

# Cottalem

## Summary

Cottalem is a vast continent and kingdom situated approximately two thousand miles south of [Skyss](#) on the [Continent of Osnines](#). Historically known for its subtle diplomacy and mercantile interests, it has recently undergone a violent transition of power. Under the leadership of the renegade [Rojden](#), the kingdom has adopted an aggressive expansionist policy, culminating in the invasion of the neighbouring [Kingdom of Salicia](#) in 774 AM.

## Description

### Geography and Climate

The continent is topographically diverse, dominated in the north-east by the [Cobre Mountains](#). These peaks are a critical industrial resource, providing the copper ore that feeds the massive smelting operations near [Minhaton](#). South-west of the mountains, the land gives way to low hills and pastures, eventually returning to the dense deciduous forests that characterize the central interior.

The climate is significantly warmer and more humid than the northern realms. In the summer moons, the sun is notably stronger, and the nights are shorter than those in [Heimdal](#). This warmth supports extensive agriculture, including crops of leafy green vegetables, grains, and fruit, as well as the cultivation of hardwood timber.

### Infrastructure and Economy

Cottalem is a primary terminal for the [Great West Road](#), which serves as the continent's main commercial artery. The road terminates at the capital city of [Dacidade](#), facilitating the flow of goods from the interior to the western coast.

The economy is currently transitional, shifting from a merchant-led system to a command economy geared toward military **labour**.

- **Metallurgy:** The smelting pits of [Minhaton](#) represent a massive industrial effort, utilising charcoal produced from the systematic clearing of local forests to process copper and iron.
- **Shipbuilding:** The [Board of Trade](#) identifies Cottalem as a site for prototype large-merchant vessels, though its navy is primarily used for coastal blockades and power projection.
- **Trade Embargoes:** Due to its recent instability, the Skyssian state has imposed an embargo on the sale of iron and coal to the kingdom to prevent further armament.

### Political Governance

Following a protracted power struggle, the kingdom is now ruled by [Rojden](#), who has consolidated his

position by eliminating rival claimants and standardising the military. The state is characterised by a high level of surveillance; [Rojden](#) uses a network of agents and magical compulsions, such as the [geas](#), to ensure the loyalty of his officers and to subvert the [Board of Trade](#) local missions.

## Culture and Society

Society in Cottalem is increasingly militarised. Unlike the northern kingdoms where arms are often restricted to the [Heroic](#) or warrior classes, it is common to see ordinary citizens going about their daily business while armed. The primary spiritual influence is a southern variant of the [Jorunn](#) faith, though the mysterious [Clewgists](#) maintain a warded sanctuary at [Estreham](#).

## Major Settlements and Landmarks

### Dacidade

[Dacidade](#) is the capital city and western terminus of the [Great West Road](#). It is the seat of [Rojden's](#) power and the primary logistical hub for the Cottalemnese army.

### Caratis

[Caratis](#) is a significant port city on the northern coast. In 774 AM, it was the site of a Cottalemnese naval blockade designed to sever trade between [Salicia](#) and the northern oceans.

### Minhaton

[Minhaton](#) is a heavily fortified river town and the closest major settlement to [Estreham](#). It serves as a checkpoint for the copper trade and is known for its massive stone gatehouse and bridge fortifications.

### Estreham

[Estreham](#) is a bowl-shaped valley and temple site protected by a lethal anti-male curse. It serves as the winter home for the matriarch [Alfarinn](#) and her household.

### The Troll's Head Inn

[The Troll's Head](#) is a high-quality inn located on the drover's way between [Riggin Dale](#) and [Dacidade](#). It is secretly operated by retired members of the Silent Service [Heroes](#) who specialise in hunting Godbloods.

## Ocaso

Ocaso is an abandoned coastal fort on the west coast. Its remote location makes it a preferred extraction point for those seeking to leave the continent undetected.

## Relationships

### People

- [Rojden](#): The current ruler and chief strategist of the kingdom.
- [Major Duarte](#): A high-ranking officer in the Cottalemnese Horse Guards.
- [Alfarinn](#): An ancient hero who maintains a household within the kingdom's borders.
- [Eskil](#): A hero and proprietor of the [Troll's Head](#).
- [Arinhildr](#): A hero and partner of Eskil.

### Places

- [Salicia](#): The neighbouring kingdom currently under Cottalemnese occupation.
- [Heimdal](#): The northern power that views Cottalem's expansion with strategic concern.
- [Board of Trade](#): Maintains active, albeit compromised, missions throughout the kingdom.

### Concepts

- [Great West Road](#): The primary land-based trade route for the southern half of the continent.

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