

COLLECTION III

The Great Empires

Legends of Valekor • Document 021

Mighty realms, ancient bloodlines and enduring legacies. This document begins Chapter III with deeper lore, political history, military power, economics, alliances and the role each empire plays in Valekor.



The Age of Empires

The Great Empires are the political heart of Valekor.
Their borders define wars, trade, religion, technology and
the fate of millions.



Political Map

Mountains, rivers, deserts, forests and ports shape the alliances, enemies and survival strategies of each empire.



Empires Overview

Eight major powers dominate the current era, each with unique symbols, cultures, rulers and military doctrines.



Timeline of Power

From the first kingdoms to the current era, wars and alliances shaped every empire in Valekor.



04 — EMPIRES TIMELINE MAJOR EVENTS	
-3500	The First Kingdoms Rise
-2100	Formation of the Aurelian Empire
-1650	Drakonlan Expansion Begins
-980	The Elven Accord
-620	The Desert Wars
-320	The Great Maritime Age
0	The Age of Alliances
356	The Current Era

Aurelian Empire

The Lion's Crown

Ruler:	Emperor Valerius III
Capital:	Aurelia
Government:	Imperial Monarchy
Religion:	Radiant Faith
Military:	Imperial Legions, Lion Guard, siege towers

Role in Valekor:

The central imperial power of Valekor and symbol of order. This empire carries alliances, rivalries, resources, creatures, beliefs and conflicts that will influence future chapters of Arena Z.



Drakhoran Empire

The Dragon Standard

Ruler:	High Warlord Kaer Drakos
Capital:	Drakhor
Government:	Militarized Empire
Religion:	Flame Dominion
Military:	Dragon riders, ash cavalry, flame infantry

Role in Valekor:

A volcanic military power built on fire, discipline and conquest. This empire carries alliances, rivalries, resources, creatures, beliefs and conflicts that will influence future chapters of Arena Z.



Vorland Kingdoms

The Northern Shields

Ruler:	High King Odran Vor
Capital:	Vorheim
Government:	United Kingdoms
Religion:	Storm Oaths
Military:	Shield clans, frost cavalry, storm priests

Role in Valekor:

The defensive wall of the frozen north. This empire carries alliances, rivalries, resources, creatures, beliefs and conflicts that will influence future chapters of Arena Z.



Sylvar Etherdomains

The Green Crown

Ruler:	Queen Elyndra Sylvar
Capital:	Elarwyn Prime
Government:	Mystic Council
Religion:	Nature Covenant
Military:	Ranger orders, spirit mages, forest sentinels

Role in Valekor:

Guardians of forests, healing and ancient wisdom. This empire carries alliances, rivalries, resources, creatures, beliefs and conflicts that will influence future chapters of Arena Z.



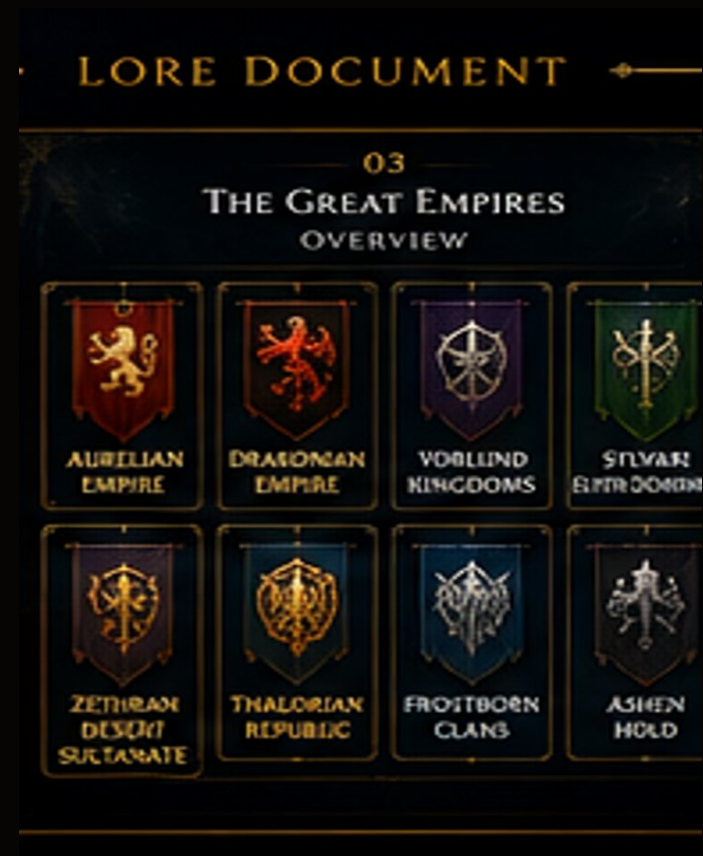
Zethkar Sultanate

The Sun Dunes

Ruler:	Sultan Amareth Zeth
Capital:	Zethkara
Government:	Sultanate
Religion:	Solar Path
Military:	Sand riders, glass blades, sun archers

Role in Valekor:

Masters of desert trade routes and hidden knowledge. This empire carries alliances, rivalries, resources, creatures, beliefs and conflicts that will influence future chapters of Arena Z.



Thalorian Republic

The Sea Senate

Ruler: The Tide Senate

Capital: Thaloria

Government: Merchant Republic

Religion: Tide Covenant

Military: Sea guard, naval fleets, tidecallers

Role in Valekor:

Economic lifeline of Valekor through ports and ocean trade. This empire carries alliances, rivalries, resources, creatures, beliefs and conflicts that will influence future chapters of Arena Z.



Forgotten Clans

The Broken North

Ruler:	Unknown War Council
Capital:	None
Government:	Clan Confederation
Religion:	Ancestor Spirits
Military:	Raiders, beast tamers, cursed shamans

Role in Valekor:

A dangerous power outside official borders and records. This empire carries alliances, rivalries, resources, creatures, beliefs and conflicts that will influence future chapters of Arena Z.



Ashen Hold

The Fire Dominion

Ruler: Lord Pyron Vash

Capital: Ashhold

Government: Warlord Dominion

Religion: Flame of Ruin

Military: Fire cultists, infernal chargers, ash knights

Role in Valekor:

A violent force from the burning wastes. This empire carries alliances, rivalries, resources, creatures, beliefs and conflicts that will influence future chapters of Arena Z.



Relations Between Empires

Valekor's future depends on alliances, rivalries and hidden wars. Some powers trade in public while preparing for conflict in secret.



Legacy of the Empires

The empires rise, fall, merge, betray and rebuild. Their decisions define future wars, heroes, games, maps and story arcs.



Chapter III Begins

Document 021 introduces a premium format with deeper profiles, political context, history, military systems and worldbuilding for long-term IP development.

