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## COLLECTION IV

# The War of Light and Shadow

When the empire fell, darkness found its opportunity.

Document 034 continues the Age of Legends. After the First Empire collapses, Valekor becomes the battlefield for light, shadow, faith and forbidden power.



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# Prologue

The fall of the First Empire did not bring peace. It created a wound across the heart of Valekor. Sacred orders claimed the world needed light to restore balance. Shadowborn houses claimed the old laws had only protected the powerful. From the ruins of Aurelion, two forces began to rise: one carrying banners of gold and holy fire, the other carrying silence, void magic and the promise of freedom through darkness.



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# Dawn of Two Forces

## Scene of the War of Light and Shadow

**Historical Event:** After the First Empire falls, Valekor divides between light and shadow.

**Location:** Valley of Divided Suns

**Main Characters:** Lightbound legions and shadow armies

**Major Consequence:** The conflict becomes spiritual, not only political.

**Legacy:** The ruins of Valekor become a battlefield of ideals.



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# The Light Descends

## Scene of the War of Light and Shadow

**Historical Event:** A celestial champion appears to defend the last sacred order.

**Location:** Aurelion Steps

**Main Characters:** The Radiant Herald and temple guardians

**Major Consequence:** Hope returns to the armies of light.

**Legacy:** The first holy faction of the new age is born.



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# The Lord of the Void

## Scene of the War of Light and Shadow

**Historical Event:** A shadow ruler rises from the ruins, promising freedom through darkness.

**Location:** Noctis Warfront

**Main Characters:** Void Lord and shadowborn warriors

**Major Consequence:** Broken houses join the darkness.

**Legacy:** Shadow becomes a kingdom, not only a curse.



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# Battle Under the Broken Sky

## Scene of the War of Light and Shadow

**Historical Event:** Armies clash while the heavens fracture above them.

**Location:** Crownfields

**Main Characters:** Radiant infantry, dark legions and war mages

**Major Consequence:** Every kingdom is forced to choose a side.

**Legacy:** The war spreads across the central lands.



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# Duel of Radiance and Void

## Scene of the War of Light and Shadow

**Historical Event:** Two champions face each other in the ruins.

**Location:** Ruined Sanctum

**Main Characters:** Radiant champion and void sorceress

**Major Consequence:** Neither side can win without terrible cost.

**Legacy:** The conflict becomes personal and legendary.



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# Fall of the Sanctum

## Scene of the War of Light and Shadow

**Historical Event:** A sacred fortress collapses under dragons and dark armies.

**Location:** The Broken Sanctum

**Main Characters:** Sanctuary defenders and siege forces

**Major Consequence:** The old religious order loses a stronghold.

**Legacy:** Faith itself is wounded.



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# The Final Confrontation

## Scene of the War of Light and Shadow

**Historical Event:** Light and shadow meet blade to blade.

**Location:** The Rift of Balance

**Main Characters:** Two ancient champions

**Major Consequence:** The balance of Valekor is held in one moment.

**Legacy:** This duel becomes one of the greatest legends.



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# Ashes Before Dawn

## Scene of the War of Light and Shadow

**Historical Event:** At sunrise, the battlefield is silent but the world is changed.

**Location:** Fields of Ash

**Main Characters:** Survivors, exiles and broken kingdoms

**Major Consequence:** Neither light nor shadow claims true victory.

**Legacy:** Valekor enters a new age of uncertainty.



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# Next Chapter

## 035 - The Great Exodus

After the War of Light and Shadow, entire peoples abandon their homelands. The next document reveals the migration that reshaped Valekor forever.