



We were born to rule, to protect and to create, but also to submit and to destroy. We are the apex of creation. We dominate the land, the air, the oceans and the fire. They worship us, they offer us, they fear us. They build monuments and temples in our honor.

They know we rule. But who rules over dragons?

We are our worst enemies. We constantly fight for power and supremacy, leaving a trail of desolation and ruin. And the poor creatures below can't do anything but shrink in pure terror before the portentous winged monstrosities that overfly their cities, covering the sky with fire and death.

However, changes are to come.

Namradon, the Dimensions Traveler.



Website: www.dragolisco.com

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This is a 21 page demo version of the book. The final version is in its final stages
but not ready yet, so take into account that you may find errors and typos.

Thank you very much for supporting Majesty of Dragons.

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PROLOGUE

The most powerful creatures in any fantasy world, that perfectly defines the nature of dragons. You can be the king of an entire human empire... and the weakest dragon will still be one level above you.

Gigantic intelligent flying monsters, masters of fire and magic. Sometimes good, sometimes evil. Sometimes guardians, sometimes tyrants. Greedy beings that can sleep for centuries on piles of gold... or bones. But when they wake up, the entire world shakes.

Welcome to the official artbook of Majesty of Dragons. My name is Juan Arrabal, also known as Dragolisco. I'm a fantasy artist from Spain and now a board game designer too. Dragons have been my passion for years, and they are now my way of living. If you have this book in your hands is probably because you have already played the board game.

The original idea when creating this book was to show the art of Majesty of Dragons in high resolution, along with some step-by-step art processes. But in the end, I thought it could be a great opportunity to unravel and show the universe behind the game in all its intensity. Therefore, please also let me welcome you to the fantasy world of Arynuras, the Planet of Dragons.

Throughout this book we will deep into fantasy, learning about the world of Arynuras, its background, its geography and its inhabitants. You will meet the humands, the peculiar human-like race in this universe. You will also know about other equally important humanoid races. And of course, you will meet the dragons, the true kings of the world. All accompanied with every piece of art you find in the game, and new material I've created exclusively for this book.



Juan Arrabal (Dragolisco) holding the prototype of Majesty of Dragons. Photo taken by Daniel González.

At the end of the book, you will learn how the game Majesty of Dragons was created, and how the game looked like in the very first versions.

Take into account that this book is a piece of collection and curiosity, and it's not necessary for playing. However, it will give you a deeper understanding of the game.

All the art and literary material contained here is intended to be a source of inspiration for content creators and fantasy lovers, and I have personally created this fantasy universe to be the stepping stone for future dragon-related projects.

Now, without further ado, let me open the door to the world of Arynuras. Stay on the path and never look a dragon directly in the eye. I hope you enjoy the experience.



Majesty of Dragons prototype, resting on granite. Photo taken by Daniel González.



A WORLD DOMINATED BY DRAGONS

A PEEK INTO THE LORE

The world of Arynuras, that's how dragons call the earth, or at least that's how we have transcribed the name from the dragon tongue in a way all humands could read it.

Who are the humands? That name was given centuries ago by the world union of humans, elves and all other kinds of races. We coexist peacefully as one race as it could not be otherwise, since the existence of dragons represent a constant threat to the safety of all other creatures.

They are monsters, deities, kings, creators and destroyers. They are not only at the top of the food chain, but also at the top of the hierarchy of power. No humand king has ever achieved the power held by a dragon in his territory. Among the dragons there is also a hierarchy of physical power and global influence, and the dragon at the top of that hierarchy always receives the name of King of Dragons or simply the Archdragon.

Today, that title is held by Morrum Khar, being the oldest, larguest, strongest, and most influential of all dragons, and by extension, of all living creatures in Arynuras. Unfortunately for them, he is also the cruellest, wickedest and greediest, the greatest tyrant the world has ever had.

All dragons, however, share the common desire to become Archdragon, and each dragon has different reasons to justify this goal. The dragons of Good are sheltered by a deep sense of morality of protecting all forms of life from the dragons of Evil, and these last ones find their sense of living in power and terror. The result is a constant struggle between all of them to reach the highest rank in the hierarchy, forming and breaking alliances, and devastating entire lands in their colossal fights.

Fortunately for all the inhabitants of Arynuras, the activity of the dragons are limited by their need to sleep for years, and sometimes, even centuries. From a humand point of view, the dragon's fight for power looks like a slow affair that lasts several generations. However, once every couple of millenia, an epic battle among all dragons takes place, ending up in a terrible cataclysm that threats the life of the whole world.

Three epic dragon battles along history have triggered three cataclysms. These events are known as Dragon Rage Events. The "footprints" of these cataclysms can be seen clearly in the orography of Arynuras as new seas, circle shaped like a meteor impact, each one bigger than the last.

The first one took place 18000 years ago. The second one, 4500 years ago. And the third one, the most catastrophic, occurred only 1700 years ago. An entire continent could fit in the crater it left. At this point there's no doubt that a fourth cataclysm will be the last one, because there will be nothing else left to destroy.

Since the First Dragon Rage Event 18000 years ago, the most venerable humand sages understood the danger that the fight for power of the dragons could represent for the future of Arynuras, and they began to work towards the way to ensure a future in which humands could snatch away the control of the world from the dragons themselves.

The chances to achieve this goal were infinitesimally low. The great dragons of the world know everything, and an enterprise of this magnitude was going to be far from being a secret.



Humand city of Nothnara.



Their luck changed when a group of dragons never seen before showed up. They came from another dimension, and they were willing to offer their assistance in the project.

With their help, those sages started working on powerful artifacts that would let them appease and even control every dragon in the world, preventing future cataclysms. Thereby, the first dragon orb was finished in the relative secrecy of a parallel dimension only 400 years ago, with a total of three Dragon Rage Events befallen, but presumably on time to avoid the fourth. During 400 years more until the present, the rest of the orbs were created, in quantity enough to even control the will of the Archdragon Morrum Khar himself.

In parallel to the creation of the dragon orbs, the new role of Dragon Master was being developed, powerful humand beings, almost demigods, whose only task was to dominate the power of the mighty dragon orbs, and therefore, of the dragons.

It was agreed that the Dragon Masters would decide the future of the world once the dragons were pacified, assuming that humands were more humble and less greedy, and not as interested in power as dragons. Only time will tell if 18000 years of work worths the effort. But in any case, the Age of Dragons is getting to its end. The Age of Humands is to come. For good or for bad.

Enderhantus, the primordial Guardian.



THE DRAGON ORBS

Dragons are constantly competing for the supremacy of the world of Arynuras. Usually they conspire against each other, eluding a direct confrontation and always conditioned by their long slumbers. But once in a while, a fight between two dragons is inevitable.

When this happens, the strongest dragon defeats and even kills the weak. But when both of them are equally powerful, more dragons may join the fight, both good and evil dragons, seeking for an opportunity to climb on the hierarchy or to have the chance to get rid of an adversary. Some dragons are just dragged into this fight that can potentially change the global order.

If all the dragons are awake at that moment and they all participate in the brawl, tremendous arcane energies are unleashed, changing the orography and creating new seas. This is known as a Dragon Rage Event. The last of them and the most devastating, 1700 years ago, almost erased the life from the surface of the planet.

It was after the First Dragon Rage Event 18000 years ago when, in order to prevent future events of this kind, some humands (name that humans receive in this particular universe) started working along with dragons from another dimension, the alien Nemesis Dragons, in the creation of an artifact that could appease and control the wills of the native Arynurian dragons, and to minimize the impact of these inevitable dragon fights.

The result was called “the dragon orbs”, powerful spheres that can have direct impact on the Dragon Consciousness, an ancestral and shared knowledge from dragons dead long ago that all dragons have access to. Controlling this source of wisdom and spiritual force was the key to influence in the dragon’s wills.

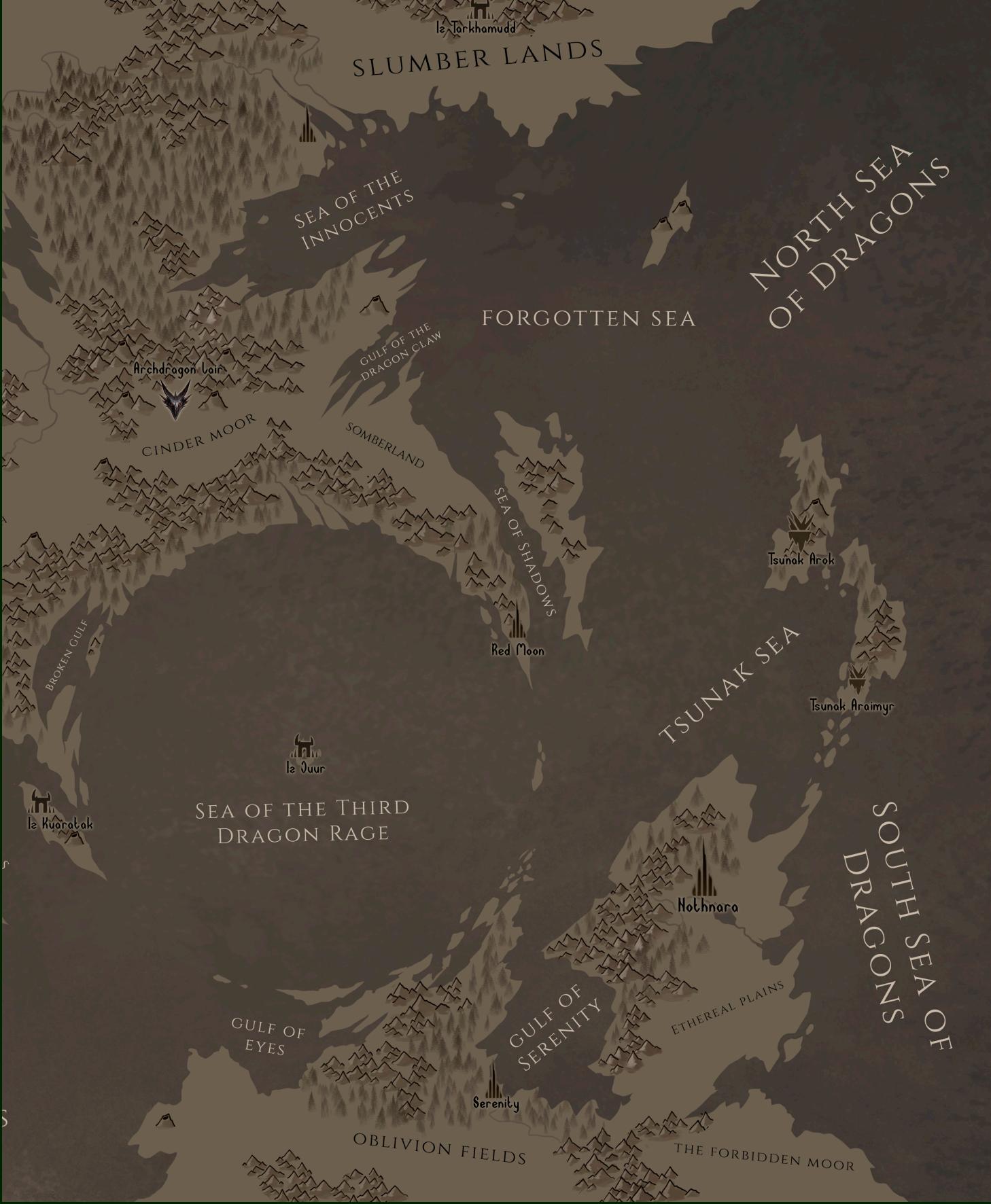
However, such a risky project had to be carried out in the secrecy of a parallel dimension, far enough from the sight (and senses) of the Arynurian dragons. Unfortunately, in this new dimension, the Nemesis Dragons habitat, time elapses slower, taking almost 18000 Arynurian years for the orbs to be ready to use.





The maritime route between Nothnara and the rest of the humand capitals necessarily passes through the Sea of the Third Dragon Rage. I served as bodyguard captain for some important personalities aboard those ships before becoming the supreme commander of the armies of Nothnara, personal protector of the queen and person of trust of the silver dragons of the Ethereal Plains.

The memories of these days sailing those waters still give me a feeling of discomfort today. The compasses didn't work, the air was heavy and stinky, and the sun had a pale yellowish tone, like it was dead. And also dead the water was, as there was no sign of life beneath the toxic surface.



We always took the shortest course bordering the coast to reach the Gulf of Eyes as early as possible, but still in all the trips part of the crew ended up getting sick, and sometimes we even had to regret a loss. Upon arrival at the port of destination, the ship hull always needed some kind of repair before departing on the way back due to the corrosive waters.

I've had the chance to sail the other two Seas of Dragon Rage and I never experienced such a weird sense of oppression like in this sea. I just can't imagine how a new cataclysm would be like.

Neraide, the Argentum Commander.



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HUMANOID RACES

THE HUMAND CIVILIZATION

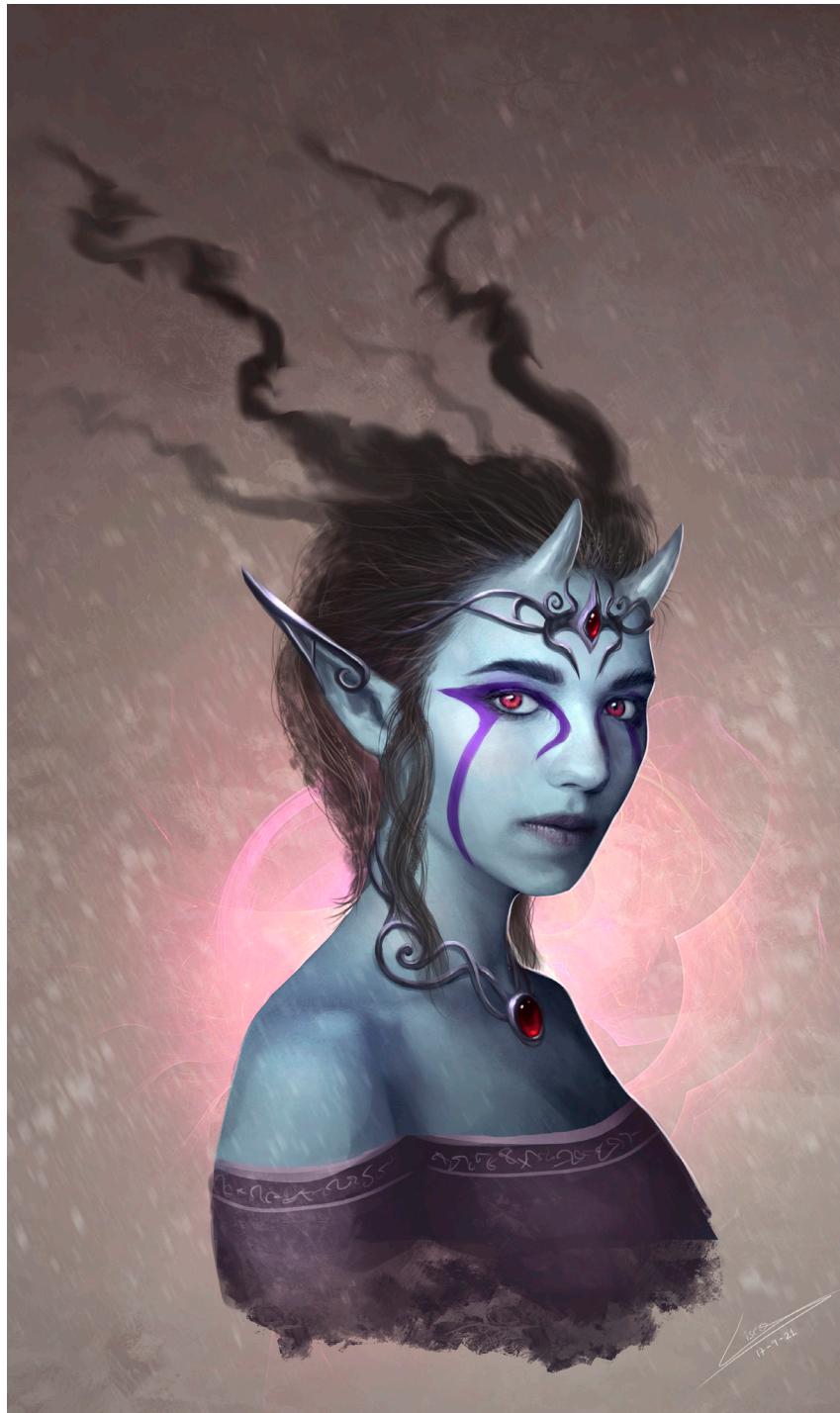
Equivalent to the human race in the real world, the humands are actually more than that: they congregate all species of humanoids that are usually separated in other fantasy universes. Races like elves and dwarves, along with the typical humans, are all considered humands in the world of Majesty of Dragons, and despite they can have different cultural roots, they actually find no difference between one another.

In Majesty of Dragons, a humand can totally resemble a real human, or have other details such as elven ears, unusual eye colors and other physical markings. Some of them, especially if they have reached the condition of dragon lord, can even present horns, as a result of their transformation into agents of dragons.

They are considered the most civilized and prosperous of all the Arynurian races, and their three capital cities, Mirathra, Solaria and Nothnara are, in fact, the lair of three of the most powerful majestic dragons, respectively: Aurannok, Amod and Jarsadriath, who are also their guardians.

Three are also the human kings that rule the capital cities. One of them, Lluria, the Queen of Nothnara, who is also a dragon lord. But those humand monarchs are just mere representatives and politicians of their cities and countries. All of them respond to their sovereign dragon, who is the true ruler of the city and the whole territory.

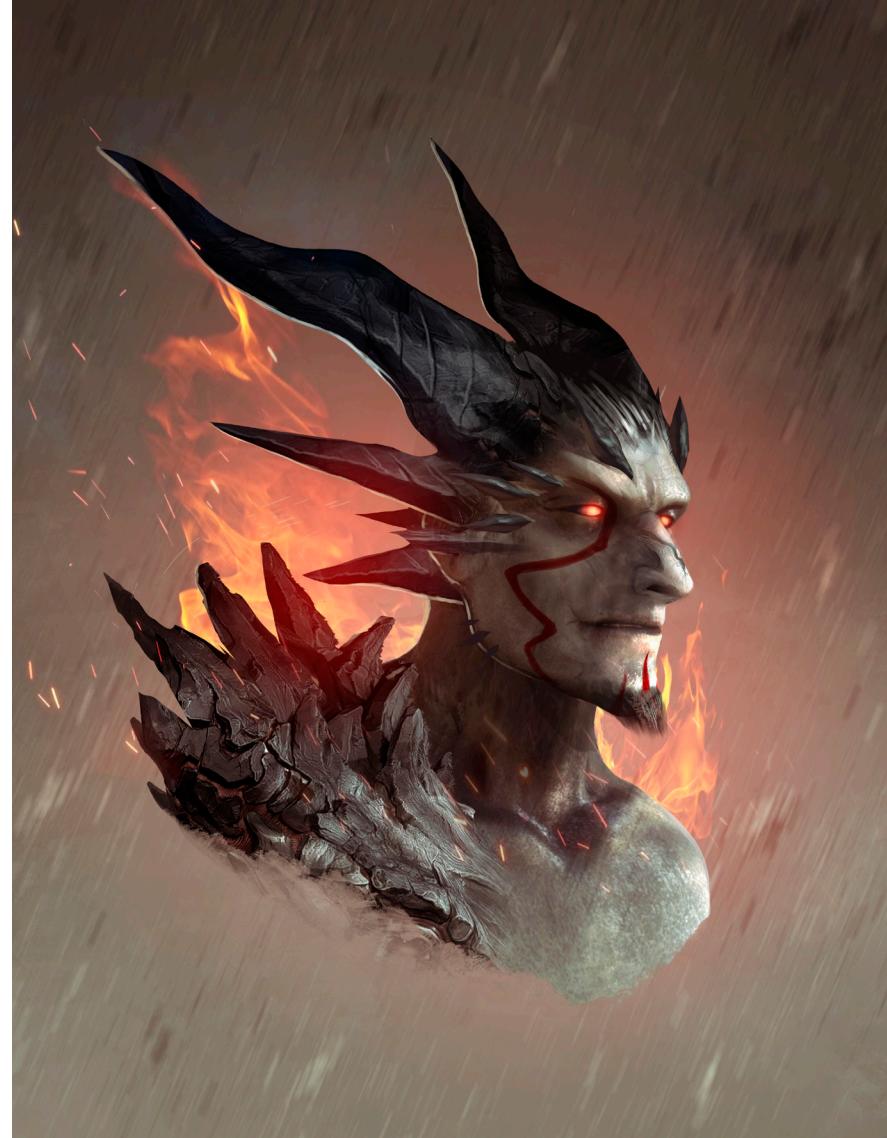
Because of the mix of all ancient humanoid races throughout millenia, their average lifespan is estimated in 180 years, though some individuals can overtake the second century.



Astride, the Tireless Seeker.

Not all the humands are civilized. In fact, there is a large number of uncivilized tribes scattered through the world that worship dragons as if they were gods. The most numerous and powerful tribe is the Gray Sun, worshipers of Morrum Khar and followers of the Cult to the Archdragon. They offer him enormous tributes of gold and sacrifices, result of the war with other lesser tribes and even raids to civilized towns and cities. They dwell in the Desert of Ash, the Cinder Moor and Somberland, though their raids can reach lands beyond the seas.

The Cult to the Archdragon has many acolytes, not necessarily members of the Gray Sun. These acolytes are all over the world, including big cities, and they constantly conspire in favor of their deity, Morrum Khar.



Mordrem Kharis, Tribe Lord of the Gray Sun, dragon lord and Morrum Khar's current avatar.



Markus Velidan, the Wanderer.

THE DRAGONLORDS

Some humands, along with other races, hold the title of dragon lord. These individuals are in close connection with the dragons. They are their trusted agents and spokesmen, and they can fluently speak their tongue, almost impossible to pronounce properly by any other humand.

Some dragon lords hold important positions as monarchs of their own countries, politicians, military chiefs or religious leaders. They are the person of contact if you want to speak with a dragon... if you can afford the cost.

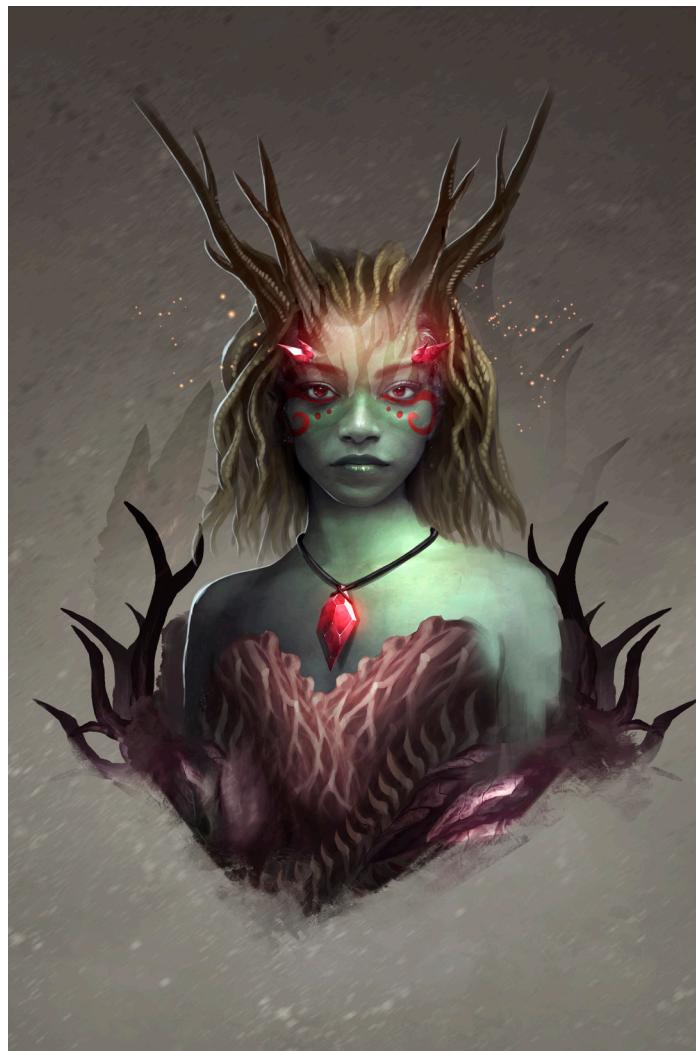
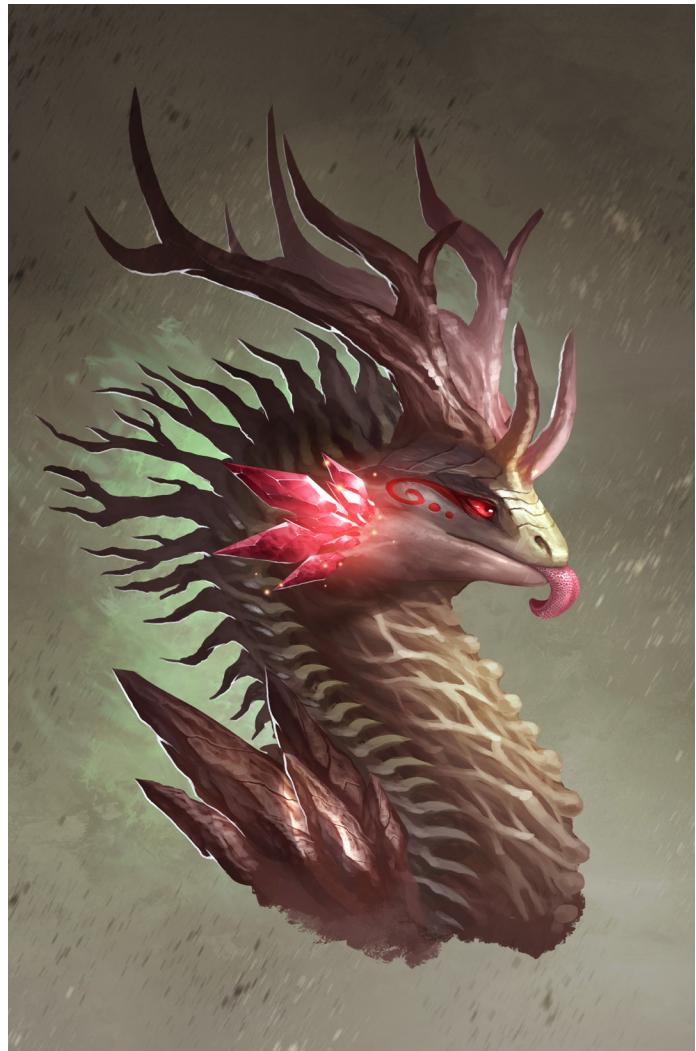
AVATARS

It's no secret that dragons spend 90% of their lives resting, sleeping inside their lairs. During this slumber, many dragons are completely unaware of what happens around it, and sometimes when they wake up, the world could have changed dramatically.

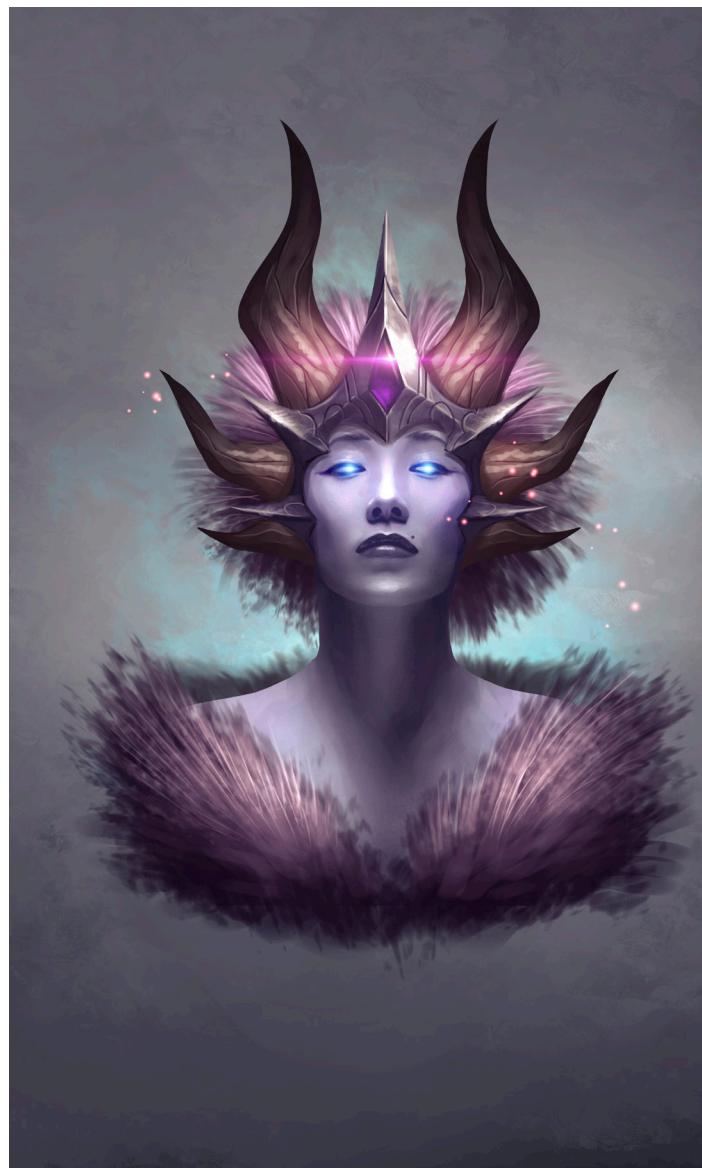
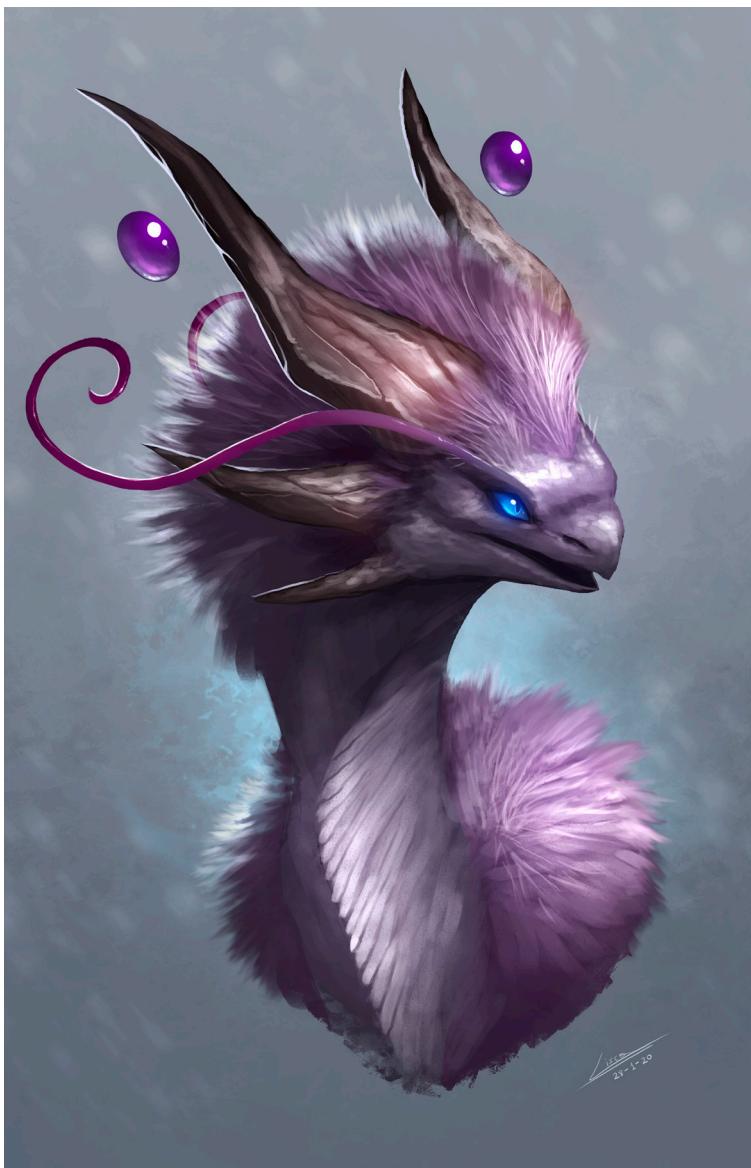
Some dragons are able to bilocate their spirits and gain control of another creature, preferably a humand, to keep contact with reality while their bodies rest. These "puppets" can act and behave as though as they were real humands, and to all effects they look like a completely different soul. This kind of phenomenon is called "dragon avatar".

Most of the time dragons don't keep this as a secret. Usually their avatars resemble the dragons themselves, in appearance, behavior and even the name, so everybody can be aware that behind that humand a dragon is watching and hearing.

Due to this, some avatars hold important positions in the humand society, such is the case of Mordrem Kharis/Morrum Khar, and Tarkax Nul/Herdranax. A dragon doesn't necessarily need to be sleeping to control an avatar, sometimes they can use them to be in two different places at the same time, or even more, as the number of avatars is not limited to one by definition.



Yariss and Yessaria, dragon and avatar.



Zivnu Jara and Jaivinn, dragon and avatar.

Dragons are the strongest creatures, the greediest... and the sleepiest. They can sleep for years, decades and even centuries. And for a good reason. Such a large body requires immense quantities of energy, and the bigger (and older) a dragon is, the more energy it consumes, and hence the more it needs to rest.

Some dragons are so powerful that can bilocate their own spirit and manifest as another living creature, known as the avatar. One soul shared within two bodies. This way the dragon can sleep and still be conscious of the world around it.

Avatars are respected and worshiped consequently as the dragons they represent. Harming or killing an avatar doesn't hurt the dragon at all, but doing so can wake it up from slumber. And possibly its wrath too.

However, even that would be a difficult task. Avatars hold a small portion of the dragon's strength, what already makes them really powerful. They automatically receive the title of dragon lords, as they don't lose the ability to (naturally) speak and deal with other dragons.

And if you are asking, yes, I've seen both the dragon and its avatar standing together. And believe me, their behavior is so independent you don't quite realize it's the same soul, such is the mysterious power of the dragons that transcends beyond the mere physical.

Extract from the diary of an unknown draconologist.