Of course. Based on the files you've provided for your Dragon Legacy TTRPG, here is a summary of the core lore, factions, and key characters in the world of Eryndor.

### **Core World Lore**

The central narrative of Eryndor is built on a lie.

* **The Public History:** The commonly known history is that the world was saved from the chaotic reign of tyrannical Dragon Lords by the benevolent goddess Elysia. Her return, an event known as "The Shattering," purged the world and ushered in an era of peace and order.
* **The Secret Truth:** In reality, Elysia was a being of absolute order who sought to extinguish all free will. The Shattering was not her return, but the result of a desperate ritual where the last heroic Dragon Lords and their allies sacrificed themselves to seal her away, with the world itself becoming her prison. The accepted history is a fabrication created by her followers to hide this truth.

### **Factions of Eryndor**

The world is shaped by several powerful factions, each with its own goals and methods:

* **The Champions of Order:** A zealous faction dedicated to imposing the perfect, silent order of their goddess Elysia and purging all chaos, especially draconic power.
* **Scalebound Clans:** Traditionalist clans who protect their ancestral lands and the sacred Dragon's Graveyard from outsiders.
* **Arcane Dominion:** A faction that seeks ultimate knowledge and power through magical experimentation, viewing morality and nature as acceptable resources to be consumed for progress.
* **Ember Concord:** A fragile alliance of city-states that aims to maintain peace and prosperity through politics, trade, and diplomacy.
* **The Frostfang Packs:** Survivors who honor the spirits of the hunt in the harsh tundra and protect their pack from outsiders, particularly the Arcane Dominion.
* **The Runeforge Remnants:** Scholars and artisans dedicated to uncovering and preserving the lost technologies of the pre-Shattering era.
* **The Astoran Conclave:** Observers who guard the ancient secrets of the Shattering, intervening only when prophecy dictates.
* **The Gilded Paw Caravan:** A neutral organization that profits from conflict by treating information as the most valuable currency, selling secrets to all sides.
* **The Brood of Dragnor:** A fanatical cult that seeks to "cleanse" the world in fire and chaos to bring about a new age of draconic rule.
* **The Wardens of the Wilds:** Guardians who protect the natural and spiritual balance of the world from the corrupting influence of the great nations.
* **The Azure Syndicate:** A criminal organization that aims to seize control of trade routes and black markets through any means necessary.

### **Key Characters**

#### **Player Characters**

* **Rya (The Dragon Heir):** An orphan with a forgotten past and a powerful, chaotic draconic legacy. Her journey is to discover the truth of her heritage and learn to control her power while being relentlessly hunted by the Champions of Order.
* **Nina (The Sky-Princess):** The burdened princess of the floating city of Wyndia. She is a skilled duelist and wind mage caught between her royal duties and her desire to forge her own path, bringing both powerful connections and dangerous political enemies to the party.
* **Garrick (The Vengeful Spirit):** The spectral echo of a betrayed Champion of Order, now a wraith bound to the world by a singular thirst for vengeance against his former superior. He sees Rya's power as the perfect weapon to achieve his goal.
* **Kei (The Pack Leader):** The rightful heir to his Frostfang pack, exiled by a usurper who allied with the Arcane Dominion. He fights to reclaim his honor and protect his new pack—the party—using his invaluable knowledge of the unforgiving tundra.

#### **Non-Player Characters**

* **Magister Vorlag (Arcane Dominion):** A cold and brilliant bio-arcanist who oversees horrific experiments, viewing all living things as complex equations to be solved.
* **The Incarcerator (Arcane Dominion):** A hulking, magically-created golem that acts as a field agent for the Dominion, capturing magical creatures with brutal efficiency.
* **Elder Lyraka (The Frostfang Packs):** The ancient and traditionalist shaman of the Frostfang pack who opposes the current usurper's alliance with the Arcane Dominion.
* **Fenrir (The Frostfang Packs):** A young, hot-headed hunter who is fiercely loyal to the rightful heir, Kei, and chafes under the usurper's rule.
* **Master Valya (The Runeforge Remnants):** A wandering scholar and master of ancient traps and security systems whose services always come at a price.
* **Rico (The Gilded Paw Caravan):** A master of disguise and espionage for the Gilded Paw, gathering secrets through infiltration and performance.
* **Jaxx (The Gilded Paw Caravan):** The powerful and silent quartermaster who manages the Gilded Paw's smuggling operations with absolute loyalty.
* **The Ashen Priest (The Brood of Dragnor):** The charismatic and fanatical leader of the Brood, who preaches a doctrine of nihilistic destruction to bring about a new age of dragons.
* **Kilgore, the Cinder-Clad (The Brood of Dragnor):** A massive, heavily armored warrior granted a sliver of draconic power, who acts as the unstoppable will of the Ashen Priest.
* **Ignis (The Brood of Dragnor):** A silent and deadly assassin whose body is covered in ritualistic burn scars, sent to eliminate those who oppose the Brood.
* **Pyra (The Brood of Dragnor):** A powerful but dangerously unpredictable magma-witch whose magic is drawn from the molten heart of Mount Dragnor.
* **Cinderclaw (The Brood of Dragnor):** A great cave bear twisted by dark magic into a monstrous engine of destruction, loyal only to the commands of its masters.