



DRAGONBOND

World Primer



DRACO
STUDIOS



Welcome to the World of Dragonbond...



Dragonbond

A world without Gods.

A world without Good. Without Evil.

An epic fantasy world for gaming and storytelling.

Layered stories. High adventure.

Mighty magic.

Dark forces.



THE WORLD



RHAAVA

The world of **Rhaava** is a magic-packed setting, filled with monsters, strange landscapes and great powers.

It is a primal world.

A world of struggling nations and epic heroes.

Of magic and war.



VAALA

Vaala is the draconic name for magic.
But it is much more.
It is the force of change, motion and progress.

Vaala has three aspects:

Fai, the Dream, which holds
imagination and potential.

Kaab, the Source, which guides life and death.

Id, the Will, which begets power
and transformation.

Thus, the cosmos remains in motion.

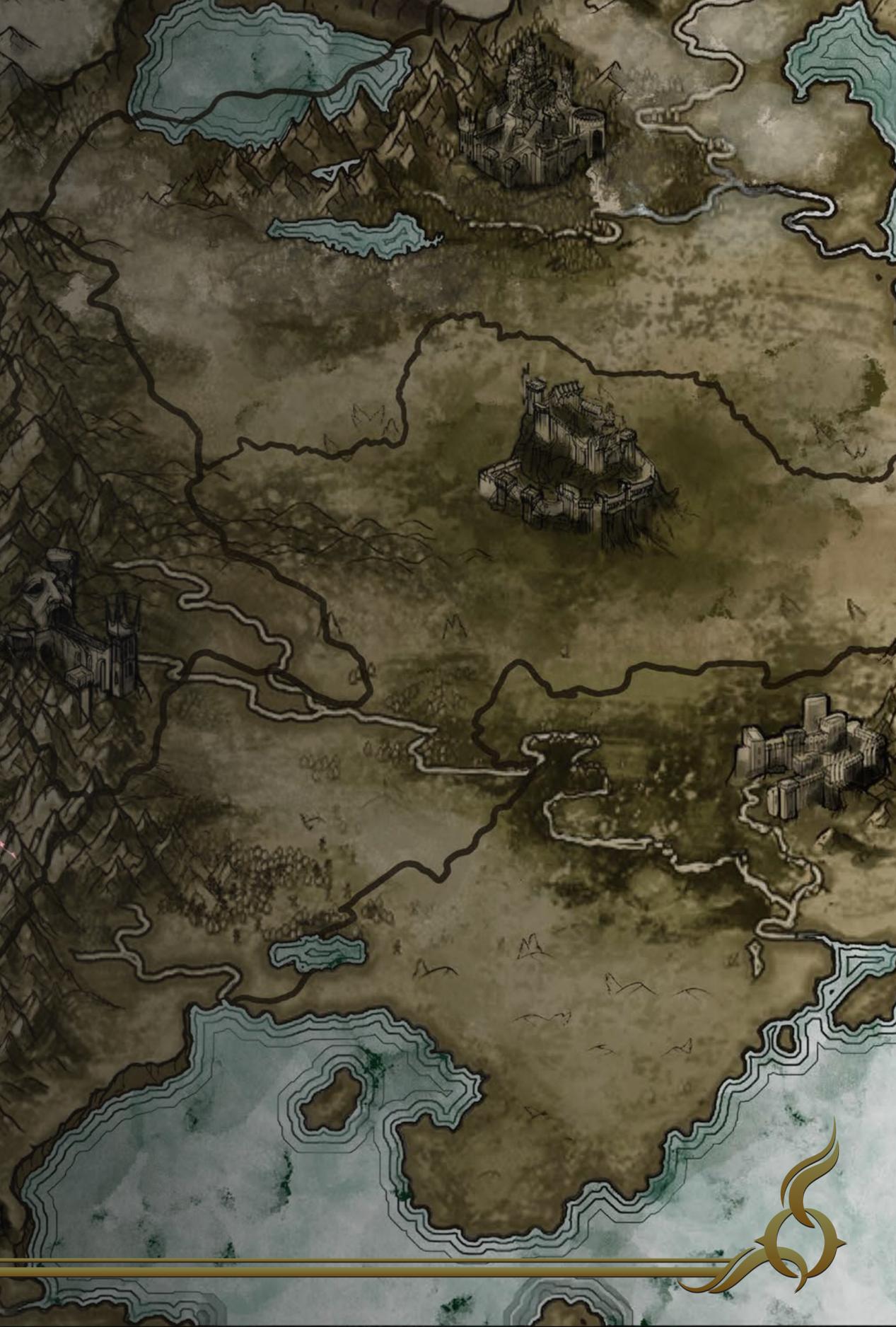


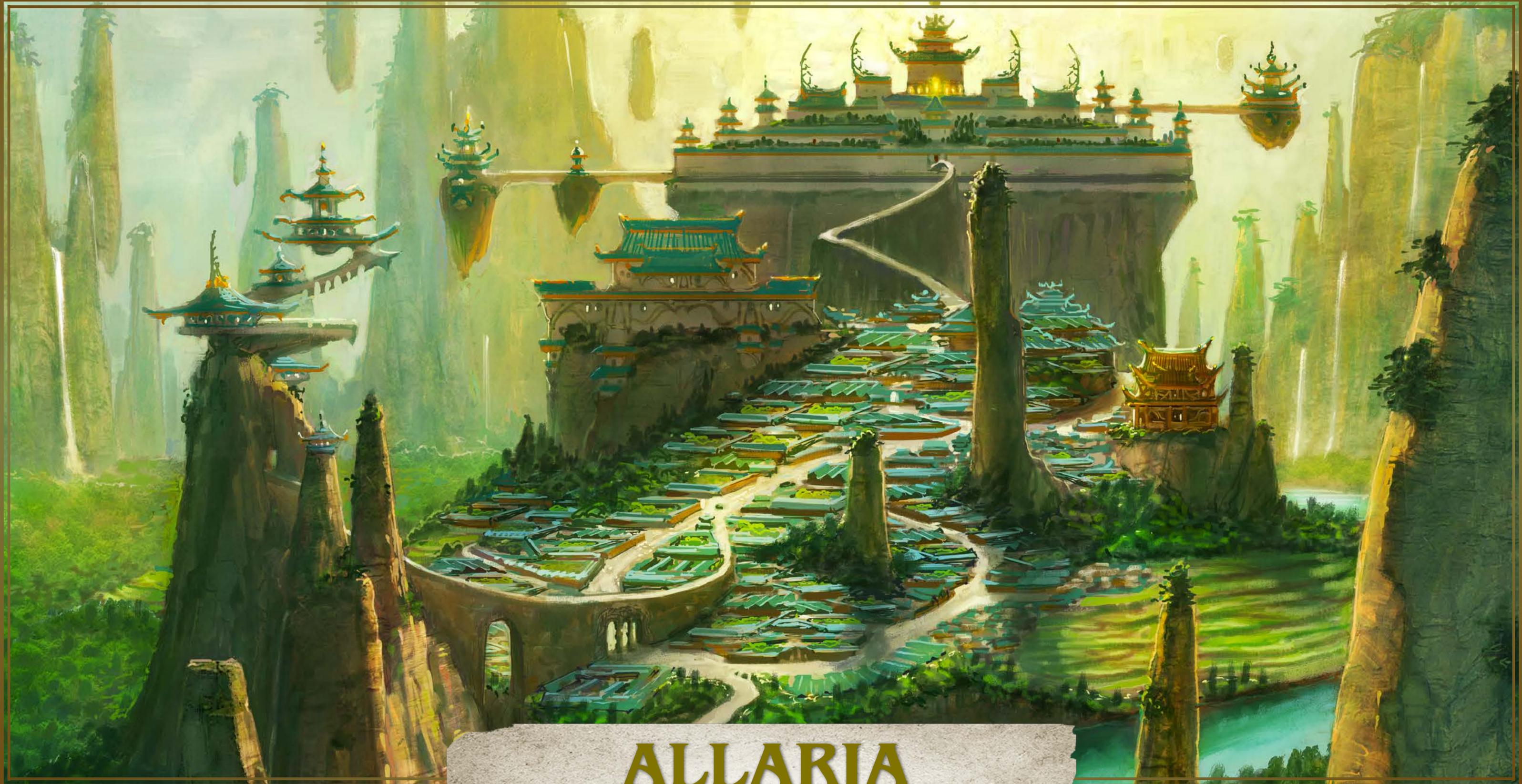
VALERNA



The largest continent of the world, **Valerna** is where the story begins.

Among the tribes that roam the primal world, only a few nations have coalesced and risen strong, forming the first true realms. Some by the toil of tribal alliances. Others, from the ruins of their forebears. These are the Realms of Valerna.





ALLARIA

The Dragon Kingdom. The Jewel of the Westerlands.
Land of the ancestral Alliance between elves and humans.
A bastion of culture and civilization.
A marvelous realm of elven arts and oathguard soldiers.
Of qirin riders marching to battle.
Of dreamshaping wizards, bending time and space through their dreams.

ALLARIA
HONOR YOUR DREAM



Many peoples live in **Allaria**.

Allai half-elves, soldiers and philosophers.

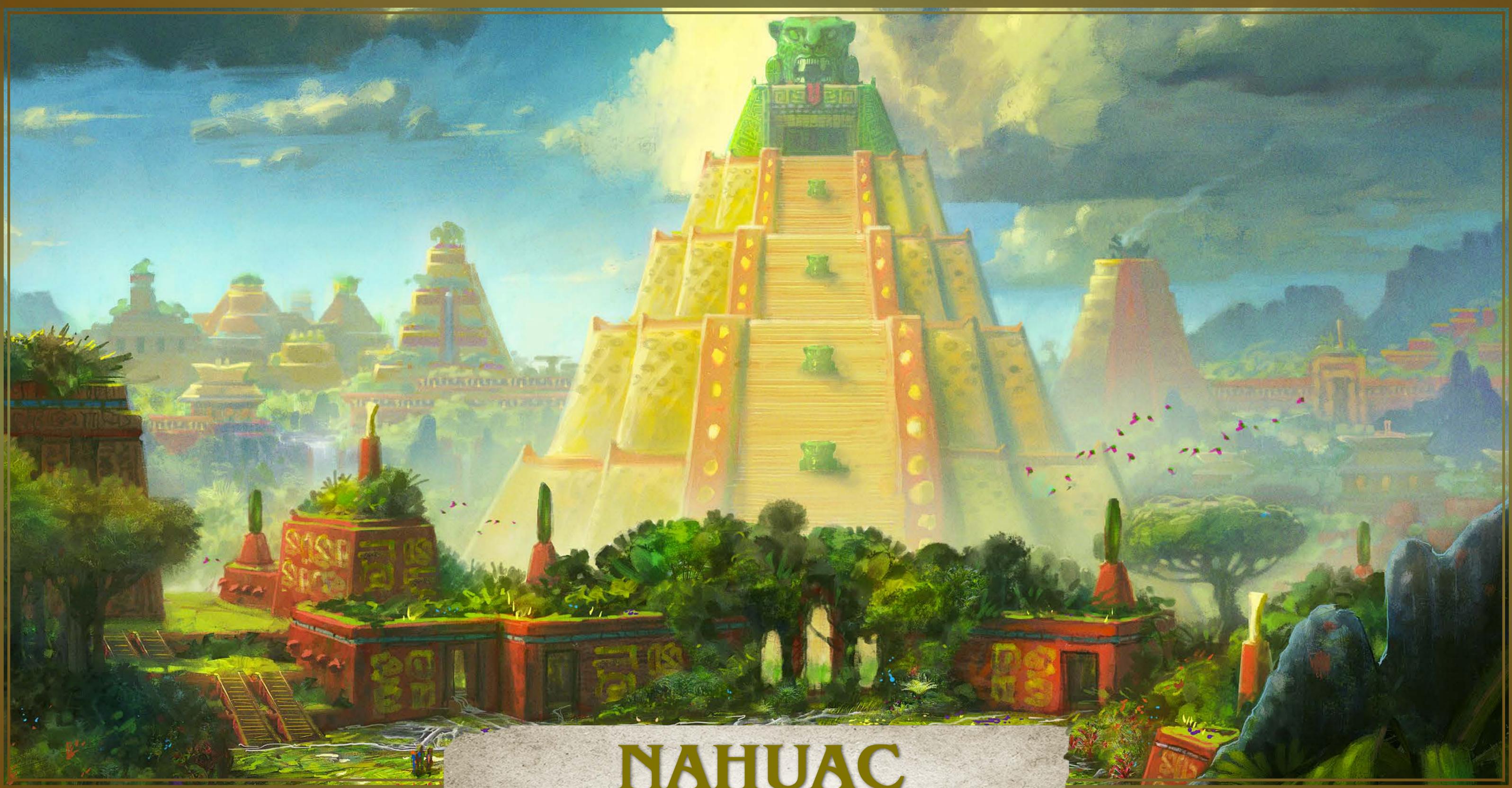
Ellari, dreamshaping silver elves.

Godao golden gnomes, traders and inventors.

Bucentauri warriors and explorers.

And the **Fell**, the Dream Elves,
lurk at the depths of the Fai Woods.





NAHUAC

The Nahuac Coalition of Free States
is the oldest realm in the world.
Founded after the fall of the Lost Altanesi Empire,
it is an egalitarian alliance of lizards, birds,
and humans who become beasts.

This is the land of the Ocelinn jaguarfolk.
Of the magic of kaab stones,
which allows mortals to weave the forces of nature.

NAHUAC
WEAVE A WORTHY LIFE



Nahuac is the home of **source-gifted** humans,
who can take the shape of beasts.

Of wise **Buunkun** bird-folk and
cunning **Bendavee** lizards.

And also **Xibac** necromancers,
who believe that life
continues after death.





TYVERIA



TYVERIA
UNLEASH YOUR LEGACY



The mightiest Empire of the world,
a realm of prosperity and excess.

A realm of power. Of power measured in blood.
The maghyr ruling caste and their vampyr enforcers
need blood to survive; the people willingly give it.
Those who follow power are powerful in return.

Thus Tyveria's power feeds itself.



The might of Tyveria stands on blooded gladiators.
On maghyr blood sorcerers.

On the strength and tactics of massive ogerron orcs.

On the poison and bombs of shiv halflings.

And below the visible powers, lies also
the Crimson Crow, the largest crime syndicate of Valerna.





YSVAL

YSVAL

KINDLE THE LIGHT
TOGETHER



The Ysval Alliance.
A holy land of dirt, dung and timber.
A community of priests and whalers,
of knights on flying beasts.

A nation brought together by faith.
By fellowship and bravery.
By the warmth of the hearth,
where weapons are forged
And dinner is made.



Ysval's beacon gathers the tallest and shortest.

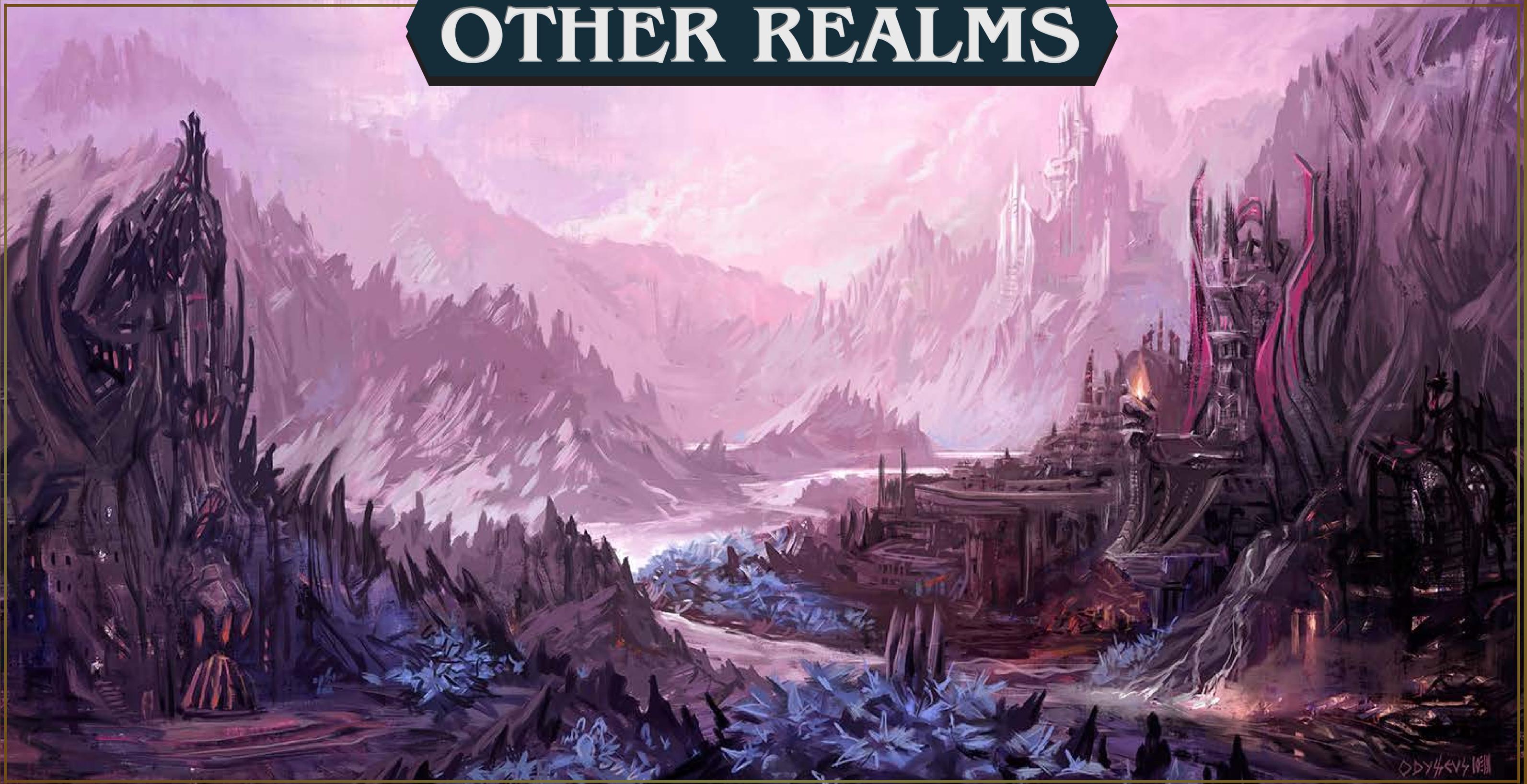
Griffon knights and Galadyan priests,
who uphold the Faith of Light.

Hmyr giants, who guard the North forests.
Pint halflings, who make the best weapons
and the best foods.

All together by the hearth.



OTHER REALMS



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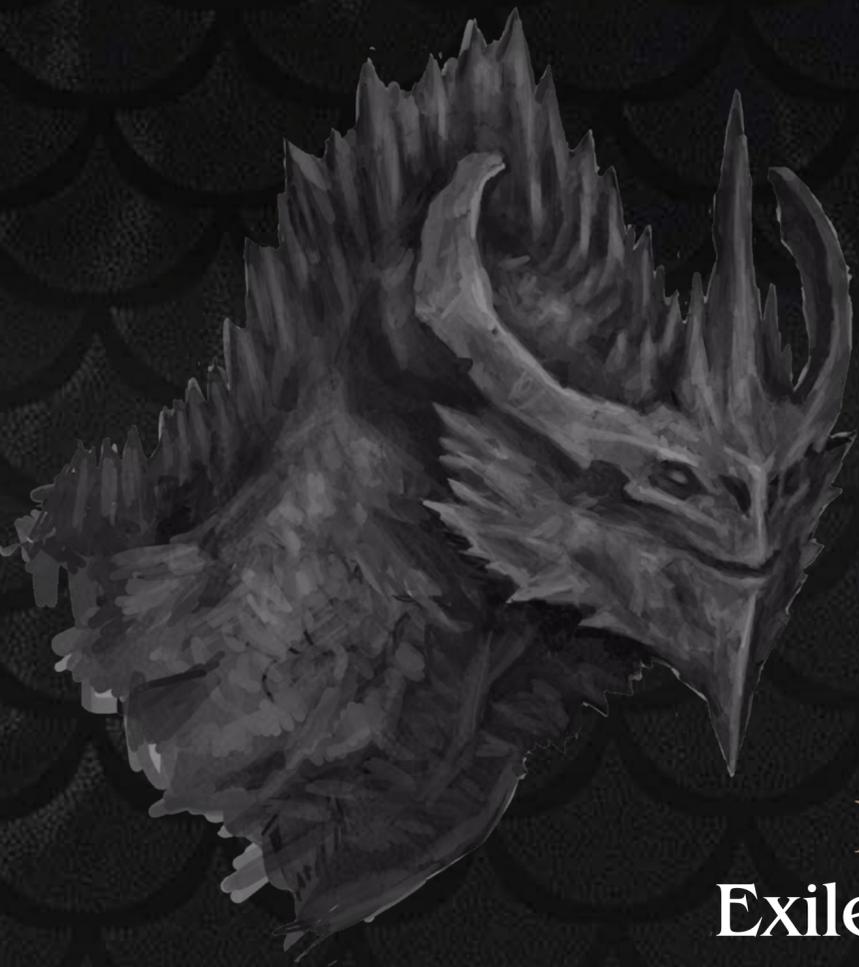
Many other nations exist in Valerna.
Many other stories remain to be told.

The blue elves of *Sikaria*, in the Northern Seas.
The *Nwoda* flying dwarves of the jeweled desert.
The saurid riders of the furious *Scourge* Triumvirate.
The *Risen Altanesi*, who seek to restore their lost
knowledge.

And the *Hollowdepths*,
the *Daimos*' underworld domain...
But let's not go there.

DRAGONS





Every 27 years, dragons come to Valerna.
Exiled to Drakha, the Red Moon, at the dawn of history,
dragons need to raid the world for its Vaala sources.

They can only cross the bridge when the worlds align.
Every Red Moon.

And for millennia, mortal civilizations
have shaped themselves
around their invasions.



THE RED MOON

Drakha, the Red Moon, is another world.
Where dragons rule.

Aeons ago, in time out of mind, the dragon broods
spread across the Red Moon,
establishing their separate hunting dominions.

Each brood has a single dragon ruler – an *azhurma*,
or ‘progenitor’.
These azhurma plot across several mortal lifetimes,
scheming against each other, and plotting their
eventual return to Valerna.



FULGEN



Ancestral and organized, brood **Fulgen** look down on other dragons, because they have a written law and history. And a city. **The Golden City.**

Even Valernians can live in the Golden City, as long as they pay fealty to its lord: **Aureus, His Radiant Majesty, Azhurma of the Fulgen.**

The greatest strategist and politician of Drakha, Aureus is also the most tolerant to mortals. For, like everything else, mortals have a place in Aureus' grand plan.





COATL

Brood Coatl are the wisest and most mysterious of dragons.

Known for their feathered bodies and inquisitive nature, Coatl dragons spend their lives in research, devoting themselves to magic power.

Their azhurma, Kuxcoatl, the Arcane of Power, is the greatest wizard in all worlds. An ancient, boundless mind, he will stop at nothing to learn more. To amass more power. To unlock all secrets.



EXOR



Brood Exor are the hunters of the Red Moon.

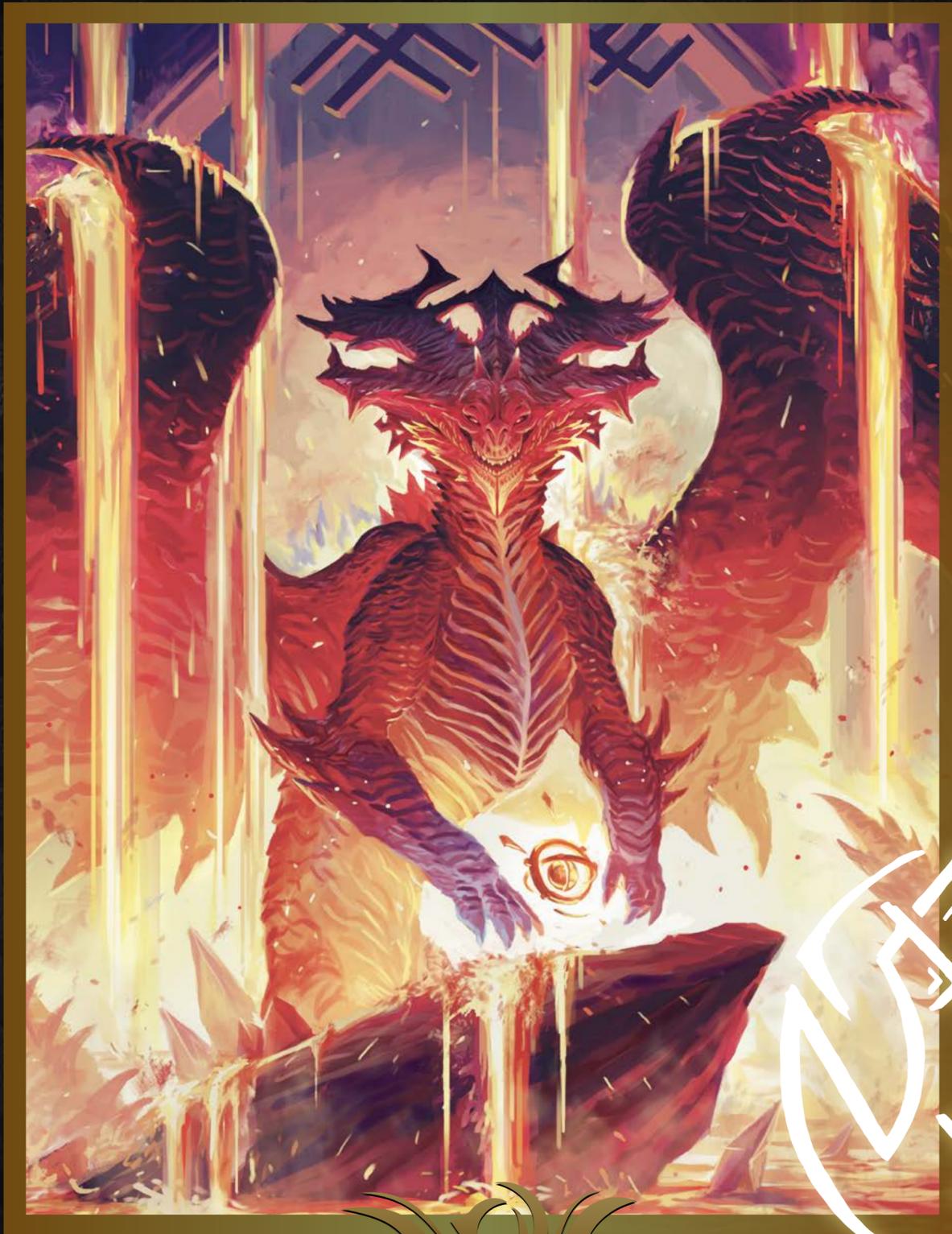
A savage, ruthless brood, they roam and burrow under the Shrilling Sands, the deadliest desert of Drakha.

Their azhurma is Rawraxxa, the Apex Huntress, The mightiest predator of the Red Moon.

A cruel Stalker and hunter, Rawraxxa does not care for lesser lifeforms.

If it is weaker, she will kill it. And everything is weaker than she.





EHRLYA

Ehrlya dragons are master smiths and crafters. They spend most of their lives at their forges in the **Kiln**, a massive workshop inside a volcano.

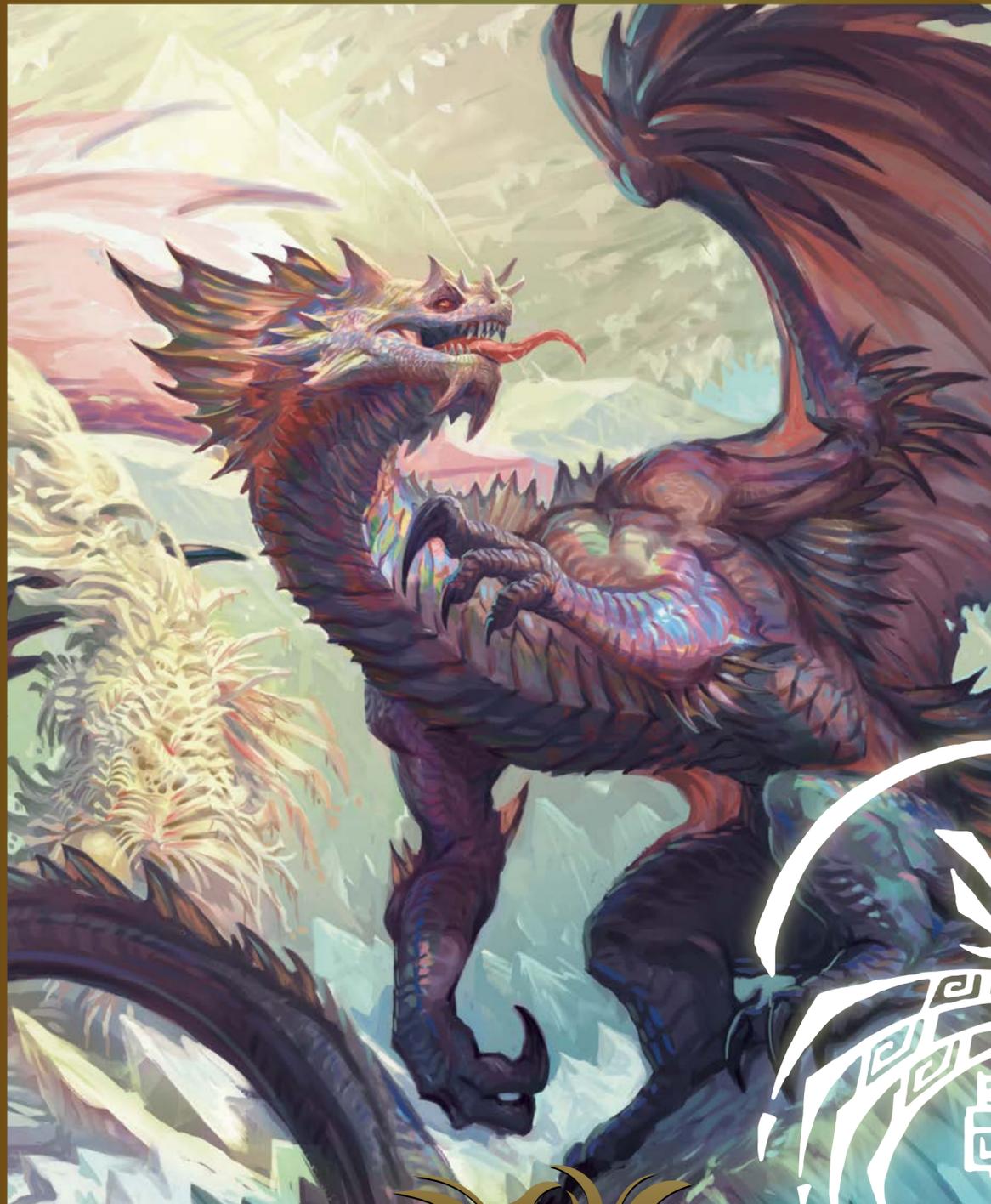
For they are all master artisans.

But the greatest of ehrlya artificers is their **azhurma**, **Dehrilya**, the **Forge Queen**.

And Dehrilya's masterpiece is herself, for she began her brood by reforging her own body at the Kiln.



MAGNIFEX



The most stunning creatures alive,
Magnifex dragons are as beautiful
as they are self-serving.
Affected and artistic, all Magnifex dragons
keep art exhibitions
in their caves of Paradis,
The Mercury Mountains.

And the most beautiful – and vain – of them
is Sivax, the Prince of Perfect Ecstasy.

For Sivax, his own existence
is all that matters,
And torturing other living beings
is just another form of art.





NIX

**Nix dragons are all dead.
Which means they are immortal.**

**Instead of breeding,
the Nix pass their undead gift
to the dragons and eggs of other broods.**

**All Nix dragons depend on their azhurma,
Nixis the Veilbreaker, whose
immense power sustains the entire brood.**

**While even the azhurma
fear death at the end of all things,
Nixis is at the end of all things.
Nixis fears nothing.**



BAASTHEROX

Baastherox, the Brood of One, is the mightiest dragon of the Red Moon.

Baastherox challenged Kadmos, the Primordial Dragon and sire of all dragonkind, to single combat.

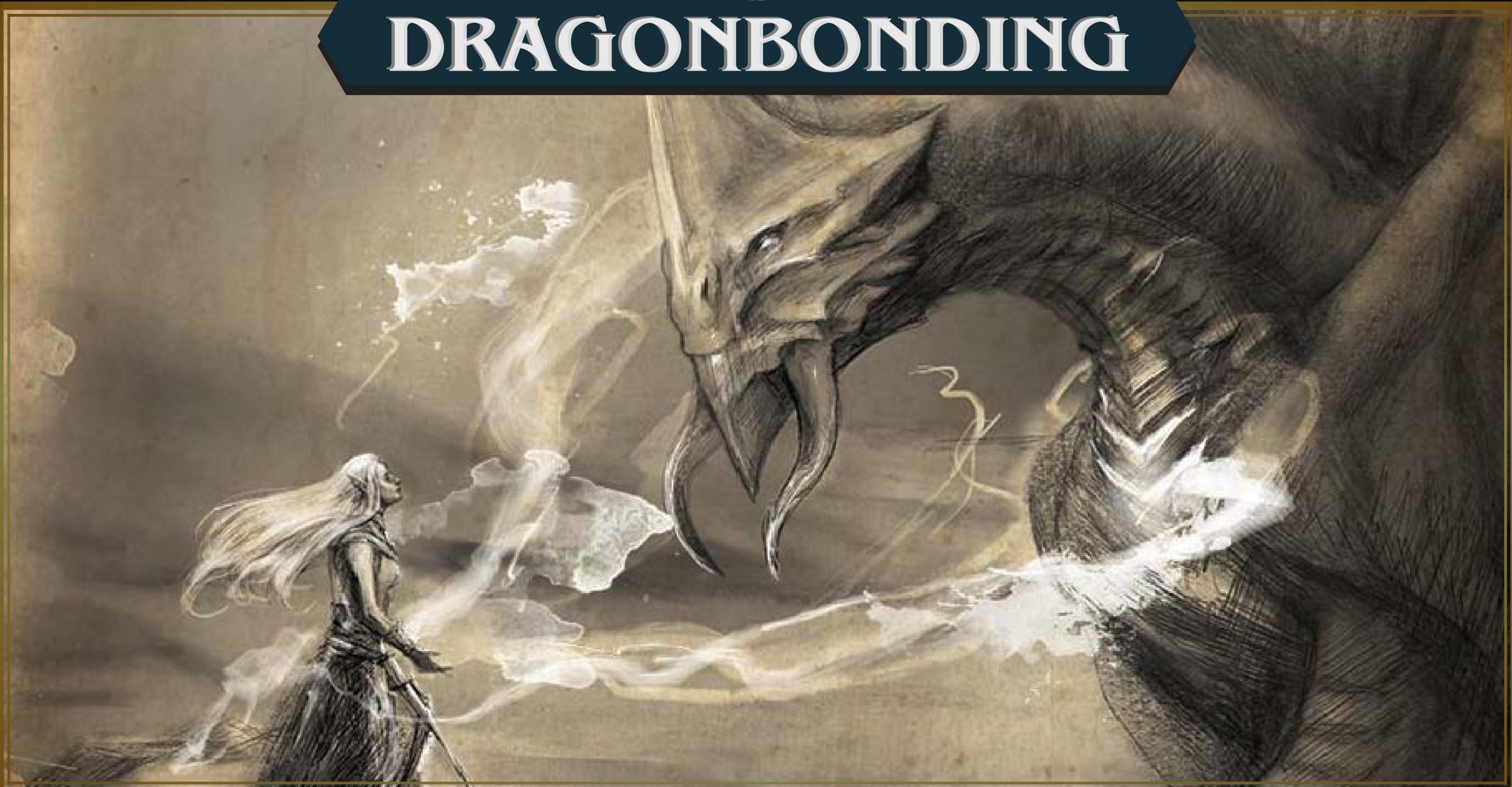
While Kadmos won, Baastherox proved his mettle simply by daring to face the First Dragon, and he stands undefeated since then.

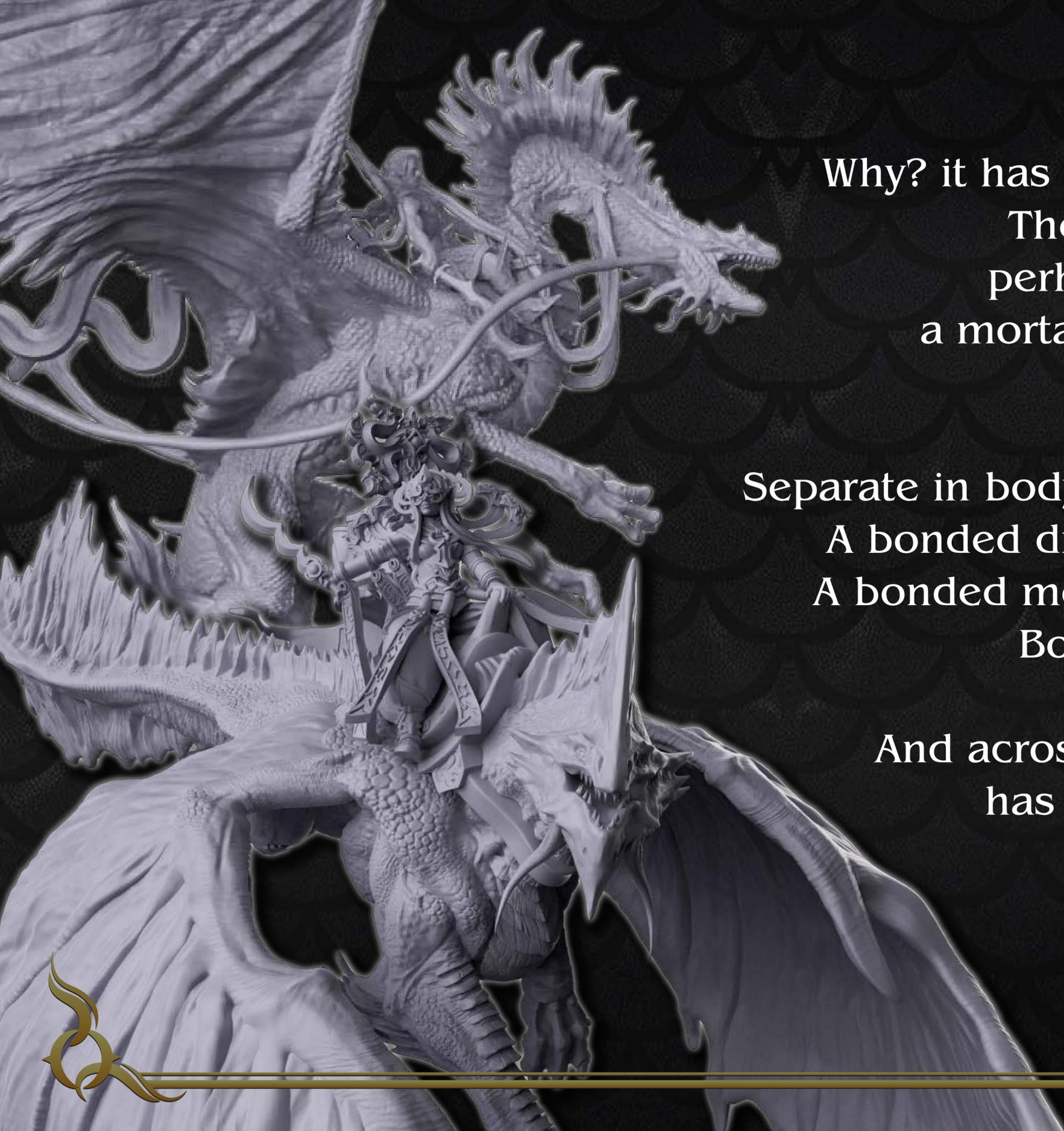
Thus Baastherox has no brood.
Thus he stands alone.





DRAGONBONDING





Why? it has been forgotten... How? that's a mystery.

The fact remains that sometimes,
perhaps at random, willingly or not,
a mortal and a dragon will join their **Vaala**
and become one.

Separate in body and mind yet joined at their core essence.

A bonded dragon gains an endless supply of **Vaala**;
A bonded mortal gains a dragon's extended lifespan.
Both their powers are increased.

And across the eras, the history of both worlds
has been written by Dragonbonded.





**FERELLON
& THE QUEEN**

Ferellon Fulgen is one of the mightiest dragons of Drakha, with a lineage that traces back to the dawn of time.

Dragon Queen Elyse I was born a lowly silver elf - a lesser caste in her native Allaria.

They acknowledged each other,
and they conquered a kingdom.
A dragon noble and a magician queen.

The story of Allaria is their story.





**NAGASHA
& THE EMPEROR**

Nagasha Magnifex is an artist. A creator.
And she longs to craft the grandest story.
The grandest tale.

Blood Emperor Adrael wrested
the Crown of Tyveria from his corrupted
father, and brought a new era
to the mightiest nation in the world.

He has rewritten his own life, and that
of millions, in blood.

Their Will is their Masterpiece.





**TETZCOATL
& THE HUNTRESS**

Tetzcoatl came to Valerna in search of knowledge and magic. His curiosity has always outweighed his ambition.

Erandi of Nine Thunders was raised as an assassin. When she met *Tetzcoatl*, she broke all ties with her past.

Now, she strives to preserve life.

Together, they roam Valerna.
Together, they safeguard the world.





**RAKZOR
& THE KNIGHT**

Rakzor Exor is a killer. A good one.
He wanted nothing else.
He never pretended to be anything else.

Oryan Yssan was a knight.
He protected people.
He wanted nothing else. He never pretended
to be anything else.

They could not be more different.
They must work together.
They must rebuild the Dragonbonded.





THE NULL





Beyond Vaala, beyond magic, is **the Null**.

The Null is nothing.
It is the absence of drive, of magic, of being.

Once, a group of dragonbonded
unwittingly released the Null into the world.
Now they must cast it out again.

**But you cannot defeat
what is not there.
You cannot defeat the Null.**

And that's all
you need to know.



Dragonbond: Battles of Valerna is a fully modular wargame.

You can build your army as you wish.

It has unique captains with their own individual abilities.

It has **dragonbonded**, a team of dragon and mortal, as generals.

Dragonbond: Battles of Valerna



And this is only the beginning.



RPG

Dragonbond is an upcoming RPG boxed set for 5e rules.

Three books. Rules, setting and monsters.

We herald its coming with **Great Wyrms of Drakha**.

Seven campaigns in one.

Seven epic adventures.

Seven dragons.



Each adventure ends with a **CR 30** battle.

LORDS OF VAALA

Dragonbond will also be a self-contained board game, designed by **Alessio Cavatore** and **River Horse gaming**.



TRANSMEDIA PROJECT

That's not all.

There's a **Dragonbond** graphic novel
And a **TV series** in the works.

Stay tuned for **Dragonbond**.





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