house) in conflict with one another.  
*Circle of Release* Druidic insurgency attempting to free the Tarrasque.  
*Church of Macinfex* Worships the God of Butchers.  
*Church of the Monad* Academics and alchemists who believe in supreme unity of all things.  
*Solidia Septermus* Believe wealth is God.

## \*Districts and Locations\*

*Beast Crown* Aristocratic District.  
*Sage's Row* Home to world's best alchemists.  
*The Throat* One of the biggest markets in the world, everything is for sale.  
*Tail Stones* Crime ridden slums still in ruins following 12<sup>th</sup> Meridian Crisis.  
*Salzinwuun* Fortress core that holds Tarrasque, inaccessible by the public.  
*Heartsblood Marsh* Mutant fungal swamp crafted from twisted druidic magic, processing Tarrasque runoff like it was chemical waste.

## \*Other Information\*

Food = cheap | (Clean) Water = Expensive  
Horrible Drugs, mutations, monsters, crime, torture all common; law enforcement lax.  
*Weather* Tropical climate amongst snow covered mountains.  
Most 'normal' water drinking animals luxuries; axebeaks and other birds/lizards take their place  
Ghoulification is legal and ghouls are citizens (eat a prodigious amount of rotting Tarrasque flesh to stay sane).  
Paladins, rangers, and druids not generally welcome in the city, operate covertly

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