Osnines

Osnines is a vast and topographically diverse continent, serving as the primary geographical setting for the majority of documented Heroic deeds and international commerce monitored by the Board of Trade. Spanning over two thousand miles from the arctic north to the humid equatorial regions, the continent is characterised by a patchwork of sovereign states, republics, and ancient druidic groves. It is the only landmass known to manifest the magical dragonmarks and is the site of the Great West Road, the world's pre-eminent trade artery.

Metadata	Details
Type	Continent
Location	Northern Hemisphere / Equator
Major Artery	Great West Road
Primary Authority	Fragmented Sovereignty

Geography and Climate

The continent exhibits extreme climatic variation. The northernmost reaches, particularly Heimdal, are dominated by sub-arctic conditions, including regions that remain dark for two entire moons during the winter cycle. Moving south, the landscape transitions through the deciduous round-leaved forests of Grunwald and the fertile plains of Berenicia and Zushonia.

The central interior is defined by the Old Forest of Affaraon and the Dipthorn Mountains, which provide a critical barrier between the western coastal kingdoms and the eastern steppes. The southern peninsulae, housing Salicia and Cottalem, enjoy a warm, humid climate that supports an extensive metal industry and hardwood timber cultivation.

Nations and Settlements

The administrative landscape of Osnines is divided into several major powers and numerous smaller polities, often linked by the Board of Trade and a shared history of Heroic intervention.

Kingdom of Skyss (Heimdal)

The northern maritime power, governed by an elective monarchy and the Council of Electors.

- Kronstadt: The primate city of the world and a global hub for trade.
- Straven: A small island community and ancestral home to Noren and Yngvild.
- Grunwald: A large island region defined by its deciduous forests and elven legacy.
- Knarvik: The primary port of Grunwald.
- Brevik: A specialised fishing village on the Grunwald coast.

Kingdom of Berenicia

A prosperous northern realm driven by the export of wool and iron, with a population of four million.

- Eastport: The Berenician capital and administrative heart.
- Ironburgh: The kingdom's industrial powerhouse and smelting centre.
- Westport: A strategic port on the northwest coast.
- Middleton: An inland collection hub for the hill-farming economy.
- The Bend: A riverine city elevated on a rocky outcrop to avoid the River Wackle floods.
- Strongport: A naval relay point in the northern bay.
- Oakwood: Berenicia's primary logging hub.
- Woolwick: A market town dedicated to raw wool processing.
- Redhills: A high-altitude mining community in the Dipthorn Mountains.
- Ironstone: The primary mining settlement feeding the Ironburgh smelters.
- North Fruitbar: An agricultural hub using Zushonian-style canal engineering.

Grand Duchy of Dael Riata

A maritime nation on the northern peninsula, famous for producing the world's finest ships, many of which are raiders.

- Dalreoch: The capital city and site of Dalreoch University.
- Dalmuir: The foremost shipyard in the known world.
- Dalry: A major urban centre under the Giluilleams.
- Norpen: A land-locked city in the northern interior.
- Duffjordhead: A specialised shipbuilding town on the Duffjord.
- Blackwater: The port-town of House Suibhne.

Kingdom of Salicia

A coastal kingdom recently annexed by Cottalem.

- Beretha: A major estuary port and western terminus of the trans-isthmus trade.
- The Citadel: The Salician capital.
- Aintzira: The kingdom's second city, situated on the Great West Road.
- Lake Abrazos: A significant inland body of water.

Kingdom of Cottalem

A vast southern continent and expansionist power under the influence of the renegade Rojden.

- Dacidade: The capital and ultimate terminal of the Great West Road.
- Caratis: A primate port city on the northern coast.
- Minhaton: A fortified river town checkpoint for the copper trade.
- Estreham: A bowl-shaped valley housing the Temple of Clewg.
- Ocaso: An abandoned coastal fort on the west coast used for extraction.
- Riggin Dale: A region renowned for herds of cattle and horses.
- The Troll's Head: A notable inn serving travellers on the Cottalemnese roads.

Other Significant Nations

- Zushonia: A low-lying land of canals and farmers; the capital is Crucivia.
- Affaraon: The geographical centre of the continent, dominated by the Old Forest and the city of Anerly.
- Bledal: A loose collection of counties with its capital at Breite.
- Spuetan: A kingdom bordering Salicia; the capital is Chep Prium.
- Smaenia: A forested northern nation; the capital is Kaupunki.
- Nagar: An oligarchic state on the central sea; the capital is Ashium.

Infrastructure and Economy

The economy of Osnines is supported by two massive roads that facilitate the flow of high-value commodities.

The Great West Road

The continent's primary land-based artery, the Great West Road strikes west from the Zushonian hub of Crucivia, passing through Aintzira in Salicia, before terminating at Dacidade in Cottalem. This route is vital for the movement of copper from the Cobre Mountains to the western coast.

The Great East Road

Serving as the primary connection between the central polities and the eastern steppes, the Great East Road passes through Affaraon and the city of Anerly. It facilitates the flow of exotic alchemical products and fine druidic crafts from the interior to the coastal markets.

Relationships

People

- Mukul: The legendary cartographer responsible for mapping the majority of the continent's interior.

Other Continents

- Tudraya: The tropical continent located across the equator from southern Osnines.
- Asmines: A continent to the east, across the Asmines Sea.

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

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