**Overview of the Twelfth Meridian House**

**Current Binder Lord**: Tolviko Marcellun

**Founding Binder Lord**: Spenser Marcellun

**12th House Militia Commander**: Roland deWulf

**12th House Militia Sergeant Major**: Dakragg Kellid

**Sources of Power and Income**: The “open secret” of the Marcellun branch house is its ties to nearly every criminal and underworld organization. The amount of blackmail that the 12th House has on the others ensures that no other Houses will risk attacking them. The 12th House earns its income via the Marrow Miners and the fees paid by people to its surgeons, doctors, morticians, and other public health workers.

**Word of Binding**: Aftan

The 12th House's first Binder Lord, Spenser Marcellun, was a bland person - with close-cropped sandy blond hair, grey-blue eyes, medium height, and a slight build, Spenser would not stand out in any given crowd. His family was middle class; his father a wood and stone worker who helped build and repair homes in his town and his mother was a mortician's assistant. Spenser capitalized on his unassuming presence, blending into any crowd or shadow available to him and establishing himself as a knowledge broker in the underworld. Not exactly the normal adventurer, but when the Terrasque demolished his home merely by passing through, killing his mother and father along with the large majority of the populace in the city, Spenser and a few of his surviving underworld friends followed. His group was not the only one - there were thirteen people or groups working in tandem to eventually bring the creature down and when the beast was weakened enough and the Harpoons were being used, Spenser exploited the squabbling of the rest of his group to seize the advantage and plunged the immovable harpoon deep into the Terrasque's tail.

As Salzinwuun was built around the primary encampment of the Thirteen, and various buildings, shops, merchant stalls, and even homes were raised outside of the fortress' walls, Spenser's cohorts began creating the underworld as they saw fit - pacts and guilds were created, favors were earned and owed, and Spenser sat in the middle of it all, the open secret. These guilds and alliances began to create their public personas, becoming surgeons, morticians, and alchemists during the day, and assassins, cleaners, and poisoners behind their masks of secrecy.

Two Marcellun families have coexisted ever since, one becoming the elder line, heading the family militia, managing the public affairs of the House, and protecting the Word. The other becoming the branch line, responsible for managing the House's underworld affairs and ensuring that no other House is able to gain enough power to overthrow the Marcellun family. There is some blurring of the lines between public and underworld ventures, and even a decent percentage of the House Militia comes from the strongest and most disciplined of the House's underworld contacts.

Nearly ten generations later, Salt-in-Wounds is nearly destroyed in what is now known as the 12th Meridian Crisis and the current Patriarch, Autoxia Marcellun, is blamed and captured while attempting to flee after the crisis. His cousin, Tolviko Marcellun, publicly flayed him alive for the attempt. Tolviko was not content to remain the king of the underworld and over several years was able to position his allies into places of power and even created the Marrow Miners, weakening the support that Autoxia should have been able to count on as the elder line. Tolviko, in the wake of the 12th Meridian Crisis, had arranged for the wholesale slaughter of Autoxia's remaining allies and loyal subordinates. The Night of Bolts allowed Tolviko to claim seat as the elder line, relegating Autoxia's kin to the branch line, though preserving its existence - the duality of Marcellun House must continue. After all, only the support of nearly the entire Salt-in-Wound underworld allowed Tolviko to prevent the first four Houses from capitalizing on the instability brought on by Crisis and the Night and seizing the 12th House for themselves.

Unbeknownst to Tolviko, Autoxia's alchemists were also working on a viable Terrasque-mutation alternative with the end goal being to free the House from the necessity of the God Butchers, the other Houses, and even the Terrasque itself. With the mutations controllable, the 12th House under Autoxia would have unsurpassed influence in and over the city. When Tolviko killed Autoxia, the Mutation Crafters and one of Autoxia's children - a powerful Alchemist himself - left the city to continue their work... and plot their revenge.