

ARENA Z STUDIOS

# The Great War

Official Developer Library - Document 007

Definitive Edition



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# The Beginning of the Conflict

The Great War did not begin with one battle. It began with rising tensions, broken trust and old rivalries that none of the kingdoms could control.



## 01 —

### THE BEGINNING OF THE CONFLICT

Tensions rise across Eternis  
as ancient rivalries ignite  
a war none could avoid.



# The Kingdoms at War

The great kingdoms marched for power, territory and control of the Crystal Core. Alliances shattered as armies crossed ancient borders.



**02** —

## THE KINGDOMS AT WAR

Five great kingdoms clash  
for power, territory, and  
control of the Crystal Core.



# The Fall of the Crystal Core

The Core was shattered in a catastrophic release of power. What once preserved balance became the center of Valekor's greatest tragedy.



**03** —

## THE FALL OF THE CRYSTAL CORE

The Core was shattered,  
its power released across  
Eternis in a catastrophic event.



# A World in Ruins

Cities fell. Nations broke. The world was left scarred, and hope was nearly lost beneath ash, smoke and silence.



**04** —

## A WORLD IN RUINS

Cities fell. Nations broke.  
The world was left scarred,  
and hope was nearly lost.



# Legends Were Born

From the ashes, heroes emerged. Their choices shaped the future, and their names became warnings, songs and legends.



# Battles That Shook Eternis

Epic battles decided the fate of kingdoms and rewrote history forever. No realm escaped the cost of war.



**06** —

## **BATTLES THAT SHOOK ETERNIS**

Epic battles decided the fate of kingdoms and rewrote history forever.



# The Cost of War

Millions were lost. Families were torn apart. The true cost of war was not paid in gold, but in blood and memory.



**07** —

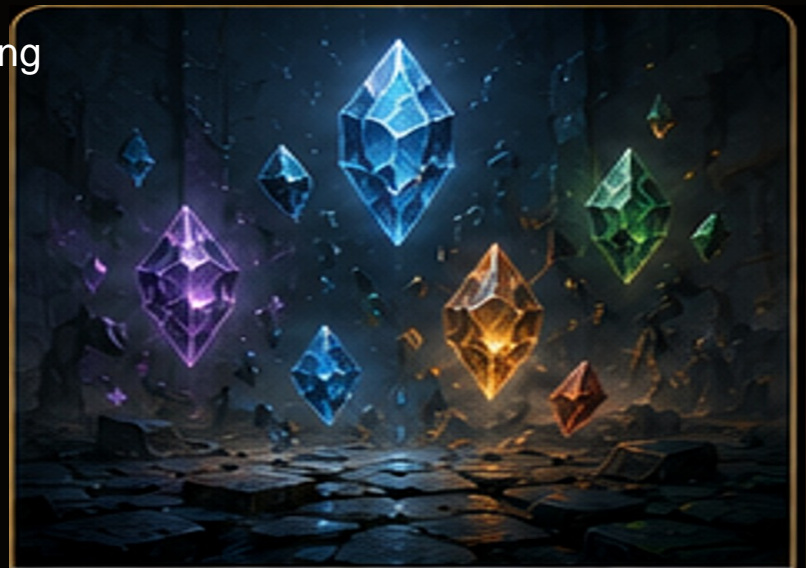
## THE COST OF WAR

Millions were lost. Families torn apart. The true cost of war was paid in blood.



# Shattered Power Scattered

The fragments of the Core spread across the land, seeking new guardians and creating new dangers.



**08** —

## SHATTERED POWER SCATTERED

The fragments of the Core  
spread across the land,  
seeking new guardians.



# The Call for a New Order

From the chaos, a call arose for unity, balance and a new beginning. Valekor could not survive another endless war.



**09** —

## THE CALL FOR A NEW ORDER

From the chaos, a call arose  
for unity, balance, and  
a new beginning.



# The Future of Eternis

The war is over, but the story of Eternis is far from finished. Every champion now carries the shadow of that war.



**10** —

## THE FUTURE OF ETERNIS

The war is over.  
But the story of Eternis  
is far from finished.

