

The Shrine of Fallen Angels

A Highlands Location in the Northern Tier Hexcrawl



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Random Encounters in Near the Shrine

The Shrine is in fairly remote area of the Highlands, though the occasional holy man or pious lay person will brave the dangers of the wilds to pray at the shrine of this long-forgotten saint.

Roll a d6 every 4 hours in the area. If the result is a 6, an encounter is indicated

1d20 Shrine Region Encounters

1-10	Mundane encounter: An animal, a thunderstorm, violent wind, a dragon sighted flying far off, etc.
1	The Broken Monk (see below)
12-16	Pilgrims (see below)
17-18	A nobleman and his retinue (see below)
19	Roll on Special Encounters in the Northern Tier Hexcrawl (page 14) or no encounter
20	Dangerous encounter (see inside back cover)

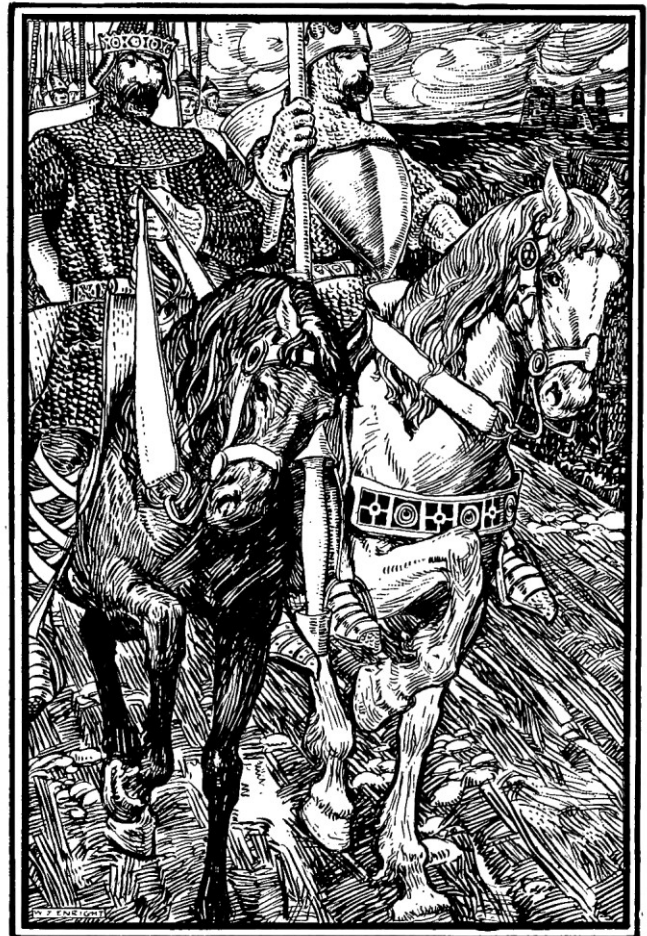
1d6 Pilgrims

1.	A raggedy monk (C2) leads 13 peasants who are bearing offerings (mostly food, but 2d6 sp). Are skittish and uncomfortable around strangers.
2.	9 peasants with their 17 children seeking healing. They haven't eaten in four days and will be aggressive if food is openly displayed before them. 2 children are apprentice thieves (T1).
3.	A grave digger carrying the ashes of the Lord of the Valley. He is supposed to bury them at the shrine, but he is worried about his sick wife at home.
4.	7 children wearing velvet clothes and leather shoes. They are really illusory Longarms who will not want to engage in combat.
5.	4 pious women accompanied by an arrogant but holy knight. The women, oddly, don't act like they feel safe around the knight.
6.	A man and a boy with fishing poles being trailed by a friendly dog. They are lost.

The Broken Monk is a wandering holy man who wears an elk head with a wide spread of antlers on his head. He speaks very loudly in pious clichés ("Let the light shine on you." "Be at peace." "God be with you."). His left arm and left leg are twisted and nearly useless. He can cast Detect Evil, ESP and Protection from Evil 10' Radius at will and can summon 1d4 woodland creatures 4x/day. He will demand that any item made from an animal (leather armor, bone hilt, leather boots, bone ring, fur-lined gloves, etc.) be sacrificed at the Shrine of the Fallen Angels. If resisted, he will fight (C4, hp 17, attacks at -2 due to his crippling, but does +2 damage if he hits with his mace).

1d4 Nobleman and His Retinue

1.	Lord Gamaron (F/M 6/5), the demon-worshipping petty lord from the west coming to despoil the Shrine with his 4 warriors (F3).
2.	Lady Misa and her Courtier (F6) and his 6 knights (F2)
3.	The Abbot of St. Alboran's Monastery (see Northern Tier Hexcrawl hex 28, page 79) and 9 monks (C1) or 10 rude knights (F3-6)
4.	One of the Petty Kings of the Highlands (see The Rosewood Highlands) with 9 knights (F4-7) and 3d12 commoners



The Shrine of The Fallen Angels

A Highlands Location
In the Northern Tier

This dungeon is located in Hex 8 in the Northern Tier Hexcrawl, a wilderness area found in Hex E-4 of the Highlands Campaign Setting.

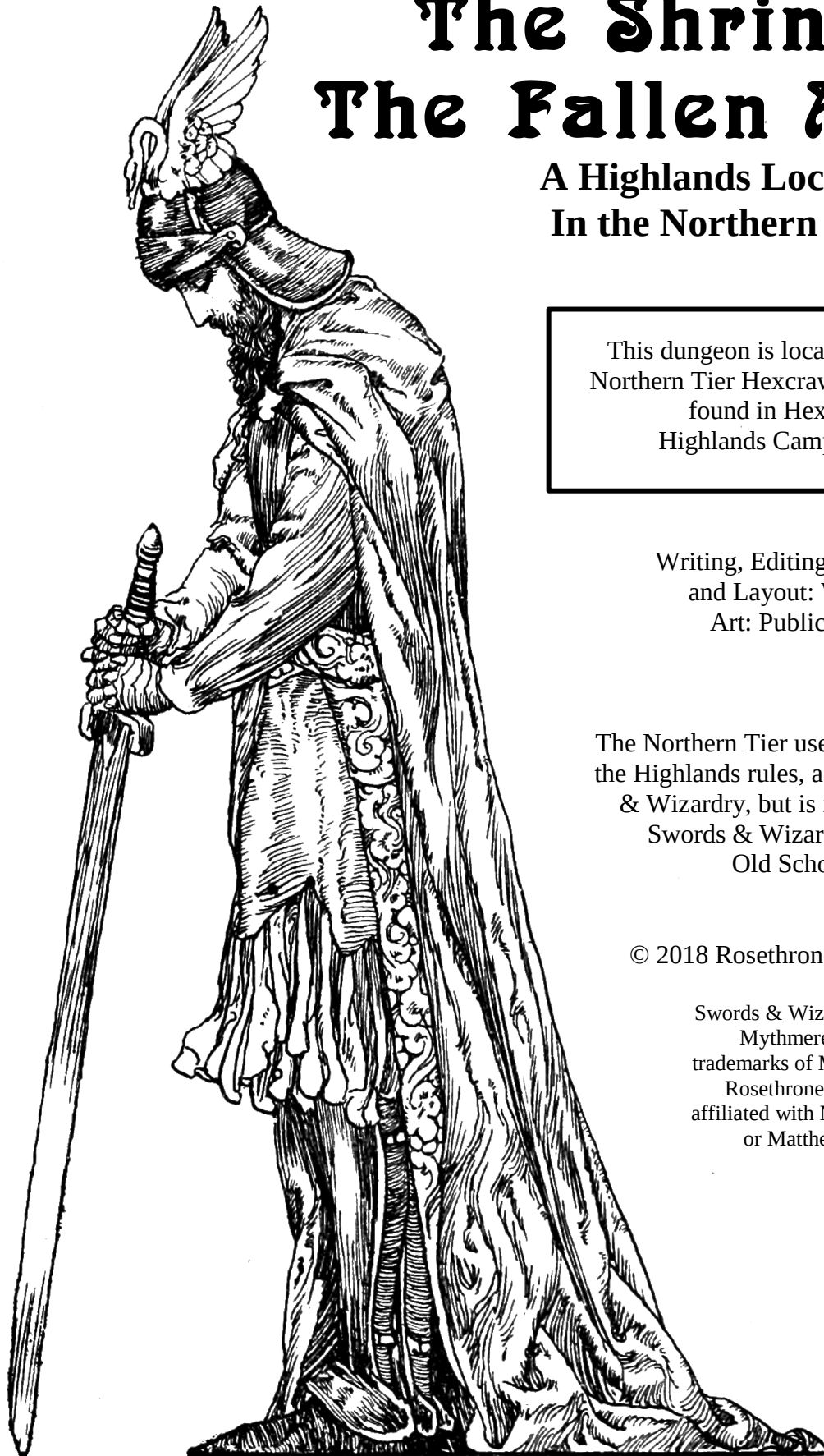
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The Northern Tier uses Swords & Wizards in the Highlands rules, a rules variant of Swords & Wizardry, but is fully compatible with Swords & Wizardry and most other Old School Games.

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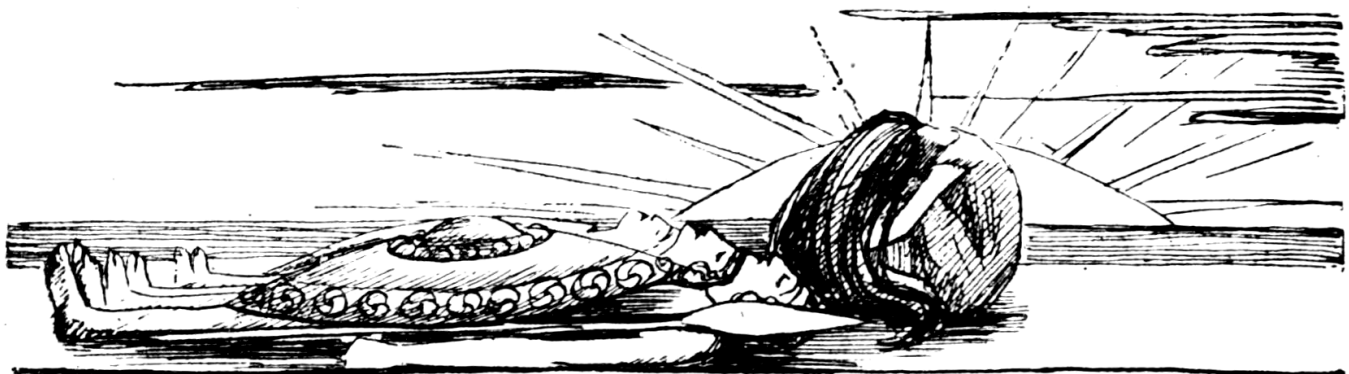
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The Shrine of the Fallen Angels

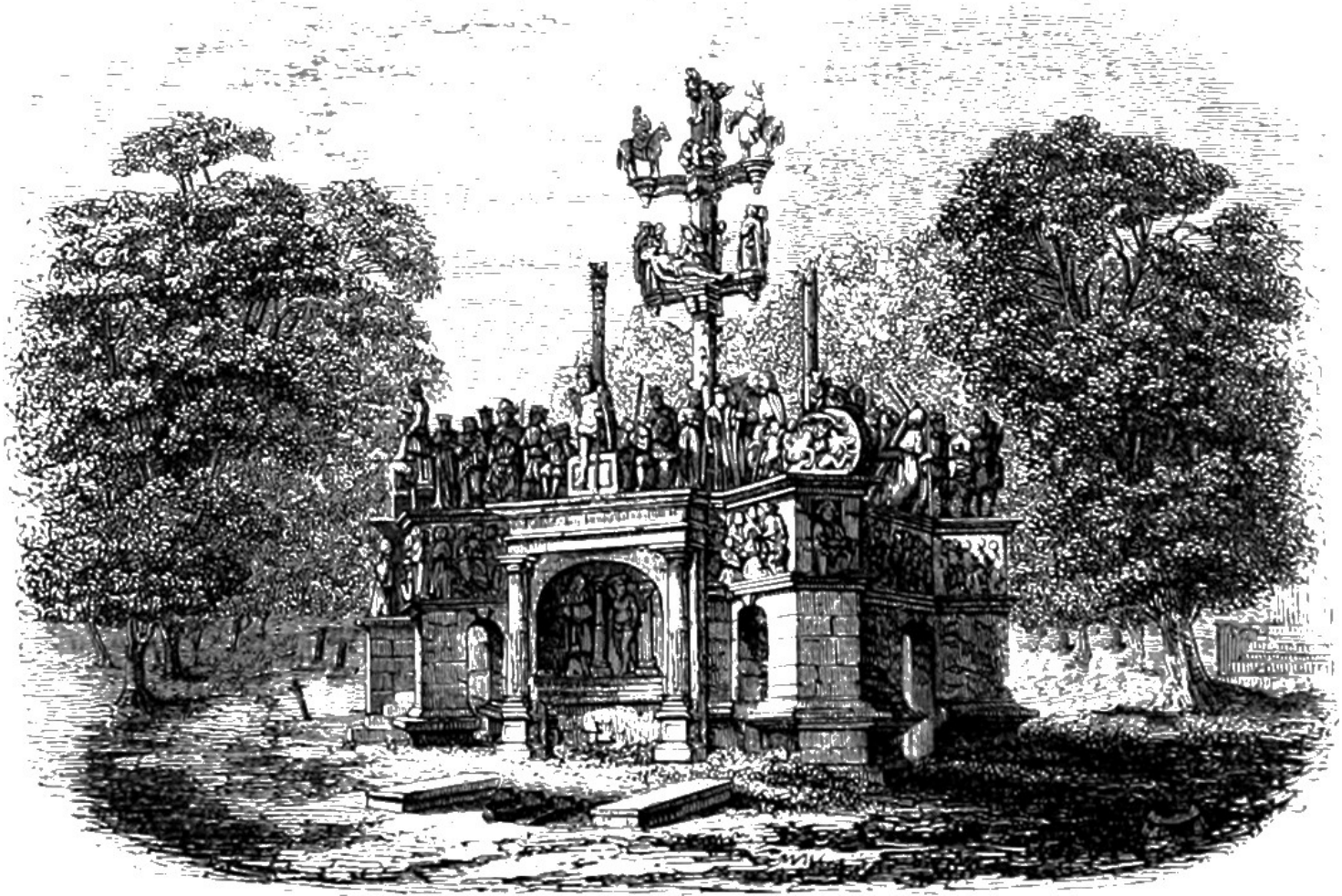
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THE SHRINE OF THE FALLEN ANGELS

A Highlands Location in the Northern Tier
By WR Beatty



This nearly forgotten shrine is **Location 8** in the *Northern Tier Hexcrawl*, which is located in **Hex E-4** in the Rosewood Highlands campaign setting.

The forest climbs a steep slope here but levels off in a small clearing where a shrine has been erected. The locals call this hill Heaven's Height and this structure the Shrine of the Fallen Angels, having long forgotten the origins of this place.

The Shrine is actually the large tomb for the earthly remains of Saint Daralath, the Patron Saint of Stoneworkers, Quarrymen and Masons.

Facing the shrine are two long marble slabs (perhaps 2'x6', about 12" high), spaced about six feet apart. The limestone structure of the Shrine of Fallen Angels is carved in bas relief, scenes of a man (those with religious training will recognize that he is depicted as a holy man or a saint) engaged in a variety of deeds:

- Facing the slabs, he is battling giants and a dragon on a hillside.
- On the West side, the saint descending the Mountain to a deep valley and battling some kind of skeletal figure,
- On the East side the saint descending from the valley into the underworld and defeating a mighty demon.

The shrine is topped with two score sculptures of kings or heroes or saints or some other great ones. Rising above those, on stylized poles are more than a half dozen other angelic beings carved in exquisite detail. The tradition is to pray before the shrine between the two offering slabs and to lay one's offering on the slabs, a blood offering on the petitioner's left and a drink offering on the petitioner's right.

The Shrine of the Fallen Angels

THE UPPER LEVEL

1. STONE SLABS

If the proper sacrifices are made and the proper rituals are performed, the eight Stone Angels can be animated to perform deeds of wonder and might for 24 hours. However, the cost of summoning the Stone Angels is that the petitioner is transformed into a Stone Angel and added to the top of the Shrine (thus making 9 angelic beings topping the Shrine of the Fallen Angels). No one alive knows the proper ritual or sacrifices necessary to summon the Stone Angels, however the information is hidden in some obscure texts in St. Albaran's library (one is called *To Honor St. Daralth* another is called *The Deeds of the Ancients: Traditions of the Saints*) or, of course, Contact other Plane or similar magic could supply the answers.

2. ARCHED CORRIDORS

The corners of the shrine are cleverly fitted archways, built in such a way that the seams of the stones cannot be detected (1-20 chance for dwarves or those proficient in stonework). These arches radiate magic (transmutative, if type is detected), though faintly so. Those who pass through all the archways in a clockwise fashion three times will gain (for 24 hours) insight as a master stone craftsman (detect sloping passages, worked stone, +1 on INT checks in regard to items fabricated from stone, for example, or +1 on Secret Door checks in stone walls, etc).

The secret door (2 North) to the tomb proper is extremely difficult to detect (half normal chance - that is, if 1 on a d6 is the chance for detection, roll 2d6, needing a 1 on both, for example, though a bonus may be gained by passing through the arches, above). In addition to the difficulty in detecting the door, the mechanism is equally difficult to locate and manipulate (same chances). The door can be bashed open by inflicting 80 hp of damage. Blunt weapons do normal damage - edged weapons will do a single hp each (plus magical plusses - a two-handed sword +3 would do 4 points of damage per round a mace +1 would do 1d6+1 damage). Of course, ancient priests knew that the way to open the secret door was to simply say, "We come to honor Saint Daralth." If these words are spoken (in any language), the stone secret door silently swings inwardly.

3. STONE TRAP

This short, narrow corridor is only 4 1/2' high. If anyone bumps the ceiling, a **trap** is sprung (DEX check to avoid bumping ceiling unless going to great lengths like crawling on hands and knees, -1 for each 1/2' over 4 1/2' tall, character is, rounded down - thus a 6' tall character DEX check is at -3 whereas a 5'4" character would DEX check at -1).

The trap slams the secret door closed (if intact) and locks it and drops a 2-ton stone slab blocking the southern entrance to the corridor. The corridor begins filling with (magical) stone dust. The corridor will take 36 rounds to fill with stone dust. Each round, PCs must make a save vs. Spells or lose a point of CON. If CON reaches zero, the PC is overcome by the stone dust and becomes a statue (in effect, falls under the effect of flesh to stone - except everything the PC carries/wears turns to stone). Remove curse, stone to flesh, wish and the like can reverse the effects. The secret door can be reopened in any of the ways above and the stone slab can be pushed into the interior of the tomb by a combined strength of 34. Pushing the slab takes 6d4 rounds to move it enough that characters can enter the inner chamber.

4. THE ENTRY

This is a simple, single room. The walls are lined in grey marble, highly polished (torchlight will reflect brightly in the room, a light spell will be near-blinding). The center of the room is a stone spiral staircase descending into the darkness. Marble benches line the walls and seated on the benches are eight rotted corpses dressed in the tatters of priestly finery. One corpse (to the left of the secret door) grips a staff in a bony hand, a mitre slightly askance atop this corpse's head indicates this may be a priest of some rank. A different corpse (seated directly opposite the secret door) seems far less decomposed than the others. Also along the far wall are five statues: they appear to depict people praying (on their hands and knees, though one is laying down), four are peasants and one wears some kind of armor.

If the party leaves the bodies alone, nothing will happen. The staff radiates a faint magic, but is itself simply a focus for the miter which will radiate powerful magic if detected. These are pieces of the **Regalia of the Lightbearers** (see Appendix - New Items).

If the corpses (**Unquiet Dead** hp 6,7,8,9,9,10,11,11) are defiled in some way, or the staff or miter are taken, the dead will rise in 1d4+3 rounds and seek to destroy the heretics who would defile the sanctity of the Tomb of St. Daralth. Returning the items taken will not slow or stop the creatures, they fight until they are destroyed or until the defilers are dead. Any clerics who are killed by the Unquiet Dead join their ranks in unholy death. The Unquiet Dead make a slight moaning and hissing sound as they shuffle toward their victims.

The staircase is not trapped, but is very narrow, so parties must descend single-file, spiraling downward to Dungeon Level 1, room 1, the Entrance.

DUNGEON LEVEL 1 THE ENTRANCE

NOTE: This entire complex was carved inside a single huge block of white marble. Everything herein is white marble unless otherwise noted.

1. ENTRANCE

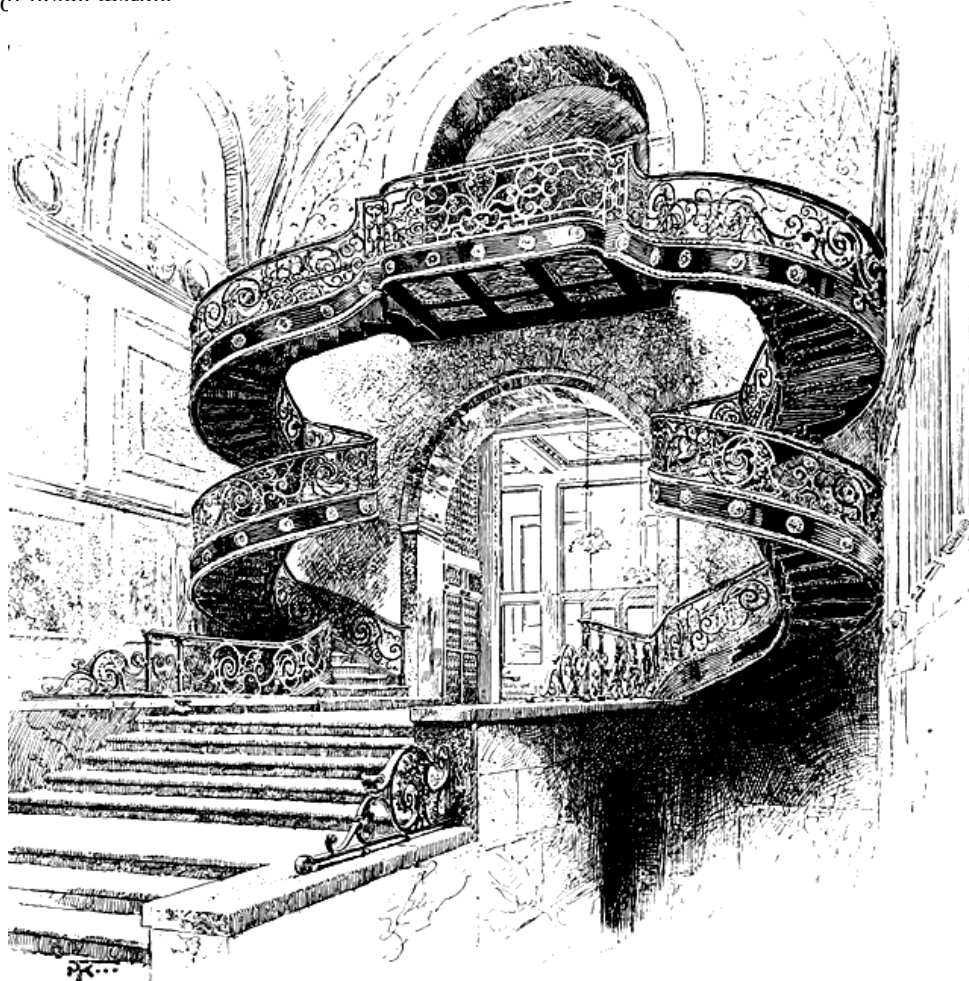
The staircase spirals down in the back of this 20x40 foot room. The floor, 3 walls and ceiling are all carved in bas relief scenes of the life of St. Albaran (examples: protecting a village from the depredations of a swarm of demons, healing the Maiden of the Golden Valley, slaying the Great Demon of Mist, turning back the fleet of the Northmen with the Horn of Pyramis). The fourth wall, opposite the spiral staircase up to the upper tomb, opens to a balcony overlooking a great chamber.

2. BALCONY

A stone balcony hangs from the wall here, complicated designs are carved in the railings which rise to about 3'. To the left and right of the balcony, intricately carved stone stairs spiral down to the floor of the great chamber below (Dungeon Level 2, Room 3, see below). If carefully inspected, this room, the balcony, the spiral stairs have been carved seamlessly from a single gigantic block of living marble.

Trap: The first person who steps onto the balcony (2) with anything that belongs in the crypt (whether it has intrinsic value or not) causes the secret door entrance to the tomb on the level above to close (area 2, North - if it is open) and become Wizard Locked (at 18th level). Two rounds later, 2d4 flat, nearly two-dimensional versions of St. Daralth will peel off the walls and move to attack any living being on the landing or in the room. Each of these **Bas Relief Warriors** will be 6"-36" tall (6d6 - or just select), have 3 hp each, and do 1d3 damage with their tiny stone swords.

The tiny warriors will not pursue beyond this area. 4 rounds after the room is void of living beings (whether all are dead or they simply leave the chamber/landing), the warriors re-merge with the walls. Throwing the items that belong in the crypt off the landing causes the warriors to cease attacking and the next round they will merge into the walls. Any Warriors "killed" crumble to pieces and do not re-merge with the walls, leaving noticeable gaps in the stories the sculptures tell. NOTE: the trigger for the trap has several conditions: a living being, bearing something belonging to the crypt, must make physical contact with the landing...



The Shrine of the Fallen Angels

DUNGEON LEVEL 2 THE GREAT CHAMBER

3. THE LANDING

This 40'x50' landing faces a huge statue of St. Daralth (4) to the south and the Grand Arch to the Chapel (15) to the north. The ceiling of the Grand Chamber is 80' above this landing and to the sides, the floor falls away another 16'. The goal was that worshippers would feel themselves surrounded by the awe-inspiring presence of the Saint.

The walls to the left and right (west and east) are lined with tapestries proclaiming the greatness of the saint, depicting his wondrous deeds: healing the sick, slaying demons, judging the righteous, ascending to heaven. He carries a golden rod in some of the tapestries and a stone hammer in most of them. Also notable is that in some of the tapestries he is depicted as glowing or shining. To the south, steps lead downward to the Supplicants' Court (4, below).

Any living thing that goes over the railings into the wells to the sides of this landing (to the left/right - west/east) causes the balcony trap to be sprung (see area 2) and the stairs trap (area 6).

4. THE SUPPLICANTS' COURT

This grand landing is fully 86' below the ceiling above and 9' above the floor in the wells flanking area 3.

Steps rise here to a gigantic statue of St. Daralth. The statue is housed in a columned shrine with a dome topping it. The actual statue is 70' tall and depicts a fairly ordinary looking man in what appears to be peasant's clothing holding a golden rod and a stone hammer. Arrayed behind the statue's head is a stylized golden halo.

Strewn all around the statue's feet are hundreds of small (about 3" square, ½" thick) dried clay "chits" with writing carved into them. The language is similar to the modern language but different enough that most of the words are unrecognizable (as Old English would be to Modern English readers). For anyone who takes the time to "translate", an interesting history of the people of a village they called "Oxbridge" is revealed in these prayer chits (petitions for healings, crop growth, deliverance from a goblin raid, rebuilding after a fire, a plague, etc).

Many of these chits will be desperate cries for deliverance from the great evil, for protection from the dark tidings and to be freed from the terrors of the "great night rising"). Mixed in among the prayer chits are 7 sp and 34 cp (of an ancient and rarely seen design). The piles of prayer chits are also concealing two slots in the floor, about 3"x 8" which is filled with prayer chits. As they are cleared, it is clear that this slot leads to some hollow space beneath the platform.

The stone hammer is giant-sized and is magical. (it is the **Effigy of Daralth's Hammer**) The hammer is unwieldy to anyone with less than 19 strength. The golden rod is also magical, and giant-sized (it is the **Effigy of the Rod of Daralth**). Each of the Effigies draws its power from the true Hammer and true Rod (see area 16) Taking these items is not considered defiling the Tomb (qv) but does spring the trap at the balcony at area 2.

5. THE ACOLYTES' CHAMBER

The door from area 4 is unlocked. This chamber contains candles, braziers, altar cloths, and various other items used in worship services. The door to area 6 is made of stone and is locked (no key within the complex, though the key can be found in the Reliquary of St. Albaran, see the Monastery of St. Albaran). 40 hp of damage is required to batter the door down if open doors roll is unsuccessful (edged weapons half damage, blunt weapons full damage). If searched, a concealed panel in the south wall will be found. Behind the panel are a pair of slippers worked in gold thread (worth 50 gp), a scepter (bronze tipped with gold and a large quartz gem, worth 300 gp but also magical), a belt (worked with gold thread with the stylized sun design) and a ring (gold ring with a diamond setting in the stylized sun design). The slippers, belt and ring are part of the **Regalia of the Lightbearers** (qv). The scepter is a **Wand of Blinding Light** (see Appendix – New Items), the ring is the **Ring of Pithias**, the belt is the **Belt of the Overseer**, and the slippers are the **Slippers of the Holy One**. The slippers allow the wearer to bypass the Consuming Stone traps (see Appendix – New Items).

6. TOP OF THE STAIRS

The stairs descend at a fairly shallow grade here (descending 9' in height in 30' in distance). The treads of the stairs are 16" deep and the rise is only 4" per step. There are 21 steps descending to area 7. The ceiling above the steps is level at a height of 7' above the floor of area 6 (so 16' above the bottom-most step). If the door at the top of the stairs is not closed and locked before descending the stairs, a trap is sprung. Once the sixth step down is crossed (whether or not is tread upon), the bottom-most steps begin rising toward the ceiling at a rate of 2' per second, with a 1 second delay per step (so the lowermost step rises first, one second later the next step, etc. so that the topmost step will start rising 21 seconds after the trap has been triggered, but fully 13 seconds after the bottom most step has reached the ceiling...) Anyone caught by a step will be crushed for 4d6 hp damage per round until released. Once the trap is sprung, the steps will remain pushed up against the ceiling until the door to the Acolytes' Chamber (5) is locked.

DUNGEON LEVEL 3 THE DEPTHS OF THE FAITHFUL

7. RECLAIMED PRAYERS

This doorway to this chamber from the staircase in the southern wall is about 7' high and open (an archway, really), the door in the west wall is made of stone, but unlocked. The ceiling here is 9'.

A white marble basin (carved as part of the room) catches water flowing from an ornate spout in the northeast corner of this dirty, dusty room. Boxes, bags and shelves line the room. Wooden frames (about 4' square) are stacked in one corner.

A number of frames are stacked on deep shelves on the west wall (these frames are filled with dried clay, ½" thick). Several stone bowls contain dried clay. A pile of 3"x3"x1/2" clay tiles sits on a shelf on the north wall (42 tiles).

8. EAST WELL (ACOLYTES)

The landing (area 3) is 16' above this area and to the south the Supplicant's Court (area 4) is 9' above this area. The ceiling is 96' above the floor here.

Arranged in the southern end of this area are 13 **prayer rugs**. Each is a different design, though all share a stylized sun of some sort.

The corridor (area 9) in the Northwest goes under the landing (area 3) to the West Well.

The southern wall of the Well is covered in what, at first, appears to be graffiti (as elsewhere, in an ancient and currently unspoken language). If carefully studied, however, the PCs will note that the writings are longer than typical graffiti and seem somewhat organized. If somehow translated, these are the prayers of the acolytes.

9. ACOLYTES' CORRIDOR

The walls of this corridor are carved in bas relief depicting the battle of Saint Daralth against the demon lord Garanat (that is, it depicts a number of scenes of the man depicted in the giant statue, bearing a rod and a hammer, battling a demon).

The corridor, 7' high ceiling, runs under the landing (area 3) connecting the Wells (areas 8 and 10) and providing access to the Offerings Repositories (12) and the Holy Place (13/16) and the Secret Treasury (17). The secret door to area 17 is small (3' high) and trapped (See area 17). The concealed door to the north looks like part of the bas relief wall carving that runs the length of the corridor.

10. WEST WELL (PRIESTS)

The landing (area 3) is 16' above this area and to the south the Supplicant's Court (area 4) is 9' above this area. The ceiling is 96' above the floor here.

Arranged in the southern end of this area are 5 **prayer rugs**. Each is a different design, though all share a stylized sun of some sort.

The corridor (area 9) in the Northeast goes under the landing (area 3) to the East Well.

The southern wall of the Well is covered in what, at first, appears to be graffiti (again, in an ancient and currently unspoken language). If carefully studied, however, the PCs will note that the writings are longer than typical graffiti and seem somewhat organized. If somehow translated, these are the prayers of the priests.

If studied carefully, the PCs have a good chance (INT check) of discovering the concealed door, the edges of which are well hidden by all the writing on the wall. The concealed door should simply push open, but it is blocked (see 11 below).

11. THE PEOPLES' PRAYERS RISE

The concealed door (6' high) to this corridor and room is not locked or trapped, but it is blocked. The door should simply push open, but behind the concealed door the corridor and room are literally filled with prayer chits (as area 4 above) which will animate (see below). Thousands upon thousands of clay tiles pack this area. These are the unanswered, abandoned prayers of the people. In the center of the room are hundreds of shattered clay tiles (considered by the faithful the "heard and answered" prayers, as they fell and shattered on the floor of the chamber).

Pushing on the door will awaken the creature (see below). If the PCs don't figure out a way to open the door within 5 rounds, the creature will burst through the door, gaining surprise. If the PCs do figure out a way to open the door, they gain initiative against the creature.

The unanswered prayers have coalesced into a creature of despair and hopelessness that immediately pushes out of the room once the concealed door is opened. The **Clay Tile Creature** manifests itself as a snake-like creature at first, but smashing appendages will appear out of the mass to attack and the tiles will rise up like a wave and try to crash down on and smother/overwhelm the PCs. The creature will seek to destroy every living thing in its path until it is destroyed.

The Shrine of the Fallen Angels

Mixed in with the clay tiles are a host of offerings that were poured down the prayer slots by the citizens of Oxbridge in their time of desperation. 971 cp, 231 sp, 77 gp, a ruby worth 100gp, a garnet worth 100gp, four silver rings (worth 50 gp each), a magical talisman (stone, crudely carved to look like a stylized sun - protection from darkness - anyone who wears this talisman can see in even magical darkness as if in normal daylight - however, wearing it in daylight causes painful migraines and -3 on all actions taken for 2d12 hours).

Destroying the Clay Tile Creature shatters the tiles so that they are unreadable.

12. OFFERINGS REPOSITORIES

These bronze urns have a large lip around the top. Within the urns are a number of coins (and a few broken clay tiles with writing scribed onto them).

The Western Urn contains 121 cp, 274 sp, 39 gp and four broken clay tiles.

The Eastern Urn contains 33 cp, 79 sp, 111 gp, one diamond (500 gp), three rubies (200 gp each) and 3 broken clay tiles.

The tiles in the Western Urn, if reassembled and translated, can be read as the spell Contact Higher Plane (or the equivalent) with a 1% chance of summoning an angel (or equivalent).

13. SECRET ENTRY TO THE HOLY PLACE

The secret door here is locked (no key available in this complex, though the key is hidden in the Reliquary of St. Albaran, see the Monastery of St. Albaran, another Location of the Rosewood Highlands, if available – otherwise, the DM may wish to allow a sage or a spell to give the PCs the information, if desired) and trapped. If the key is not used, and turned twice clockwise, the floor of the entire corridor north of the concealed door at area 9 (but not the corridor to area 13) turns to Consuming Stone (see below). The north side (inside) of the door has a locking mechanism that is easily locked and unlocked without a key. The lock can be picked normally but the trap, due to its magical nature, is difficult to disarm (I gave thieves ½ their normal chance to disarm traps - use whatever penalty for very hard works in your system).

Consuming Stone turns everything that is in contact with it to stone. The effect is not immediate, nor is it predictable. How this functions in the game is that characters save vs. spells each round they are in contact with the floor. A save means the Consuming Stone halts its progress for the round (or does not begin if the character saves the first round). Once a save is failed, the PC's feet and legs to the knees are turned to stone and the PC is rooted to the floor. Another character could try to break the PC free at this point with a successful Bend Bars roll (or equivalent) for each foot anchored to the floor. However, such an action has a 50% chance of breaking the PC's feet off at the ankle instead of releasing the PC's feet from the floor.

A second failed save means the PC turns to stone up to the waist. A third failed save means the PC turns to stone up to the neck (still able to talk - it's magic after all!), and a fourth failed save means the PC turns to stone completely. Items held/carried also turn to stone with the PC as the Consuming Stone progresses. Stone to flesh, wish, and the like can return a "stoned" PC to normal, but only after the trap has been deactivated (that is, casting Stone to flesh on a PC will return him to normal, but if the trap has not been deactivated, the need to save begins that very round). Levitate, fly or some other means of not making contact with the floor will negate the effects of the trap. The Consuming Stone remains in place until the secret door is properly unlocked or locked (which can be accomplished from the inside of the door if the door has not been bashed down). Anyone wearing the Slippers of the Holy One is immune to Consuming Stone.

The north end of the corridor ends with a trap door in the ceiling (see below for details). Stone blocks jut out from the east wall, continuing up the north wall, and finishing at near the ceiling of the west wall, forming steps up to the ceiling and the trap door. The blocks are 6"x6", jut out 1' from the wall and radiate magic if detected. The "steps" are keyed to the **Slippers of the Holy One** (see area 5 and Appendix, New Items) so that only a person wearing the slippers may safely ascend the steps. Anyone else who mounts the steps causes the entire corridor (walls, floor, ceiling) of this area (13) to become Consuming Stone (see above). If this trap is sprung, adjust starting points for being turned to stone accordingly (if touching the wall, hand to elbow, trunk, legs, head last). Always try to allow the head to be last unless it is the part of the body to touch the Consuming Stone first and have the PC turn to stone in four progressive segments.

The trap door opens upward and is latched shut (latch on west side, hinges on east side - faint magic if detected because of illusion placed above it, see area 16). Any mundane means to bypass the steps and open the door has a normal chance to succeed and will not set off any traps (the steps are the trigger to the Consuming Stone trap in this area).

14. GRAND ARCH AND CONFESSIONALS

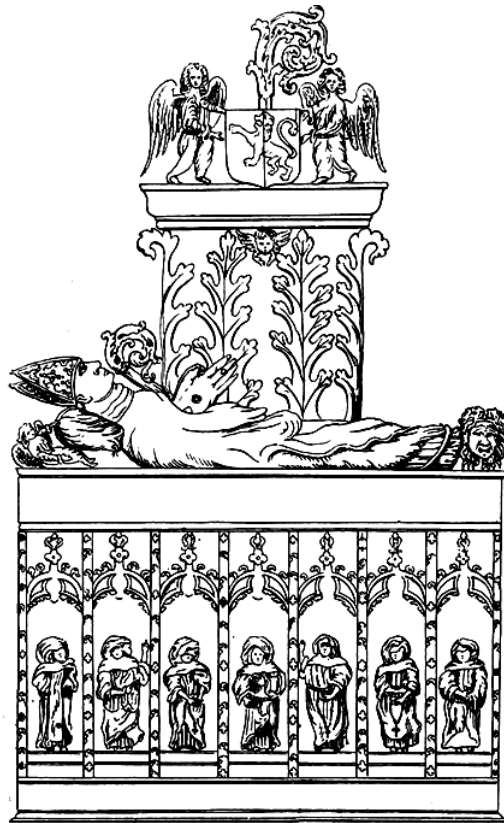
To the east and west of the Grand Arch are two small rooms. In each room the walls, painted black, are scrawled with writing, most of it done in chalk, though some of the writing is crudely carved into the marble surface. If translated, the writing is the confessions of the people of Oxbridge. Most of the sins are mundane, lying, gossiping, hate toward a sister, lust, but some very heinous crimes are also confessed (murder, incest, etc).

If anyone can translate these confessions, amid them are two cleric spells scrawled on the walls: on the East is **Bind the Dead** and on the West is **Consecrate the Dead** (see Appendix – New Spells for information).

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15. CHAPEL OF ST. DARALTH

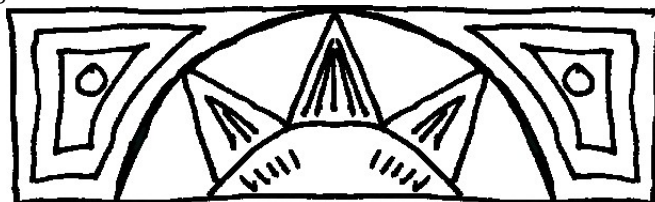
Prayer rugs litter the floor here, all are frayed and worn and probably valueless (there are 123 4'x6' prayer rugs covering the floor). Each one has a different variation of the stylized sun design woven into their pattern. The entire north wall is transparent, seeming to be gigantic framed glass windows. The "glass" is in impenetrable magical force field. No physical item can damage it and nothing short of a wish can bypass it (though clever PCs will find other ways to get where they are not welcome! For example, while teleport will not function to get a PC into the Holy Place, PCs could use a spell like stone to mud on the side wall of the chapel and somehow curve a tunnel into the side wall of the Holy Place. The Magical Force Field prevents magic that is used directly against it - thus the negation of teleport, though DMs may choose to allow it - but not magic used in proximity to it).



Two bronze urns are bolted to the floor to the east and the west of the Chapel (see map). The urns have narrow necks and the bottoms are small chutes that drop to the Offering Repositories below (area 12). Anything dropped into the offering urns makes a small clanging sound when it hits the side/bottom of the urn, then clangs loudly when the item hits the flared lip of the bronze offering repository below (a sound that can be heard throughout the complex, even in the upper level of the Shrine of Fallen Angels).

16. THE HOLY PLACE

This is the Tomb of St. Daralth, Patron Saint of Stoneworkers, Quarrymen and Masons. His remains are housed in a huge stylized mausoleum, carved from the living stone that this whole complex was carved from. Two stone angels are depicted on the top of the mausoleum while peasants and kings surround the saint on the bottom and at the foot, peasants and kings bow down before images of St. Daralth while at the head is a depiction of St. Daralth dying, his blood pouring into a great. Looming over the mausoleum is a gigantic stone angel, its wings spread out from corner to corner in the room, its head nearly touching the 50' ceiling (this is a **Sweeping Angel** 87 hp). This massive sculpture appears as if it is stepping right out of the wall. It does not radiate magic.



The walls here are carved in bas relief depicting scenes of St. Daralth's miraculous life, from his birth watched over by the elk-people of the Western Wood to the Battle of Two Rivers' Crossing where he single-handedly defeated two water demons to his climb to Mt. Eversnow and his descent into the underworld. Dozens of scenes are depicted covering all the walls.

The trap door in the floor is hidden by an illusion of the floor, so the trap door opens and closes unseen from this room or area 15, the Chapel (which also means that if the trap door is left open, PCs might not remember where it is and fall in - remember the corridor below may be Consuming Stone...)

In front of the mausoleum are a number of items:

- A gold (foil covered) miniature chariot driven by four horses (about 1/6th scale, worth 300gp for its craftsmanship, though it is very fragile or about 75 gp in gold foil)
- A silver-headed hammer with the stylized sun pattern raised on the side (this is **Light's Hammer** - see Appendix - New Items).
- Seven silver ewers that each hold the residue of wine turned to vinegar. The ewers are worth 40 gp each, but if a liquid is poured from them before they are cleaned out, save vs. poison or contract a lower intestinal disease for 2d12 hours.
- Four silver platters, three of which have dried apples on them (harmless, if not very tasty). The fourth has four mummified hands on it. The platters are worth 50 gp each.
- A dozen (somewhat abstract) sandstone carvings are arrayed before the mausoleum as well: a horse, a dragon, a man, a woman, a giant, a demon, an angel, a star, a sun, a mountain, an eagle and something deformed and unidentifiable. These are not (normally) magical (see Defiling the Tomb, below). Each might fetch 10-20 gp to the right collector (though most people will think them worthless) but they are large (about 2'x2'x1') each and weigh 400-700 lbs each.

The Shrine of the Fallen Angels

Two statues stand in the NE/NW corners of the room, each depicting an angelic being, armored and armed, ready for battle. The statues are made of marble, seemingly carved from the very floor. They do not radiate magic. These are **Marble Guardians** (large) (60 hp each).

The mausoleum appears to be a single block of white marble, in fact, it appears to be part of the wall and floor as well. In fact, this is the case. There is a cleverly hidden locking mechanism in the top of the mausoleum (twisting one angel and one demon so that they face backwards - they are the only carvings on the top which move). Twisting the carvings will open a secret door in the side, where kings are bowing down before St. Daralth. The secret door is 2'x2' and not trapped.

Inside the Mausoleum

The space inside the mausoleum is cramped. The ceiling is 5' and there is a cleared space of about 2' on all the sides of a 2'x9'x3' high plinth on which lies the skeletal remains of St. Daralth. The most obvious thing to note is that the skeleton is very tall (8'6"). The remains are covered in a well-preserved brown robe. The plinth is carved in bas relief with a giant hand grasping a large hammer on the south side and a giant hand grasping a large rod on the north side. There doesn't appear to be anything else of interest here.

The hammer and the rod are have been melded into the stone of the plinth. There is no way to remove them without defiling the tomb (see below). If a way can be found to draw them out of the stone (e.g., stone to flesh or stone to mud or extreme violence to the stone of the plinth), the hammer and rod could be removed. These are the **True Hammer and Rod of St. Dalrath** (see Appendix - New Items for full information). These true items power the Effigies found in area 4. If the Rod and the Hammer are somehow removed from the plinth, the Effigies lose their magical benefits and become curious mundane items (with some intrinsic value).

Disturbing St. Daralth's remains or attempting to remove the Hammer or Rod are considered acts of Defiling the Tomb.

17. SECRET TREASURY

The secret door here is small (3' high), found normally and is not locked but it is trapped. The mechanism for opening is a stylized sun. If not properly manipulated, a stone slab 2' thick slams down behind the doorway, blocking the entrance. The slab locks into a slot in the floor making it, for all intents and purposes, immovable. If the door is closed and the sun design is properly manipulated, the stone slab resets itself. The secret door is also on a timer. It is designed to stay open for three rounds. If it is open for longer than that, the slab will come crashing down. There is no way reset the slab from the inside.

Inside the Secret Treasury are four chests containing bags of coins, a number of other objects.

Defiling the Tomb

If any acts of defiling are committed (primarily disturbing St. Daralth's remains or attempting to steal the true Hammer or Rod of St. Daralth, though other acts may be considered Defiling acts by the DM), a disastrous series of events unfolds for the PCs.

- One round after the act of Defiling, all traps in the Tomb are triggered (the Consuming Stone traps of areas 12 and 13, the secret door trap of area 17, the stairs trap of area 6, the **Bas Relief Warriors** (3 hp each) of the balcony trap at area 2, and the stone trap in the Upper Level, Area 3).
- Three rounds after the act of Defiling, two angelic statues in the corners of the Holy Place will animate and attack. These **Marble Guardians** (large) (60 hp each) will tirelessly pursue the defilers beyond the bounds of the tomb complex until all the defilers are dead or the Marble Guardians are destroyed..
- Six rounds after the act of Defiling, the **Sweeping Angel** (87 hp) will animate and attack the defilers with sweeps of its gigantic marble wings as long as they remain in the Holy Place. The Sweeping Angel will not leave the Holy Place but will remain animate until the last defiler dies or it is destroyed.
- Beginning eight rounds after the act of defiling and continuing every 2 rounds thereafter, 3d4 **Bas Relief Warriors** (3 hp each) will climb off the walls of the Holy Place and pursue/attack the defilers. There are 47 Bas Relief Warriors on these walls which will tirelessly pursue the defilers until all the defilers are dead or the Warriors are destroyed.
- Twenty rounds after the act of defiling, the remains of St. Daralth will animate as a **Vengeance Spirit** (22 hp), try to rip the True Hammer off the plinth, and seek to destroy the defilers. Ironically, Daralth's Hammer would be particularly effective against the Vengeance Spirit.

NOTE: Remember the trap door is covered by an illusion so the PCs may not remember where it is and if they have defiled the tomb, corridor 13 and the floor of the corridors at 12 will be Consuming Stone.

Chest 1: 1423 cp in 5 bags

Chest 2: 887 sp in 5 bags

Chest 3: 121 gp in 3 bags

Chest 4: 17 pp in a bag, 8 rubies (worth 300gpx5, 200gpx2, 100gpx1), 3 garnets (worth 200gp each) in a bag, seven silver rings (worth about 50 gp each) in a bag

Also in the room are four framed portraits (worth 100gp each - 3'x5') of unknown people, a small teakwood jewelry box containing four golden necklaces, differing stylized suns (worth 200gp each) and a silver necklace depicting a stylized sun (actually an amulet of proof against detection and location), a rolled up rug (appears to be a prayer rug as in areas 8 and 10, but is a **Cursed Prayer Rug** because someone was killed on it.)

The Shrine of the Fallen Angels

Creature Statistics

Bas Relief Warriors	Bas Relief Warriors: HD 1d3hp; AC 2[17]; Atk tiny stone weapons (1d3); Move 6; Save 19; XP/CL 1/10; Special: None
Clay Tile Creature	Clay Tile Creature: HD 10; AC 0[19]; Atk smashing appendages (2d6 each) or crashing wave (4d6 + smothering); Move 12; Save 9; CL/XP 11/1700; Special: smothering.
Marble Guardian, Large	Marble Guardian (Large): HD 60 hp; AC 5[14]; Atk fist (4d8); Move 6; Save 11; Special: Immunities, spell-like immunities.
Sweeping Angel	Sweeping Angel: HD 12; AC -2[21]; Atk sweep (4d6); Move 12; Save 3; CL/XP 12/2000; Special: Sweep Attack.
Unquiet Dead	Unquiet Dead: HD 2; AC 8[11]; Atk 1 strike (1d6); Move 6; Save 16; CL/XP 3/60; Special: Immune to sleep and charm, reflect spells.
Vengeance Spirit	Vengeance Spirit: HD 4; AC 3[16]; Atk 1 touch (Root of Bitterness); Move 9 (Fly 12); Save 13; AL C; CL/XP 6/600; Special: immunities, poison touch, magic weapon to hit.

ENCOUNTER REACTIONS

No encounter is an “automatic attack” unless the text specifically states such. For reactions, generally use the following table for an initial reaction and then roleplay what comes next based on the party’s actions. The roll can be modified by a Character’s Charisma score if appropriate.

Roll 1d20	Reaction
1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (shaking hands, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly



The Shrine of the Fallen Angels

APPENDIX - NEW ITEMS

Light's Hammer - Hammer +1/+3 vs. creatures of darkness when in the hands of a good being. However, if used by a non-good being, it becomes cursed: for neutral -1 to hit/-2 to damage and for evil -2 to hit/-4 to damage. Any "negative damage" is actually transferred to the wielder - that is, if an evil character hits and only rolls a two for damage, the evil wielder actually *takes* 2 points of damage on the hit, and the target is unaffected. Remove curse is necessary to drop the hammer once wielded by a non-good being.

Prayer Rugs - Each is a different design, though all share a stylized sun scheme of some sort. They have an intrinsic value of around 100 gp each, though they are bulky (75 lbs each, 4'x6'). Because so many faithful prayers have been prayed on these rugs, any clerical spell cast or ritual performed on a prayer rug gains some benefit (+1 or +5% if appropriate, DMs discretion). The entire rug must be unrolled and the cleric must be in a prostrate prayer position to gain the benefit of the prayer rug.

Cursed Prayer Rug - A prayer rug on which someone was killed. If used in any clerical spell or ritual there is a 10% chance of summoning a demon - type is per level of the spell cast that is, first level spell, type I, second level spell, type II...so, a seventh level spell summons a type VI and a type I, eighth level a type VI and type II and ninth level spell cast would summon a type VI and type III. The demons attack the PC on sight.).

Regalia of the Lightbearers:

The Belt of the Overseer - This worn leather belt, worked with gold thread in a stylized sun design, and it bears a stylized sun imprint running the length. When worn, it allows the wearer to feign death 2x/day, dispel magic 2x/day and speak with dead 1x/day.

The Miter of Damash - This white linen headgear bears a silver embroidered stylized sun design. When worn, the Miter of Damash offers the wearer continual protection from evil. When the wearer also bears the Staff of Albaran, the Miter of Damash extends the continual protection from evil to 10' radius and bestows true seeing (2x/week), locate object (3x/week) and protection from blindness. The miter is made of layers of very stiff linen so is of the most fragile with regards to item savings throws.

The Ring of Pithias - this simple golden ring has a small diamond setting. The inside is etched with the prayer of Pithias ("Be light to my path, let light guard my way.") When worn, the ring bestows the wearer knock 3x/day and Hold Portal 3x/day.

The Slippers of the Holy One - These blue slippers are embroidered with golden suns. When worn, they allow the wearer to pass without trace and move silently at 88%. In addition, when in contact with stone, the wearer is immune to stone-based traps and magic.

The Staff of Albaran - This is a simple staff of light with unlimited charges (can cast a light spell 1x per day). As a weapon, the Staff of Albaran is +1 to hit and +1 to damage (+3 to damage beings of darkness). However, the staff "powers" the Miter of Damash (qv.).

The Full Regalia - when all the items of the Regalia of the Lightbearers is worn, in addition to all the powers listed in the individual item descriptions, the wearer gains the ability to Light Walk (as per Wind Walk, except a wave of bright light instead of a gust of wind) at the 12th level of ability 1x/day, Commune 1x/month at 10th level ability and Restoration 1x/month. Wearing the full regalia, however, attracts attention from the forces of darkness. Any time a person dons the full regalia, the next new moon a random demon will attack at midnight (even if the regalia is no longer in the wearer's possession).

The Relics of St. Dalrath:

True Hammer of Dalrath - Hammer +3/+5 vs. evil other-planar creatures and undead/-4 vs. earth/stone creatures. Wielder gains stone-sight - the ability to see through stone [10'/level of wielder] 2x/day, stone to flesh or flesh to stone 2x/week, stoneshape 1x/day, dust of disappearance 1x/day).

The Effigy of Dalrath's Hammer is ridiculously large (9' long, weighing some 350 lbs.) and unwieldy to anyone with less than 19 strength. The Effigy is a Hammer +1/+3 vs. evil other-planar creatures/-2 vs earth/stone creatures. The Wielder gains stone sight: the ability to see through stone [1'/level of wielder] 2x/day, stone to flesh or flesh to stone 1x/week, stoneshape 1x/week and dust of disappearance 1x/day.

True Rod of Dalrath can cast, light 5x/day, bless 4x/week, protection from evil 10' radius 3x/day, Blinding Light 2x/day and heal 2x/week.

The Effigy of the Rod of Dalrath is a magical, giant-sized golden rod is also magical. The Effigy is a stone rod covered in gold, 7' long, 1' in diameter, weighing 300 lbs, 5,400 gp value of gold covering the stone but removing it destroys the magic of the rod. The Effigy can cast light 2x/day, bless 2x/week, protection from evil 10' radius 1x/day, Blinding Light 1x/day and heal 1x/week.

NOTE: The **True Rod and Hammer** power the Effigies, provided the true Rod and Hammer remain in St. Dalrath's plinth (see area 16). If the True Rod and/or Hammer are removed from their stone burial place, the respective effigies lose all magical benefits and become curious, if somewhat valuable, mundane items.

Wand of Blinding Light - light spell 2x/day uses no charge, Blinding Light (at 3rd level - See Appendix- New Spells) using one charge, has 14 charges remaining. The wand is not rechargeable.

APPENDIX – NEW SPELLS

Bind the Dead (Abjuration)

Level: 5
Component: V, S, M
Range: Touch
Casting Time: 8 segments
Duration: 1 round/level
Saving Throw: Neg.
Area of Effect: Creature touched

Explanation/Description: When a cleric casts Bind the Dead, he or she causes an undead being to “freeze” in place. A save vs. spells negates Bind the Dead. The difference between the cleric’s level and the target’s Hit Die gives the undead target a bonus or penalty to the save. For example, a 5th level cleric might try to Bind an Unquiet Dead, a 2 HD undead creature. The Unquiet Dead would save at -3.

Blinding Light (Alteration) Reversible

Level: 4
Components: V, S
Range: 12"
Casting Time: 4 segments
Duration: permanent
Saving Throw: None
Area of Effect: 20’ radius globe

Explanation/Description: Blinding Light is similar to a light or continual light spell, but it is much brighter. Blinding Light is bright enough to blind unprepared creatures (for the duration of the spell x1d4), cause a vampire to shrink back as if turned, cause other powerful undead beings and demons and the like to lose initiative each round the light is shining.

Its sphere is limited to 40’ in diameter. It lasts for the duration indicated (7 turns at 1st experience level, 8 at 2nd, 9 at 3rd, etc.) or until the caster speaks a word to extinguish the Blinding Light.

The reverse of the spell, Blinding Darkness, functions simply as a full strength Darkness spell (that is, full duration, full area of effect). The other difference with Blinding Darkness is that a gem of seeing or true seeing spell cannot penetrate the Blinding Darkness.

Consecrate the Dead (Abjuration)

Level: 4
Components: V, S, M
Range: 1
Casting Time: 1-100+ turns
Duration: Permanent
Saving Throw: None
Area of Effect: One creature or object

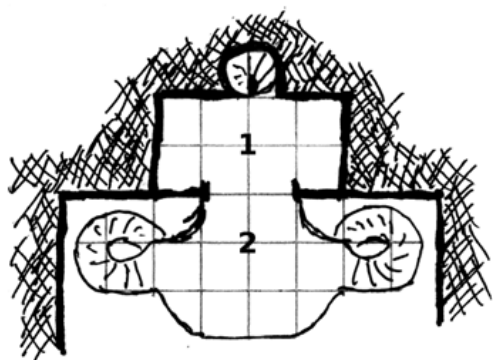
Explanation/Description: Consecrate Dead is cast on a recently killed corpse. It is especially useful for those killed by undead such as vampires or wights, whose victims are likely to rise as undead under the control of their killers, or those killed by lycanthropes. Consecrate Dead negates the transmutative power of such undead, lycanthropes and the like, giving the (dead) victim a save vs. spells to be freed from such an eternal curse. The save is modified in the following way: a bonus is given to the save for every level of the cleric over the HD of the undead, lycanthrope, etc., a penalty is leveled for every level of the cleric below the HD of the killer.



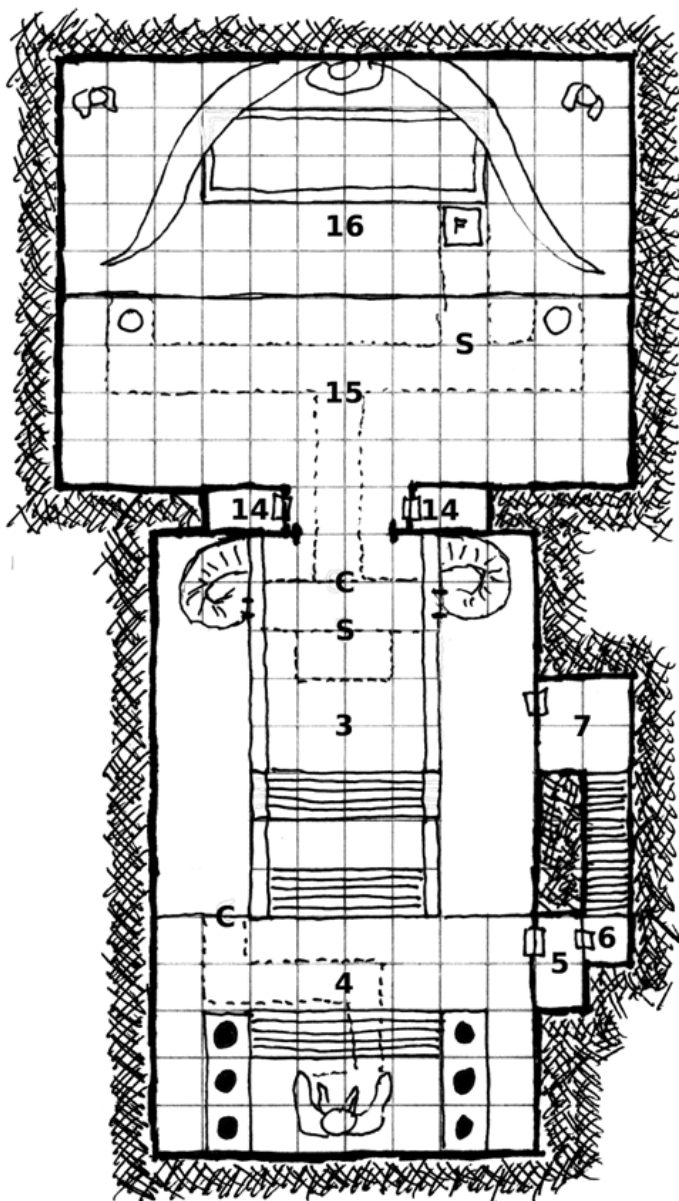
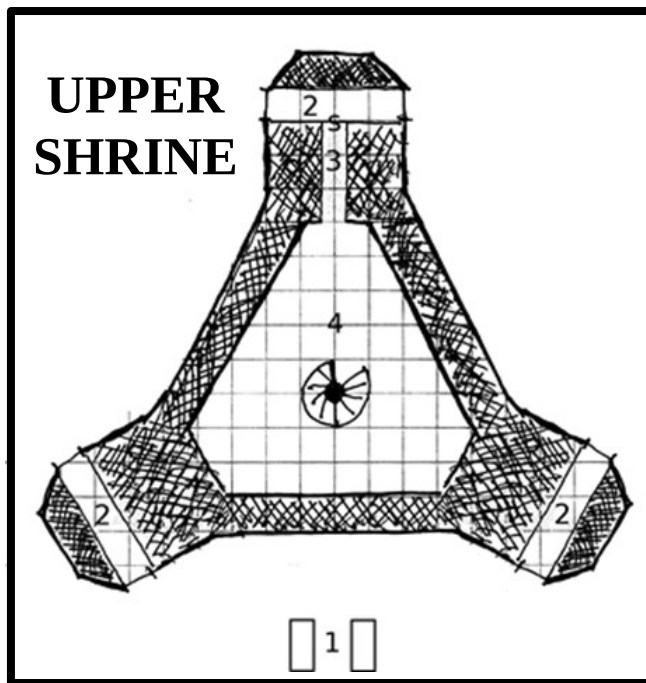
Consecrate the Dead



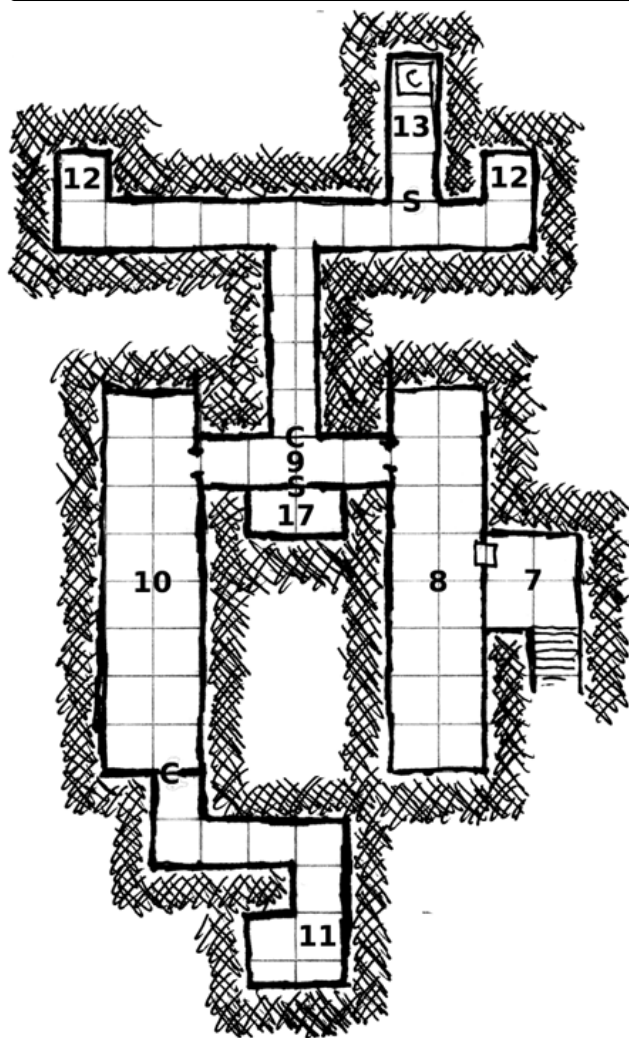
MAPS OF THE SHRINE OF THE FALLEN ANGELS



LEVEL 1



LEVEL 2



LEVEL 3

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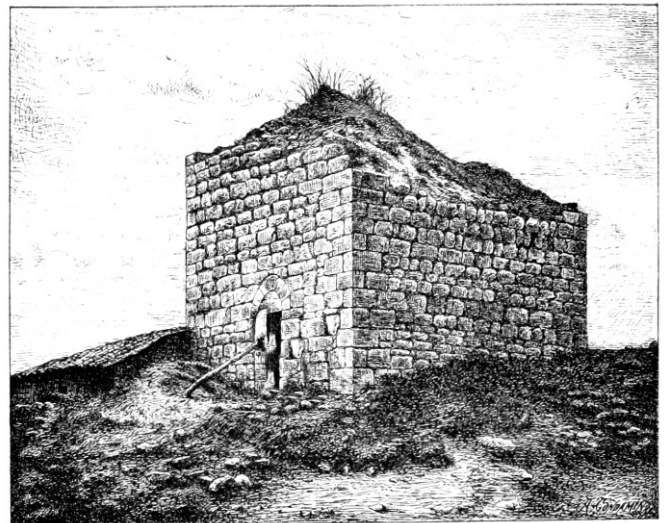
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1d20 Dangerous Encounter

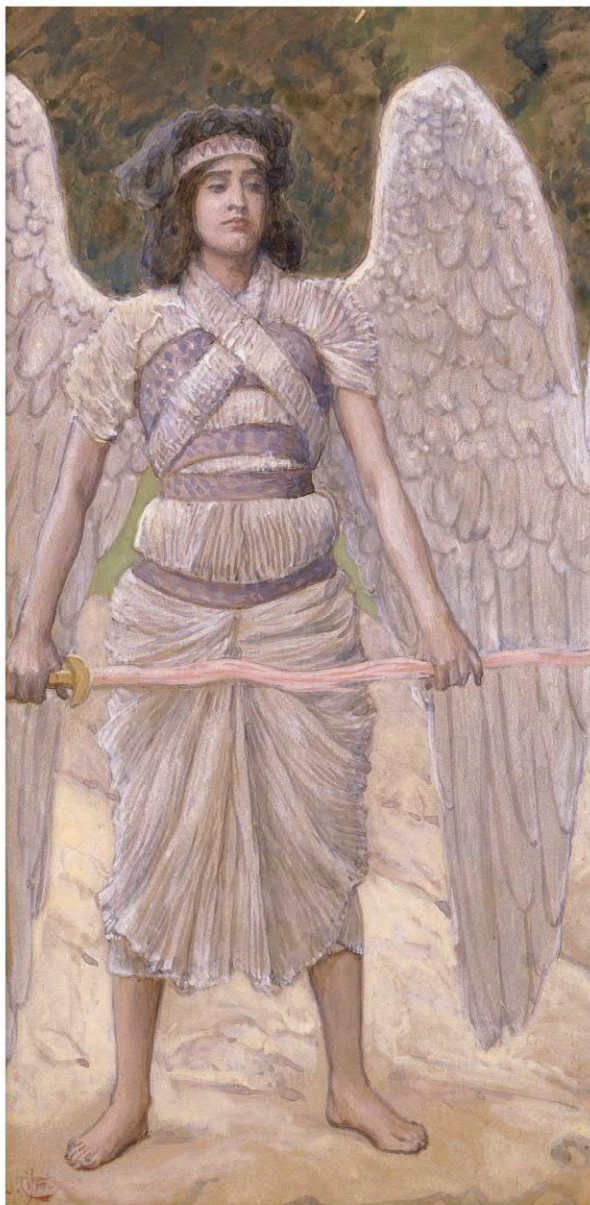
1-2	1-3 Brown Bears: if more than one bear is encountered, it is a mother and cub(s). The mother bear will be extremely aggressive and the cubs will be extremely inquisitive. If a single bear is encountered, it is a solitary male (80%) or a solitary female (20%). The solitary bear is not particularly aggressive. There is a 5% chance that one of the bears encountered can talk, and will ask many annoying questions.
3-4	1d6+3 Sprites: The Sprites will play some pranks on the party (such as surreptitiously stealing a small item and hanging it on a tree in the player's path or sneaking up invisible behind a character and making fart sounds). If the "victim" responds well, the Sprites will welcome the party to a Sprite Feast, a huge spread of illusory food and very real wine. The food looks like a scrumptious feast of mutton and venison and sweets of all kinds, but will in reality be leaves and insects, causing uproarious laughter among the sprites. The wine is extremely potent, causing drunkenness in a character in the number of cups equal to the PCs Constitution bonus, and unconscious at double the bonus (if negative, then the PC becomes drunk on the very first cup and passes out after two). Any PC who remains sober (or at least conscious) throughout the feast, which will last all night, is rewarded with an undying rose. The undying rose has 1d4+2 petals on it. Each petal, if consumed, is a powerful antidote against poison, intoxication and disease, whether natural or magical in nature. Provided a single petal remains on the undying rose, the petals will regrow at the rate of one per week up to the original maximum. In addition, if treated well, the 1d3 Sprites will remain with the party for 1d4+6 hours acting as scouts and guides if the party is willing. If the Sprites are mistreated or the jokes are not appreciated, the Sprites will shoot the party with sleep ointment treated arrows until all the PCs are asleep or one sprite is hurt or killed. Then they will fly off.
5	1d3 ghouls (nighttime) or 1d3 stirges (daytime): Ghouls are hunting for flesh to eat. They will attack mercilessly until destroyed or until they feast on a corpse. The stirges are not particularly hungry (having fed on a couple elk just recently) but will zoom in to investigate the PCs. If they are not injured in this flyby, the Stirges will track the PCs by scent and the next 3 encounters the PCs have will be either with the Stirges (65%) or with the Stirges AND another encounter (30%) or with another encounter immediately followed by the Stirges attacking (5%). If the Stirges are injured and driven off, they will return within 1d8 turns to attack.
6-8	1d8 Pixies: When the Pixies are encountered, they are more mischievous than Sprites. The Pixies will use their magic to lure a woodland animal (typically a moose, elk or deer, but sometimes a porcupine or skunk or even a bird) to approach the party. Then an invisible Pixie will begin to talk as if he or she is the woodland animal, saying that he is the "keeper of the wood" and that the PCs are trespassing on sacred ground. The other Pixies (if any) will try to cast otto's irresistible dance on party members. If the PCs take this hazing well, 1d3 Sprites will aid the party for 1d4+6 hours acting as scouts and guides. If the PCs react badly or hurt the woodland animal or any Pixies, the Pixies will do everything in their power to destroy the PCs.
7-10	1 Owlbear: This nasty creature has maximum hit points and wanders the region wreaking havoc. It is known by the locals as the Grey Bear and has a hideously deformed left paw which actually gives him a +1 to hit and +3 to damage but he cannot "hug." If Grey Bear hits for full damage with his left paw he overbalances and falls over, attacking last in the next round. If hurt badly, the owlbear will try to run off but will remember those who have hurt it and will try to lead it into dangerous areas (like the Misty Swamp or into the path of a goblin patrol). If the Grey Bear is killed, the next time this encounter is rolled is with the Grey Bear's patron, a minor demon (petch) and the Ghost of Grey Bear (a 1 HD version of an Owlbear). Thereafter, this encounter is with the Ghost of Grey Bear (who, being incorporeal now, will more greatly terrorize the region, appearing in people's homes and barns and wells...)
11-12	1d8 Peasants: When encountered in the wilderness, these locals have become lost and need to be escorted to a road or a village. If not aided, they will be re-encountered every 1d10 turns, with a cumulative 10% chance per re-encounter to have been mauled by some wild creature or monster (90% that all are dead, 9% chance of a single survivor, 1% chance that all survive, but are now plague infected).
13-15	1d4 Ogres: These massive creatures have been hired by the King Under the Water to scout out the area and find out what is happening among the Goblins of the Chantry of the Deepflame. There are of 11 Ogres in this region scouting for the King Under the Water. They all wear ragged chain shirts with Flaming Water Drop symbol painted on the back and bloody handprints covering the front (they dip their victim's hands in their own blood and "stamp" their kills on their mail - some have many, one has only one... he is a coward). Any Ogres encountered who "get away" will be added to the next group encountered, so it is possible that if the PCs don't kill the ogres outright, they could encounter a large band of vengeful ogres! When the final group is encountered, one of their number (whoever has the highest hit points) will turn and flee, attempting to reach the King Under the Water to report this powerful band of warriors found in the Northern Tier. Any Ogres captured and questioned know only that "the shadow man" has told them to search the area for strong warriors and to kill any warriors they encounter, but to leave the towns and villages alone. They don't know what "the shadow man" really wants.
16-20	Goblin Patrol: These goblin patrols have been sent out by The Godking of the Chantry of the Deepflame. If questioned, they know only that they were sent by the Godking to test the strength of the soldiers and militias of the area, though some of the patrols might say other things (see below). There are 6 patrols total. Consult the following chart for what the patrols look like (see below).

1d4 Goblin Patrols

1.	Three Goblins and 1 Hobgoblin leader. They all carry rusty, pitted short swords (-1 to hit, but any hit with a natural 20 means the target is infected with tetanus unless a save is made). The Hobgoblin will push the three Goblins ahead of him in melee and will try to flee as soon as one or more Goblin falls.
2.	Five Goblins, no leader. These Goblins lost their leader in a skirmish with some of the King Under the Water's Ogres. They prefer to parley, but won't give any information about the Chantry or the Godking. They will, instead, point the party toward the nearest group of Ogres, telling them that the Ogres know what is going on. If pressed, they will admit their true objective.
3.	Four Goblins and 1 Hobgoblin leader, armed with short bows (9 arrows each) and short swords and shields. These five are very aggressive and will not parley. They will fight to the death. If captured, they will say nothing, even if tortured.
4.	Four Goblins and 2 Hobgoblin leaders, armed with swords. This is two combined patrols who met with the Grey Bear (see above, the Owlbear) and they are trying to leave the area. They will fight if attacked, but will offer any information they can to avoid being killed. They know the general layout of the Chantry if asked and they know where one or more groups of Ogres are. If freed, they will leave the region and join up with another goblin band.

The Rosewood Highlands

The Shrine of the Fallen Angels



The faithful will sometimes make a pilgrimage to pray at the Shrine of the Fallen Angels. Legends tell of angelic visitations and miracles.

Certainly there is more to this shrine than simply a place for pilgrims to pay homage to a long forgotten saint.

The Shrine of the Fallen Angels is a Highlands Location located in the western part of the Northern Tier Hexcrawl, which is a small region of the Rosewood Highlands.

What mysteries await the brave and adventurous? What treasures and secrets must this grand shrine hide?

The Shrine of the Fallen Angels is a Highlands Location, for use with Swords & Wizards in the Highlands, a rules variant.