

**V**alerna. A world shaped by the magic of Vaala: the threefold power of Dream, Will, and Source, which provides the potential for all things to evolve, to change.

Driven by Vaala, the greatest realms vie for supremacy.

The half-elves of Allaria, the maghyri of Tyveria, and the beast-kin of Nahuac have long been locked in a fierce rivalry. From the frozen north, pious Ysvalian knights bring their Light to a darkening world. Across a dozen kingdoms, humans, elves, dwarves, gnomes, halflings, orcs, and saurians make war upon their rivals. Yet the greatest threat in all Valerna comes not from the mortal world, but from the Red Moon, Drakha. When the Red Moon rises, the dragons descend... In the face of the draconic threat, the squabbles of mortals are as nothing. Only the mightiest heroes can stand against them. And those heroes, when circumstances are right, can win the respect of their dragon adversaries like no other. When this happens, the two become as one-dual beings, known as Dragonbonded. Beings who are needed now, more than ever.







## VAALA

Vaala is the underlying magic in the world of Valerna. It suffuses all things, and presents itself in three forms: Id (Will), Kaab (Source), and Fai (Dream). It also gravitates towards those who perform great deeds, and bring great changes to the world, which is a wonderfully convenient way to justify milestone leveling in-game.

**Dream** - The aspect of raw ideas, of unlimited potential and unbound imagination. Through Dream, something quite literally can come out of nothing.

**Source** - The aspect of raw materials, of elements and nature, and also of life and death. Through Source, life evolves and seasons pass.

**Will** - The aspect of raw power, of plans and politics, by which individuals change the world through their drives and decisive actions.

## ANCESTRIES

Name	Alternate Name	Description	Suggested Classes (& specific subclasses, where appropriate)
Ellari	Silver Elf	An ancient, long-lived race with a strong connection to Dream magic. They can share their dreams with others.	Wizard, Vaala Adept (Dream), Dragon Herald, Warlock (Fell Crown).
Allai	Honor Elf	Beings of mixed Human and Ellari lineage. They are defined by place, purpose, and passion.	Fighter, Wizard, Rogue, Vaala Adept (Dream), Dragon Hunter.
Obakkar	Amber Orc	A physically powerful race with a stoic martial culture. They create weapons and armor out of Bakka amber, which empower them with fire magic.	Barbarian (Scars), Paladin, Vaala Adept (Source), Dragon Hunter, Warlock (Genie).
Tanaid	Wild-Kin	Humans touched by Source magic. They can shapeshift into an animal according to their Animal Spirit, which can be Wolf, Deer, Bat, or Jaguar.	Barbarian (Beast, Totem Warrior), Druid, Wizard (Entropy), Vaala Adept (Source).
Maghyri		Humans blessed by the Will aspect of Vaala. They are vampiric beings with potent abilities in the realm of blood and mind magic.	Sorcerer (Blood), Wizard (Enchantment), Vaala Adept (Will), Rogue, Bard, Dragon Herald.
Puka	Bright Halfling	The classic halfling/hobbit. Lovers of food and craft.	Cleric (Life, Peace, Forge), Bard, Vaala Adept (Source), Dragon Herald.
Godao	Golden Gnome	A small but highly creative, inventive people. Their connection to Dream magic allows them to innately create fantastic contraptions and artifacts.	Artificer, Vaala Adept (Dream), Dragon Herald.



## NEW CLASSES

**Dragon Hunter** - channel your Vaala through objects carved from dragons themselves.

**Dragon Herald** - wield Vaala through a spiritual connection to draconic runes.

**Vaala Adept** - master one of the three Aspects of Vaala: Will, Source, or Dream.

## SUBCLASSES FOR EXISTING CLASSES

Class	Subclass	Description
Barbarian	Path of Scars	Increase your power through mystical scars.
Bard	College of Nightmares	Manipulate the mind through waking dreams and beguile your foes.
Cleric	Battle Domain	Your philosophy of war teaches you how to protect and support your fellow warriors.
Druid	Circle of Change	Form mystical bonds with your companions to share your abilities, or copy the powers of your foes.
Fighter	Gladiator	Inspire your companions to greater excellence, and harness the audience's thrill to enhance your skills.
Monk	Way of the Covenant	Protect the world from ravaging dragons using powers inspired by the wyrms themselves.
Monk	Way of the Eight Paths	Follow one of eight paths of enlightenment to unlock the might within.
Paladin	Oath of Radiance	Push back the darkness by channeling the power of light.
Rogue	Dreamspy	Slip into the dreams of your targets to steal their thoughts or end their lives.
Sorcerer	Blood Sorcery	Grab hold of the very essence of mortality to heal, control, manipulate, or destroy.
Wizard	Makaab Weaver	Grasp the fabric of creation itself to magically shape the natural world.
Wizard	School of Entropy	Delve into the cycles of birth, decay, and rebirth and dabble with the secrets of immortality.

**Note:** You are **NOT** restricted to these classes/subclasses - these are simply the new options presented by *Itza's Guide to Dragonbonding*, the first sourcebook released for the setting of Valerna. You are more than welcome to play something outside of these options, as long as it fits the setting (see the **Suggested Classes** column in the **Ancestries Table**).