
COLLECTION IV

The Age of New Kingdoms

After the fires of war came the dawn of creation.

Document 037 begins the era of rebuilding. From ruined cities and scattered survivors, the kingdoms that define modern Valekor finally begin to rise.



Prologue

The Last Dragon War had ended. The skies no longer burned, and the ancient clans vanished into the forgotten peaks. The old empire was gone, the alliances of war had served their purpose, and the survivors faced a question greater than any battle: what should they build next? Across Valekor, families returned to the ruins. Blacksmiths relit their forges. Builders raised walls, roads and bridges. Rulers who had once commanded armies now learned to govern cities. The age of survival was ending. The Age of New Kingdoms had begun.



Dawn of a New Age

Scene of the Age of New Kingdoms

Historical Event: The first rulers of the postwar world look across lands no longer ruled by dragons or empire.

Location: Valley of the First Crowns

Main Characters: Builder kings, surviving commanders, early settlers

Major Consequence: The people of Valekor begin to believe that peace can become permanent.

Legacy: This dawn becomes the symbolic beginning of the Age of New Kingdoms.



The Great Reconstruction

Scene of the Age of New Kingdoms

Historical Event: Cities, bridges and fortifications are rebuilt by communities that survived the Last Dragon War.

Location: Rebuilding District of New Aurelion

Main Characters: Masons, engineers, former soldiers, royal planners

Major Consequence: Ruined settlements become functioning capitals and trade centers.

Legacy: Construction replaces conquest as the defining force of the new era.



The Council of Builder Kings

Scene of the Age of New Kingdoms

- Historical Event:** The rulers of the new nations meet to establish laws, borders and shared principles for peace.
- Location:** Hall of Seven Banners
- Main Characters:** Seven builder kings, royal advisers, guild representatives
- Major Consequence:** The first continental political framework is created.
- Legacy:** The council becomes the foundation of Valekor's modern diplomacy.



Roads Between Kingdoms

Scene of the Age of New Kingdoms

Historical Event: Merchants, messengers and travelers cross new bridges connecting isolated settlements.

Location: The Crownroad

Main Characters: Caravan leaders, bridge wardens, traders, pilgrims

Major Consequence: Trade and communication accelerate across the continent.

Legacy: The road network allows the new kingdoms to grow together instead of apart.



The Seven Great Kingdoms

Scene of the Age of New Kingdoms

Historical Event: Seven major powers emerge from the lands settled after the Great Exodus.

Location: Central Realms of Valekor

Main Characters: Royal houses, regional governors, founders of the seven crowns

Major Consequence: A new political map replaces the territories of the fallen empire.

Legacy: These kingdoms shape every conflict and alliance of the modern age.



The Forgotten Dragon Oath

Scene of the Age of New Kingdoms

Historical Event: A surviving dragon watches from the mountains as humanity expands once again.

Location: Caverns of the Last Wing

Main Characters: The hidden dragon clan, oathkeepers, mountain scouts

Major Consequence: The dragons remain absent but not gone.

Legacy: The oath warns that dragonkind may return if humanity repeats the mistakes of the past.



Markets of the New World

Scene of the Age of New Kingdoms

Historical Event: Prosperous markets gather people from former enemy nations under one shared economy.

Location: Grand Market of Solmere

Main Characters: Merchants, artisans, farmers, travelers

Major Consequence: Wealth spreads through exchange rather than imperial taxation.

Legacy: The marketplace becomes a symbol of peace, diversity and opportunity.



The Great Libraries

Scene of the Age of New Kingdoms

Historical Event: Scholars collect surviving knowledge from the old world and preserve it for future generations.

Location: The Astral Library

Main Characters: Historians, mages, engineers, archivists

Major Consequence: Lost technologies, maps and magical records are recovered.

Legacy: Knowledge becomes the strongest defense against repeating Valekor's darkest history.



Next Chapter

038 - The Kingdom of Ironcrest

The new age now turns toward its first great kingdom. The next document reveals how Ironcrest was forged by the first Builder King and became a model for generations.