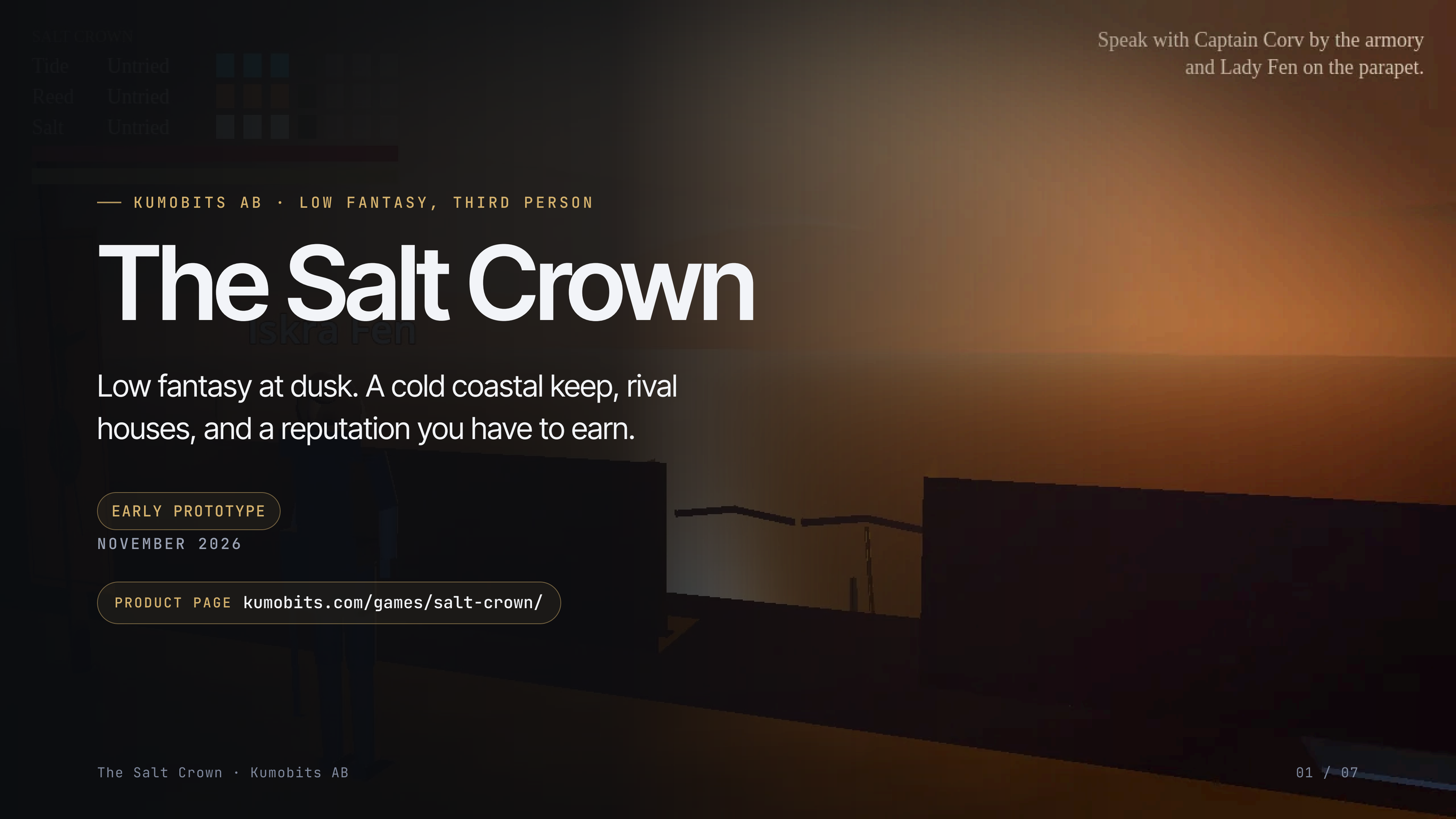


— KUMOBITS AB · LOW FANTASY, THIRD PERSON

The Salt Crown

Low fantasy at dusk. A cold coastal keep, rival houses, and a reputation you have to earn.

EARLY PROTOTYPE

NOVEMBER 2026

PRODUCT PAGE kumobits.com/games/salt-crown/

— THE IDEA

Low fantasy at dusk. A cold coastal keep, rival houses, and a reputation you have to earn.

The Salt Crown is low fantasy, mud and stone, politics first. A cold coastal realm of rival houses, where honour runs into pragmatism and winter is a season and a threat.

The first playable slice is one place: the keep at Saltmere at dusk. Walk the yard, climb to the parapet and speak with Captain Corv by the armory and Lady Iskra Fen on the wall. Your standing with the Tide, the Reed and the Salt starts out untried.

STATUS

Early prototype

PLATFORMS

Windows desktop first

BUILT WITH

Godot 4
Original setting and characters

— IN GAME

The Salt Crown, as it is today



The prototype uses placeholder art. The target look is cinematic: wet slate at low sun, banners in a hard wind and portraits that carry as much weight as the map.

Iskra Fen on the parapet at dusk. Prototype capture, placeholder art.

HOW IT PLAYS

What it does

One keep, done well

A single enclosed location at dusk, so every corner can look right.

Talk first

Third person walk, look and talk with named characters.

Reputation

Three standings, Tide, Reed and Salt, track how the keep sees you.

One clash

A short, readable fight in the yard is planned for the slice.

Original world

Our own setting and characters. No licensed names or maps.

Performance first

Targeting 1080p at 60 fps on a mid range 8 GB graphics card.

SCREENSHOTS

More from the build



The keep yard. Prototype capture, placeholder art.



Inside the keep walls. Prototype capture, placeholder art.

WHERE IT STANDS

Early prototype

Honest status: Early prototype. Screens show placeholder art and will change.

Next 1

An art pass: lit stone, costumes and painted portraits

Next 2

The dialogue tree and the yard clash

Next 3

A title card and the day to dusk light change

Screenshots, details and updates:

`kumobits.com/games/salt-crown/`

CONTACT

Thank you

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Kumobits builds VR experiences, games and apps. All our games and apps: kumobits.com/games

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