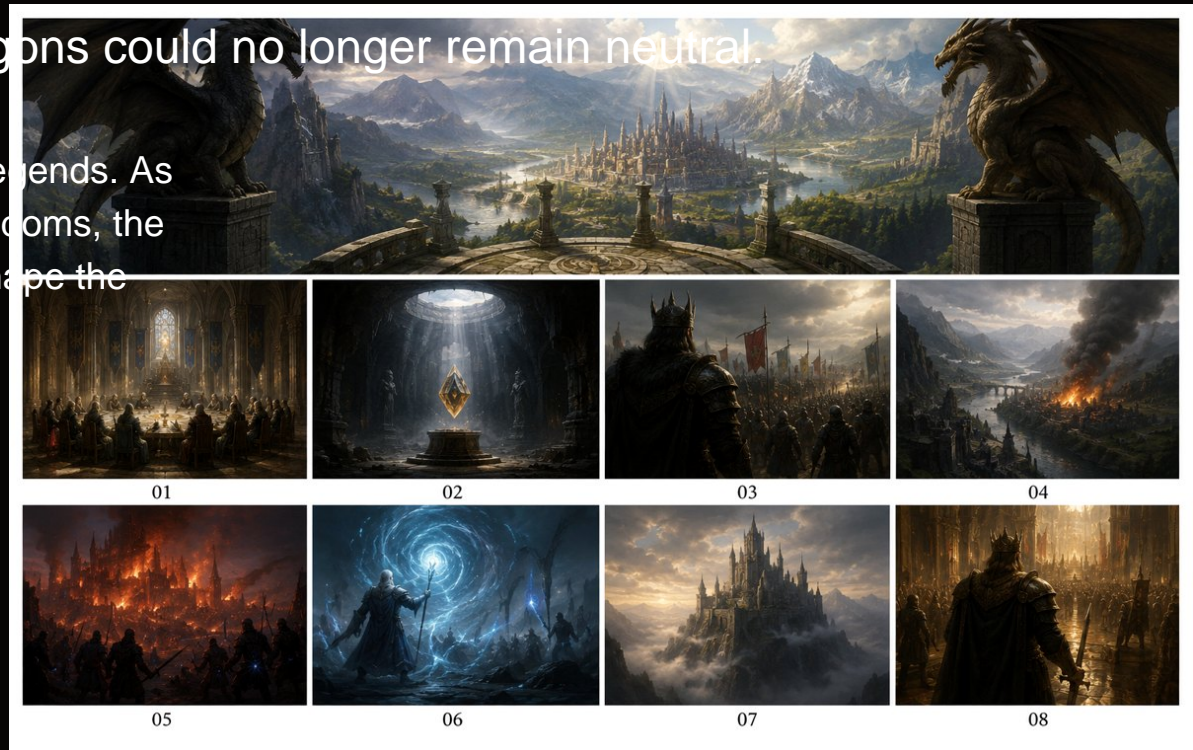


COLLECTION IV

Rise of the Dragon Lords

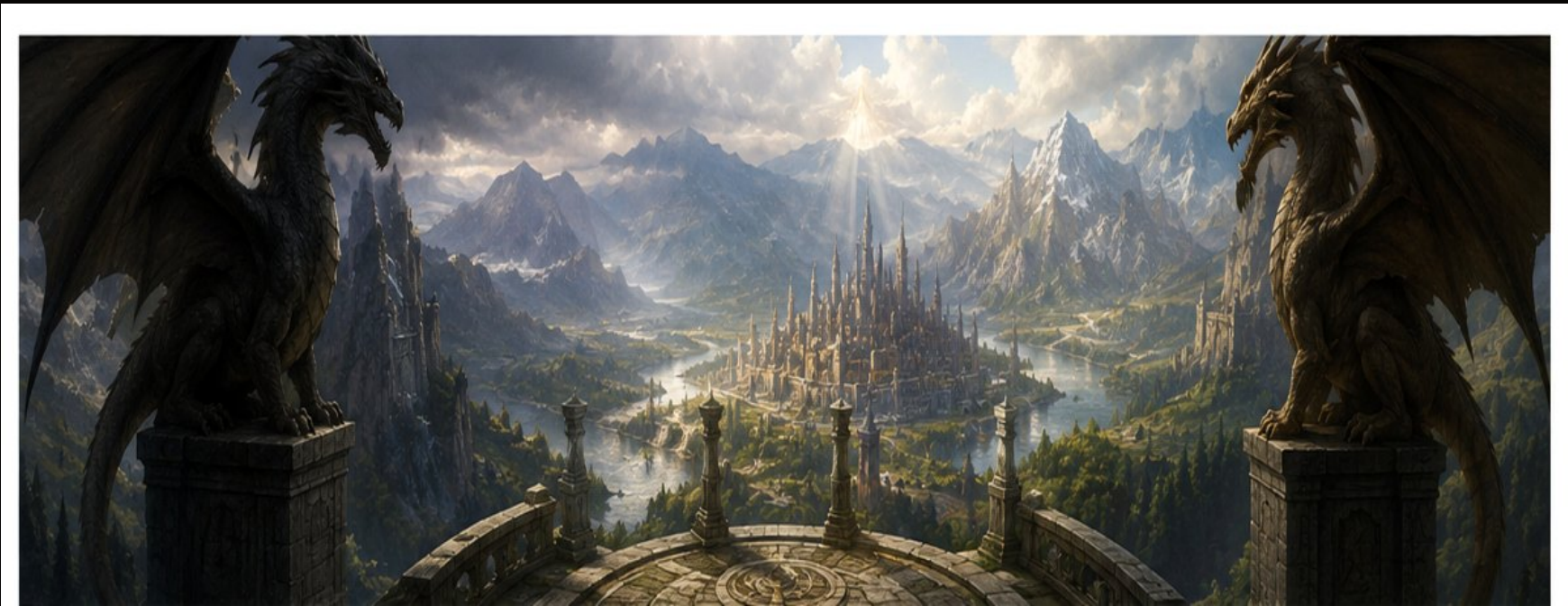
When mortals chose war, dragons could no longer remain neutral.

Document 032 continues the Age of Legends. As the First Great War consumes the kingdoms, the dragons awaken from silence and reshape the future of Valekor.



Prologue

The First Great War sent shockwaves through every kingdom, every sanctuary and every hidden realm. But far above the smoke of mortal battle, something older was watching. For centuries, the dragons had remained silent, refusing to involve themselves in the ambitions of kings. Yet the war disturbed the ancient balance. Relics were awakened. Forbidden magic scarred the mountains. The Heart of Creation trembled beneath the world. The dragons could no longer ignore what mortals had done.



The Ancient Wyrms Awaken

Scene of the Dragon Lords' Rise

Historical Event: The oldest dragons feel the imbalance of magic created by the First Great War.

Location: Elder Peaks

Main Characters: Ancient dragon clans and mountain priests

Major Consequence: The dragons end centuries of silence.

Legacy: The war can no longer remain only a mortal conflict.



The Council of Scales

Scene of the Dragon Lords' Rise

Historical Event: Dragon lords gather to decide whether mortals deserve intervention or destruction.

Location: The Obsidian Eyrie

Main Characters: Dragon elders and fire prophets

Major Consequence: The clans divide between balance and dominion.

Legacy: The division becomes the seed of the Dragon Lords' rise.



The First Dragon Oath

Scene of the Dragon Lords' Rise

Historical Event: The first dragon pact is sworn with mortal kings, binding fire, blood and ancient law.

Location: Aurelion War Camp

Main Characters: Aurelian commanders and dragon envoys

Major Consequence: Mortal armies gain dragon allies at a dangerous price.

Legacy: The oath changes warfare forever.



Fire Over the Valley

Scene of the Dragon Lords' Rise

Historical Event: Dragons descend over the Valley of Kings, turning the battlefield into an inferno.

Location: Valley of Kings

Main Characters: Dragon riders and broken armies

Major Consequence: Fear of dragons spreads across every kingdom.

Legacy: The sky becomes the new battlefield.



The Rogue Dragon Lord

Scene of the Dragon Lords' Rise

Historical Event: One dragon lord refuses neutrality and claims the war as his path to dominion.

Location: Ashen Peaks

Main Characters: Vorakthar the Red and rebel drakes

Major Consequence: A new faction forms around conquest and fire.

Legacy: Not all dragons come to restore balance.



The Sky Fortresses Rise

Scene of the Dragon Lords' Rise

Historical Event: Floating fortresses awaken to house dragon riders and defend the upper skies.

Location: Skyreach Ruins

Main Characters: Sky mages and dragon engineers

Major Consequence: Valekor enters the age of aerial warfare.

Legacy: Old magic becomes a weapon again.



The Battle of Burning Wings

Scene of the Dragon Lords' Rise

Historical Event: Dragon fights dragon as the clans turn against each other above the burning world.

Location: Storm Crown Sky

Main Characters: Dragon lords, riders and storm mages

Major Consequence: The first dragon civil conflict erupts.

Legacy: The unity of dragonkind is shattered.



Dawn of the Dragon Lords

Scene of the Dragon Lords' Rise

Historical Event: From the ashes of war, the Dragon Lords emerge as powers no kingdom can ignore.

Location: Ember Horizon

Main Characters: Surviving dragon lords and kings

Major Consequence: The world recognizes dragons as rulers and judges.

Legacy: This leads directly into the fall of the First Empire.



Next Chapter

033 - The Fall of the First Empire

When dragons entered the war, the balance of power changed forever. The next document reveals how the greatest empire in Valekor began to collapse from within.