

VELMORIEN

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Velmorien: A Sanctuary for Monsters



Velmorien is a prestigious university for monsters and magical creatures, founded in the early 1400s during a time of great turmoil. As humanity grew more fearful of the unknown, myths and religious dogma painted monsters as malicious threats. This led to widespread persecution, witch hunts, and the

forced exile of many magical beings. To survive, monsters retreated into secrecy, using magic and clever defenses to shield their homes and identities from human eyes.

Hidden on a vast, uncharted island in the middle of the ocean, Velmorien became their haven. A powerful magic barrier envelops the island, bending light and energy to render it invisible to human technology—undetectable by satellites, sonar, planes, or ships. If a vessel ventures too close, ancient spells stir the winds and seas into fierce storms, driving intruders away. This barrier not only keeps humans at bay but also protects the island's inhabitants from abyssal creatures—malevolent, otherworldly predators that feed on magical life.

Within this sanctuary, monsters and magical creatures live and learn without fear. Velmorien offers education tailored to their unique heritage: the history of their species, the complexities of human interactions, the mastery of innate powers, and the art of magic. Students are taught everything from ancient spells and potion-making to skills tied to their lineage, preparing them for life both within and beyond the magical world.

However, Velmorien's most sacred rule is clear: no humans are allowed. Any human discovered on the island faces swift and absolute punishment.

The Four Orders of Velmorien

The university is divided into four Orders, each representing a distinct lineage of monsters:

- **Nocturnis (Creatures of the Night):** Vampires, werewolves, dullahan, and the undead. These beings thrive in darkness, harnessing powers that evoke both fear and awe.
- **Sylvara (Forest Dwellers):** Elves, fairies, golems, and dwarves. Masters of nature's magic, they are deeply connected to the forests and earth.
- **Morphis (Shapeshifters):** Kitsune, jorōgumo, gargoyles, and ogres. Creatures of transformation and cunning, they bridge the line between forms and worlds.
- **Thalassia (Sea Folk):** Sirens, cecaelia, and selkies. These enigmatic beings are bound to the ocean, wielding its mysteries and power.

Nocturnis (Creatures of the Night)



Culture and Beliefs:

The Nocturnis Order honors the balance between life and death, embracing the mysteries of the dark as a source of strength rather than fear. They view the night as sacred—a time of renewal and reflection. Members value loyalty, secrecy, and the mastery of their innate powers. They believe that their dual nature as protectors and predators gives them the unique role of safeguarding Velmorien's most vulnerable moments. Rituals often include moonlit ceremonies, shadow magic training, and tributes to the cycles of the moon.

House of Nocturnis:

The house of Nocturnis is located in the deep and dark caves of Velmorien island. Centuries ago the Nocturnis Lineages constructed their home in the caves, living in the darkness and cold all the time. Its gothic palace design was done by the vampires to suit their taste in luxury.

Roles in Velmorien:

- **Guardians of the Shadows:** They patrol Velmorien at night, using their heightened senses and abilities to detect and neutralize threats.
- **Enforcers of Justice:** They serve as the primary peacekeepers, using fear and cunning to uphold order within the university.
- **Hunters of the Abyss:** Werewolves and dullahan lead efforts to repel abyssal creatures that threaten the sanctuary.

Nocturnis Lineages

Vampires:

Vampires trace their origins to ancient, cursed aristocracies who sought immortality through forbidden rituals. Their transformation tied them to the night, granting them immense power at the cost of their humanity. They became legendary manipulators, ruling from the shadows in secretive covens. Their disdain for mortality fostered a deep rivalry with other nocturnal beings.

Jobs: Diplomats, spies, healers using blood magic, historians who safeguard ancient knowledge, and enchanters skilled in dark magic.

Abilities:

- **Blood Manipulation:** Ability to control and drain blood from victims, potentially healing themselves or weakening opponents.
- **Immortal Regeneration:** Rapid healing from wounds, with the ability to recover from near-total destruction if not exposed to sunlight or light magic.
- **Shadow Melding:** Capacity to blend into shadows and become nearly invisible.
- **Superhuman strength and speed:** Dramatically enhanced physical capabilities beyond mortal limits.

Werewolves:

Werewolves were once humans blessed—or cursed—by a moon goddess to protect the forests from invaders. Over time, they formed tight-knit packs, each bound to specific regions and moon phases. This loyalty forged a culture of warriors, hunters, and protectors. They despise humans, viewing them as manipulators who prey on monsters.

Jobs: Guardians of sacred territories, abyssal hunters, wilderness guides, and combat instructors.

Abilities:

- **Moon-Blessed Strength:** Supernatural physical strength, speed, and agility.
- **Regeneration:** Accelerated healing from injuries.
- **Pack Instincts:** Telepathic communication with other werewolves.
- **Lunar Fury:** Temporary surge of power under the full moon, at the cost of control.

Dullahan:

The dullahan are spectral horsemen, born from cursed warriors who broke oaths in life. Bound to serve as harbingers of death, they walk the line between the living and the dead. Over centuries, they have embraced their fate, wielding their powers to protect magical realms from harm.

Jobs: Death wardens, spectral guides, couriers for magical items, and historians of death rituals.

Abilities:

- **Death Sense:** Ability to foresee death or find dying individuals.
- **Headless Curse:** Immobilize or terrify enemies by invoking fear of death.
- **Spectral Mount:** Summon a ghostly horse for swift travel through physical and ethereal planes.
- **Dark Aura:** Weaken nearby foes with an oppressive presence.

Lich:

The undead include a variety of creatures animated by necromancy or cursed after death. Once feared mindless, many retained their intelligence and found refuge in Velmorien. They strive to control the forces that bound them to undeath, channeling their curse into magical mastery.

Jobs: Necromancers, curse breakers, physicians, and magical researchers specializing in death magic.

Abilities:

- **Necrotic Resilience:** Immune to poison, diseases, and exhaustion.
 - **Soul Drain:** Absorb life energy to restore themselves.
 - **Spirit Binding:** Animate other lower level creatures to serve them.
 - **Decay Touch:** Ability to spread decay or disease through physical touch.
 - **Incorporeal shifting:** Temporarily becoming ghostlike to pass through solid objects.
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Sylvara (Forest Dwellers)



Culture and Beliefs:

The Sylvara Order cherishes nature as the ultimate source of life and magic. They revere the Great Tree, a mythical entity believed to be the origin of all forests, and hold that every creature is connected through the earth's lifeforce. Harmony and creativity are central to their way of life, and they see themselves

as the guardians of balance between growth and decay. Seasonal festivals, sacred groves, and crafting circles are integral to their culture.

House of Sylvara:

The House of Sylvara is located in the deep forests of Velmorien. They take residence in the old ancient trees to be one with nature and feel its magical energy.

Roles in Velmorien:

- **Keepers of Balance:** They maintain the natural harmony of Velmorien, tending to the enchanted gardens and forests that sustain the university's magical ecosystem.
- **Environmental Wardens:** They ensure the sustainability of resources and safeguard magical flora and fauna.
- **Artisans and Crafters:** Dwarves and golems create tools, structures, and magical wards to support Velmorien's needs.
- **Healers and Herbalists:** Elves and fairies use their knowledge of plants and nature magic to heal the wounded and protect against magical ailments.

Sylvara Lineages

Elves:

Born from the purest essence of the forests, elves are believed to be the first protectors of nature. Their longevity and connection to magic make them revered scholars and stewards of ancient knowledge. Once unified, they fractured into sub-tribes after disagreements over human relations.

Jobs: Nature mages, scholars, healers, artisans of enchanted items, and navigators.

Abilities:

- **Nature Bond:** Communicate with plants and animals, accelerate their growth.
- **Archery Precision:** Unerring accuracy with ranged weapons.

- **Ethereal Grace:** Enhanced agility and elegance, enabling them to move silently.
- **Spellweaving:** Mastery of elemental and enchantment magic.

Fairies:

Fairies are said to be fragments of starlight brought to life by the whispers of ancient gods. Playful yet cunning, they once acted as intermediaries between mortals and nature spirits. They now live in hidden glades, carrying on their traditions of charm and trickery.

Jobs: Illusionists, diplomats, entertainers, and herbalists.

Abilities:

- **Glamour:** Create powerful illusions to trick or manipulate.
- **Flight:** Levitate or fly effortlessly with their wings.
- **Pixie Dust:** Sprinkle magic dust to heal, confuse, or enchant.
- **Elemental Magic:** Control over natural elements like light, wind, or plants.

Golems:

Golems were created by ancient dwarves and wizards to serve as protectors. Over millennia, they gained sentience, forging their own identity. Their bodies are constructed of earth, stone, or metal, each a testament to their creator's skill.

Jobs: Guardians, builders, miners, and heavy-labor workers.

Abilities:

- **Earthshaping:** Manipulate stone, clay, or metal.
- **Immense Strength:** Incredible physical power and endurance.
- **Runic Power:** Activated by magical runes that can be altered to give them unique abilities.

Dwarves:

Dwarves were shaped from the mountains by an earth deity. Known for their

indomitable will and mastery of the forge, they have a proud tradition of crafting magical weapons and structures. Their love for treasure has occasionally led to conflicts with other creatures.

Jobs: Blacksmiths, miners, architects, and jewelers.

Abilities:

- **Stonecraft:** Shape, sense, and manipulate stone and metal effortlessly.
- **Stout Resilience:** Resistance to physical damage, toxins, and fatigue.
- **Forgefire:** Control of fire to craft enchanted weapons and tools.
- **Warrior Spirit:** Enhanced combat skills and mastery of axes and hammers.

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Morphis (Shapeshifters)



Culture and Beliefs:

The Morphis Order thrives on adaptability and transformation, embodying the belief that change is the essence of life. They value ingenuity, independence, and cunning, often seeing themselves as mediators between the physical and the magical. Rituals involve honoring the duality of their forms and mastering their transformations. They also place great importance on the art of storytelling to preserve their shapeshifting lineage.

House of Morphis:

The House of Morphis was built in the volcanic areas of Velmorien centuries ago. At the front end are castle looking buildings with flowing lava to entertain guests, but the very core of the house is underground where it has a much more industrial design. The Morphis have underground beneath the entire island that only they have access to. Only the Morphis know the entrances, exits, and direction of the underground tunnels and rooms.

Roles in Velmorien:

- **Mediators of Disputes:** Kitsune and gargoyles act as negotiators, using their wisdom and cunning to resolve conflicts among the Orders.
- **Spies and Scouts:** Jorōgumo, gargoyles, and ogres specialize in gathering intelligence and monitoring the surrounding waters and lands for potential threats.

- **Builders of Bridges:** They work to foster understanding between Velmorien's diverse inhabitants, bridging divides and fostering cooperation.
- **Defenders of the Perimeter:** With their versatility, they protect Velmorien's hidden boundaries, creating and maintaining illusions or physical traps.

Morphis Lineages

Gargoyles:

Gargoyles were carved to guard sacred temples and cities. During a great magical war, a ritual gave them life, and they took up their eternal duty as protectors. They are deeply tied to their stone origins, sleeping by day to recharge their strength. They swear an oath to a family and protect them till the duration of the oath. The oath could last for one generation or all the succeeding generations till the end of time. Swearing an oath to protect witches and wizards is the highest honour to gargoyles.

Jobs: Defenders of magical cities, sentinels, and ward-crafters who create protective enchantments.

Abilities:

- **Stone Transmutation:** Ability to transform between living stone and animate form
- **Sentinel Vision:** Detect intruders or danger from great distances.
- **Winged Flight:** Glide and fly using wings.
- **Petrifying Gaze:** Potential to temporarily or permanently turn opponents to stone
- **Elemental Resistance:** Extreme durability against physical and magical attacks
- **Architectural Bonding:** Power to merge with or become part of stone structures

Kitsune:

Kitsune were born from the fox spirits of Eastern forests, blessed with intellect

and cunning by celestial beings. Revered as guardians of wisdom and tricksters, they have woven themselves into folklore. Their tails grow in number with their magical power.

Jobs: Illusionists, storytellers, scribes, and spiritual advisors.

Abilities:

- **Foxfire:** Summon and control mystical flames.
- **Shapeshifting:** Transformation between human, fox, and hybrid forms
- **Illusion Weaving:** Create convincing mirages to confuse or deceive.
- **Spirit Binding:** Enchant objects or bind spirits for assistance.
- **Wisdom Accumulation:** Gaining magical power and intelligence with age, potentially becoming nearly omniscient with multiple tails

Ogre:

Ogres are descendants of primal giants who roamed ancient plains. While often portrayed as brutish, they are deeply connected to the land and possess surprising wisdom. Over time, they moved from human conflict to roles that better fit their strength.

Jobs: Stonecutters, builders, combat instructors, and guardians of sacred sites.

Abilities:

- **Brutal Strength:** Overwhelming physical power to crush or throw massive objects.
- **Earthquake Stomp:** Create shockwaves with their movements.
- **Berserker Rage:** Temporarily enhance strength at the cost of control.
- **Sonic Roar:** Paralyze or frighten foes with a thunderous roar.
- **Regenerative Resilience:** Ability to rapidly heal from most physical wounds, with thick, tough skin that resists standard weapons.
- **Shapeshifting: Capacity to transform between a human like appearance and into a hulking ogre form.**

Jorōgumo:

Once humans who bargained with spider spirits for power, jorōgumo became

hybrids with the ability to weave webs of unparalleled beauty and strength. They are known for their cunning, often luring prey into traps to protect their domain.

Jobs: Silk weavers, alchemists, and information brokers.

Abilities:

- **Spider Threads:** Spin unbreakable, sticky webs to trap enemies.
- **Venomous Bite:** Inject venom that paralyzes or weakens opponents.
- **Illusory Beauty:** Appear as a beautiful maiden to lure prey.
- **Wallwalking:** Climb any surface with ease.
- **Shapeshifting:** Capacity to transform between humanoid form and spider beast-like forms.
- **Stealth Camouflage:** Near-perfect ability to blend into dark environments.

Thalassia (Seafolk)



Culture and Beliefs:

The Thalassia Order draws its wisdom and strength from the ocean, seeing it as

both a nurturing mother and a fierce protector. They believe in the eternal ebb and flow of life, symbolized by the tides, and honor the spirits of the deep through rituals involving water and song. They are a deeply communal group, valuing cooperation and the sharing of knowledge. Music, storytelling, and water magic are central to their traditions.

Seafolk have a unique anatomy that they can't control. When seafolk are on land their hands automatically turn into feet and legs. When their legs are submerged in water they automatically transform into either a siren tail, tentacles, or a seal tail depending on their lineage.

House of Thallasia:

The House of Thallasia is built right beside the ocean for the seafolk to stay connected to the waters and easily reach both shore and the ocean. Being in charge of watching over the waters, this makes it easier for them to do their job and swim around all they want.

Roles in Velmorien:

- **Guardians of the Seas:** Sirens, cecaelia, and selkies ensure that the waters surrounding Velmorien remain safe, controlling storms and warding off intruders.
- **Masters of Weather:** They manipulate ocean currents and storms to protect the island from detection or invasion.
- **Keepers of the Abyss:** They monitor the movements of abyssal creatures, using ancient oceanic lore to predict and prevent attacks.
- **Water Mages and Navigators:** They create and maintain water sources for Velmorien, ensure safe travel through the magical waterways, and guide students during aquatic explorations.

Thallasia Lineages

Sirens:

Sirens were oceanic male and female muses, tasked with guiding sailors to safe waters. Betrayed and cursed by a sea god, they gained their seductive songs, which they use for both hunting and protection. Over time, some turned to

guarding marine sanctuaries. On land their finned tails turn into feet, but on water they automatically turn into tentacles without their control.

Jobs: Navigators, singers, spell-casters, and marine ecologists.

Abilities:

- **Hypnotic Song:** Supernatural vocal ability to entrance, control, or drive listeners to madness
- **Aquatic Mastery:** Control water currents or summon waves to aid or attack.
- **Voice Manipulation:** Mimic voices to deceive others or sow confusion.
- **Marine Empathy:** Communicate with and command sea creatures.
- **Emotional Manipulation:** Power to induce specific emotions through melodic resonance
- **Sound Manipulation:** Capacity to create destructive sound waves or sonic attacks through their voice

Cecaelia:

Born from the union of sirens and abyssal sea spirits, cecaelia are cunning and enigmatic. Once feared as emissaries of chaos, they have embraced a more balanced role, serving as ambassadors of the deep. Instead of a mermaid tail they have tentacles (Think of Ursula from the Little Mermaid). On land their tentacles turn into feet, but on water they automatically turn into tentacles without their control.

Jobs: Ambassadors, storm mages, deep-sea explorers, and keepers of maritime lore.

Abilities:

- **Tentacle Grip:** Use powerful tentacles for combat, climbing, or manipulating objects.
- **Ink Cloud:** Release a magical ink cloud underwater to obscure vision or create illusions.

- **Oceanic Magic:** Wield magic tied to the depths, such as summoning storms or creating underwater whirlpools.
- **Shapeshifting:** Power to partially or fully transform between humanoid and octopus-like forms
- **Adaptive Camouflage:** Near-perfect ability to blend into surrounding environments
- **Limb Regeneration:** Capability to regrow or detach and reattach tentacle-like limbs
- **Pressure Resistance:** Supernatural adaptation to deep-sea environments and extreme water pressures

Selkies:

Selkies are shapeshifters blessed by the ocean, capable of transforming into seals. Their dual nature has made them mediators between sea and shore. They guard ancient oceanic treasures and help maintain balance in marine ecosystems.

Jobs: Fishermen, guardians of coastal sanctuaries, and healers using sea-based remedies

Abilities:

- **Seal Transformation:** Transform between a human and a seal form by donning or removing their seal skin.
- **Healing Waters:** Use seawater to heal themselves or others when in their seal form.
- **Empathic Bond:** Form a deep emotional connection with others, especially those they save from drowning.
- **Ocean Communion:** Deep connection with marine environments and sea creatures
- **Emotional Empathy:** Ability to sense and influence emotional states of others
- **Water Navigation:** Supernatural sense of direction and movement in water
- **Weather Sensing:** Innate ability to predict marine weather patterns and ocean conditions

Velmorien Festivals



First Blossom:

Celebrating the arrival of spring, this festival is a vibrant display of nature's renewal. A grand feast showcases pastries and dishes crafted with magical flowers and fruits. The highlight is the performance at the Sylvara Order's sanctuary, where faeries dazzle with their aerial dances, sprinkling fairy dust that lets everyone experience weightless dancing. Students can also enjoy flower crown-making workshops and storytelling sessions under the enchanted Great Tree.

**Tidal Bound:**

This summer festival honors the sea folk and the mysteries of the ocean. Held at the magical underwater stadium, its glass walls enchantingly display the surrounding marine life. Students marvel at sea folk performances with aquatic animals, enjoy a seafood buffet, and participate in creative activities like seashell painting. The festival's highlight is a thrilling pearl hunt, with students scouring the shore and water to find hidden treasures.



Moon Drop:

A midnight celebration of the night creatures, the festival grounds are transformed into a realm of red and black, glowing under the light of enchanted moons. A hauntingly beautiful orchestra performance sets the stage for a masquerade ball where everyone dons crimson attire. The festival's peak is the legendary hunting contest deep in the forest, where participants seek the elusive diamond apple, vying for a mysterious grand prize revealed each year.



Metamora:

This winter celebration honors the shapeshifters and their role as Velmorien's protectors. Set in the hidden caves beneath the volcano, the festival offers thrilling winter games, fiery dishes, and mesmerizing circus-like performances. As the night progresses, a massive bonfire becomes the heart of the event, with music, dancing, and shared stories. Tradition holds that tossing a precious item into the volcano while making a wish ensures it comes true, creating a moment of magical reflection and hope.





Averon:

A solemn yet joyous year-end celebration dedicated to the memory of the witches and wizards who once walked Velmorien's halls. A grand feast is held, followed by a spectacular fireworks display that illuminates the night sky. Students and faculty join together to sing a traditional song of remembrance, honoring the magic and legacy of these lost lineages. It is a night of unity, reflection, and hope for the future of all magical beings.

Abyssal Creatures: Predators of Magic



Abyssal creatures are ancient, malevolent beings born from the void between realms, existing solely to consume the magic and life essence of monsters and magical creatures. They thrive in darkness, chaos, and decay, taking on forms that reflect their domains of terror. Below are the types of abyssal creatures tied to different environments, each presenting unique threats to the inhabitants of Velmorien.

1. Water Abyssals

Lurking threats from oceans, lakes, and rivers, these abyssals are swift and relentless.

- **Abyss Leviathans:** Colossal serpentine beasts with glowing maws, capable of swallowing entire ships. They can summon whirlpools to drag prey into the depths.
- **Dread Nereids:** Twisted versions of water nymphs, these creatures mimic the appearance of drowned loved ones to lure victims into the water. Their touch siphons life energy.
- **Eelwyrms:** Slender, eel-like creatures covered in black scales that secrete corrosive poison. They can electrify water around them, stunning prey before feeding.
- **Kraken Shades:** Shadowy versions of mythical krakens, these abyssals hide in the depths and use their tentacles to drag magical creatures into the void.

2. Forest Abyssals

Silent stalkers of the woods, these beings corrupt the natural magic of the forest.

- **Void Treants:** Giant, corrupted tree spirits with hollow, glowing eyes. They masquerade as normal trees but strike with branch-like limbs, draining magic with every touch.
- **Hunger Wisps:** Floating, flickering orbs of light that mesmerize victims and lead them into traps. They feed on fear before devouring their prey's magic.
- **Shadow Stags:** Elk-like creatures with antlers made of jagged shadows. They move silently and hunt in packs, draining the life force of anything they impale.
- **Rootmaws:** Massive plant-like creatures with gaping maws hidden beneath piles of leaves and vines. They trap victims with spiked roots, consuming them whole.

3. Night Abyssals

Born of the darkest voids, these creatures thrive in shadow and fear.

- **Nightshades:** Humanoid figures made entirely of darkness, they can merge with shadows and are nearly impossible to detect. They strike with claws that paralyze and drain magic.
- **Starvebats:** Large, skeletal bat-like creatures that swarm their prey. They emit a soundless screech that weakens magical defenses.
- **Lichcrows:** Abyssal birds with glowing red eyes and decaying feathers. They feed on the energy of the recently deceased and can animate corpses to do their bidding.
- **Soul Reavers:** Spectral beings that appear during moonless nights, capable of phasing through walls to hunt their prey. They leave behind a chilling mist that saps strength.

4. Underground Abyssals

Dwelling in the dark beneath the earth, these creatures thrive in isolation and decay.

- **Burrow Wyrms:** Gigantic, eyeless worm-like creatures with maws filled with spiraling teeth. They sense magic vibrations in the ground and strike from below.
- **Pit Fiends:** Humanoid figures with molten cracks running through their skin. They exude heat and corruption, turning soil and stone to ash in their wake.
- **Rockjaw Beasts:** Armored monsters with stone-like hides and powerful jaws capable of crushing bones and enchanted metals.
- **Hollow Spinners:** Abyssal spiders that weave webs from cursed silk. These webs trap magical energy, slowly draining their victims until only a husk remains.

5. Air Abyssals

Masters of the skies, these creatures attack from above, swift and devastating.

- **Void Rocs:** Massive, winged creatures that blot out the sky. They dive at incredible speeds, using their talons to pierce through even the strongest magical barriers.
 - **Storm Writhers:** Serpentine abyssals made of dark clouds and lightning. They summon violent storms to disorient and separate prey from groups.
 - **Aether Wraiths:** Invisible predators that ride the wind, detectable only by the sudden drop in temperature and the chilling whispers they carry.
 - **Carrion Harpies:** Twisted versions of mythical harpies, these abyssals are drawn to the scent of magic. Their screech disorients their prey while they attack with poisoned talons.
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Common Traits of Abyssal Creatures

1. **Magic Drain:** All abyssal creatures consume magic directly from their prey, leaving them weakened or lifeless.
 2. **Regeneration:** Abyssals heal rapidly, requiring precise, powerful magic to kill them.
 3. **Void Influence:** Prolonged exposure to abyssal creatures can corrupt or weaken magical environments, turning them into breeding grounds for more abyssals.
 4. **Weakness to Unity:** They are most vulnerable to combined attacks from different magical lineages, which disrupt their void-born resilience.
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The Threat to Velmorien

The abyssal creatures pose a constant danger, especially to students venturing beyond the protective wards of the island. Each Order takes responsibility for

safeguarding Velmorien from these relentless predators, combining their unique skills and magic to ensure the sanctuary remains untouched by the void's hunger.

