

## COLLECTION III

# The Lost Cities of Valekor

### Document 025 - Definitive Edition

Eight forgotten cities remain hidden across Valekor. Each city carries lost knowledge, ancient treasures, destroyed civilizations and secrets that may change the future of the world.



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# Zytharis

## The Celestial Capital

**Era:** The Age of Light

**Civilization:** The Celestials

**Fate:** Destroyed by divine war

**Architecture:** Floating temples and sky sanctuaries

**Treasures:** Celestial crystals and divine artifacts

**Role:** Source of ancient divine knowledge.



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# Korvallis

## The Sunken Empire

**Era:** The Age of Arrogance

**Civilization:** The Oceanic Highborn

**Fate:** Consumed by the Great Flood

**Architecture:** Submerged domes and coral palaces

**Treasures:** Atlantean crystals and drowned libraries

**Role:** Guardian of ancient oceanic power.



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# Vorlun

## The Forgotten Dwarven Hold

**Era:** The Age of Stone

**Civilization:** The Dwarven Clans

**Fate:** Abandoned after betrayal

**Architecture:** Mountain gates and forge-temples

**Treasures:** Dragon-steel and rune cores

**Role:** Key to ancient metallurgy.



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# Eldrys

## The Elven Dream City

**Era:** The Age of Harmony

**Civilization:** The High Elves

**Fate:** Vanished into the Feywild

**Architecture:** Living towers and waterfall gardens

**Treasures:** Living crystals and elven relics

**Role:** Bridge between dreams and realms.



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# Xerathon

## The Deserted Pharaoh City

<b>Era:</b>	The Age of Kings
<b>Civilization:</b>	The Sun Priests
<b>Fate:</b>	Buried by golden sand
<b>Architecture:</b>	Pyramids and sun temples
<b>Treasures:</b>	Sun stones and golden relics
<b>Role:</b>	Source of solar magic.



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# Thalmor

## The City in the Clouds

<b>Era:</b>	The Age of Mages
<b>Civilization:</b>	The Sky Mages
<b>Fate:</b>	Shattered during rebellion
<b>Architecture:</b>	Cloud citadels and floating towers
<b>Treasures:</b>	Sky crystals and storm libraries
<b>Role:</b>	Source of wind and storm magic.



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# Drakthul

## The City of Shadows

**Era:** The Age of Darkness

**Civilization:** The Shadow Lords

**Fate:** Destroyed in darkness war

**Architecture:** Black towers and forbidden vaults

**Treasures:** Obsidian relics and void crystals

**Role:** Source of forbidden knowledge.



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# Aeondria

## The Timeless City

**Era:** Before Recorded Time

**Civilization:** The Timeless Ones

**Fate:** Exists beyond normal time

**Architecture:** Clockwork sanctuaries and time rings

**Treasures:** Chrono relics and eternal cores

**Role:** Key to controlling time itself.

