

World-Building Location: Sadelfredo Peranza

Sadelfredo Peranza is a city state wrapped in a gentle hug by three cruel mountains, away from the world, but never forgotten by it.

It was founded in the 1430s by an aging Wurm-tamer that lived in the area. He was trying to create a new form of transportation, one that consisted of massive wurm's slithering through ravines and moats in the ground to reach and connect the at-the-time scattered settlements. The land used to be uniform, verdant and in perfect balance with itself, but the Wurm-tamer wanted something different. When he developed the Wurm Train it carved up the land and sometimes dragged a bunch of vegetation on their scales as they returned to their station, which the Wurm-tamer and his family would then plant, creating a beautiful, chaotic mix of biomes. The Wurm-tamer's greed transformed the future city-state landscape into a glorified gallery of biomes, chock-full of thought-extinct plants, endangered wildlife and environmental anomalies.

Sadelfredo Peranza became a cultural and economic hub in the region, full of different architectural styles, a city with beautiful red roofs, humble statues and flocks of shy birds. The city-state itself is a wild mix of different styles of architecture, romantic, baroque and brutalist coexist, though sometimes separated by district or street. Complex murals made of painted tiles, graffiti that moves, soars and strikes, and giant masks of demonic visages that serve to protect against the spiritual dangers of the night are only some of the cities wonders.

Unfortunately, you can't just create a chaotic mix of biomes without causing issues or bringing in unwanted guests.

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This resulted in the city-state becoming a beacon for wild monsters to try and attack. But they prepared for this, creating an elite force of guards known as Slayers, who are infused with the blood of the Wurms to heighten their physical and arcane abilities. They swore an oath of unbreakable power to protect Sadelfredo Peranza from all enemies foreign and domestic.

Life in Sadelfredo Peranza is one of careful balance between work and play, with laws often readjusting so that there may be time for the average citizen to do both. Though if the sound of the city is too much, there are always the *silence pockets*. Created from strange flowers called Desesperanzas, they make domes of silence where only the sounds of nature and one's own heartbeat can be heard; it has often been used by veterans suffering from PTSD.

Sadelfredo Peranza is full of loving, gregarious, outgoing people who love to meet those of other lands. They themselves are spread all over the world, and it is often said that everyone has a cousin or an in-law or a friend-of-a-friend who's from Sadelfredo Peranza. A great place to live and a great place to die, though it is undergoing a lot of political strife due to its relations with the territory of Dustfall and how the city's Wurms sometimes conflict with other cities' trade routes.