

Saltmere

Location · Major Port City; Coastal Confederacy Member

Population: Approximately 70,000 (permanent); the transient population of sailors, merchants, and travelers pushes the functional daily population considerably higher

Government: Harbor Council (seven seats held by the heads of the major trading guilds and ship-owners' associations; decisions are made by majority vote and enforced by a city watch funded by harbor fees)

Saltmere is the largest port in the Coastal Confederacy and the city that most other Confederacy members measure themselves against -- sometimes favorably, sometimes not. It sits on one of the best natural harbors on the Dracomere coast: deep enough for heavy merchantmen, sheltered enough to work in weather that closes smaller ports, and positioned where the major coastal trade routes converge. The city smells like salt, fish, tar, and money, in roughly that order. It is loud at all hours, cosmopolitan by necessity rather than design, and governed with the minimal structure that port commerce requires and no more. Saltmere does not have strong opinions about who you are or where you came from. It has strong opinions about whether you can pay your harbor fees. This attitude makes it the most genuinely open city in the Settled Lands. It is also the reason that Saltmere's politics, when they exist, tend to be about commerce and almost nothing else -- and the reason that the Orders of Wizardry have historically found it difficult to maintain consistent enforcement posture here.