

# Tsardom of Pebopetsia

## 📍 Basic Info

- **Type:** Dream-Gate Autocracy
- **Region:** Southeastern rim of Eladris; bordered by [Mosan Diarchy](#), [Grand Duchy of Blumengenia](#), and isolated dream-gate corridors
- **Notable Cities:** Senzha, Ji'ruen, Lungvale



## 🏔️ Description

Pebopetsia is a radiant realm of floating towers, painted sky-bridges, and waking dream-palaces — a mystic tsardom ruled by an ancient dynasty of dragon-masked nobles. These nobles do not merely govern land, but also oversee **dream-gates**: shimmering portals of controlled resonance woven through the fabric of sleep and meditative trance.

The architecture of Pebopetsia drifts on resonance. Cities float on bound ley-lines. Bridges hang between dream-anchored pagodas, and wind chimes mark shifts in astral alignment. **Resonance calligraphy** — a sacred art — is used to shape law, protect memory, and navigate the intricate dreamways that connect both citizens and allies across the world.

The Tsardom's populace is highly ritualized. Sleep is sacred, and daily life is structured around lucid cycle maintenance and dream-hygiene. Nobles bind their faces with porcelain dragon masks

symbolizing ancestral dreams and dynastic purpose. Few have ever seen the Tsar's true face.

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## History

- **Origin Myth:** The first Tsar was born under a sky written with dragon-script stars. He shaped the Tsardom with brushstrokes that echoed through reality.
  - **Key Historical Events:**
    - Established the **Dream-Gate Accord** with the [Grand Duchy of Blumengenia](#) and the [Mosan Diarchy](#) to regulate shared resonance travel
    - Survived the **Shatter-Wake Plague**, which corrupted dream-gates and left entire cities echo-stagnant
    - Developed the art of **Sky-Binding**, a ritual that laces dreams into city foundations
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## Key Locations

- **Senzha:** Floating capital adorned with shifting bridges and echo-ink banners; home to the Imperial Dream Pagoda
  - **Ji'ruen:** Library-fortress of forbidden calligraphy where dangerous resonance texts are kept asleep
  - **Lungvale:** Garden city of meditative rites and dream-weaving academies; sacred to the Way of the Silk Flame
  - **The Gate of Silent Bloom:** A one-way dream-gate said to lead to either peace or complete ego dissolution
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## High Lords

### House Han — The Red Flame Dynasty

**Dragon Type:** Red Dragons (Dominion & Passion)

- **Current High Lord:** Han Wei-Tsa
- **Notable Figure:** Han Fey-tza Han Qing-jao
- **Seat:** The Embered Pagoda of Senzha

House Han masks are lacquered crimson porcelain veined with gold. The preserved eyes of the dragonlings are embedded behind the mask's eye slits — glowing faintly during intense emotion.

**Resonance Affinity:** Command, ambition, destructive clarity.

House Han believes dreams must be **controlled**, not wandered.

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## ● House Lian — The White Silence Court

**Dragon Type:** White Dragons (Memory & Endurance)

- **Seat:** Ji'ruen
- **Role:** Wardens of forbidden calligraphy

Their masks resemble frozen porcelain — breath crystallizes across them. Dragonling teeth are set like inner chimes within the mask.

**Resonance Affinity:** Memory preservation, echo-freezing.

They were instrumental during the Shatter-Wake Plague.

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## ● House Zhurai — The Azure Tempest

**Dragon Type:** Blue Dragons (Storm & Insight)

- **Seat:** Lungvale's upper sky-bridges

Lightning-scar patterns streak their masks. Their dragonlings were preserved mid-roar — their jawbones form the mask's cheek ridges.

**Resonance Affinity:** Prophecy, dream-storm navigation.

They oversee volatile dream-gates near the Mosan Diarchy.

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## ● House Koro — The Obsidian Veil

**Dragon Type:** Black Dragons (Decay & Depth)

- **Seat:** Beneath Senzha, in submerged pagodas

Their masks are matte-black porcelain, acid-etched. Dragonling spinal fragments form inner mask frameworks.

**Resonance Affinity:** Dissolution, ego erosion, silent dream traversal.

They guard the **Gate of Silent Bloom**.

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## House Myr — The Jade Ascendants

**Dragon Type:** Green Dragons (Intrigue & Growth)

- **Seat:** Floating groves of Lungvale

Masks are emerald-glazed porcelain threaded with preserved dragonling sinew.

**Resonance Affinity:** Illusion, dream-suggestion, diplomatic infiltration.

They manage the Dream-Gate Accord with the [Grand Duchy of Blumengenia](#) and the [Mosan Diarchy](#).

## Low Lords

### House Qirene — The Inkbound Scribes

**Domain:** Resonance Calligraphy & Legal Dream-Script

**Seat:** Ji'ruen's Script-Fortress

They inscribe:

- Ancestral dream laws
- Gate-binding glyphs
- Mask interior soul-thread runes
- No High Lord mask awakens without Qirene script lining its interior.

They maintain the **Archive of Unwritten Dreams** — laws drafted but never enacted.

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## House Velmora — The Gatekeepers of Passage

**Domain:** Dream-Gate Calibration & Inter-National Accord Maintenance

**Seat:** The Lower Bloom Anchors

They oversee:

- Gate frequency harmonization
- Travel permits through dream corridors
- Accord compliance with the [Grand Duchy of Blumengenia](#)
- Ritual observance with the [Mosan Diarchy](#)

They are diplomats disguised as engineers.

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## House Drazhen — The Sleepward Custodians

**Domain:** Public Dream-Hygiene & Cycle Maintenance

**Seat:** Lungvale's Meditation Gardens

They regulate:

- Lucid cycle schedules
- Communal sleep rites
- Treatment of dream-fever and echo-stagnation

During the Shatter-Wake Plague, Drazhen lost nearly half its bloodline.

They believe dragon hunts disturb natural sleep resonance.

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## House Myrathen — The Echo Surveyors

**Domain:** Resonance Node Monitoring & Astral Cartography

**Seat:** Sky-Bridge Observatories

They chart:

- Ley-line drift
- Shard overlap fluctuations
- Astral alignment cycles

They quietly exchange research with scholars in the [Republic of Begoestia](#) — a politically dangerous connection.

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# House Kaelru — The Mask Adjudicators

**Domain:** Noble Succession & Mask Legitimacy Trials

**Seat:** Hall of Silent Witness

They determine:

- Whether a dragon hunt qualifies for dynastic ascension
- If a mask bond is stable
- If a High Lord's resonance has become corrupted

If a High Lord's mask fractures, Kaelru declares ritual seclusion.

They have deposed three dynasts in the past century.

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# House Sorynth — The Veil Mediators

**Domain:** Planar Ethics & External Oversight

**Seat:** The Quiet Thread Cloister

They maintain discreet ties to the [The Veilbinders](#).

Their role:

- Ensure dream-gates do not destabilize Shards
- Investigate resonance anomalies
- Monitor potential Cult infiltration

High Lords publicly dismiss them — privately, they rely on their warnings.

## The Unspoken Truth

While the High Lords earn masks through dragon-slaying,

it is the Low Lords who:

- Decide which dragonlings are preserved
- Determine which bones are “viable”
- Shape the inner law of each mask
- Control the awakening ritual

Power in Pebopetsia floats... but it is fired in kilns below.

## Related Nations

- [Mosan Diarchy](#) (resonant diplomacy and joint ritual observances)
- [Grand Duchy of Blumengenia](#) (strong cultural allies; share dream-theory traditions)
- [Republic of Begoestia](#) (scholarly tension; Begoestian attempts to mechanically replicate dream-gate structures deemed heretical)
- [Herwol](#) (ancestral alignment through star-map lore and crystalline dream-beasts)