



THE SHRINE of URD & ARD
 THE SHIELD OF FAITH

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THE SHRINE OF URD
 A POEM

Contents of the room

Room	Creatures	Contents of the room
1	16 brain moles	Empty
2	None	Ritual wardrobe with dark blue lama hats
3	None	X signals a purple slime patch - as both e and rust monster, cannot move
4	4 squid-men guards	They aren't psionic nor eat brains, they're men. They spit ink and wield bill-guisarms
5	None	Walls are purple and glowing.
6	2 squid-men guards	They have heavy crossbows with dark elf save at -4
7	1 squid-men wizard	This one is psionic, eats brains and cast
8	None	Library. All the tomes are made of thi metal, contains 2d4 new spells
9	13 smoke mephits	They are immune to the smoke's effect conjure a smoke para-elemental in 2 r never attack the ritually-clad
10	None	Strange man-sized bone armors, as pla weights as a leather armor
11	None	X signals a 30' deep pit trap
12	None	Psionic enhancer drugs hidden in sil chests are protected with insanity
13	A high level psionist with 3 Chaotic dark elves monks	Empty
14	1 dark elf high priest, male	Teleporter leads to room 1B of the is triggered by the feathered staf room 2Q
15	None	An empty tomb - 4,500 GP in red secret compartment beneath
16	1 anti-paladin	Wields a rod of tentacles as mai
17	4 Duo-dimensional demons with scimitars (minor)	Lilac-colored river of smoke. A allows to cross it at its middle turns mortals into wraiths and pocket limbo dimension
18	None	Magic moun
19	10 more brain moles	Empty
20	None	Secret passage is hard to fin floor, a staff of power and ic a bird-man

THE SHIELD OF FAITH
 NEWS ITEM & BUILDING

*: sometimes trap sometimes item

Room	Creatures	Contents of the room
1	2 Chaotic Coatl	See 1B below
1A	None	The Shield of Faith, a plus 4 shield. It can prevent fatal damage, and loses one plus when doing so. When all its pluses are gone, its wielder is spirited aw to limbo forever. It radiates protection from evil 10' permanently
1B	None	A staged pyramid of black marble. Its steps are protected with glyphs of poison (30, save for half). The teleporter works both ways
2	1 very powerful wraith	Roll 3 times upon the magic items table for treasure. In addition, it contains one scarab of each type, including the cursed ones
3	None	Contains a set of 7 cursed scrolls and a tome of vile darkness
4	None	The high temple of Urd. If wearing the ritual clothes and of Chaotic alignment, gain spell casting ability as a low-level cleric permanently. If of lawful alignment, face your nemesis and gain one level if you win
5	6 obsidian trolls	Empty
6	1 hate mist	As smoke elemental or any mist creature you use, but save every round or enter in a killing frenzy until the mist is dispelled or killed

