

Ocaso

Summary

Ocaso is a derelict coastal fortification situated on the western seaboard of the [Kingdom of Cottalem](#). The site serves as a clandestine maritime extraction point, offering a discrete point of egress for those seeking to remain lost to the authorities or to bypass military blockades in larger ports like [Caratis](#). In late 774 AM, it became a focal point of international interest as the terminal for a high-risk [Department of Resolutions](#) mission.

Geography and Logistics

Location and Access

The fort is positioned on the remote west coast of the continent, approximately fifty miles from the [Troll's Head](#) near [Campedra](#). It is topographically isolated from the major administrative and military concentrations of the kingdom, which are primarily situated in the interior or along the northern trade routes.

Reaching Ocaso typically requires two days of cross-country travel from the edge of the [Riggin Dale](#). To ensure secrecy, the group abandoned their heavy transport carts at the Troll's Head to facilitate a final, rapid dash across the wilderness, prioritising ease of movement over concealment.

Maritime Security

The fort's value as a secret terminal is enhanced by the operational habits of the Cottalemnese navy. Unlike the Skyssian fleet, which maintains a roving brief for the [Board of Trade](#), the southern navy typically returns to port or anchors in place before sunset and does not sail again until sunrise. This provides a window of darkness for vessels such as the *Seagull* to perform littoral extractions without detection.

The Extraction of 774 AM

Ocaso was the designated rendezvous point for the party of [Yngvild the Fierce](#) and [Noren](#) following the removal of a magical [geas](#) at [Estreham](#).

The party was escorted to the fort by [Alfinna Alfarinnsdottir](#) and the resolution agent [Inibrakemi](#). While the ground party navigated the fifty miles from the [Troll's Head](#), [Inibrakemi](#) used her [shapeshifting](#) abilities to fly ahead and establish contact with the *Seagull*, ensuring the ship made landfall precisely when required. The mission concluded with a successful lift-off in the face of a pursuing regiment of cavalry, which Alfinna and Noren held off by transforming into bears.

Relationships

People

- [Alfinna](#): The master craftsman who provided essential logistical navigation and security for the dash to the coast.
- [Inibrakemi](#): The [Department of Resolutions](#) agent who coordinated the rendezvous with the *Seagull*.
- [Yngvild the Fierce](#): The hero whose escape from the southern continent was facilitated via this terminal.
- [Noren](#): The descendant of [Jorunn](#) whose safety was secured during the extraction.

Places

- [Kingdom of Cottalem](#): The parent nation housing the abandoned fort.
- [Troll's Head](#): The fortified inn serving as the final inland staging post for the fort.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background
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[fantasy](#), [world-building](#), [Skyss](#), [Ocaso](#), [port](#), [cottalem](#), [places](#), [fierce](#), [2026](#), [Player: James](#)

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