

The Seven Shrines of Navk'-Qar

Nav'k-Qar! A name lost to antiquities and feared only by the scholars who know of the dread toad god's former power... once surrounded by a cult which performed the most vile and evil acts in his honor. Now that all of his followers are long dead and the temples of the Gray One completely destroyed, the final resting place of the cult's last riches has been a source of speculation for generations. At long last, one scholar discovered the location of that elusive shrine, the greatest one of all... the fabled Seven Shrines.

The scholar told only a select few his suspicions, and was later found dead, surrounded by a swarm of flies. The information has filtered through the mouths of a murmuring few to find its way into your ears. Do you have the strength, knowledge and skill to penetrate the horrors of that dread place and wrest the vast treasure from the jaws of the Gray One himself?

If you enjoy this adventure, look for future releases in the *Advanced Adventures* line from Expeditious Retreat Press.



This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>.

Printed in the USA



WWW.XRPSHOP.CITYMAX.COM

Advanced Adventures

The Seven Shrines of Nav'k-Qar

By James C. Boney



An OSRIC™ module designed for 6-8 adventurers of levels 8-12

Expeditious Retreat Press

ADVANCED ADVENTURES MODULE #8

The Seven Shrines of Nav'k-Qar

by James C. Boney

AN ADVENTURE FOR CHARACTER LEVELS 8-12



Author: James C. Boney
Cover Artist: Bradley K. McDevitt
Interior Artist: Jeff Womack
Editors: Joseph Browning and Suzi Yee
Layout: Joseph Browning

The author would like to thank the original play-testers: Adelaide Driscoll, Will Pierce, Samantha Pierce, Trent Talley and Glen Talley.

Background Information for the Game Master.....	2
Legend Lore Information.....	2
Random Encounters	2
The Seven Shrines of Nav'k-Qar Level 1	3
The Seven Shrines of Nav'k-Qar Level 1 Map.....	3
The Seven Shrines of Nav'k-Qar Level 2	6
The Seven Shrines of Nav'k-Qar Level 2 Map.....	7
Appendix A: New Magic Items	9
Appendix B: New Monsters	9

ADVANCED ADVENTURES are designed for the OSRIC roleplaying system. You can download the free player's manual from: <http://www.yourgamesnow.com>

If you enjoy this product, look for the other **ADVANCED ADVENTURES** published by Expeditious Retreat Press at www.xrpshop.citymax.com or for digital copies go to www.yourgamesnow.com.

The Seven Shrines of Nav'k-Qar

Nav'k-Qar! A name lost to antiquities and feared only by the scholars who know of the dread toad god's former power... once surrounded by a cult which performed the most vile and evil acts in his honor. Now that all of his followers are long dead and the temples of the Gray One completely destroyed, the final resting place of the cult's last riches has been a source of speculation for generations. At long last, one scholar discovered the location of that elusive shrine, the greatest one of all... the fabled Seven Shrines.

The scholar told only a select few his suspicions, and was later found dead, surrounded by a swarm of flies. The information has filtered through the mouths of a murmuring few to find its way into your ears. Do you have the strength, knowledge and skill to penetrate the horrors of that dread place and wrest the vast treasure from the jaws of the Gray One himself?

Stop! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

The Seven Shrines of Nav'k-Qar is an adventure for 6-8 characters of levels 8-12: PCs of higher levels than designated should be used in smaller groups. It is a high level test of the players' gaming skills and the PCs' abilities. It will very likely kill foolish and unwary characters, and will probably take out one or two cautious characters as well. There is a good possibility of a total party kill before the adventure is over. In the process of playing out this module, the GM should strive to be fair. In circumstances where the fate of the die roll seems to be working against the players, do not be afraid to give them a break or two so long as it doesn't provide them with an undue advantage.

Although all four of the main character classes will have large roles to play in this adventure, it is essential that the party have at least one thief. Two or more would be ideal. Fighters will find their swords well-used in this adventure, while clerics and magic-users will have their skills tested as well. Should the GM find his players having too hard a time, it is perfectly fine to scale things down a bit or throw out a few hints or clues; likewise, if it seems too easy for the party, then the adventure is open to "strengthening up" a bit.

Background information for the GM: the ancient toad cult of Nav'k-Qar drew many secret worshipers from the depraved and mad who found solace in devotion to their grotesque god. As the cult spread through the cities, various rulers sought to drive out the temples and priests, and the cult centers moved back to the swamps and glens from which they originated... taking large treasures with them. At last, various temples of good allied to destroy these foul temples where ever they would be found. Ultimately, the priests decided to flee to the final stronghold of their cult to plot an eventual return. The last priests of the Gray One had modified the shrine area as a death trap to kill, mislead and drive mad those who would seek its greatest treasures while acting as a final haven for their order.

As fate would have it, the returning band of priests were waylaid and destroyed by a trio of bronze dragons before they could hide in the shrine. With their souls writhing in the Abyss, the hiding place of the Nav'k-Qar's last treasures was lost to the ages.

Legend lore or other divination spells will reveal the following information about the shrine complex:

- the true shrines are well hidden on a deeper level
- there is at least one false shrine to mislead treasure hunters
- there is only one way in or out of the shrines
- rare and unusual magics and creatures can be found within the shrines themselves

Consulting with sages will provide the following legends (the veracity of each is indicated by a **T** or **F**; roll 1d10 or choose):

1. A large and ancient dragon is trapped somewhere within the depths of the shrine (**F**).
2. Tying three toad skulls together as a talisman will ward off most of the shrines' denizens (**F**).
3. There are creatures suspended in time acting as guardians (**T**).
4. There is a false set of stairs designed to trap and slowly kill intruders (**T**).
5. Drow inhabit the shrines (**F**).
6. A riddling golem will give you all the help you need if you can match wits with him (mostly **F**).
7. There are powerful undead in the shrines (**T**).
8. An unholy weapon which can slay good is hidden somewhere within the shrines (mostly **T**).
9. Nav'k-Qar himself still lurks his shrines, albeit in a weakened state (**F**).
10. Those who breath the yellow mist will go mad (mostly **T**).

The shrine complex is located deep within a large and treacherous swamp anywhere remote within the GM's campaign world. The marshy island which serves as home to the last bastion of the Gray One is low-lying and roughly 1,000 feet in diameter. Large, moss-choked cypress trees band together to hide a large idol of a bipedal toad which stands 25 feet or more above the surface. At the base of the idol is a secret door in the ground which reveals a slimy stone staircase down to LEVEL 1.

The party may occasionally return to the surface for rest and replenishment of spells (if they can). There is plenty of room on the island around the idol for this, but the general dampness of the ground, the wood and the air will preclude any normal fires. Additionally, for every three hours spent by the party on the surface of the island, the GM should check for wandering monsters on the table given below:

Daytime encounters (wandering monster present 1 on a 1d6). Roll 1d10:

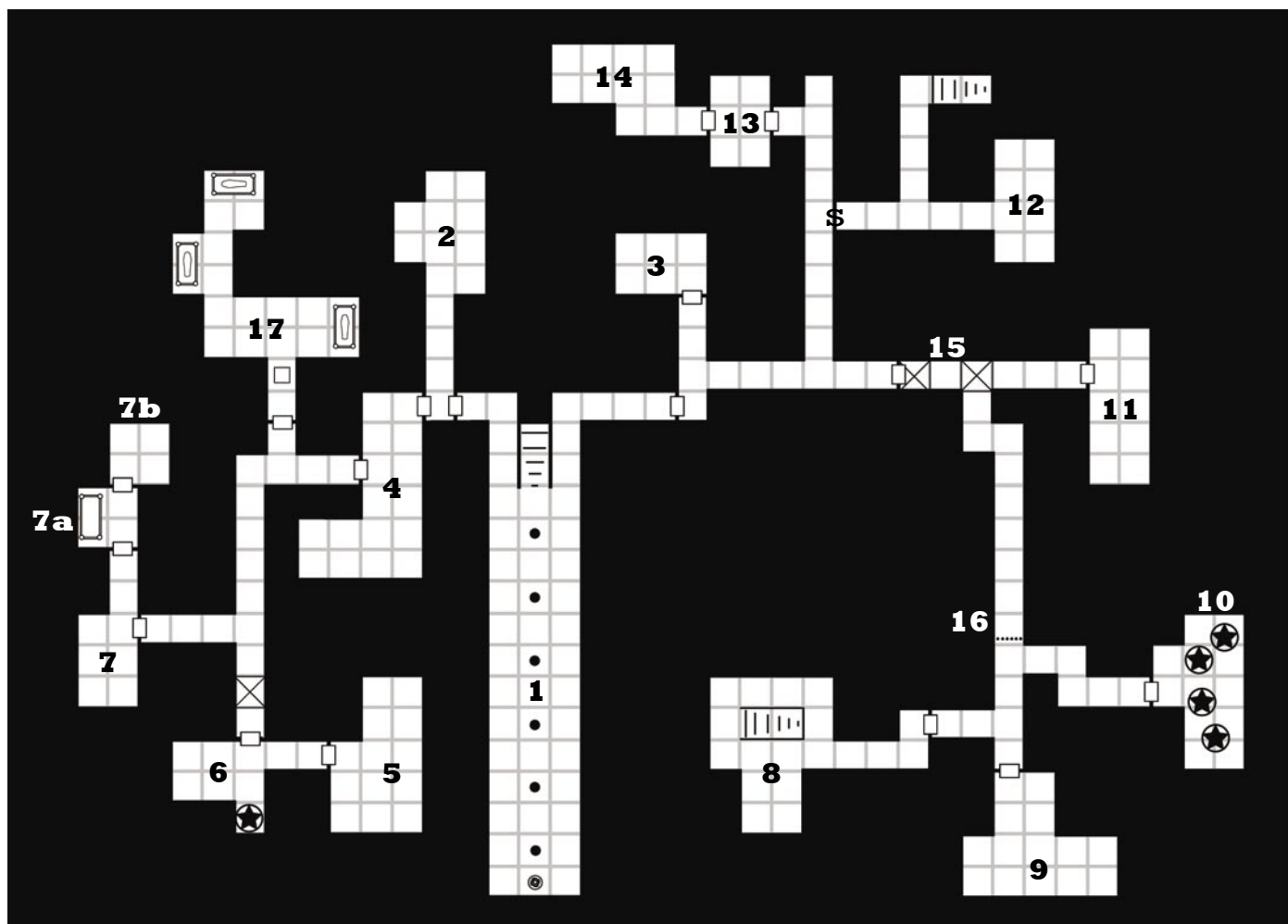
1. **Fresh water giant crocodiles** (No. 1-3; AC 4; HD 7; HP 48 each; Damage 3-18/2-20)
- 2-3. **Giant centipedes** (No. 2-12; AC 9; HD 1/2; HP 4 each; Damage nil + poison)
- 4-5. **Stirges** (No. 2-20; AC 8; HD 1+1; HP 5 each; Damage 1-3 + blood drain)
- 6-7. **Swamp orcs** (No. 2-20; AC 6; HD 1; HP 6 each; Damage 1-6 (spears))
- 8-9. **Giant crayfish** (No. 1-4; AC 4; HD 4+4; HP 36, 32, 28, 28; Damage 2-12/2-12)
10. **Special**

A result of "**special**" indicates one of the encounters below (GM's choice as to which one)

Magredor (AC 8; 0-level human; HP 2; damage 1-6), is a quite mad swamp dweller who poles his rickety raft through the swamps in search of fresh meat and roots. Magredor is the stereotypical hermit, and there is a 1 in 8 chance the party will smell him before actually seeing him. He claims to have been present when the shrine complex was modified, but he is really a descendant of a slave used in the process. He knows certain details about the complex and will share what he knows in exchange for food or other useful items. The veracity of his knowledge is determined as follows: the GM should choose 1d6 areas about the Shrines and roll 1d4 for each one. A result of 1 means Magredor has the details completely wrong about the area in question. A roll of 2-3 means he's basically correct, and a roll of 4 indicates he's talking about something that does not exist except in his mind. If attacked or otherwise molested, Magredor will attempt to flee on his raft or fight to the death with his pole.

Klelhainzeren, an **adult black dragon** (AC 3; HD 8; HP 40; Damage 1-4/1-4/3-18 + acid breath) will attempt to ambush the party when they are asleep. Her lair can be found in a

THE SEVEN SHRINES OF NAV'K-QAR LEVEL 1



large mound roughly two miles to the north and holds: 2,500sp, 3,200gp, 10 pieces of jewelry worth 100-800gp each, a **clerical scroll of stone to flesh and wind walk**, and a **longsword +1**.

Unusual storm: a heavy thunderstorm will pass quickly overhead and soak the party with 1d3 inches of gray rain. Each PC has a 1 in 10 chance of being struck by lightning, if they are holding or wearing anything ferrous, for 2-20 HPs. The storm will dissipate after two turns.

THE SEVEN SHRINES OF NAV'K QAR: LEVEL 1

Level one was formerly the home of many priests of Nav'k-Qar until it was decided to convert the area into traps for destroying those who would seek the cult's treasure. Because of this, the party will find an occasional piece of furniture long rotted or scraps of paper from a religious scroll or whatnot.

Unless otherwise noted, all rooms and corridors are made of a rough gray stone. The stone itself has an unusual poisonous quality that is more irritating than dangerous. Prolonged contact between stone and bare skin (five minutes or more) will create an ugly rash on the PC. If not treated, the rash will spread over a large portion of the PC's body at a rate of one square foot per hour. It will begin as a light itching and ultimately become a hideous blister reducing DEX by one after three hours if left alone. The rash will disappear after two days unless cured.

Another item of note is that all floors are littered with thousands of toad bones. At one time, the complex was swarmed with toads

which were considered holy by the cult's priesthood. In any encounter in which a PC is required to quickly move, there is a 40% chance he will slip and fall on the debris (subtract 5% for each point of DEX above 13).

Unless noted otherwise, all pit traps are covered, 20-foot deep pits triggered when 50lbs. is placed upon them. They reset 5 rounds after triggering.

While traveling through this level, the party will on occasion see and hear odd things. These hallucinations are **permanent illusions** meant to draw the PCs into traps, and may be used by the GM at his discretion. A partial list is given below; the GM is encouraged to create more if these become stale:

- a dim and bouncing light appearing 10-40 feet in front of the party and moving away just fast enough to keep in sight
- female screams followed by cries for help
- the sounds of combat that will constantly seem to be "just around the corner."
- a sharp, loud scream in a random PC's ear
- footsteps, fast or slow
- furniture being moved somewhere beyond a door
- flashes of light around a corner followed by a boom as if a lightning bolt were just cast
- the sounds of children fleeing
- a rancid smell in the air that grows stronger as the party approaches a door
- rhythmic tremors coming from a particular direction

1. THE HALL OF VISIONS: the stairs lead down into the north end of a hallway 130 feet long and 30 feet wide. Two passageways flank the stairs. The room itself is covered with a reflective layer on

the floor, walls and ceiling which transforms the entire area into a huge mirror; even the six pillars supporting the ceiling of this room are covered with the material. The reflective substance is highly impervious to damage; any attempt to crack or destroy a 10 foot square area must deliver 45 HP in a single attack.

When the bottom step of the stairs is touched, the occupants of ROOMS 2 and 3 will awaken from their state of suspension and will become active in 1d3 turns. The end of the stairwell is also trapped: any creatures stepping on the floor at the base of the stairs will cause a stone wall to seal off the stairwell at the top of the stairs leading out unless the trap is detected and disarmed. This trap can also be triggered in ROOM 7b.

On the south end of the room is a cistern which is three feet high and 3 feet in diameter, and overflowing with a sickly yellow mist. The mist covers the floor of this hall to a depth of five inches and faintly vaporizing throughout the room. It contains a mild hallucinogenic; each character exposed to the vapors must save vs. poison or begin subtly hallucinating events in the mirrors. Useful hallucinations are:

- more people present in the hall than the party members
- the PC is totally alone in the hall
- party members are larger or smaller than normal
- one of the party members is actually a monster
- doorways or arches in the mirrors
- emotional faces erupting and sinking in the mirrors
- things flying by the PCs heads

The inventive GM is encouraged to create other situations. Hallucinations will be fleeting and last no more than 20 seconds at a time before ceasing or morphing into another event. Five minutes spent out of this room will allow the effects of the mist to dissipate. The mist will not travel more than ten feet outside of the room.

2. GUARD ROOM: Fifteen **bugbears** (AC 5; HD 1+1; HP 25 (x4), 22 (x3), 19 (x5), 16 (x3); Damage 2-8) are kept in a state of suspended animation in this room. If the party sets foot on the bottom step in ROOM 1, then these creatures awaken and will begin leaving this room shortly thereafter. All are armed with clubs equivalent to morning stars. They are covered by a layer of sticky tar from the calf down, reducing their chance to slip and fall due the toad skeletons to only 20%. This covering also acts as a protective coating against the sickly yellow mist in ROOM 1. Enterprising PCs can apply the coating from the slain bugbears to their own lower legs resulting in complete protection from the mist but gaining only a +10% reduction in slipping chance. The coating will be effective for 48 hours before drying out and becoming useless for either function.
3. GUARD ROOM: Ten **ogres** (AC 5; HD: 4+1; HP 33 (x3), 29 (x2), 25 (x3), 19 (x2); Damage 1-10) are here in the same state as their bugbear companions in ROOM 2. They are armed with large clubs. They are also covered by the same layer of sticky tar as the bugbears in ROOM 2.
4. BARE ROOM: both doors east and west are trapped. If a door is forced open, a counterbalance trap of spikes will swing into the doorway impaling the PC for 2-20 HPs (save vs. breath weapon for half damage). Once triggered, the trap is rendered useless.

This room is bare except for the alcove in the southwest corner. Scrape marks on the floor indicate that something heavy was dragged out of this room through the west door and down the hallway to ROOM 6.

5. TRAPPED ROOM: this room is 30 feet deeper than the rest; the door opens to a wooden ladder leading down to the floor. From the doorway, a PC can touch the ceiling.

The ladder, while appearing wooden, is formed from a substance that will disintegrate when more than 250 lbs of weight is placed on it. When overloaded, the ladder will melt into a sticky gray goo and dump anyone ascending or descending to the floor below. For every full 10 feet of height over the floor, 1-6 HPs of falling damage will occur to every PC on the ladder at that special moment.

On the north end of this room is a stone pedestal holding a crystal ball that is 15 inches in diameter. Close inspection will reveal long dark streaks moving within the ball. If the ball is dealt 25 HPs or more damage, it will shatter to release 3 **black puddings** (AC 6; HD 10; HP 50, 40, 30; Damage 3-24) which will attack once they regain their normal size within 1d3 rounds.

6. WOLF-HEADED STATUE: The scrape marks from ROOM 4 go through the door into this room. Twenty feet before the door is a 30-foot deep pit trap that will immediately close after dumping its victim(s). Between it and the door is a false outline of what appears to be another pit trap.

In the south alcove is a large statue of a wolf-headed man which will spew corrosive acid on anyone opening the north door. It contains enough acid for four attacks, and each attack deals 3-24 HPs of damage (save vs. breath weapon for half). This room is otherwise empty and could possibly be used by the party as a base for rest and recovery.

7. FALSE SHRINE AREA: the floor of this room is covered with coins of various denominations as follows:

- 12,934 copper pieces
- 4,302 silver pieces
- 2,088 gold pieces
- 773 platinum pieces

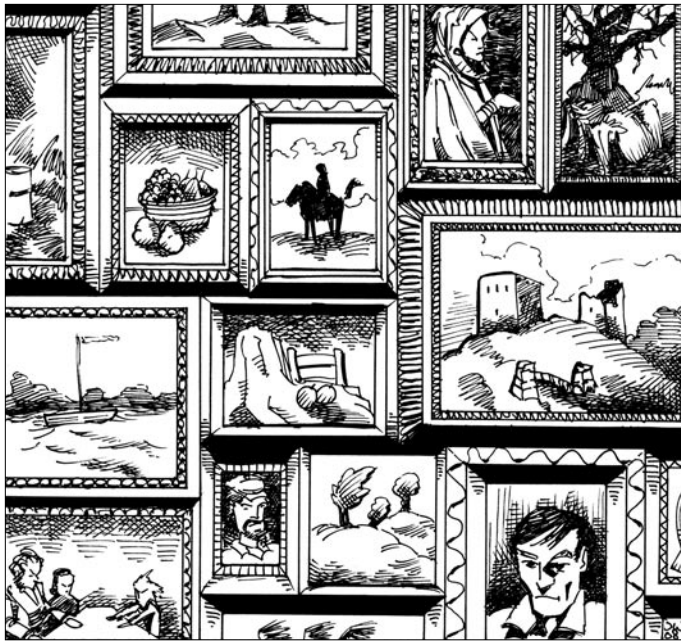
Underneath all the normal coins is a singular coin of unusual design: white and gold set in a swirling pattern... surely a rare and valuable piece from a bygone era! Once lifted, a small hole underneath is revealed as a prison for a **glabrezu** (AC -4; HD 10; HP 80; Damage 2-12/2-12/1-3/1-3/1-4+1) which will materialize in the room and furiously attack anyone in sight. Its first three actions will be: **cause fear**, **levitate**, then attempt to **gate** in fellow demons.

ROOM 7a is decorated as a shrine with a normal looking altar on the west wall. Vile runes adorn the walls and pronounce curses on all who enter.

The door to ROOM 7b is **wizard locked** and holds a singular idol on a pedestal... a three feet tall statue of a bipedal toad made of gold (identical to the large statue on the surface and worth 4,500gp in the hands of the right collector). Lifting the idol from its pedestal will cause a stone wall to seal off the top of the stairwell in ROOM 1 unless the trap is detected and disarmed.

8. FALSE STAIRWELL: these stairs appear to lead down to the next level. A **permanent illusion** shows the corner of a large room below lit by torches and the sounds of metal being worked. The stairwell itself is 30 feet long with 30 steps, and once someone sets foot on the 28th step, a stone ceiling will slide from east to west effectively sealing in anyone on the stairs. Checking the illusion will reveal only a stone wall at the end. Any attempt at detecting this trap will suffer a -30% penalty due to the cunning construction of the device. The stone ceiling itself cannot be moved with less than a combined strength of 40.

9. CHAMBER OF DISPAIR: upon opening the door, the PCs will be overwhelmed with a wave of despair and hopelessness that radiates from the walls of this area. Three **ghoul driders** (AC 3; HD 7; HP 56, 49, 49; Damage 2-8 or 1-4+ paralyzing spittle or spells) are trapped in here. They are the reanimated remains of



driders who were once trapped here and driven to suicide. Due to their unholy ties to this place, they are turned as spectres.

Spells carried by these driders are:

- #1 - **magic missile, protection from good, dancing lights, burning hands, web, stinking cloud, invisibility, dispel magic, lightning bolt, ice storm**
- #2 - **magic missile, light, protection from good, jump, mirror image, ray of enfeeblement, shatter, slow, dispel magic, hold person**
- #3 - **enlarge, charm person, dancing lights, protection from good, web, rope trick, stinking cloud, blink, slow, massmorph**

10. **STATUES:** The door of this room will appear at first to be a false door. Thieves searching the false door have a 2 in 6 chance of discovering the true door built into the construction, while other PCs have a 1 in 6 chance. Once through the door, the PCs will find four statues in a haphazard arrangement here: a hydra, a minotaur, a cockatrice, and a behir. The mouth of each statue is open and holds a platinum piece. Should a party member decide to remove a coin from any mouth, roll on the following table to determine the results:

Roll 1d4

- 1- Statue comes to life and attacks (roll 1d4 to determine which one)
- 2- The PC is teleported to LEVEL 2 ROOM 3.
- 3- Statue shrinks to 1/10th size (but will return to normal size, come to life and attack if removed from this room).
- 4- The PC is turned to stone.

- **hydra** (AC 5; HD 12; HP 96; Damage 1-10 x12)
- **minotaur** (AC 6; HD 6+3; HP 51; Damage 2-8 or 1-4/by weapon type) armed with a **battleaxe +2 flame tongue**; this minotaur has a 45% spell resistance and a **permanent mirror image**.
- **cockatrice** (AC 6; HD 5; HP 40; Damage 1-3+ petrification). This cockatrice has a permanent **blink** spell on it and will use it to full advantage.
- **behir** (AC 4; HD 12; HP 84; Damage 2-8/1-4+1 or 2-8/1-6 x6)

Should more than one statue be brought to life, space could become very tight in this room. Behind the statues, on the east wall is a detailed map of this level indicating all rooms including ROOM 12 and the hidden stairwell.

11. **ART GALLERY OF THE MAD:** every square inch of the walls here are covered with framed paintings of various sizes. At first glance, each painting will depict a different scene: pastorals, portraits of men and women of varying species, landscapes that seem a little "off," architectural displays, and so on. Closer examination will show that there will be in each painting a toad somewhere in the background doing something evil and/or obscene.

Ask each player what his character is doing; after any one character has closely examined three paintings, slip him a note explaining that he now perceives another PC as a large, fanged, bipedal toad and hears the transformed PC's speech only as grotesque croaking (no save for this). Have fun waiting to see which PC will first admit to thinking someone else is a toad. If the party stays here long enough, it is possible that they will eventually all suffer from this illusion. Dispelling magics will not end the effects while inside the confines of this room. The only cure is rest somewhere else; if the party spends an hour resting away from this room, the effects of the dweomer will vanish.

12. **TRUE STAIRS:** should the party find the secret door hiding this small section, they will be attacked by 4 **spectres** (AC 2; HD 7+3; HP 59, 52, 45, and 38; Damage 1-8+energy drain) that issue from the room beyond. The undead will seek to block the party from the stairwell.

13. **CROSSBOWS:** hidden inside the west wall of this room are six heavy crossbows aimed at the eastern door. The bolts will fire through fine peepholes at any PC attempting to exit back into the hallway. Each bolt is laden with a fast-acting poison which will painfully destroy the internal organs of a victim and cause death within 1d3 turns unless it is cured within the first turn (failure to stop the deterioration in time will make resurrection problematic).

14. **THE SMILING GOLEM:** in the west section of this room sits a smiling **stone golem** (AC 5; HD 14; HP 60; Damage 3-24) on an ornate throne. The golem will cheerfully greet the party and ask them how their stay within this complex has been. If the party take no aggressive actions, the golem will offer to answer three questions concerning this area provided the PCs give him three magical items of their own. If the party agrees, the golem will take whatever they hand over, place the items in a sack at his side, and then answer their three questions.

Unfortunately, the golem's answers will be complete lies designed to lead the party to its doom. Spells such as **detect lie** will not function against the construct; instead, if a player begins to question the veracity of a statement, roll percentile dice (adding +5% for each point of his character's WIS over 14). A roll of 85% or above will reveal the answer to be a lie. Of course, don't tell the players that there is a chance of untruthfulness here. The golem will not answer more than one set of questions.

If the party takes this encounter to a violent level, the golem will attack and defend itself as a normal stone golem by casting **slow** on the party and then wading into battle. All magical items placed in the sack will be teleported to LEVEL 2 ROOM 11.

15. **DOUBLE PIT TRAP:** the trap door over each pit is spring loaded so that it will snap shut after all weight is dumped off of it. A PC topside may attempt to jam the trap door open if: a) he is next to the trap when it is triggered, b) has a long object that can withstand the pressure of the door closing (a sword would work), and c: can successfully react by the player immediately stating what he's going to do and rolling a 1-2 on a 1d6. The traps are highly sensitive, so the weight of a single PC setting foot on either one will trigger the trap.

Both pits are dimensionally connected to each other so that if a victim falls in one trap, he will appear upside down in the

other one. Falling damage is 3-18 due to rough stone on the walls and floor. There is a chance that each trapped PC will be knocked unconscious (for 1d4 turns) from falling on his head. Roll 1d10 and any roll under 5 indicates the PC is knocked out. The chance is lowered by 1 if the PC wears a helmet and for each point of CON over 15.

16. BETWEEN A ROCK AND A HARD PLACE: unless there is a dwarf in the party, the PCs will not notice the gradual incline of this hallway leading down to ROOMS 8-10. At the point indicated on the map, an iron portcullis blocks the passage. Touching the bars will deliver an electrical shock one time for 5-20 HPs of damage and will release a large stone ball from a ceiling compartment at the north junction. The ball is nine feet in diameter and will quickly roll down the hallway to pin the PCs against the portcullis delivering 6-36 HPs damage (save vs. spells for half damage). The ball will bend the portcullis on contact, but not break it; afterwards, any PC attempting to lift or bend the bars will have his chance of doing so doubled due to the impact damage.
17. THREE CRYPTS: a pressure plate at the entrance of this area will trigger a stone wall to fall in front of the door unless the trap is found and disarmed. The wall will require 75 HPs of damage in order to break through it.

Three large sarcophagi are in this room. The party clerics may ready themselves for battle with undead, but they will be disappointed, for the sarcophagi are magically trapped so that if any one is breached, the other two will open fly open and each will release a 12 hit dice **fire elemental** (AC 2; HD 12; HPs 72 each; Damage 3-18).

THE SEVEN SHRINES OF NAV'K QAR: LEVEL 2

Here lies the true shrines to Nav'k-Qar... three to the north, three to the south, and the final Great Shrine to the east. Each section is separated by sets of great iron valves which will not open unless the guardians of each shrine are destroyed or subdued. The old priests of the Gray One placed the valves and the guardians to defeat interlopers and protect the cult's treasure. True worshipers of Nav'k-Qar would know how to pass the guardians and the valves, but since the party does not have access to that lore, they'll have to do things the hard way...

The air on this level has an unusual thickness that makes breathing slightly difficult. This will have no real effect on game play, but may make the party even more paranoid.

1. FIRST ANTECHAMBER: the stairs from above lead down roughly sixty feet and become a spiral staircase that empties into this chamber. The walls of this area (and the passageway to the east) are the dusky gray of toad skin with the appropriate rough texture as well. Four large toad-like statues face each corner and hold up the ceiling here. They collapse if the trap in ROOM 11 is triggered.
2. FIRST SHRINE: the hallway is blocked by a curtain of preserved human skin which will crumble at the touch. The shrine itself is dirty brown and contains a well full of stagnant water.

Upon entrance, a grating and croaking voice will loudly speak: *IN HIS FIRST SHRINE, NAV'K-QAR THE MAD WILL PRONOUNCE DOOM UPON THE SNIVELLING MINIONS OF KINDNESS AND MERCY! NAV'K-QAR BRINGS DEATH UPON YOU AND YOUR GODS OF WEAL!*

The floor is adorned with runes recording a hymn to the Gray One which, if translated and read will force the PC to save vs. death magic or suffer **feblemind** for 1d4 turns unless the

reader is evilly aligned. Disturbing the well will summon the shrine's guardians, 3 **spirit naga** (AC 4; HD 10; HPs 80, 60 and 60; Damage 1-3 or spell use or charm) who will attempt to destroy the party. All three naga use the same spells as below:

Magic-user spells: **enlarge, charm person, push, shield, darkness 15-foot radius, ray of enfeeblement, monster summoning I.**
Cleric spells: **protection from good, resist cold, hold person**

3. SECOND SHRINE: with a curtain much like that in the FIRST SHRINE, this area holds a large brazier filled with a hard grayish light.

Upon entrance of this shrine, the party will hear a raspy, sick voice loudly pronounce: *IN HIS SECOND SHRINE, NAV'K-QAR WILL TWIST THE MINDS OF THE INNOCENT AND JUST TO HIS TERRIBLE CAUSE! BOW TO THE ALTAR OF TREASON AND PAY HOMAGE TO YOUR NEW MASTER!*

Looking into the light will reveal shadowy squat figures leaping in a frenzy; looking for more than 3 rounds will force the observer to save vs. wands or be transfixed by the display for 2d4 turns (treat as a **hold person** spell). At the end of the spell effect, each transfixed PC must again save vs. wands or lose all will...becoming a minion of Nav'k-Qar and attack all he perceives as intruders into this shrine. **Remove curse** will dispel the hold over the PC. The fire must be magically extinguished in order to break the power of the shrine.

If this brazier is extinguished and the guardians in the FIRST SHRINE are handled, the first set of iron valves east ROOM 1 will effortlessly open.

4. THIRD SHRINE: a large curtain made of rows of stringed small mammalian bones covers both of the entrances to this area.

Upon entrance, the party will hear a wavering, sorrowful voice whisper: *IN HIS THIRD SHRINE, NAV'K-QAR THE MURDEROUS SPILLS THE BLOOD OF THE HOLY TO WATER HIS FIELDS OF DESPAIR!*

The stone altar of this shrine is on the southern wall and is carved with depictions of evil and the desecration of all that is good. The indentation and drain holes on the top of the altar seem to be fitted for the humanoid shape, though any humanoids sacrificed here would have to be small. The aura emanating from this altar is so powerful that all PCs within the shrine must save vs spells or be extremely unnerved. PCs that fail their save will suffer a -3 to hit and a -2 on all saves for the duration of their stay in this shrine (and for one turn after leaving it).

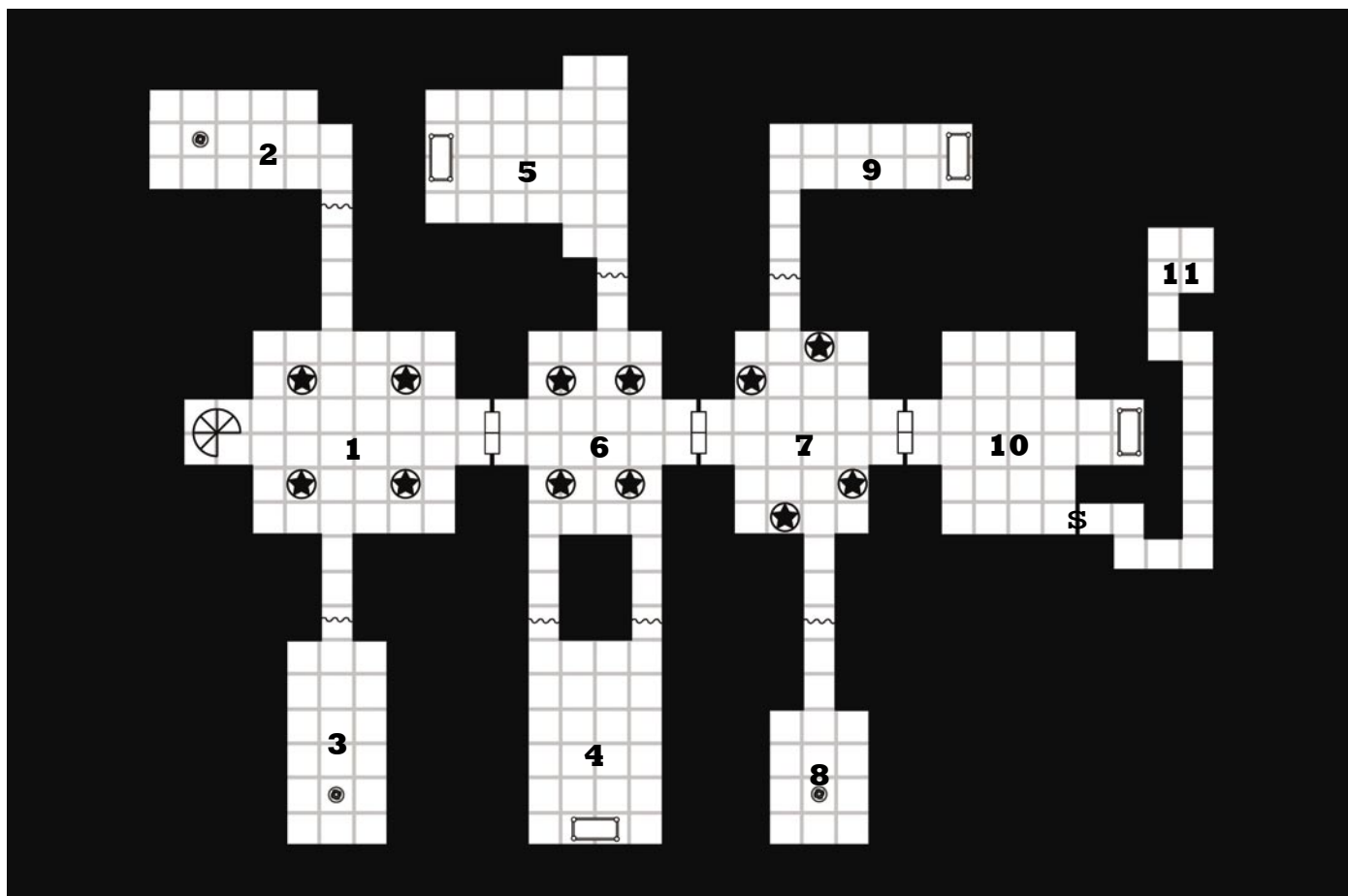
A goblin skull is propped against the left side of the altar. Disturbing it will release the guardian of this shrine, a **gorgon** of the largest size (AC 2; HD 8; HP 64; Damage 2-12 or breath weapon) which will transition into this plane of existence from its ethereal prison within 1d3 combat rounds directly behind the party (between the two entrances). It will blast the party (or as many as it can) with its petrifying breath and then attack.

5. FOURTH SHRINE: the curtain covering the entrance to this area is made of a fine silk laced with a subtle corrosive poison. A PC touching it with his bare fingers must save vs. poison or the substance will slowly begin to eat away at the skin and flesh of the hand. After one hour, the PC will notice the skin peeling off; after three hours, the flesh will wither and drop off. If untreated for four hours, the PC will be left with a useless and skeletal hand reducing his DEX by 1d3 points.

Upon entrance, the party will hear a mocking, arrogant voice pronounce: *IN HIS FOURTH SHRINE, NAV'K-QAR WILL SMITE HIS ENEMIES WITH THE HOT FIRE OF HIS ANCIENT CURSE AGAINST THEY WHO WOULD THROW DOWN HIS MAJESTIC THRONE!*

The large altar on the west wall of this room is much like the one in the THIRD SHRINE except it is dominated by a human-

THE SEVEN SHRINES OF NAV'K-QAR LEVEL 2



sized skeletal form dressed in robes, wearing a gold circlet (worth 1,000gp), and holding a large ornate rod (worth 500gp). The appearance of the form suggests that it hasn't been on the altar for long. If checked, it radiates by evil and powerful magic. Should the party suspect it is a lich or other form of powerful undead, they may waste lots of time and spells checking it over; all of this will be for nothing, for it is simply a non-animated skeleton designed to mislead the party.

The real danger in this room lies with the altar itself. Once the party moves past the curtain, the altar will begin secreting a colorless gas into the shrine area through ten small holes at the front base. The curtain prevents the gas from escaping back into ROOM 6. PCs spending for more than 3 turns in this room must save vs spells of immediately faint due to the toxicity of the gas. Those who don't faint will feel light-headed and dizzy and suffer a STR reduction of 2. Five turns after the curtain is initially breached, enough gas will have accumulated in this room that any open flame will ignite it; PCs still in the room at the moment of ignition will suffer 5-30 HPs (save vs. breath weapon for half) and 1-6 HPs each round for 1d4 rounds. Remember to check for combustible items such as cloth, wood and paper.

This trap can be avoided if a thief finds the vent holes (-20% chance due to the small size) and if the holes are stopped up within four turns after entry. Listening closely at the holes will reveal a faint hissing which will hopefully clue the thief in on what's about to happen. Raising or removing the curtain will allow the gas to dissipate into other areas and reducing the chance of ignition to 20% each turn the holes are left uncovered. The form on the altar would make an excellent cover for the holes.

6. SECOND ANTECHAMBER: this room has four toad statues similar to the ones in the FIRST ANTECHAMBER except they face

towards the center of the room. Otherwise, it is featureless except for the second set of iron valves which will not open unless the THIRD and FOURTH SHRINES are dealt with.

7. THIRD ANTECHAMBER: this room has four toad statues similar to the ones in the FIRST and SECOND ANTECHAMBERS except they are set against the walls facing inward. This room has no outstanding features except for the third set of iron valves which cannot be opened until the powers of the FIFTH and SIX SHRINES are ended.

8. FIFTH SHRINE: the curtain separating this chamber from the rest is made of a filmy, transparent substance that tends to cling to the skin; if burned, it will produce a horrible smoke which will stifle all breathing until it clears, but it has no other effects.

When the party enters this shrine, a deep voice declares; *IN HIS FIFTH SHRINE, THE GRAY ONE WRAPS THE SHADOWS OF MADNESS AROUND THOSE WHO WOULD DEFILE HIS UNHOLY NAME!*

The dark green walls and floor of this shrine cast back all light in an eerie pattern. A large brazier filled with a greenish charcoal dominates this room. If the party lights the brazier, large amounts of smoke will appear and form three waves of **umbra smoke beasts** (see new monsters).

- First wave: 3 **serpens diabolus** (AC 6; HD 6; HP 36, 36, 30; Damage 1-3 + special), followed in 1d4 rounds by
- Second wave: 4 **felini** (AC 6; HD 6; HP 48, 36, 36, 30; Damage 1-3 x4 or 1-6 + special), followed in 1d3 rounds by
- Third wave: 4 **arachnids** (AC 6; HD 6; HP 36, 36, 30, 30; Damage 1-6 + special).

9. SIXTH SHRINE: this area is secluded by a curtain of a lightweight yet unknown metallic substance.

When the party enters this shrine, a dry, cracking voice rings out: *IN HIS SIXTH SHRINE, NAV'K-QAR THE PESTILENT WILL SICKEN AND KILL THOSE WHO WOULD MURMUR OF HIM IN LIT HALLS! DEATH TO THE ENEMIES OF THE GRAY ONE!*

The shrine itself is long and thin with an altar on the east end. The altar is six feet tall and has a hollowed out section underneath exposing a three foot diameter pit filled with a dark substance. If the party approaches within five feet of the altar, a **maliganti** (AC 6; HD 6; HP 62; Damage 1-6 x4 + special; see new monsters) will emerge from the pit and attack.

10. SEVENTH SHRINE: when the third iron valves are opened, the party will be greeted with a rush of cold, vile air from inside this area, and an inhuman voice croaking: *ATAH-G'TENH-KWK-G'JOD-MOH-IER! GREAT AND TERRIBLE IS NAV'K-QAR IN THIS MOST UNHOLY SHRINE TO THE GRAY ONE! LET HIS SWEET MESSAGE OF MADNESS AND DESPAIR RING TRUE THROUGH THE EARS OF THE UNBELIEVER AND INFIDEL!*

- The shrine itself is 40 feet by 60 feet with a large alcove on the east side holding the main altar. The walls, floor and ceiling of the shrine are rough and painted in a bizarre jigsaw-like pattern. Since this is the unholy area of a deity (albeit a weak and fading one), certain effects come into play here:

- Clerics and other spell casters who draw their power from a deity will find that none of their spells above second level will function within the confines of this room.
- Spells of a natural bent that summon normal creatures and plants will only produce twisted and unholy variations that turn and attack their summoner.
- Arcane spell casters will feel a resistance when casting their magic that disrupts their concentration. All spells fourth level and above must pass a percentage check in order to work. The base chance for a spell to work is 40% + 1% per caster level + 5% per point of the caster's INT above 14. Spells that fail will simply fizzle and be lost.

Adorning the bizarrely constructed altar is a ten foot tall iron statue of a black bipedal toad. The statue's mouth is open and holding an ornate bronze key which is not visible to observers on the floor. If any PC should touch the altar, a **chain lightning** spell will strike out at that PC and 1d6 others in the room (7-42 HPs damage; save for half). The attack will occur as many times as the altar is touched. If any PC touches the statue itself, it will animate and attempt to destroy all intruders within the shrine (but swallowing the key first).

Animated statue (AC 0; HD 14; HP 112; Attacks 3 or special; Damage 1-6+special/ 1-6+special/ 1-12+special; MR: 40%). The statue generates poison (save vs. poison or take 2-16 HPs) in its claw attacks and in its bite. Additionally, the statue can breath a cloud of poisonous fire once every 6 combat rounds (2-20 HPs of damage; save vs. poison or for half and paralyzed for 1d4 turns). Once every other round, it can loudly croak, forcing all within the shrine to save vs. wands or be stunned for 1d3 rounds. Lastly, the statue, upon losing its last hit point, will explode in a shower of iron shards and viscous acid (save vs. spells or take 1-8 HPs damage and 1-4 HPs per turn thereafter until the stuff is wiped off). The toad statue will fight until the party or itself is destroyed and cannot be communicated with in any way. Mind effect spells do not affect it, nor do spells with deal with transformation or polymorphing.

If the party survives this encounter, they will seem to have come to a dead end with no treasure in sight. A thorough check for secret doors will reveal a small segment of the wall's décor in the southeast corner will collapse inward to become a keyhole. The statue's key will open a secret passage leading to ROOM 11.

11. HIDDEN TREASURY: well-deserved riches await the PCs who make it this far, but one guardian still remains. The passageway leading to this hidden vault is guarded by the **avmar** (AC 0; HD 12; HP 64; Damage 1-10/1-10 or 1-12+5; see new monsters) which will have an excellent combat advantage in this ten-foot wide passage.

Beyond the avmar lies a twenty foot by twenty foot room holding the cult's last treasures. There are four chests, two trunks, and two large bags stored here. A **staff of power** (12 charges) leans in a corner wrapped in tattered cloth.

- Chest #1 is locked and trapped with a poison needle (save or die, and it would be a shame to come this far only to be taken out by a needle) and holds: 3,400gp, a jeweled silver mug (worth 500gp), and 10 silk masks adorned with a gemstone in the center of the forehead (each worth 150gp complete or 25 for the silk and 75 for the gemstone; these were cult items).
- Chest #2 is locked and holds: 4,000sp, three ornate electrum rings of extraordinary craftsmanship (worth 300gp each), a ceremonial dagger with an inlaid ruby in the pommel (worth 1,000gp due to its history), and a toad idol weighing 7 lbs and made of silver (worth 1,000gp but cursed; after 3 hours of ownership, the possessor will have the irresistible urge to catch and eat flies).
- Chest #3 is locked and booby-trapped to explode for 3-12 HPs (save for half, also check contents for damage) and holds: 3,340pp, 26 pearls (worth 100gp each), 10 jaspers (worth 30gp each), and a pink diamond (worth 3,000gp).
- Trunk #1 is locked and trapped to melt the lock upon unsuccessful tampering. It holds: a large tapestry decorated with scenes and sigils of the Nav'k-Qar cult activities and demonology (worth 2,000gp to the right buyer or worth 3,000 XPs to the good-aligned person who destroys it) and a **footman's mace: saint reaver** (see new magic items).
- Trunk #2 is locked (and trapped; see below). It holds: a **dread toad of Aer** (see new magic items), a **cloak of elvenkind**, a **wand of fire** (26 charges and no indication of what the command word might be), a **girdle of fire giant strength**, and a **ring of invisibility**.
- Trunk #3 is locked and holds seventeen large, leather-bound tomes detailing sacred rituals, cult history, unholy sigils and astrological tables for cult activity. Among the lore are the true names of two marilith demons and a demon lord (GM's choice) who have all served the cult in the past. Each tome is worth 1,000gp in the hands of the right buyer or worth 500 XPs if destroyed by a good aligned PC.
- Bag #1 holds 240 silver-plated toad skulls that were once used in cult rituals and are worth 50gp each. One of these skulls radiates magic and will **detect poison** twice per day.
- Bag #2 holds twenty silver altar utensils of various types and worth 75gp each. Possession of these items has unsettling circumstances; the possessor will find any horse he owns eaten by toads whenever it is left alone over the next year and a day. If the altar items are passed on to someone else, the curse will follow the new possessor.

If the trap on trunk #2 is unsuccessfully disabled or not found, then opening it will set off a mechanism which will topple the

statues in the ROOM 1. The entire antechamber will collapse and block exit back to the FIRST LEVEL. If the party decides to dig their way out, such an excavation will take two days to accomplish with a 10% chance per hour of work of causing an additional cave in (3-18 HPs damage to anyone in the room at the time).

THUS ENDS THE EXPEDITION INTO THE LAST SHRINES OF NAV'K-QARI! FOR GOOD OR FOR ILL...

Appendix A: New magic items

Saint reaver: with a name which sounds more ominous than it actually is, a saint reaver is a weapon enchanted to be especially detrimental to those of good alignment. When a character of evil alignment successfully hits a character of good alignment with such a weapon, an additional 5 HPs are dealt. In addition, if maximum damage is inflicted then the target must save vs. death magic or be paralyzed for 2d4 turns. If the number to hit is a natural 20, then a random limb of the target is hit and will wither (no save). Roll the limb on a 1d4 as follows: 1- left arm 2- right arm 3- left leg 4- right leg **Experience Point Value:** 1,750 **G.P. Value:** 17,500

Dread Toad of Aer: only four of these items are known to still exist; many have been destroyed over time by the forces of good. A dread toad is an onyx statue of an open-mouthed toad 10 inches in length and weighing roughly 3-4 lbs. The item has three abilities as follows which use one charge each:

- *insect plague:* as per spell twice per day. The insects will issue from the toad's mouth in a thick, black swarm and move toward the focal point designated by the toad's master.

- *jump* as a 10th level magic-user twice per day.

- *poison skin* once per day. The toad's master may invoke this power when in danger of touch spells. Any bare-skin contact with the possessor's skin or clothing will pass on a contact poison (save or die). A dread toad has 20 charges maximum allowable. Before the last charge is expended, the possessor must bury the item in the ground for exactly 72 hours in order to fully recharge it. If the last charge is used, the toad will shatter and become useless. If the toad is left in the ground for longer than 72 hours, then there is a 2% chance per additional hour the item will burrow deeper into the ground and in a random compass direction. Once started, the toad will burrow at a rate of one foot per ten minutes until it reaches bedrock. **Experience Point Value:** 2,000 **G.P. Value:** 15,000

Appendix B: New Monsters

AVMAR

SIZE: Large
MOVE: 120 ft
ARMOR CLASS: 0
HIT DICE: 12
ATTACKS: 2 or 1
DAMAGE: 1-10/1-10 (1-12+5)
SPECIAL ATTACKS: Knock back stun, charge, weaken
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 40%
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 70%
TREASURE: Nil
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 8 / 3550 +16/hp

General Information: The fearsome avmar serves as a guardian of some legendary treasure of the ancients. Its origins are shrouded in time, but it is known that only members of a certain bloodline are able to control the creature. Whether that bloodline created the avmar or simply discovered its secrets is also unknown.

Normal weapons cannot damage it. If within 60 feet of an opponent, the avmar emits an ethereal wave that causes all within range who fail a save vs. magic to weaken and endure a -4 to hit during combat. Its powerful arms can slam an opponent backward 5-10 feet if the PC is struck on an 18-20. A PC knocked back is stunned for 1-4 combat rounds.

Instead of fighting with its fists, the avmar may elect to charge an opponent with its horn if the victim is more than 20 feet away. There is a 5% chance per 5 feet distance covered that the victim will be impaled on the horn for 1-6 HP per round in addition to the normal damage. If impaled, the PC must make a successful bend bars roll in order to pull himself off the horn.

Physical Description: The avmar appears as a 12 feet tall muscular black stone beast with slitted eyes and a large horn protruding from its forehead. It weighs more than 800 lbs.

MALIGANTI

SIZE: Medium
MOVE: 60 ft.
ARMOR CLASS: 6
HIT DICE: 8+6
ATTACKS: 4
DAMAGE: 1-6/1-6/1-6/1-6
SPECIAL ATTACKS: Infection or Poisoning
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 20%
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: Nil
INTELLIGENCE: Semi
ALIGNMENT: Neutral Evil
LEVEL/X.P.: 7 / 1200 + 12/hp

General Information: A maliganti normally lives in a pit where it was formed by a cleric or magic-user with the appropriate dark lore for its creation. A maliganti will climb from the pit and seek to infect creatures with the poisons and diseases trapped within its bulk. The GM should choose what diseases the maliganti contains if they have not been previously determined.

When encountered it will attack with its tentacles. A successful hit will infect or poison the opponent unless a successful save is made. If it feels in serious danger, a maliganti can melt into the surroundings, appearing as a dark stain, for up to 20 minutes and move away from attack. The creature often takes this form to disguise itself and ambush passersby. This form gives it a +1 on surprise if the target has no idea the maliganti is in the immediate area.

Physical Description: The maliganti is a large dark mass of constantly slithering flesh armed with four tentacles of five feet in length or more.



UMBRA SMOKE BEASTS

	Arachnid	Darkhound	Draconis	Felinis	Fetch	Raptor	Serpens	Yarthkin
SIZE:	Medium	Large	Large	Large	Small	Medium	Large	Medium
MOVE:	30 ft. / Climb 60 ft.	90ft.	Fly 60 ft.	120ft.	90 ft.	10 ft. / Fly 90 ft.	60 ft.	60 ft.
ARMOR CLASS:	6	5	4	6	6	4	6	6
HIT DICE:	6	7	7	6	6	5	6	7
ATTACKS:	1	1	1	4 (1)	1	1	1	1
DAMAGE:	1-6	1-6	1-8	1-3(x4) or 1-6	1	1-6	1-3	0
SPECIAL ATTACKS:				--- See below ---				
SPECIAL DEFENSES:				--- None ---				
MAGIC RESISTANCE:				--- None ---				
RARITY:				--- Rare ---				
NO. ENCOUNTERED:	1-4	1-4	1-3	1-3	1	1-3	1-3	1-3
LAIR PROBABILITY:	30%	60%	50%	80%	70%	80%	90%	40%
TREASURE:				Nil				
INTELLIGENCE:	Low	Low	Low	Very	Very	Low	Low	Low
ALIGNMENT:				--- Neutral Evil ---				
LEVEL/X.P.:	5 / 350 + 6/hp	5 / 465 + 8/hp	5 / 465 + 8/hp	5 / 350 + 6/hp	5 / 350 + 6/hp	3 / 140 + 4/hp	5 / 350 + 6/hp	5 / 350 + 6/hp

In each description below is the name, general description and innate powers of a type of umbra. Each umbra surprises at double chance when attacking in the darkness.

Arachnid: An arachnid umbra appears as a large spider of 5 feet span with glowing green eyes. The Arachnid can inflict its opponent with venom that will cause the victim to slowly fade into a living shadow unless a save vs. death magic is made.

Darkhound: A darkhound appears as a large black dog the size of a calf and a vaguely human face. The darkhound can track a target as a 9th level Ranger. The darkhound aims for the throat of the victim in its attack; a successful attack can paralyze the victim for 2d4 rounds in addition to listed damage.

Draconis: The draconis appears as a small shadowy dragon of approximately 7 feet wingspan and no legs. When at rest, it hangs from its long forked tail. The bite of the draconis forces the victim to make a save vs. poison or suffer cold damage at 1-6 HPs for 1d4 rounds in addition to normal damage.

Felinis: The felinis takes the form of a large cat standing about 10 hands high at the shoulder. The felinis leaps onto its opponent with all four paws. If all four attacks hit at the same time, the felinis may hold its opponent and viciously bite the victim's throat; a successful bite attack can paralyze the victim for 2d4 rounds in addition to listed damage.

Fetch: The fetch appears as a waifish human girl with large eyes. At first sight, the fetch will hypnotize her opponent unless he makes a successful save vs. spells. If the save fails, the victim is rooted in spot for 1d8 rounds while the fetch over-bears him and kisses him. A fetch's kiss will suck the life out of her opponent at the rate of 1-6 HPs per round until the victim is dead or recovers from its paralysis. When overbearing, the fetch has an effective weight of 500 lbs.

Raptor: The raptor takes the form of a large vulture with a 5 feet wingspan. The raptor, upon attack, will attempt either to peck out the eyes of its opponent (1-3 on a d6) or puncture the throat (4-6 on a d6). Opponents can be blinded with an eye attack; each eye garners a separate attack.

Serpens Diabolus: The serpens takes the form of a large cobra approximately 12 feet in length and 1 foot in diameter. Besides its bite (which is poisonous), it may spit a separate poison that, if successfully landing in the eyes of the opponent, will force the victim to make a save vs. poison or be subjected to epileptic shaking for 1d8 rounds. During the shaking attack, the victim may not move, defend himself, or cast spells.

Yarthkin: The yarthkin appears as an earthy smelling shadow. It will attempt to envelop its opponent and smother him on a successful attack. Once enveloped, the victim must make a saving throw vs. death magic or lose 1 point of STR and DEX per round. For some unknown reason, the yarthkin's attack does not affect dwarves.



This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC™ text is copyright of Stuart Marshall. "OSRIC™" and "Old School Reference and Index Compilation™," are trademarks of Matthew Finch and Stuart Marshall and may be used only in accordance with the OSRIC™ license. This product is not affiliated with Wizards of the Coast."

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product

Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

OSRIC™ copyright 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyel and Stephen Chenault.

Advanced Adventures #8, The Seven Shrines of Nav'k-Qar, Copyright 2008, Expeditious Retreat Press, Author James C. Boney

Designation of Product Identity and Open Game Content:

All text in this work is Open Game Content, excepting the terms, Advanced Aventures, OSRIC, "Old School Reference and Index Compilation", company names, logos, artwork, and the author and artist names.