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## COLLECTION III

# The Sacred Sanctuaries of Valekor

Document 030 - Definitive Edition

The sacred sanctuaries of Valekor are places of  
worship, power, memory and destiny.



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# The Citadel of Aurelion

## Golden Sanctuary of Imperial Light

**Element:** Light

**Location:** Aurelian Empire

**Guardian:** High Priest of the Dawn

**Sacred Power:** Purification, judgment and royal blessing

**Role in Valekor:** The sacred heart of imperial faith and unity across Valekor.



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# The Ashen Cathedral

## Burning Temple of Fallen Kings

**Element:** Fire / Ash

**Location:** Ash Wastes

**Guardian:** The Ember Clerics

**Sacred Power:** Flame rites, sacrifice and war oaths

**Role in Valekor:** A forbidden sanctuary where broken kings seek power from fire and ruin.



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# The Sanctuary of Elyndor

## Elven Temple of Living Waters

**Element:** Nature / Healing

**Location:** Sylvar Empire

**Guardian:** The Grove Seers

**Sacred Power:** Healing waters, forest prophecy and renewal

**Role in Valekor:** A living sanctuary that keeps balance between magic and nature.



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# The Shrine of Frosthold

## Frozen Temple of Ancient Oaths

**Element:** Ice

**Location:** Frostborn Clans

**Guardian:** The Ice Wardens

**Sacred Power:** Oath binding, frost protection and ancestral remembrance

**Role in Valekor:** A northern shrine where warriors swear vows that cannot be broken.



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# The Abyssal Temple

## Submerged Hall of the Deep Crystal

**Element:** Water / Memory

**Location:** Tideborn Depths

**Guardian:** The Deep Oracle

**Sacred Power:** Ocean memory, lost voices and tide visions

**Role in Valekor:** A hidden temple preserving the memories of drowned civilizations.



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# The Ruins of Skyreach

## Floating Sanctuary of the Old Mages

**Element:** Wind / Arcane

**Location:** Sky Isles

**Guardian:** The Last Sky Archivist

**Sacred Power:** Floating runes, air magic and ancient navigation

**Role in Valekor:** A broken sanctuary that still teaches the old sky routes.



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# The Gate of Noctis

## Shadow Sanctuary of the Veiled Realm

**Element:** Shadow / Void

**Location:** Noctis

**Guardian:** The Veiled Regent

**Sacred Power:** Shadow passage, secrecy and forbidden knowledge

**Role in Valekor:** A dangerous sanctuary where secrets are traded for truth and sacrifice.



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# The Emerald Grove

## Ancient Sanctuary of the Worldroot

**Element:** Nature / Spirit

**Location:** Elder Forest

**Guardian:** The Root Guardian

**Sacred Power:** Spirit communion, life energy and ancient protection

**Role in Valekor:** A sacred forest temple connected to the oldest living force in Valekor.

