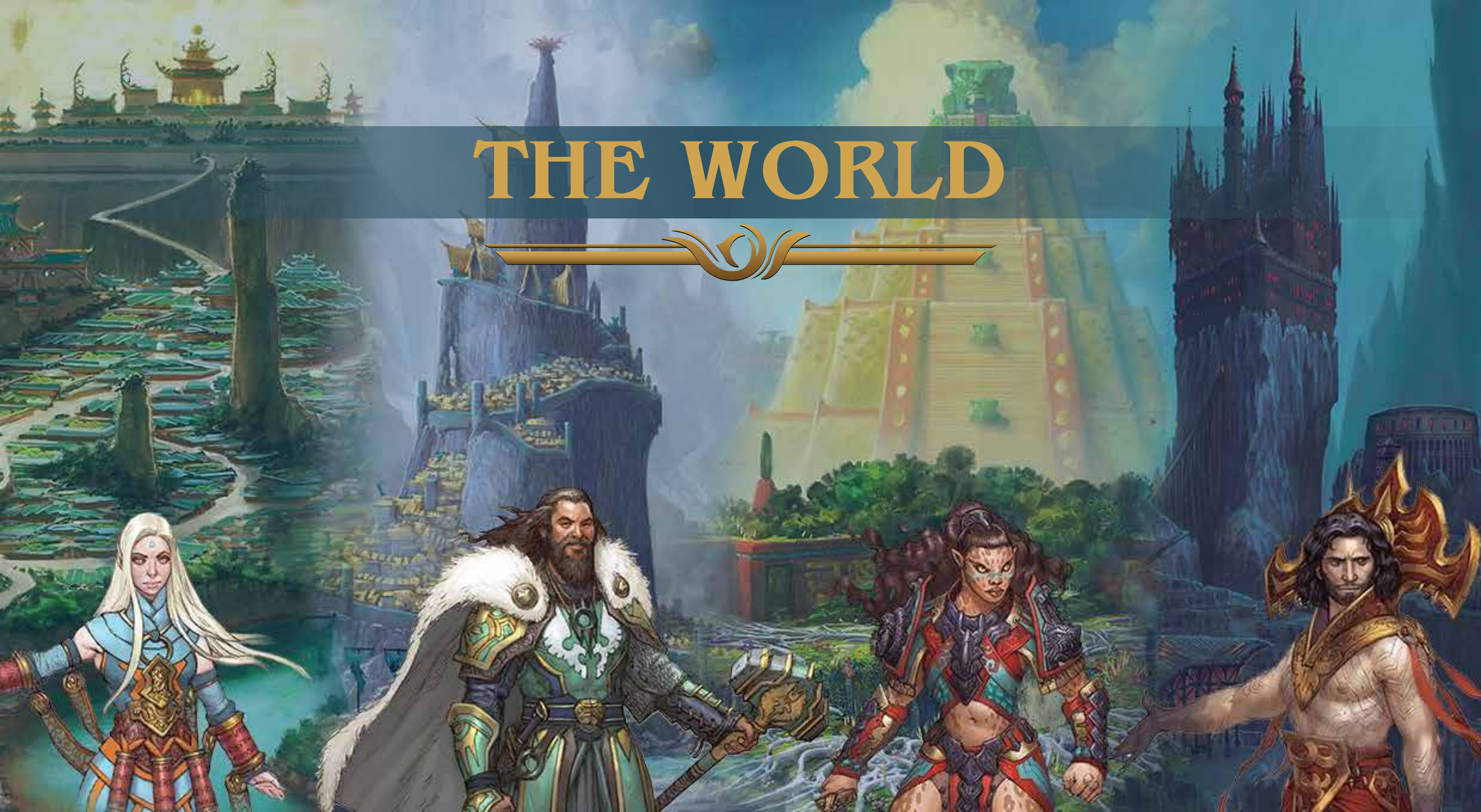




DRAGONBOND

BATTLES FOR VALERNA

THE WORLD



The world of Rhaava is a magic-packed setting, filled with monsters, outlandish landscapes and powerful forces. It is a world at the dawn of its history, barely entering its second age of civilization, and still giving birth to its first great realms and borders.

Most of the world's adventures, characters and stories come from the continent of Valerna, the largest and most populous landmass in Rhaava. Here, among the mortal tribes that roam these primal lands, a little under a dozen realms have coalesced and risen above the rest, forming the first true nations and borders in the world. Some came about by the toil of tribal alliances, while others grew from the ruins of their even fewer, mightier forebears.



VALERNA





Valerna is a land with powerful magic and fearsome creatures, where the earth-shattering clash of arcane forces is an everyday occurrence. The results of ancient magical wars, and the relatively recent death of the Primordials that shaped the world, has left behind unearthly landscapes such as deserts with floating crystals, forests dreamed into existence and swamps made of the blood of living creatures, sharing space with the more mundane plains, hills and crop fields of the human world.



DRAGONS



Dragons are both the setting's main antagonists and an adventurers' most valuable allies. Exiled to one of the moons of Rhaava before mortals existed, dragons have threatened the world since time out of mind, razing the settlements of Valerna every few years and shaping mortal culture and civilization to adapt to their catastrophic incursions. One of these adaptations was the Dragonbond, which joins a mortal and a dragon into a single lifeforce, and turns them from enemies to lifelong allies. The Dragonbonded were a turning point in history, allowing the people of Valerna to strike back at dragon incursions, and to begin considering the possibility of even working alongside dragons against greater threats.



VAALA



The primal force of the universe is Vaala, also known as 'magic' among both the sages and commoners of Valerna. Vaala is not a creating force, but it is present in all things from stardust to mountains, in every creature from dragons to fleas. It is through Vaala that stars move and plants grow, but it is also through Vaala that stones float and mortals wield flame. Vaala is the rule and the cheating, the cosmic order and the potential to disrupt it.

Vaala is assumed to have three aspects; three cardinal means through which it manifests into reality. These are Dream, Will and Source, also known as Fai, Id and K'aab in various Valernian cultures.

The Three Aspects

Fai, or Dream, is the aspect of imagination, of the unpredictable and unrealized. It manifests in budding ideas, unconscious thoughts and nightmares. It is the magic of abstract forces, such as beauty, good and evil.

Id, or Will, is the aspect of decision, power and influence. Of all aspects, it is the closest to Vaala's raw, true nature - the ability to affect the universe through action. It is the magic of forces and energy, of cause and effect.

Kaab, or Source, is the aspect of growth, creation and transformation. It manifests in birth, learning and development, in life and reproduction, but also bleeding and death. It is the magic of cycles, of processes and experience.





THE DRAGONBOND

The most important manifestation of magic power known to Valernians is Dragonbonding, an act - or event - by which a dragon and a mortal share their life force. From this, the dragon obtains a free, permanent supply of Vaala, and the mortal obtains an extended lifespan, coming to be known as a dragonbonded. But if either the dragon or the mortal dies, the other one will die too.

What is the Dragonbond?

“A mighty Drake brings down destruction on a village, it’s inhabitants do not stand a chance. A single woman charges at the dragon to avenge her family. The improvised spear breaks against the dragon’s scale causing him to laugh. The maiden does not budge, the dragon sees the determination in her eyes and respectfully decides to grant her a quick death.

As the Drake is about to unleash his fiery breath, he feels a warmth consume him from inside. A powerful energy is now flowing through his veins. As he looks on, he sees the woman also glowing, every fiber of his joining with hers.

Mind and heart, soul and essence fuse... Dragon and Valernian... the bond can’t be refused, two distinct fates become one.”





THE NULL

Even Vaala, the all-pervading potential of the universe, has an opposite - a force that exists outside the cosmic order, apart from reality, beyond the knowable. Valernians call it the Null, and they learned of its existence when mortal meddling, at the dawn of history, opened the way for it to enter the universe.

The Null is the force of not-being, the great denier of potential, and yet it seems to have its own power - the power to negate Vaala and its aspects. Like Vaala, the Null cannot create, but the rare lifeforms touched by it are changed, twisted in such a way that they cannot affect the universe except by negating it, by causing a quiet, decaying destruction that spreads across reality like a disease.

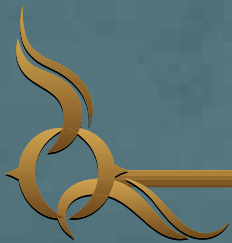


Realms of Valerna



Allaria

The Dragon Kingdom of Allaria is the largest and mightiest Realm in Valerna, ruled by an ancestral dynasty of half-elven kings that base their power on a rigid system of laws, castes and hierarchies. The Dragon Kings believe half-elves, which they call Al lai (honor elves), are superior to either elves or humans, and have built their society around this belief.





Honor your Dream

Tyveria

At the center of Valerna lies the Blood Empire of Tyveria, the continent's political, cultural and military core, and the only rival of Allaria for dominance over the other Realms. Despite its official status as an 'Empire', Tyveria is more a region of loosely aligned citadels, where warlords exact tribute from peasants in exchange for protection, and pay little more than lip service to the Blood Emperor, mostly out of fear.

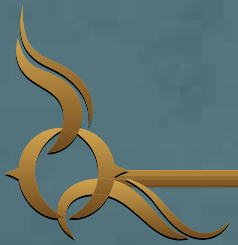
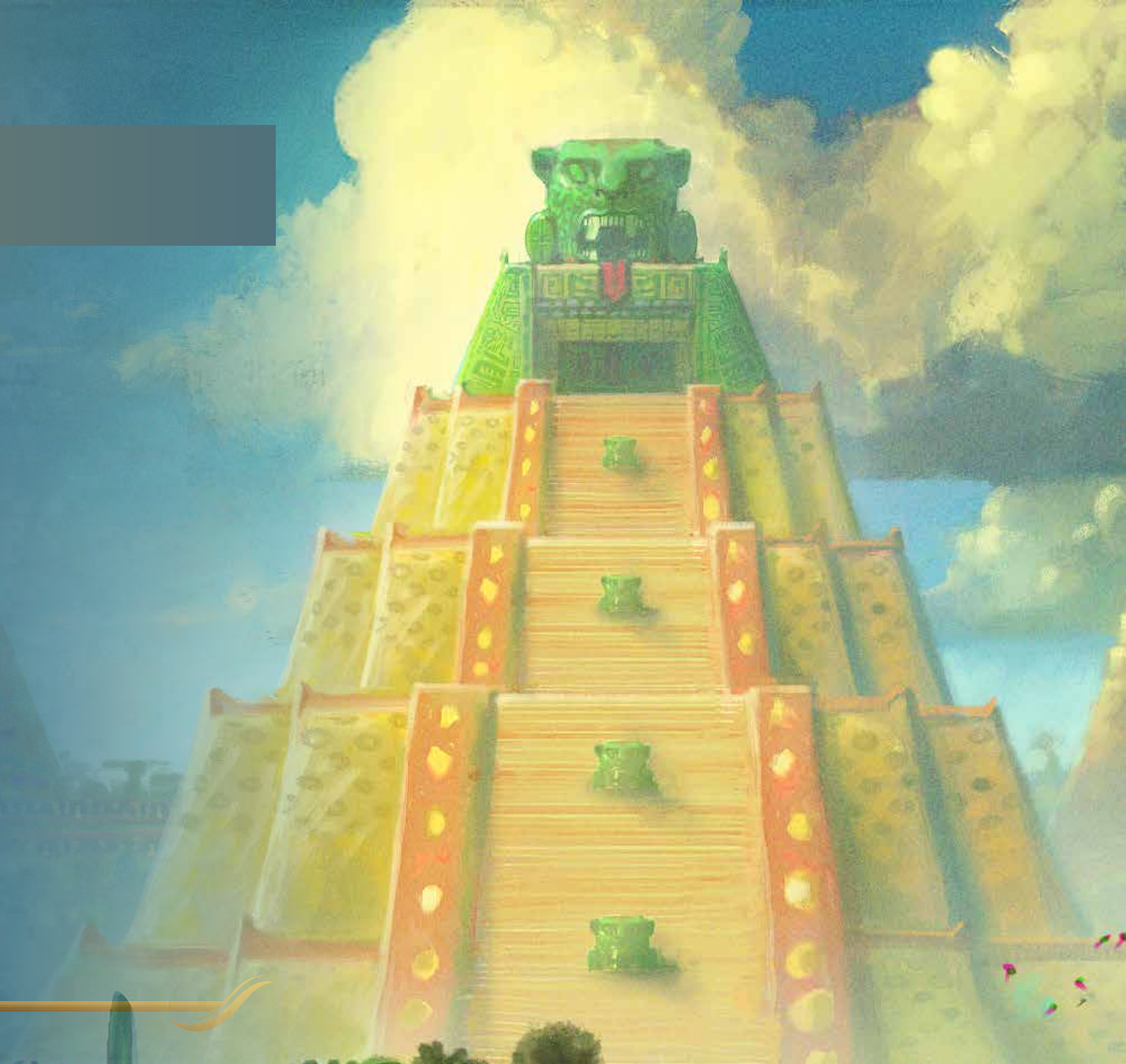




Unleash your Legacy

Nahuac

The Nahuac Coalition of States is a vast realm to the south of Allaria. Instead of a single ruler, the Coalition is led by a Council of Speakers, with one representative from each of the Realm's city-states. Every Council member has equal voice and authority, but the lords of Nahuacáinn, the capital, have far more power than their peers.



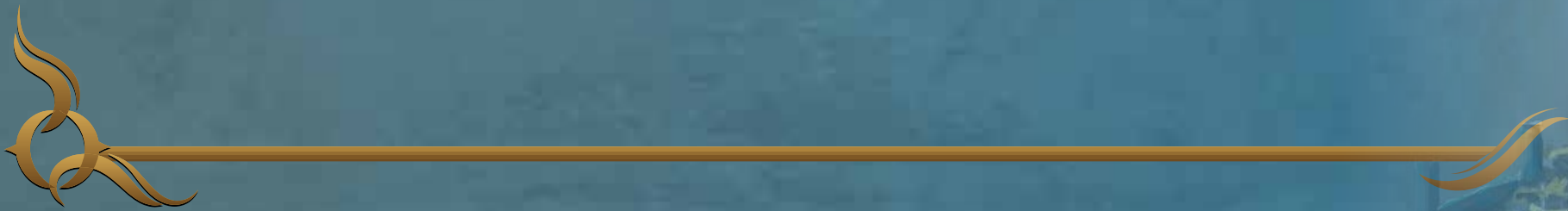


Weave a Worthy Life




Ysval

The youngest realm of Valerna, the Holy Alliance of Ysval was only formed decades after the First Null War, when the surviving Null worshipers, routed and defeated, took refuge in the Northern wilds. It is a small Realm, rustic but spirited, and remains stalwart in its resistance against Tyverian annexation and the constant incursions of savage beasts.





We Kindle the Light



Every twenty-seven years, cursed dragons descend from the Red Moon, clouding the skies of Valerna to feast upon the Vaala contained within all sentient beings, the fuel of their horrifying greatness.



BEYOND VALERNA

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The Red Moon



Due to chance and destiny, the best known territory outside Valerna is not even in Rhaava. The Red Moon of Drakha is another world, one that Valernians may only reach through powerful magic and natural paths in the ether. The Red Moon is mostly known for being the home of dragons, who were massively exiled there before humans even existed.



Great Wyrms

The main inhabitants of Drakha are the dragons, who were exiled to the Red Moon shortly after their creation.

The territory of Drakha is divided among the dragon broods that rule it, much like the borders of mortal realms. These Brood Dominions are the closest Drakha has to Nations or Kingdoms. Brood leaders are known as Azhurmas, the draconic term for 'lord' or 'forebear'. The Azhurmas are the lords of all dragonkind, and rulers of the Red Moon, and each Brood Dominion's landscape, buildings and population reflect its Azhurma's nature and personality.





Kuxcoatl

Arcane of Power

Aureus Fulgen

His Radiant Majesty



Sivax Magnifex
Prince of Perfect Ecstasy

Dehrilya
The Forge Queen



Nixis
The Dracolich

Rawraxxa
The Apex Huntress



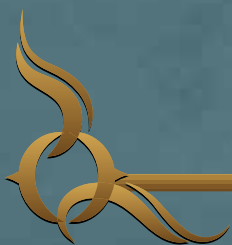
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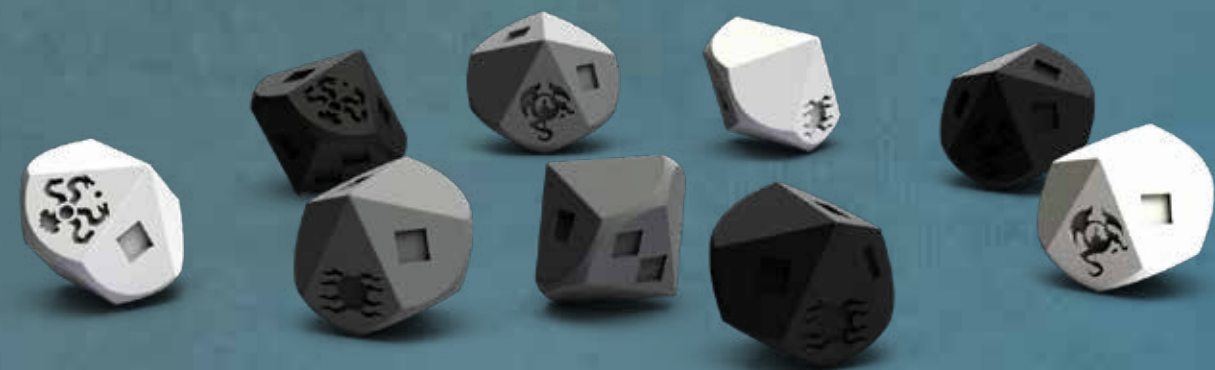
The Mightiest

Drakha was first settled in the beginning of times, when Kadmos, the First Dragon and creator of the Dragon species, was expelled by its peers and confined to the Red Moon with its progeny. This sentence was known as the Curse of Kadmos, by which the First Dragon and all its offspring were innately cut off from Vaala, requiring them to obtain life, sustenance and magic from external sources, mostly other living creatures.

The Curse of Kadmos wasn't unbreakable, and the Primordial Dragon managed to rip a tear in spacetime that allowed its progeny to leave Drakha for short cycles.

Thus began the deadly cycle of the Red Moon.





Dragonbond is a fantasy world for gaming and storytelling. It features the best trappings of the high fantasy genre - epic adventures, earth-shattering magic, superhuman entities and, of course, several breeds of dragons - in a fully-fleshed campaign setting complete with a landscape of multi-layered societies and developed politics.

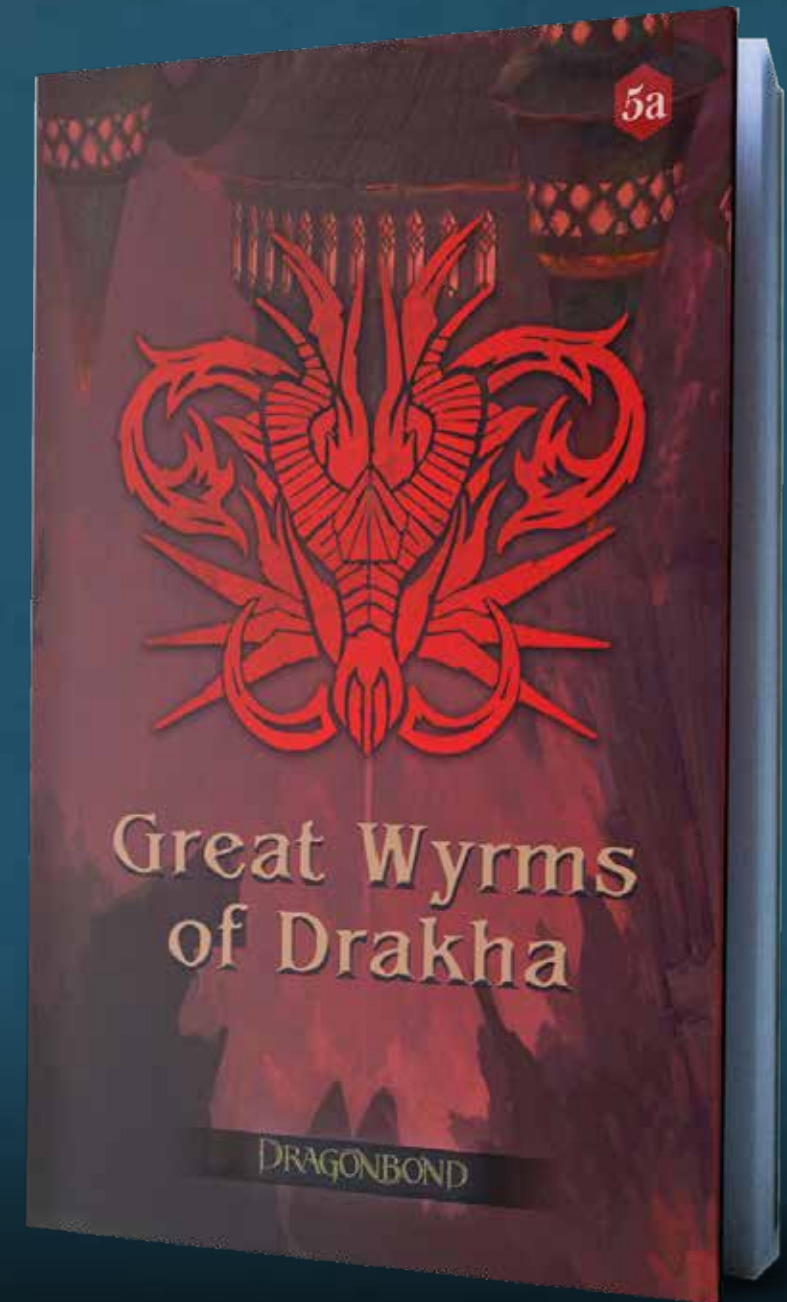


Great Wyrms of Drakha



Game Supplement

Can you survive where even dragons fear for their lives? Can you defeat the curse of the Primordials? Do you have what it takes to face the Azhurma Dragon Lords? Get prepare to meet the Great Wyrms of Drakha



Dragonbonded: Origins

Graphic Novel

Explore the origins of the Dragonbonded, and follow the story of unlikely heroes fated to shape the destiny of Valerna!





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