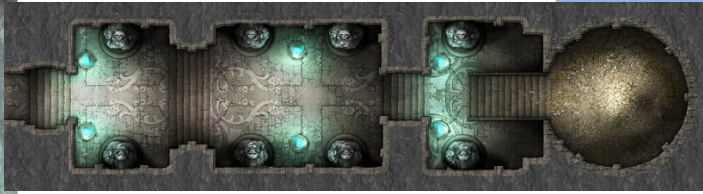




Sanctuary of the Fallen

This Heroic Maps Patreon Adventure Supplement uses the maps The Sanctuary of the Fallen and the long format interior The Well of the Fallen (left).



Setting

When the Kattatroggle people discovered the Well of the Fallen, they were amazed that such gifts could drop from the heavens and pile before them at the base of the well. Before long, worshippers had laboured to construct the elaborate Sanctuary building that now guards the Well Bones. Outside in the cave, on holy days, the steps are often scattered with pilgrims, temple staff and sellers. Inside, a sacred, reverent atmosphere persists at all times. On the most hallowed of days, when new, Enmeated Bones lay upon the bone pile, the Sanctuary is filled with resonant song and the priestesses seek holy artefacts among the newly Fallen. It is forbidden for laymen to touch the Well Bones. It is forbidden to climb the Well Walls. It is forbidden to ask what is at the top of the Well.

Story Ideas

1. What the People Don't Know

Travelling through Kattatrog territory, you have amazed the people with talk of the surface. Little did you know that the existence of the world above and the history of the Kattatroggle people is esoteric knowledge around here. The priestesses have asked you to visit them at the Sanctuary of the Fallen. Maybe they're angry. Maybe they've got a plan to shut you up.

2. In the Name of Carpin

Oh, Carpin. You were our friend for such a short time. Yes, perhaps we were only travelling with you until we could rob you of the Flinch Gem. And yes, you stupidly went and fell down that well, as if you were trying to escape us or something. But we have travelled far into the Underdark in your memory! We vow to find your body! And in your honour we will rob it of the Flinch Gem!

3. Fallen Gods

By luck or by magic, you are all going to survive this terrible fall. You land upon a strange pile of bones and stagger to your feet, stunned and bewildered. As you slowly regain your senses, you begin to take in your surroundings. The walls of the well stretch high above you... this seems to be some kind of temple... there's people in elaborate clothes... they're staring at you, wide-eyed, gasping... one of them is shouting "They live! The Fallen live! Gods are among us!"

What is at the top of the Well?

- King Pollorus's Dungeon**, in the lowest level of the royal castle. Prisoners here have little chance of escape; their expired bodies thrown down a pit at the centre of the torture chamber.
- The Temple of Rebirth**, where acolytes believe that those who jump into the Well of New Life are immediately reborn, their soul appearing in a body somewhere else.
- The Village of Eldowell**, where young adults must pass a coming-of-age ritual by crossing a taut rope that spans the Elder Well, a large, dried-up well on the edge of the village.
- The crater of a dormant volcano**, the hole of which, adventurers believe, leads to a dungeon filled with unimaginable wealth.

Characters

Werta the Wise, a Priestess of the Well, has read the Bones for many years. She looks world weary, smoking her pipe on the steps of the Sanctuary, but she still has faith in her work. She knows the true history of her people. She knows what lies at the top of the Well. But she knows none of that changes the truth of the Bones. Prophecies are still imparted, blessings are still bestowed, the people still find their answers in the lie of the Fallen.

Gottre, Peddler of Fantastic Wares, works the Sanctuary steps with an ever-changing stock of supplies procured from travellers. If you need something, there is a good chance she hasn't got it, but she always has something better. Bent over with the weight of her pack and the passage of time, Gottre may be slow of body but she is quick of mind. She cares little for the rituals of the Well, having no faith in anything other than the power of a coin.

Yak Bronder is a great believer in the power of the Bones. Five years ago, he came to worship here on the day of his birth memory, hoping for a blessing. A newly Fallen had rolled from the pile, both legs splayed and broken. After chanting before the Fallen man, Yak stumbled on the Sanctuary steps, fell and broke both his ankles! A blessing disguised, as is often the way. He has returned every year since, enduring the pain it takes to travel here on his badly healed legs. He awaits the luck that will surely follow the blessing.

Bentham Figgie has been mapping this region of the Underdark for the last decade. He enjoys spending time with the Kattatroggle, who he finds a friendly people with a rich culture, despite their isolation. The temple steps are a great place to sit and while away a few hours, chatting to the locals who gather there. Yes, Bentham is quietly pilfering artefacts and selling them on the open antiques market back home, but he really does respect these wonderful, gentle people.

Items among the Well Bones

- A shattered Dwarven rune axe. All three pieces are present somewhere in the bone pile.
- An alchemist's satchel, containing several bottles and vials of liquid.
- A bloodstained lute, with bloody handprints on the neck.
- A gilded tiara, the gold rubbing off to reveal the base metal beneath.
- A broken clockwork bird. A wing is missing.
- A necklace made of ten brass wolf teeth
- A dozen manacles, linked together with a strong iron chain.
- A shield made from a toughened plate of turtle shell.

The names of the 8 God statues in the Sanctuary

- Scapul, the Heaver of Sins, *light may your burden be*
- Clavicu, the Key, *may you find in him answers to your questions*
- Mandiblus, the Speaker of Truth, *may you hear his holy prophecy*
- Femmur, Finder of the Lost, *may he shine a light on your path*
- Sternu, of the Holy Breath, *may her blessings cleanse you*
- Stapees, the Listener, *may he hear your prayers*
- Pelvia, the Bringer of Life, *may she make straight your ways*
- Tarsella, the Pilgrim, *may you walk always in her footsteps*