
COLLECTION IV

The First Great War

The Day the World Was Divided Forever

No empire desired war, yet every empire believed it was the only path left. Document 031 begins the Age of Legends and tells the origin of the conflict that changed Valekor forever.



Prologue

For nearly one thousand years, Valekor stood under an uneasy peace. The great empires expanded, trade flourished, and the Sacred Sanctuaries protected the balance of magic. But beneath the surface, ambition grew. Land, resources, ancient relics and the legendary Heart of Creation became the center of suspicion. When one sacred relic disappeared, every kingdom blamed another. The last council failed. Borders closed. Armies moved. And by dawn, the Valley of Kings was filled with soldiers waiting for the first horn of war.



The Breaking of Peace

Scene of the First Great War

Historical Event: The last council fails before the eyes of kings and envoys.

Location: Council Terrace of Aurelion

Main Characters: Kings, queens, priests and dragon envoys

Major Consequence: Trust collapses and ancient alliances begin to fracture.

Legacy: This is the final moment before Valekor chooses war.



The First Battle

Scene of the First Great War

Historical Event: The armies of the great kingdoms clash across the Valley of Kings.

Location: Valley of Kings

Main Characters: Aurelian legions, Sylvar guards, dwarven shieldlines

Major Consequence: The first blood of the war is spilled and retreat becomes impossible.

Legacy: The conflict changes from political crisis to open war.



Dragons Enter the War

Scene of the First Great War

Historical Event: Neutral dragons descend when mortal armies threaten the balance of the world.

Location: Burning Plains

Main Characters: Dragon clans, imperial armies, sky watchers

Major Consequence: The war expands beyond mortals and becomes a battle for the ancient order.

Legacy: The dragons' arrival prepares the path for Document 032.



The Arcane Cataclysm

Scene of the First Great War

Historical Event: Archmages unleash forbidden magic that shatters mountains and burns the sky.

Location: Storm Crown Ridge

Main Characters: Archmages of Vorlund, battlefield survivors

Major Consequence: Ancient magic scars the land forever and proves that no weapon is too terrible now.

Legacy: Valekor learns that magic can save kingdoms or destroy them.



The Death of the High King

Scene of the First Great War

Historical Event: The king who dreamed of peace falls in the mud of the battlefield.

Location: Blood Banner Field

Main Characters: High King Aldric's house, royal guards, enemy commanders

Major Consequence: The last hope for negotiation dies with him.

Legacy: His death becomes the emotional wound of the First Great War.



The Shadow Betrayal

Scene of the First Great War

Historical Event: A secret faction uses the chaos to strike from within the allied ranks.

Location: The Veiled Road

Main Characters: Shadowborn agents, betrayed commanders

Major Consequence: The war is no longer fought only by armies but by spies, assassins and hidden powers.

Legacy: Darkness enters the heart of the conflict.



The Fall of Aurelion

Scene of the First Great War

Historical Event: The capital burns as towers collapse and the imperial dream turns to ash.

Location: Aurelion Capital

Main Characters: Civilians, imperial defenders, invading forces

Major Consequence: The greatest city of the central lands becomes a symbol of loss.

Legacy: The fall proves that even the strongest empires can be broken.



Dawn of a Broken World

Scene of the First Great War

Historical Event: Survivors watch the sunrise over a world that will never be whole again.

Location: Valley of Ash

Main Characters: Survivors, refugees, broken armies

Major Consequence: The war ends, but the scars create a new age of uncertainty.

Legacy: This ending leads directly into the rise of the Dragon Lords.



Next Chapter

032 - Rise of the Dragon Lords

When mortals chose war, the dragons could no longer remain neutral. The next document reveals how the ancient dragon clans entered history and changed the fate of Valekor.