

# Caratis

## Summary

Caratis is a port city located on the northern coast of the Kingdom of [Cottalem](#). Strategically positioned east of [Beretha](#), it serves as a critical maritime gateway for trade flowing between the southern reaches and the northern kingdoms of [Skyss](#) and [Dael Riata](#). In 774 AM, the city became a central theatre of the Cottalemnese expansionist conflict, subjected to a naval blockade that severed its commercial links with the [Kingdom of Salicia](#).

## Description

### Geography and Logistics

The city faces north towards the sea, offering a deep-water harbour capable of accommodating large ocean-going vessels such as the *Nordic* and the [Albany class](#) merchants. Its position on the northern coast makes it the primary landfall for Skyssian merchants completing the two-week voyage from [Kronstadt](#).

Caratis is linked to the interior of the continent via the northern spurs of the [Great West Road](#), which facilitates the movement of copper from the [Cobre Mountains](#) and agricultural products from the [Minhaton](#) river basin to international markets.

### Cultural Significance

The city has long served as a transit point for the nomadic matriarch [Alfarinn](#). Her household frequently passes through Caratis during their seasonal migrations, moving north to forests around [Grunwald](#) for the summer and returning to their winter home at [Estreham](#) in the late autumn. This established the city as a known point of intelligence for tracking [Heroic](#) movements on the continent.

## Recent History

### The Blockade of 774 AM

Ahead of the annexation of the Salician capital by [Rojden](#), the Cottalemnese navy established a blockade just to the east of Caratis. The primary objective was to neutralise the city's trade and prevent Skyssian [Resolution Agents](#) from using the port as a base of operations. This military action forced independent traders to divert to alternative ports, and prevented the leakage of information ahead of the strike force being launched.

## The Diversionary Ruse

During the crisis involving the [geas](#) of [Noren](#), the city was used in a sophisticated counter-intelligence operation. While [Noren](#) and [Yngvild the Fierce](#) fled west to Ocaso, the heroes **Alfauda** and **Gefjun** (both skilled shapeshifters) travelled to Caratis in the company of [Clewgists](#). Dressed as the fugitives, they successfully confused [Rojden's](#) pursuit, eventually assuming avian forms to escape the city once the diversion was complete.

## Relationships

### People

- [Alfarinn](#): The unaging matriarch who uses the city as a seasonal transit hub.
- [Noren](#): The hero whose mother and sisters were tracked to the city via the ship *Nordic*.
- [Yngvild the Fierce](#): Involved in the strategic diversion intended to mask her movements from the city's watchers.
- [Rojden](#): The commander responsible for the blockade and the surveillance of the port.
- [Alfauda](#): A descendant of Alfarinn who performed a diversionary role within the city.
- [Gefjun](#): A master shapeshifter who assisted in the 774 AM ruse.
- [Alfinna](#): Handled the administrative paperwork for her mother's household at the Caratis docks.

### Places

- [Cottalem](#): The kingdom in which Caratis is a primate port.
- [Kingdom of Salicia](#): The neighbouring realm whose trade with Caratis was severed by war.
- [Beretha](#): A nearby port city also affected by the Cottalemnese naval campaign.
- [Ocaso](#): An abandoned fort to the west used as an alternative to the blockaded port.
- [Great West Road](#): The primary land-based trade artery connecting the city to the interior.

### Concepts

- [Board of Trade](#): Maintains an office at the docks to monitor the flow of commodities such as iron and coal.
- **Shapeshifting**: Utilised by elven-descended agents to evade capture within the urban environment.
- [Geas](#): Magical compulsions utilized by the state to monitor arrivals and departures during the 774 AM blockade.

### Places

- [somewhere](#)

<a href="#">Skyss - Story Background</a>	<a href="#">Characters</a>	<a href="#">Skyss - Places</a>	<a href="#">Pantheon of Skyss</a>	<a href="#">Other Background</a>
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