

Hadran's Rest

“Let no hand wake him before mercy has finished its work.”
— traditional warning associated with Hadran's resting place

Hadran's Rest is a small sacred island off the coast of [Greymire](#), centered on a temple and resting chamber associated with Saint Hadran, an Ilmatari holy warrior remembered for enduring suffering in defense of others.

The Holy Sleep

The oldest surviving temple tradition does not describe Hadran as simply buried beneath the island. It says that he **entered the Holy Sleep beneath the Bound One's mercy** and warns that no hand should wake him before mercy has finished its work.

Later generations increasingly treated the chamber as a tomb and the preserved body within it as the remains of a dead saint. Some worshipers still take the older language literally, while others regard the Holy Sleep as devotional metaphor. No single public interpretation has settled the question.

Saint Hadran

Hadran's sainthood rests on endurance rather than conquest. Ilmatari stories remember him repeatedly placing himself between danger and other people, accepting wounds and hardship as part of his service.

The island's identity is built less on triumph than on the belief that suffering accepted for another person can itself be sacred. That idea shapes how Hadran is remembered more strongly than any account of enemies defeated.

That tradition made the island a place associated with mercy, protection, sacrifice, and chosen suffering. The surviving temple presents Hadran as someone who bore a burden because another person should not have had to.

Notable Locations

The Temple of Saint Hadran

The temple is the island's principal sacred structure. Its teachings preserve the older Holy Sleep tradition and the Ilmatari ideals attached to Hadran's memory.

Hadran's Resting Chamber

Beneath the temple lies the chamber containing the preserved body traditionally identified as Saint Hadran. The warning against waking him is associated specifically with this place.

Hadran's Burden

The breastplate said to remain upon Hadran is known as **Hadran's Burden**. Its name reflects the same religious ideal as the saint himself: accepting danger intended for someone else.

Stories claim that the armor protected Hadran from otherwise fatal blows and helped him draw violence away from those he defended. Such accounts are religious tradition rather than precise public knowledge of the armor's properties.

See Also

- [Greymire](#)
 - Ilmater
 - [Faulmoor](#)
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