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 transitionary, 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 Duerte: 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.

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

fantasy, world-building, Skyss, Cottalem, places, kingdom, 2026, Player: James

From:
http://full-moon.info/ - **Full Moon Games**

Permanent link:
http://full-moon.info/doku.php/skyss/places/cottalem

Last update: **10 Apr 2026 19:59**