

## COLLECTION IV

# The Great Exodus

When the war ended, survivors searched for a new beginning. Document 035 continues the cinematic history of Valekor after the War of Light and Shadow.



# Leaving the Ruins

## Scene of the Great Exodus

**Historical Event:** Survivors depart the ruined heartlands after the War of Light and Shadow.

**Location:** Aurelion Road

**Main Characters:** Refugees, soldiers, wagon families

**Major Consequence:** The largest migration in recorded history begins.

**Legacy:** The Great Exodus begins with grief and hope.



# The Mountain Road

## Scene of the Great Exodus

**Historical Event:** Long caravans cross dangerous mountain passes seeking untouched lands.

**Location:** Northern Passes

**Main Characters:** Caravans, scouts, children, pack animals

**Major Consequence:** Communities risk the wilderness rather than remain in ruins.

**Legacy:** The first refugee routes become future roads.



# Crossing the Frozen Pass

## Scene of the Great Exodus

**Historical Event:** The exiles move through snow and stone while old banners fade behind them.

**Location:** Frosthold Pass

**Main Characters:** Northern guides, royal survivors, mountain clans

**Major Consequence:** The harsh journey forges the first Exodus clans.

**Legacy:** Survival becomes unity.



# Dragons Above the Caravan

## Scene of the Great Exodus

**Historical Event:** Dragons watch the migration from above, no longer enemies, not yet allies.

**Location:** Skyroad Valley

**Main Characters:** Dragon scouts, migrating families, guards

**Major Consequence:** The people realize dragons still shape Valekor's fate.

**Legacy:** The Dragon Lords remain tied to the new age.



# The First Camp

## Scene of the Great Exodus

**Historical Event:** Survivors gather around fires, sharing food, grief and hope.

**Location:** Lake of Rest

**Main Characters:** Families, healers, guards, storytellers

**Major Consequence:** Refugees begin to see themselves as one people.

**Legacy:** Community is born before the kingdoms.



# The City Left Behind

## Scene of the Great Exodus

**Historical Event:** The ruins of the old world remain silent as the last survivors leave.

**Location:** Aurelion Ruins

**Main Characters:** Scouts, abandoned streets, ghosts of memory

**Major Consequence:** The First Empire becomes history instead of home.

**Legacy:** Valekor leaves the past behind.



# Building the New Settlement

## Scene of the Great Exodus

**Historical Event:** Survivors raise the first homes, walls and towers in untouched valleys.

**Location:** New Dawn Valley

**Main Characters:** Builders, former soldiers, farmers, children

**Major Consequence:** The Exodus becomes creation, not only escape.

**Legacy:** The first stones of future kingdoms are laid.



# Arrival at the New Horizon

## Scene of the Great Exodus

**Historical Event:** Leaders look over fertile lands where a new civilization will rise.

**Location:** Valley of New Crowns

**Main Characters:** Exiled nobles, guardians, young heirs

**Major Consequence:** Survivors find a place to begin again.

**Legacy:** This leads toward the Last Dragon War.

