

Mirakon is the common name for this fantasy world. There are two known continents on Mirakon: Khrom to the north and Contin to the south. The Elvish names for these continents (“Cai” and “Balu”, respectively) have largely fallen out of the vernacular, and are only recorded outside of Elven societies by the courtly scholars of other kingdoms. It is possible that there are other lands beyond these two continents. After all, where else could the Dragonborn have come from?

- **Khrom**

- “Khrom” is a Dwarven name, derived from “chromium”. Chromium is a metal mined from the Mednyy Hills, which the Khennosti Confederacy uses to make a steel alloy that is resistant to corrosion and discoloration. The Elvish name for the continent, “Cai”, is Elvish for “Face”. This is likely because coastal cartography of the continent does slightly resemble the slender heads of Elves...complete with pointed ears! Nevertheless, most non-Elves default to Khrom: the name given to the continent by its native Dwarves.
- **The Khennosti Confederacy**
  - The dry uplands of the **Mednyy Hills** are named for the copper that resides underneath. For beneath these hills are the vast mines of the Hill Dwarves.
  - The Khennosti Confederacy is a league of four individual clan-towns that collectively form the Khennosti nation-state. In fact, “Khennosti” originates from combining the names of the original four founders (**Khhoran, Enfiol, Nozel, and Stindi). Since then, the name “Khennosti” has come to be equated in the Dwarven language with “toughness”.**

- Each Khennosti clan-town is self-governed, but all contribute to the common good of the Confederacy.
- Originally, there were eight clans, but four (the Redstone Clan, the Whitestone Clan, the Bluestone Clan, and the Yellowstone Clan) were exiled for their insults to technology and insistence on continuing to develop forbidden magic.
- Each of the four remaining clans control their own mine, where they extract useful ore and precious metals to make new machines and coin (much to the chagrin of the Mountain Dwarves, most currency in Khrom is minted in Khennosti).
  - **The Orangestone Clan** (founder: Khoran)
    - While all Hill Dwarf clans are equal in strength and wealth, the Orangestone Clan has greatest prominence due to their reputation as the finest tinkerers and inventors in the world. They forge the raw elements of iron and copper into new gadgets and weapons.
    - The current clan leader is Payat Orangestone. Hailed as the greatest inventor of his time, Payat's reign has been marked by the making of legendary armor and the invention of firearms.
  - **The Indigostone Clan** (founder: Stindi)
    - Most of Khennosti's soldiers come from the Indigostone Clan, but most of this morbid clan prefers to see themselves

as explorers and adventurers. They throw themselves into battle and dangerous new discoveries alike.

- The current clan leader is Leagyon Indigostone. Before leading her clan, Leagyon was a scout for Indigostone soldiers. Truth be told, some Indigostone are uncomfortable with her leadership, due to a past incident where she accidentally led her unit into an enemy ambush.

- **The Violetstone Clan** (founder: Enfiol)

- Most Violetstone clan members are the intellectuals of Khennosti. Though there are some friendly rivalries with those in the Orangestone Clan, most see the Orangestone and the Violetstone as the left and right sides of the brain working together. Violetstone alchemists are also the only ones in Khennosti permitted to research magic, and even then only in limited amounts and ways.
- The current clan leader is Fimik Violetstone. Though Fimik and her scientists discovered the formula for blackpowder, it was Payat Orangestone and his inventors who got the credit when they applied it to warfare. Fimik has established secret backchannels with Oran Kymin in Pikovadel, in an effort to expand her magical research.

- **The Greenstone Clan** (founder: Nozel)

- Unlike most of the other Hill Dwarf clans, the Greenstone Clan's authority stems from its position as the main importers and exporters for Khennosti. Though they also own and operate a mine under the Mednyy Hills, Greenstone merchants venture out to other nations and acquire new goods (often accompanied by Indigostone bodyguards or thrill-seekers).
  - The current clan leader is Pover Greenstone. Pover revels in the freedom that life on the surface gives him, and he has a unique interest in enchanted items.
- In addition to Khennosti's advanced technology, beneath the mines of the Mednyy Hills resides an Ancient Brass Dragon known as "Russt" (nicknamed "The Affluent Engineer" by Dwarven legend). Russt is one of the last dragons still living. In addition to being a last resort to protect the Hill Dwarves, Russt also helps foster their inventiveness and takes delight in their creativity.
- Hill Dwarves are noted for being radically different than their Mountain Dwarf cousins. Most non-Dwarves stereotype Dwarves based on their interactions with those from Pikovadel: Lawful Good in alignment, isolated, and meditative. In contrast, most Hill Dwarves are Chaotic Good in alignment, distracting, and prone to giggling fits. This annoys Mountain Dwarves, who culturally see smiling for no important reason to be a sign of stupidity.

- Aside from the Hill Dwarves, there are some Elves and even tribal Orcs who come to mine and work.
  - The two Dwarven subraces have a mutual dislike for each other (Hill Dwarves insult Mountain Dwarves by calling them “Palodez”, or “Wands” in Dwarven, and Mountain Dwarves insult Hill Dwarves by calling them “Zabats”, or “Giggles” in Dwarven).
  - The chief god of the Dwarven pantheon is Aukon. Represented by a copper spider, Aukon is the good god of meditation, order, gates, mining, and the sciences. It is said that Aukon created both the Dwarves and spiders. According to Hill Dwarf legend, the first spider guided the Dwarves underneath the Mednyy Hills, showing them the metals that lay there and how to work them into new inventions. Thus, spiders are sacred to worshippers of Aukon and Khennosti gates are often patterned after spider-webs.
- **The Lusén Matriarchy**
    - “Lusén” comes from the Elvish word for “to be used”. Thus, indicating Lusén’s original purpose as a colonial resource for the Immortal Autocracy in Contin. Continuing the naming tradition of the Immortal Autocracy, the Lusén Matriarchy places family names before personal names.
    - **Haoz Swamp**
      - “Haoz” is Elvish for “The Shake”, and the swamp was so named for its frequent earthquakes. This has led to the intercontinental

trade to be nicknamed “The Handshake”, as Costa do Conze (the Naufragado Empire’s capital and port city) means “Hand of the Coast” in Draconic.

- As the Puanya Forest gets closer to the southern coast, the humidity gives rise to a series of marshes and wetlands. Much to the dismay of its original High Elf colonists, much of the ground is shaded by thick tree canopies and swamp moss. This was no issue for the Dark Elves who eventually settled the region, as they welcomed the ample shade.
- Though the Mountain Dwarves of Pikovadel claim that the Dark Elves originated in the subterranean caverns of Khrom and have a sensitivity to sunlight, the Dark Elves were part of the original colonization groups from Balu (now-Contin). The Dark Elves can tolerate sunlight as well as any other race, and the popular concept that Dark Elves are weakened by sunlight is likely a mistaken impression of them seeking out shade to escape the Haoz’s often-oppressive heat. Nevertheless, this hasn’t stopped Pikovadel from worrying about a potential back door to their homeland through the Haoz Swamp and underneath the surface.
  - **Port Dao**
    - Port Dao is named for the High Elf captain who first discovered the continent that the Elves would name “Cai”.

- Port Dao was originally the lifeline between the Immortal Autocracy of Haijing and its colonies on the northern continent.
- After the Dragonborn attacked the Immortal Autocracy and contact was severed with Balu (now-Contin), Port Dao continued to develop on its own.
- Though a smaller city than the Lusen capital of Ojing, Port Dao is still an important economic hub for the nation and even the continent as a whole.
- Though the Mountain Dwarves of Pikovadel have entertained the idea of becoming a true naval power, Pikovadel's icy northern coast simply can't compete with the natural rivers and bays of the Haoz.
- Port Dao has a reputation for friendliness and good times. As a major port, Port Dao has done with commerce what Serebrod City did with religion: become a cultural melting pot. Every race can find their food and music in the town's taverns and restaurants, which makes Port Dao popular for more than one "wild weekend" for travelers and sailors.

- **Jin Grasslands**

- “Jin” is literally “The Arrival” in Elvish. For just as the Elves arrived to “Cai” from “Balu”, the Humans arrived to these grasslands from Serebrod City.
- They say the fields of the Jin Grasslands are made of gold...and in a sense, they are not wrong. What the Humans did for Serebrod City with urban development, the Humans of the Jin Grasslands did with agriculture. Jin is the breadbasket of the Lusen Matriarchy, and indeed, provides much of the continent’s food.
- Most of the farmers in the Jin Grasslands are Human and Half-Elves. Though most Elves on Khrom prefer the Puanya Forest or the Haoz Swamp, some Elves from every Elven subrace can be found tending to farms for crops or ranches for meat.
- **Rowu**
  - “Rowu” is the Elvish term for irrigation trenches...much like the the irrigation trenches dug around this village.
  - Based around the former estates of a wealthy Human farmer, Rowu is what passes for the provincial capital of the Jin Grasslands.
- **Puanya Forest**
  - “Puanya” is an Elvish word that has no direct translation into Common. The word conveys a feeling of “being both new, yet familiar”.

- The Puanya Forest was already considered ancient when the High Elf colonists from Haijing decided to settle there. Though some High Elves continued north to the mountains and arctic that would become Pikovadel, most felt at home in the woods.
- When contact with the Immortal Autocracy was lost due to the Dragonborn invasion, the Elves of the Puanya Forest grew wild. With the well-developed bureaucracy of Haijing a continent away, the newly-christened Wood Elves that the colonists became far more anarchic.
- The new libertarian society was somewhat tempered by the establishment of the Lusen Matriarchy, but even the Matriarchs are far more passionate than their High Elf cousins in the mother country to the south.
- **Ojing**
  - “Ojing” is Elvish for “City of Static”. The frequent lightning storms that plague the Puanya Forest are what also keep the Haoz Swamp flooded. Scientists and mages debate over what creates the unique green-colored lightning of these storms. Is it an atmospheric disturbance or some kind of arcane air over the Puanya Forest?
  - A former colony of the Immortal Autocracy and now capital of the Lusen Matriarchy, it is here in the heart of the Puanya Forest that the eldest Matriarchs gather and vote as

part of the Buzhan. “Buzhan” means the “Station” in Elvish. Formerly the colonial administrators of Lusen, the Buzhan are now its ruling council as an independent nation.

- Shuish An (female Dark Elf): Matriarch of the Haoz Swamp
- Mu Yesheng (female Wood Elf): Matriarch of the Puanya Forest
- Nong Ban (female Wood Elf): Matriarch of the Jin Grasslands
- Zhuru Eliang (female High Elf): Matriarch of the “Baij Taiga” (despite the Pikovadel Confederacy having effective control over the Beskiy Taiga)
- Despite originating from the Immortal Autocracy, very little of the original Elven pantheon remains in the Lusen Matriarchy. This is understandable due to their centuries of being cut off from Balu (now-Contin), though some anthropologists hypothesize that the Haijing goddess Phrey evolved into the Lusen goddess Aphro. The two primary gods of Lusen’s pantheon are Heiro and Aphro.
  - Aphro is the chaotic goddess of the sea, earthquakes, and speed. Aphro is represented by a black trident and primarily worshipped along the coast. Lusen sailors and merchants will pray to Aphro for safe and swift journeys, and Lusen assassins will pray to Aphro that they stay light on their feet.

- Heiro is the god of storms, chivalry, valor, the sky, and cycles. It is logical that a god of the tempests would come to rise to such importance for the Wood Elves of rain-sodden Ojing. Represented by the Puanya Forest's signature green lightning bolt, worshippers of Heiro long to test themselves in battle and against the elements. Thus, when Lusen knights swear their oaths of chivalry and fealty, they pray to Heiro. In contrast, the farmers of the sunbaked Jin Grasslands pray to Heiro for much needed rain, and for the cycle of the seasons that brings the next harvest.
- **The Pikovadel Confederacy**
  - **Kry Mountains**
    - “Kry” is the Dwarven word for “Gain”. For quite literally, the Hill Dwarves’ loss was the Mountain Dwarves’ gain. The Dwarven clans exiled from the Mednyy Hills saw the snow-capped volcanic mountain range as a vast improvement. For atop the Kry Mountains are the ruins of an impressive city.
    - **Pikovadel**
      - Pikovadel is Dwarven for “Peak City”. The Mountain Dwarves made it their new home after having been exiled from the Mednyy Hills.
      - Archaeologists and anthropologists would discover that the ruins were Human in origin, but the Humans of Serebrod have no records and claim no knowledge of a settlement

atop the Kry Mountains. Whether it was the Humans' original home before Serebrod or a forgotten colony is unknown.

- An Ancient Silver Dragon roosted in the tower of Pikovadel and (though initially irritated that the Dwarves disturbed his isolation), welcomed the industrious Dwarves to make improvements to his lair.
- Unfortunately, a powerful Red Dragon named "Zabroshak" came and battled with the Silver Dragon. Though the Silver Dragon was older and more powerful, Zabroshak managed to get the upper hand and his fire burned the Silver Dragon. The Dwarves nicknamed Zabroshak as the "Vanquishing Thaw" for that terrible victory, and they fled underground to escape Zabroshak.
- Legend has it that the Silver Dragon's young offspring fled east, in the direction of Serebrod City.

- **The Podtemnym**

- Though the Dwarves kept digging further and further underground, Zabroshak kept pursuing his new "minions", demanding servitude.
- Finally, the Dwarves dug too deep and unintentionally made an entrance to what they termed the "Podtemnym". "Podtemnym" is a strange Dwarven word that has no

translation in Common (the closest approximation is roughly “under the Dark”). The Podtemnym is the massive subterranean cavern that exists under Khrom. Discovering the horrors that lay within, the Dwarves realized that they were between a dragon and a hard place...they chose the dragon.

- Making a stand at the entrance to the Podtemnym, the Mountain Dwarves battled against Zabroshak. Finally, they managed to subdue and chain the terrible dragon. Deciding that slaying the large monster was too good for it, the Mountain Dwarves crafted an impressive prison for it in the Podtemnym: using their magic to imprison the Red Dragon in the sunless shadows below the earth.
- The Mountain Dwarves continue to guard the cavernous entrance to the Podtemnym, always wary about the dangers that lurk within. Some Dwarves and Dark Elves have attempted to explore and colonize the Podtemnym. These Dwarves would eventually become the Gray Dwarves (“Duergar” in Dwarven) over time.

- **Novadel**

- “Novadel” is Dwarven for “New City”. However, the Pikovadel capital is really more of a large town. Most Feodals prefer to remain in their own estates, only coming

to the capital when an important vote is coming up in the Otdel.

- Novadel also has a tunnel that leads out to the northern ocean, giving Pikovadel naval access. Volcanic activity helps keep the coastline clear of ice (though the waters are still horribly freezing). Through use of icebreaking ships, the Mountain Dwarves are able to sail into warmer, southern waters.
- However, given how laborious and cost-intensive the process is, most in Pikovadel don't see the value in building up a navy. The arctic provides a natural barrier against northern invasion...if Lusen or Khennosti ever attack, it will surely be from the south.
- However, Pikovadel still contracts some Dwarves, Humans, and others to act as privateers and prey on Lusen merchant ships going to and from Contin.
- Now free to use magic as they saw fit, the Dwarven spellcasters became feudal lords who divided the lands above and beneath the Mountains into provinces and districts to serve as their vassals.
- Pikovadel is a society where magic reigns supreme. Though it claims to be a confederacy, Pikovadel is in practice an oligarchic magocracy.

- All vassals are expected to provide either soldiers or payment (in lieu of military service) to their mage-lord, or “Feodal”, in exchange for magical protection. All Feodals are immune from arrest, detainment, or searches.
- The Feodals jointly rule together in the Otdel. “Otdel” is the Dwarven word for the “Department”, and the Otdel serves as the Pikovadel Confederacy’s legislature.
- Each Feodal, whether greater or lesser, can debate and cast an equal vote on proposed legislation affecting Pikovadel as a whole.
- Though most Feodals are Mountain Dwarves, there is no law preventing a non-Dwarf from becoming one. In fact, any Pikovadel citizen who is age 21 or older (regardless of race) can become a Feodal. One of the most prominent non-Dwarf Feodals is a female Human named Luv Sokovina, who came to the attention of the Otdel after her now-famous apprenticeship to the mysterious Master Davny Umerpot of Serebrod City.
- However, membership is limited to spellcasters, who must be nominated by a majority vote in the Otdel and approved by the nonpartisan Grand Sekretar and Sekretars of the Council of Magical Influence. Any Feodal wishing to propose a spellcaster as a Feodal nominee must have held

the position of Feodal for at least ten years (thus, junior Feodals are unable to nominate).

- Sekretars are appointed to the Council on the condition that they abstain from all other activities...not just political affiliations, but any other business connections or recreational activities they are or might pursue. This is to help ensure that the approval process is as unbiased as possible. For the most part, the Council of Magical Influence rubber-stamps every Feodal nominee. The Grand Sekretar also serves as the figurehead for the Otdel: even though he cannot vote and has no political power, he oversees the debates and parliamentary proceedings of the Feodals. The current Grand Sekretar is a male Mountain Dwarf named Nom Pod.
- The oldest and most powerful Feodal family in the Pikovadel Confederacy is the Kymin family. The Kymins are all descended from the four Hill Dwarf clans that first discovered Pikovadel.
  - The current Kymin family patriarch is Kras Kymin (male Mountain Dwarf), who is named for the ancestral Redstone Clan founder of Pikovadel.
  - Kras Kymin's children are from oldest to youngest: Purpsi Kymin (female Mountain Dwarf), Robel

Kymin (male Mountain Dwarf), and Oran Kymin (male Mountain Dwarf).

- Only Purpsi is aware of Oran Kymin's communications with Fimik Violetstone, and both take steps to avoid being discovered by Kras.

- **Serebrod City**

- The fact that an ancient Human city has taken a Dwarven name for itself (“Serebrod” is Dwarven for “Silver”) shows just how much influence Pikovadel has not just over humanity, but over Khrom as a whole. No inventor can rival Khennosti technology. No merchant can rival Lusen trade. And just so, no priest or artist can rival Serebrod culture.
- Though technically a vassal to a Feodal in the Kry Mountains, Serebrod City is a largely autonomous metropolis. This Human city is easily the largest city in the Pikovadel Confederacy (and indeed, the largest city in the world).
- Whatever homeland the Humans originated from is now buried under sprawling urban landscape.
- Serebrod City is also the spiritual center for much of the world. Serebrod's de facto ruler is actually a direct representative of Chastali: god of light, magic, law, rulers, guardians, and protection. The Silver's Champion is a Paladin of the Chastayin bloodline, which is said to be descended from the first Human

created by the god. Through their five agents (the Fingers), the Champion exerts the will of Chastali over the city. For somewhere under these silvery buildings and roads is a sacred site to the deity. The current Silver's Champion is a female Human named Yanaya Chastayin.

- Khennosti may be the world's superpower, and the city may ultimately answer to the Feodals of Pikovadel, but no one can ever question that Serebrod was (and indeed, may still be) the cradle of all civilizations. Indeed, Common (the Human language) is the lingua franca for most races.
- For there are only two things found in every native civilization on Khrom: Halflings and Chastali. Miraculously, every civilization has independently come to worship Chastali. In the Immortal Autocracy of Haijing, Chastali is an eclipsed silver sun, which became a silver flame in the Lusen Matriarchy. In the Khennosti Confederacy, Chastali is a silver triangle, which became a silver hand in Pikovadel. Some scholars and priests even argue that Novone, the Dragonborn god of war, is actually a darker and more evil interpretation of Chastali, as Novone is represented as a black hand holding a silver eye.
- Serebrod City is filled with Humans, Elves, Mountain Dwarves, Half-Elves, and Half-Orcs (offspring of Orcs who come from the Mednyy Hills for work).

- One of Serebrod City’s most notable figures is a female Human Wizard named Master Davny Umerpot. Widely regarded by all races as one of the most talented mages of her time, more than one individual has sought help from Master Umerpot. However, Master Umerpot spends most of her times isolated in her cloud-topped tower. Though already a colder climate, Serebrod citizens notice how unnaturally cold and foggy it seems to be around the wizard’s tower.
  - The world is unaware that “Master Davny Umerpot” is actually a male Silver Dragon named Udalatel. Udalatel has been in hiding among the Humans of Serebrod City ever since his parent was killed by Zabroshak above Pikovadel.
- **Beskiy Taiga**
    - “Beskiy” and “Bajj” are the Dwarven and Elvish words (respectively) for “Bitter”, and it is an appropriate name for this arctic region.
    - At first glance, the Beskiy Taiga doesn’t seem worth fighting over. A Feodal oversees the handful of Mountain Dwarves who call this perpetual winter at the edges of the Puanya Forest home.
    - There are even some adventurous High Elf colonists. Indeed, there are more Elves here than in the Kry Mountains, but still a minority compared to the Dwarven population in this snowy forest.

- In recent years, however, this taiga has become the center for a series of border clashes between Pikovadel and Lusen. No one knows why the Wood Elves are so interested in Beskiy (or “Baij” as the Elves call it), but the Mountain Dwarves are determined to protect their vassals and the integrity of their borders.
- The Dwarves insult the Wood Elves as “Lesh” (“Furry” in Dwarven, referring to the long hair of Wood Elves) and the Wood Elves have a similar racial slur in “Feian” (“Short” in Elvish).
- Aukon is technically still part of the Dwarven pantheon in Pikovadel, but with Aukon’s role reduced to a lesser deity. The most popular god in Pikovadel (aside from Chastali) is Teka. Represented by a red mountain peak, Teka is the nature god of the earth, mountains, and peaks. The more religious Mountain Dwarves maintain that it was Teka himself that sheltered them: first by providing the city of Pikovadel after they were exiled from the Mednyy Hills, and then by providing them a new home safe from the Vanquishing Thaw.
- A lesser Dwarven deity is the war-like Syra: goddess of beauty, poetry, and cold. Represented by a white axe, Syra’s largest following is in the Beskiy Taiga. To ward off the worst winter weather, worshippers will offer up paintings, songs, and other works of art. However, the evil goddess takes a very loose definition of “beauty” or “poetry”...with blood-splatters against the snow and screams of the dying being equally acceptable offerings.

- **Contin**

- According to scholars, “Contin” is a Draconic name meaning “To Contain”.

Though the High Elves fittingly named their home continent “Balu” (Elvish for “The Ball”), it is the Draconic name that has stuck. Scholars puzzle over why the Naufragado Empire chose that name for their new homeland and what exactly they are trying to contain?

- **The Immortal Autocracy of Haijing**

- The Immortal Autocracy is so named for the immortal Juedu (“Autocrat” in Elvish) that governs the city-state of Haijing. Haijing is a city-state that exists in the vast Huamo Desert that dominates the continent of Contin. The Juedu who has ruled Haijing since its founding is Quan Weiyi of the Quan dynasty...though no one knows for sure how he has maintained his immortality. The Juedu’s will is communicated through the Buzhan: the council of loyal Matriarchs that serve as the bureaucracy for the city-state. Though the Juedu was initially a figurehead, he has taken a more direct role in governing Haijing since the arrival of the Naufragado Empire.

- **Huamo Desert**

- “Huamo” is the Elvish for “Pure”. For there is no greater purity in Elven religion or culture than the hot desert sands. The Huamo is a seemingly endless desert that dominates the continent, pocketed with an oasis here and there.

- Haijing was built around the largest such oasis, and expanded outside the city's walls to establish small trading outposts here and there.
- The grand Shayan Road leads from Haijing to the coast. "Shayan" is the Elvish word for "Eye", and the Shayan Road is so named because the Juedu's eye is said to watch every step of the highway. However, the northern terminus has fallen into disrepair since the Nafragado Empire arrived.
- **Haijing**
  - "Haijing" is Elvish for "City of Love". More than a desert oasis, the city of Haijing is a glittering jewel of brass, bronze, and crystal.
  - It is here that the Elves first appeared in the world, and they set about establishing Contin's greatest city.
  - The primary god worshipped by the Elves of the Immortal Autocracy is Phrey. Usually represented by a red falcon, Phrey is the goddess of love, beauty, music, motherhood, and fertility. The more fanatical High Elves believe that the Juedu's immortality is due to being the son of Phrey.
- **Latan Shore**
  - The name "Latan" originates from an Elvish word meaning "The Patch".

- When the Tieflings were driven from their original homeland by the Dragonborn, they vowed to one day return and take back what was stolen.
- Whatever governed Tiefling society before the Naufragado came, it has been replaced with a dictatorship. Based on the absolute authority of the Juedu of the Immortal Autocracy, the “Ucai” (Infernal for “Autocrat”) is the supreme ruler of Tiefling society. It is not a dynastic position, as the Ucai need not be one of the countless descendants of the Quan dynasty. The current Ucai is a male blue-skinned Tiefling named Shui Emo.
- The Ucai leads his people in their never-ending war with the Dragonborn, determined to break through the stalemate and drive the “Guims” back to whatever cave they crawled out of before sailing to “Balu” (now-Contin). “Guim” is a racial slur for Dragonborn, which means “Scales” in Elvish.
- Though both the Immortal Autocracy and the Ucai have sought to redirect international trade from Costa do Conze to the Latan Shore, the storm-wracked and crystal-jagged coastline of the Latan just isn’t worth risking when the Dragonborn have a far more welcoming harbor.
- A lesser Elvish deity known as Savra has gained a significant followership among Tieflings. The goddess of divination, fate, and lizards is often prayed to for guidance and visions to aid in the war

against the Naufragado Empire. Savra's symbol is a lizard's eye, so the more bloodthirsty Tieflings will take the eyes of slain Dragonborn as trophies...sacrifices to Savra.

○ **The Naufragado Empire**

- Any individual skilled enough to learn the Dragonborn language would know that the name "Naufragado" is Draconic for "Shipwrecked".
- As the Immortal Autocracy continued to explore and reap the rewards on the northern continent, a sudden threat yanked the Elves' attention back to their own shores. No one knows where the Dragonborn came from. Regardless of their origins, their intent has been clear: war.
- As soon as the Dragonborn ships first appeared on the horizon and got within range, they attacked the Elven villas and Tiefling towns with their soldiers, ships, and wyvern-riders. The Tieflings were forced out of their homeland into the crystal caverns of the nearby Latan Shore.
- The Immortal Autocracy was forced to abandon colonial efforts in exchange for emergency war preparations.
- Since then, the northern coast of Contin has been an endless cycle of war and ceasefire.
- When the Elven colonists of Khrom finally got curious enough to learn what happened to their ancestral home, they found Haijing's main port replaced with the city of an entirely unknown race. Unfortunately for Haijing, the Naufragado Empire decided to take over the intercontinental trade route.

- Nafragado merchants are technically requisitions officers from the Empire's military, acquiring new supplies for the war effort. The Dragonborn use metallic cords of gold, silver, or bronze to keep track of the number and value of certain goods. Due to most civilizations trading in metallic coins, the cords were initially mistaken for the Dragonborn version of currency. The truth is that the cords themselves hold no value to the Dragonborn...they are essentially the equivalent to non-Dragonborn official recordkeeping and requisition forms.
- Haijing demanded that the colonists stop trading with the Dragonborn and reaffirm their allegiance, but the Lusen Matriarchy was now a nation in its own right...with an embattled Haijing powerless to stop the secession.
- **Costa do Conze**
  - “Costa do Conze” is Draconic for “Hand of the Coast”. A fitting name as this dry summer climate port, as its natural harbors do somewhat resemble fingers stretching northward. Thus, the intercontinental trade between the Haoz Swamp (Elvish for “The Shake”) and Costa do Conze has come to be nicknamed “The Handshake”.
  - Whatever Elvish structures once existed along the Costa do Conze have long been blasted away or built over. Indeed, even the Dragonborn's first settlement was eventually torn down and replaced by a new capital. Costa do Conze is organized much like a military base, but on a much larger scale.

- The Naufragado are clearly a society under martial law, though no one knows if that is how their original homeland was ruled.

Unlike Elvish names, Dragonborn names list the personal name before the family name. The military hierarchy is organized into eleven “titles” (from lowest to highest):

- Membro
  - Fidalgo
  - Baronete
  - Barao (male)/Baronessa (female)
  - Visconde (male)/Viscondessa (female)
  - Conde (male)/Condessa (female)
  - Marques (male)/Marquesa (female)
  - Principe (male)/Princesa (female)
  - Duque (male)/Duquesa (female)
  - Rei (male)/Rainha (female)
  - Imperador (male)/Imperatriz (female)
- Every Dragonborn at birth starts at “Membro”. After reaching adulthood at age 15, they are drafted. After two years of mandatory service, they are promoted to Fidalgo.
  - A Fidalgo can choose to make their service permanent and continue earning rank over time, or they can discharge and remain a Fidalgo for life. Most Fidalgos act as servants doing menial and day labor for higher ranked Naufragado.

- All three military branches have the same titles, so each is distinguished by a prefix (ex: a 4th title Principe would be a “Soldado-Principe” as army, a “Mar-Principe” as navy, and a “Cavaleiro-Princesa” as air force). Each branch is governed by a Rei/Rainha, who together form a triumvirate that answers directly to the Imperador or Imperatriz. The current Imperatriz is a female Green Dragonborn named Brocrada Budal. The hierarchy of the military is divided into three branches:
  - Soldiers (army)
    - As a general stereotype, most Soldiers are Red Dragonborn (with the occasional Gold Dragonborn).
    - The current Soldado-Rei (“General of the Soldiers”) is a male Red Dragonborn named Dragao do Gera.
    - Imperatriz Brocrada Budal was the former Soldado-Rainha before being promoted to “Imperatriz”.
  - Sea-Princes (navy)
    - As a general stereotype, most Sea-Princes are Blue Dragonborn and Green Dragonborn (with the occasional Black Dragonborn).
    - The current Mar-Rei (“Admiral of the Sea-Princes”) is a male Black Dragonborn named Jacare Cavarin.
  - Dragon-Riders (air force)

- As a general stereotype, most Dragon-Riders are Silver Dragonborn (with the occasional White Dragonborn).
  - Only females are allowed to join the Dragon-Riders and become wyvern-riders.
  - The current Cavaleiro-Rainha is a female Gold Dragonborn named Pila do Alado.
- Upon discovering individuals (such as Sorcerers) with Draconic bloodlines on either continent, the Naufragado Empire decreed the “Lei do Sangue”. Draconic for “The Law of Blood”, the law decrees that any non-Dragonborn of Draconic lineage is eligible to join the Naufragado military, and thus, earn citizenship.
  - The city is also home to the Mundo Military Academy. The Mundo Military Academy is both praised and infamous for training some of the toughest fighters and most brilliant engineers on either continent. Some wonder if the name “Mundo” (Draconic for “World”) is a declaration of the Empire’s intent for world conquest.
  - The Dragonborn seem to only worship two gods: Novone and Climateri. Novone is an evil god of tyranny and war. Climateri is a good god of endurance, travel, commerce, and the arts. The Dragonborn believe that both gods must work together for the Naufragado Empire (and indeed, the entire world) to prosper.

Thus, Novone is represented with a black right hand holding a silver eye, and Climateri is represented with a red left hand holding a bronze cord. War and commerce literally go hand-in-hand in Dragonborn society: one must always support the other.