



Salt in Wounds Player's Guide

Adventure in the dark fantasy city fed by the eternal butchery of the legendary Tarrasque! This Player's Guide is the essential resource for the *Salt in Wounds* setting and beyond.

This book includes dozens of options and information to inspire hundreds of unique, never before seen characters including:

- 5 new Racial Options like Alchemical Ghoul, carrion eating Agogi, and more.
- 7 new Backgrounds from God-Butcher to Meridian House Scion.
- 12 New Class Options like blood obsessed Hemiotropic Wizards, damaged and furious Scarred Beast Totem Barbarians, and the armor bonded Oath of Binding Paladin.
- Basic Information about factions, new religions, and life in Salt in Wounds

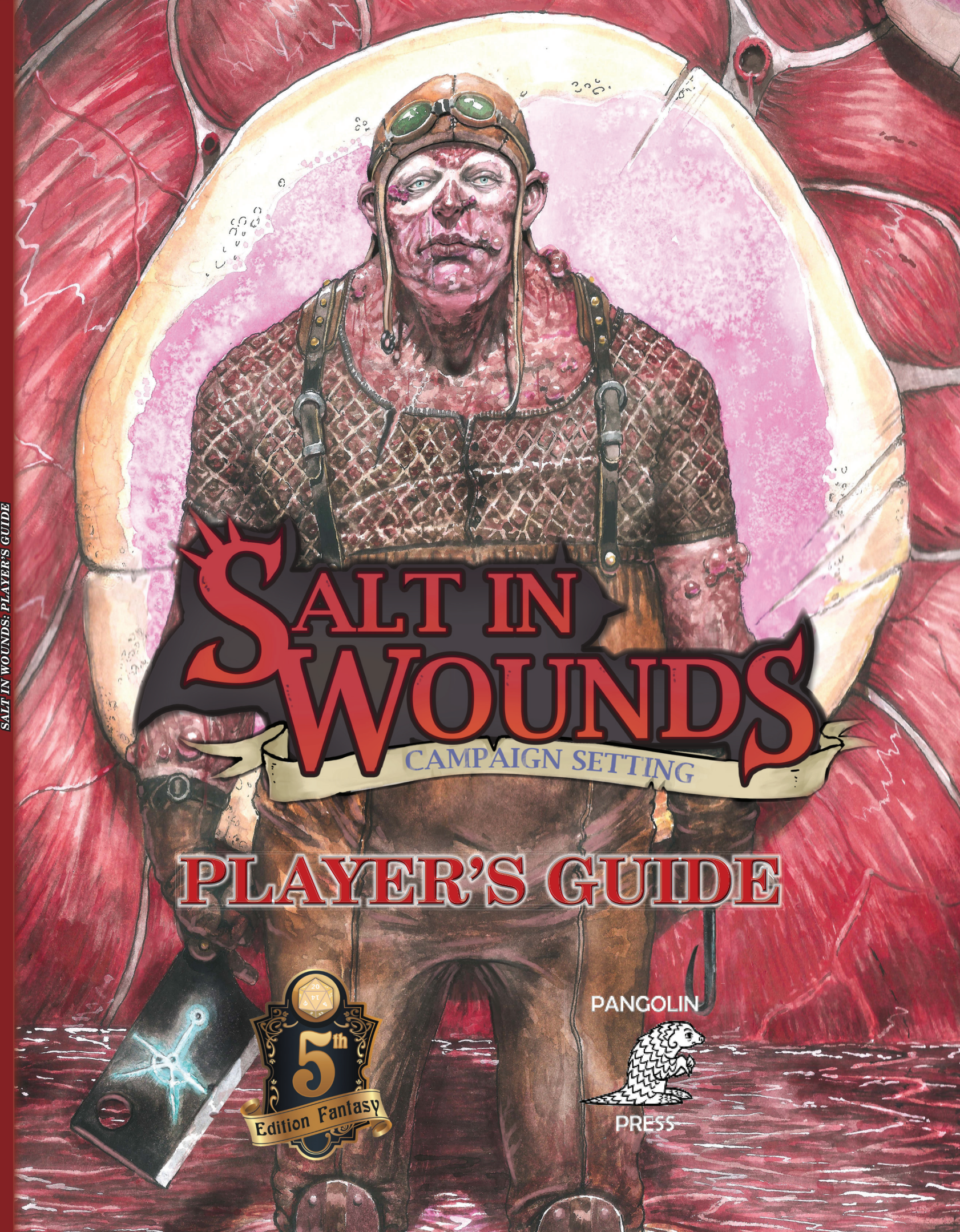
Whether you're a player looking for captivating new options or a GM seeking inspiration this book is for you because playing in the *Salt in Wounds* setting means everyone around the table is about to have a bloody good time!



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280 mm x 216 mm

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