Salt in Wounds Style Guides for Artists

Art Guidelines

Ideally, art is full color with a lightly sketchy/concept art feel similar to the work already done by Jeffrey Chen (some black and white is acceptable, when used try to make it feel as though it’s a drawing/engraving that originated from within the game world of Salt in Wounds) – files are in this conversation.

Stylistically, the design, fashion, and technologic elements of Salt in Wounds are a fusion of norse practicality and ming dynasty pageantry with the heavy influence of alchemists being felt. (No horns on helmets though, that bugs me). Most humans are of mixed ethnicities so the ‘average’ human looks ethnically Polynesian in skin tone and build (although there are also literally black and very pale peach skinned people with Salt in Wounds and skin tone/ethnicity does not correlate to class at all within the city). You’re welcome to pepper in all the ‘standard’ fantasy races of 5e.

As an artist for Salt in Wounds (and me as an art project lead) you have a duty to show people of every gender expression performing various roles within Salt in Worlds. For fem individuals in a martial role, they wear and wield \*practical\* arms and armor (if you aren’t sure how to do this, check out this tumblr <http://fuckyeahwomeninarmor.tumblr.com/> - also, no ‘boob-plate’ that is chest pieces that individuate each breast as its shitty armor design that makes it easy for blows to piece the center of the armor by guiding strikes in instead of outward and off). For more masculine individuals in a courtly or communicative role, they may well wear ostentatious clothing that shows a lot of skin. Clothing/armor/weapon style has to do with what role the character plays and who they are: so the question is not ‘what would a woman wear’ the question is ‘what would a warrior wear, what would a courtesan wear’ when the role could be performed by any gender.

Feel free to incorporate the runic characters Jeffrey Chen has already designed (or invent your own, guidance is that characters are a halfway point between the elder futhrak runic alphabet and Chinese llograms). No worries about getting a canonical ‘meaning’ for the characters – in that way lays madness (I have enough trouble proofing the English for the project, proofing our made up language is not something I have the time budget for).

Big design colors of Salt in Wounds are as follows

**Hex Triplet || RGB  
  
White #eaeaea || 234|234|234  
  
Black #000000 || 0|0|0  
  
OffRed #a70808 || 167|8|8  
  
Purple #6f397f || 111|57|57  
  
Blue #3778cd || 55|120|205**

Gray #444444 || 68|68|68

Use them whenever appropriate.

Text description of the Colors, Symbols & Iconography of Salt in Wounds

“As a polyglot metropolis, Salt in Wounds is awash with color, symbols, and imagery imported from dozens of ethnicities and cultures. However, certain motifs carry over into the sigils, seals, and other identifying marks of the aristocratic houses, merchant guilds, and those belonging to high profile individuals.  
Of course, imagery featuring the Tarrasque (usually heavily stylized) reigns supreme, and such designs often place special emphasis on the creature’s jaws. Icons of the Tarrasque are usually shown pierced by a harpoon (the placement of which suggestive of Meridian house loyalty or kinship) or wrapped in chain. Images of Axebeaks, ghouls, alchemical glassware, and the oversized swords of God-Butchers are also utilized regularly. The official colors of Salt in Wounds are dark red (for blood), parchment tan (for tarrasque flesh), and blue-purple (for the notion that every man is a ‘king’ in independent Salt in Wounds.   
The official flag of Salt in Wounds is the bowing head of the Tarrasque bleeding from the contact points where a crown of thirteen harpoons pierce it over a blue-bordered white background. The official motto of Salt in Wounds is ‘Bind the Savage, Honor the Deal, Feed the People.’

Typographic Design

In general, follow the key rules of the awesome ‘practical typography’ <http://practicaltypography.com/summary-of-key-rules.html>

Currently used fonts are:

Franklin Gothic, Bold with a ‘tight’ character spacing (so the letters run onto one another)

Century Schoolbook

This is subject to change

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