
The Grand Arena of Valekor

Document 043 | Collection IV

When kingdoms could no longer afford endless war, champions became the guardians of peace.



Prologue

After generations of conflict, the rulers of Valekor accepted a new law: kingdoms would settle their greatest disputes through champions chosen by their people. The Grand Arena was created as neutral ground where courage could replace destruction, honor could replace hatred, and one controlled battle could save thousands of lives.



The Grand Arena

The Grand Arena of Valekor

Historical Event:	The kingdoms gather around the sacred arena built to replace war with honorable combat.
Location:	The Heart of Valekor
Main Characters:	Kings, citizens, gladiators, dragon envoys
Major Consequence:	Conflict between kingdoms can now be decided without sacrificing entire armies.
Legacy:	The Arena becomes the greatest symbol of peace in Valekor.



The Champions Assemble

The Grand Arena of Valekor

Historical Event: The chosen warriors of every kingdom arrive to represent their people.

Location: The Champion's Gate

Main Characters: Gladiators, royal escorts, arena officials

Major Consequence: Citizens place their hopes in individual champions rather than marching armies.

Legacy: The procession becomes one of Valekor's most sacred traditions.



The Royal Audience

The Grand Arena of Valekor

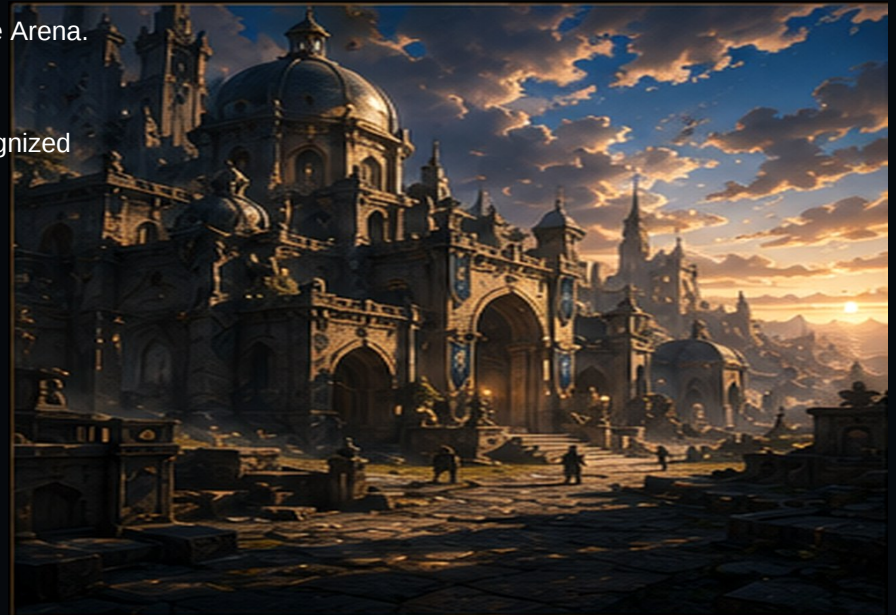
Historical Event: Rulers and councils gather to witness the combat and honor its result.

Location: The Royal Terrace

Main Characters: Kings, queens, council members, dragon ambassadors

Major Consequence: Every kingdom publicly accepts the authority of the Arena.

Legacy: The royal audience guarantees that victory is recognized across the continent.



The Arena Foundation

The Grand Arena of Valekor

Historical Event: Ancient Builders design the first structure capable of hosting peaceful trials between kingdoms.

Location: The First Arena Site

Main Characters: Ancient Builders, architects, royal delegates

Major Consequence: A permanent neutral ground is created outside the control of any single kingdom.

Legacy: Its circular design becomes the blueprint for every later arena.



The City of Champions

The Grand Arena of Valekor

Historical Event: A settlement rises around the Arena to welcome fighters, artisans, healers, and visitors.

Location: The Arena District

Main Characters: Citizens, merchants, trainers, foreign delegations

Major Consequence: The Arena becomes an economic and cultural center shared by all kingdoms.

Legacy: The surrounding city proves that peace can create prosperity.



The Duel of Honor

The Grand Arena of Valekor

Historical Event:	Two champions enter the sacred floor to decide a conflict between their kingdoms.
Location:	The Arena Floor
Main Characters:	The Ironcrest Champion, the Aetherion Champion, the High Judge
Major Consequence:	One controlled battle prevents a war that could have destroyed thousands of lives.
Legacy:	The duel establishes the Gladiator Code: courage, respect, restraint, and honor.



The Armor of the Realms

The Grand Arena of Valekor

Historical Event: Each kingdom creates ceremonial armor that carries its history into the Arena.

Location: The Hall of Champions

Main Characters: Royal armorers, gladiators, historians

Major Consequence: Gladiators become living symbols of their people and culture.

Legacy: Every suit of armor tells the story of the kingdom it protects.



The Dragon's Judgment

The Grand Arena of Valekor

Historical Event: An ancient dragon observes the final trial and confirms that the combat followed the sacred law.

Location: The Dragon Tribunal

Main Characters: The Elder Dragon, High Judge, victorious champion

Major Consequence: The dragons lend their authority to the peace established by the Arena.

Legacy: No victory is complete until honor is recognized by the Dragon Tribunal.



Next Chapter

044 - The First Gladiator

Before champions defended kingdoms, one warrior proved that peace could be won in the Arena.