

The City of Salt in Wounds at a Glance

By J.M. Perkins

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.

12th 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 12th 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 12th 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

Horrifying 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

Learn more at

www.saltinwoundssetting.com