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THE DRAGONS OF THE COMPASS

THE READER'S ENCYCLOPEDIA

A spoiler-safe guide to the world and its people



FOUR DIRECTIONS • ONE WORLD • COUNTLESS STORIES

READER EDITION — NO PLOT SPOILERS

Reference edition • October 2026

How to use this guide

This edition is designed for readers beginning The Broken Compass. It explains the setting, four Dragon titles, central characters, places and recurring ideas without disclosing late-book revelations, the outcome of major confrontations or future-series secrets. Certain answers have deliberately been left unknown.

Scope: public-facing lore from the opening premise and early chapters. The companion Author Bible is a separate private document and should not be distributed to readers.

At a glance

TOPIC	WHAT A NEW READER SHOULD KNOW
Setting	A fantasy world of multiple continents, towns, kingdoms, trade routes and ancient places; elementals live among ordinary people.
The Dragons	Four exceptional elementals bear the title “Dragon” for their mastery of the primary elements. They are people, not literal dragons.
Point of view	Taren and Sera, two powerful yet inexperienced best friends, provide the main entry point into the story.
Book One	The Broken Compass begins in Briar’s Crossing and explores friendship, responsibility, power and divided loyalties.
Map	An illustrated atlas accompanies the series. Major world names outside the opening story may be developed further in future books.

I. The Dragon Titles

“Dragon” is an honorific reserved for the strongest living representatives of the four primary elements. It is neither a biological species nor a territorial rank. A Dragon’s direction does not determine where that person must live; the world is not divided into four elemental nations.

COMPASS TITLE	PRIMARY ELEMENT	KNOWN HOLDER
North	Fire	Annette
South	Ice	Roberto
East	Wind	Caelan
West	Earth	Korran

These are titles and identities, not a measure of political sovereignty. The history of succession is intentionally left unexplained in the reader guide.

Elemental magic: what is visible early

Fire Can be summoned and shaped; an experienced user understands heat, restraint, and the danger of collateral damage.

Ice Can be created and shaped into structures and barriers. Precision can protect as effectively as force.

Wind Can carry sound, alter motion, and sense distant disturbances through currents and pressure.

Earth Can shape or move stone and ground; powerful applications can affect buildings, roads and foundations.

Other elements Lightning, shadow, lava and poison also have formidable practitioners, though their role in society is more complex than a simple hierarchy.

The book does not establish a numerical power scale, a game-like level system or an exhaustive classification of every possible element. Skill, judgment, experience and circumstance matter.

II. People of the Compass

Taren — Fire Elemental

A talented, impulsive young man whose enthusiasm frequently outruns his planning. He means well, has a sharp sense of humor, and is learning the difference between making a spectacle and being useful.

Sera — Wind Elemental

Taren's best friend since childhood. Gifted, observant and often the more cautious of the pair; she is learning to trust her perception while acting decisively under pressure.

Roberto — Dragon of the South

A sarcastic traveler with a fondness for drinking, an unassuming manner and remarkable command of ice. He dislikes self-importance and becomes a demanding, unexpectedly thoughtful mentor.

Annette — Dragon of the North

The Fire Dragon, known for formidable presence and an independent spirit. More interested in people and their needs than in ceremonial status.

Caelan — Dragon of the East

A master of wind known for calm intelligence, surprising playfulness and exceptional perception; he prefers noticing and outthinking over needless spectacle.

Korran — Dragon of the West

A physically imposing Earth Dragon whose power and commanding reputation make him difficult to overlook. His history with the other Dragons goes back many years.

Four would-be Dragons

Four notable practitioners of lightning, shadow, lava and poison challenge the assumptions surrounding recognition and elemental strength. Their motives are part of the book's unfolding story.

This section introduces identities and general traits only. It does not reveal alliances, outcomes or hidden personal histories.

III. A Reader's Atlas

The setting

The world contains multiple substantial landmasses linked by roads, waterways and trade. Ordinary settlements share the map with ancient ruins, mountain roads, ports, and places of magical interest. Climate and geography are not arranged around the compass titles.

Locations visible in the story and atlas

Briar's Crossing A busy trading town of stone buildings and bridges, built across a river between mountain ranges. It is the opening setting.

The Old Observatory An abandoned observatory three miles north of Briar's Crossing, among pine trees; a place of learning with damaged architecture and older mysteries.

Western Quarry A stone-working site west of Briar's Crossing, important to local roads and homes.

Frostmere Pass A difficult highland route beyond northern pines, with a mountain hospice and dangerous weather.

Greywake A trading city with a night market sheltered beneath an old aqueduct.

Bridge of Falling Stars A long-standing bridge on a significant route across powerful river water.

Hollow Meridian An ancient place noted on the atlas. Its function and significance unfold in the story.

Illustrated atlas



The illustrated map is the approved Book One visual reference. Continental names and remote landmarks introduced by the artwork may still be refined as the series expands. It is not a measured route survey.

IV. Words, Customs & Themes

Elemental A person with the ability to manipulate or generate a particular form of elemental magic.

Dragon A title for the strongest of the four primary elements, not a literal winged creature.

The Compass A symbol of directions, an ancient shared tradition and the obligations of power. Its full institutional history unfolds over time.

Apprentice A student training under an experienced elemental. Lessons may emphasize discipline and service instead of raw force.

Ancient station A surviving site from older arrangements and practices. Different stations hold different clues.

Power and responsibility An organizing theme: strength is not identical with authority, honor or moral rightness.

Found family The possibility that trust can be built through shared work, failure, loyalty and everyday care.

Repair A recurring image in the story: roads, homes, friendships and institutions must be maintained, not merely defended.

Names and pronunciation

Name pronunciations are not yet formally canonized. A future pronunciation guide for the audiobook can establish the author-approved readings of Caelan, Korran, Briar's Crossing and Frostmere.

A note on spoilers

This guide intentionally does not explain the complete history of the four Dragons, the deeper purpose of the old sites, or the resolution of Book One. Those discoveries belong to the novel.

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