Beretha

Summary

Beretha is a major port city and the western terminus of the Great West Road, situated within the Kingdom of Salicia. It serves as a vital mercantile gateway between the northern reaches and the southern continents, particularly for Board of Trade operations. In the year 774 AM, the city became a central theatre of conflict during the Cottalemnese invasion, enduring a rigorous siege that concluded with a negotiated settlement facilitated by Heroic intervention.

Description

Geography and Infrastructure

The city straddles the wide estuary of a major river, facing North towards the sea. Its climate is notably warmer than the arctic conditions of Heimdal, though it experiences longer nights during the late summer cycle. The urban landscape is characterised by wood and plaster dwellings topped with red ceramic tiles and featuring shuttered windows. The city is bisected by the river, with the majority of the urban centre on the eastern bank, connected to the western bank by a wooden swing bridge designed to permit the passage of ships.

The maritime sector is the primary driver of Berethan prosperity. The docks are a bustling international environment thronged with merchants and sailors from across the globe, including Board of Trade messengers and Mangandlese junks. The city serves as the ultimate western terminus for the Great West Road, linking the maritime trade of the estuary to the interior of the continent.

Political Governance

Beretha is governed by the Earl of Beretha, a nobleman descended from the ancient line of Salician Kings. The Earl possesses significant divine blood, granting him specialised abilities related to information gathering and prescience. His residence is an imposing sand-coloured stone palace adorned with relief carvings of animals and gilded lilies, protected by an iron fence with gold-painted spikes.

The Siege of 774 AM

Following the sudden death of the Salician monarch, the city was targeted by the army of Cottalem as part of a campaign orchestrated by the renegade Rojden. The Earl pre-emptively seized control of Beretha and raised the local militia to defend his claim, leading to a protracted siege. The conflict necessitated extensive defensive **labour**, including the digging of siege lines and the installation of sharpened wooden stakes to neutralise cavalry charges.

The impasse was resolved when Yngvild the Fierce and Noren infiltrated the city. Posing as agents from the Department of Resolutions, they negotiated with the Earl, eventually securing a settlement that allowed for the cessation of hostilities and the preservation of the city's administrative integrity.

Relationships

People

- The Earl of Beretha: The city’s sovereign governor and a descendant of the royal line.
- Erik: The local agent of the Board of Trade who coordinated with Skyssian operatives.
- Adan: A former member of Duke Xaime's outer guard who provided intelligence to the Skyssians.
- Yngvild the Fierce: The hero responsible for the successful infiltration and diplomatic resolution of the siege.
- Noren: A descendant of Jorunn involved in the diplomatic resolution.
- Rojden: The strategic commander of the invading Cottalemnese forces.
- Major Duerte: A cavalry officer in the invading army tasked with monitoring the city’s perimeter.

Places

- Kingdom of Salicia: The nation in which Beretha is a primate city.
- Cottalem: The neighbouring continent and military power that initiated the 774 AM invasion.
- Caratis: A nearby port city that was blockaded during the conflict.
- Kronstadt: The Skyssian capital and primary trade destination for Berethan goods.

Concepts

- Board of Trade: The commercial authority that maintains a primate office within the city docks.
- Department of Resolutions: The agency through which the Skyssian state intervened in the Salician conflict.
- The Great West Road: The primary land-based trade artery for which Beretha serves as the western terminus.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

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