

Designed for use with the **Basic Fantasy** Role-Playing Game

INTO THE VOID



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 5TH TO 8TH LEVEL

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ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**

INTRODUCTION

This is an adventure for use with the **Odysseys & Overlords Role Playing Game**. In order to make the best of the materials herein, you will need a copy of the **Odysseys & Overlords Game Master's Guide** and a copy of the **Odysseys & Overlords Player's Guide**. The information within this book is intended for Game Master (GM) use only. This adventure is designed for 4-6 characters between level 5-7, set in The Ruined Lands of Shaymar, but can easily be modified to fit into any unspecified area of the Untamed Gauntlet of Odysseys & Overlords' world setting.

ABBREVIATIONS

During this adventure abbreviations may be noted for game play and reference.

GM: Game Master

GMG: Odysseys & Overlords Game Master's Guide

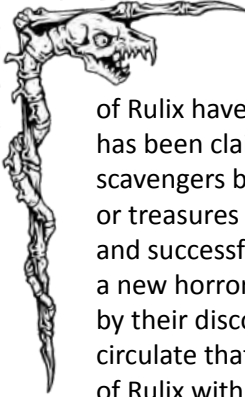
PG: Odysseys & Overlords Player's Guide

BOXED TEXT

Text blocked in the adventure should be read to the players assuming that they can see and/or their actions deem it appropriate.

BACKSTORY

The Void existed long before any of the gods created the mortal world, filling the space between and touching all the other planes of existence. Made up of mysterious dark energy, it contains secrets of unknown powers and harbors unimaginable creatures. Few have been known to tap into the Void as doing so usually ends in corruption of the mind and body beyond recognition. There is little documentation about the Void other than an ancient grimoire called the Ciphernomicon. The Ciphernomicon contains detailed knowledge for rituals to create links and utilize the energy residing within the Void. This legendary artifact of unknown origins has circulated in tales for centuries, until an archmage finally acquired the grimoire. Years prior to the Schism in the Territory of Shaymar, an archmage and his apprentice residing in the city of Rulix, prepared to decode their newfound text. After months of preparation, the archmage attempted to translate the grimoire which resulted in unforeseen consequences. An uncontrollable darkness was summoned and the archmage's body was consumed within it. The baroness, at the time, ordered the collapse of portions of the underground catacombs to protect the city from the dangers created by the archmage, and the apprentice fled with the Ciphernomicon. While the danger of the portal remained buried under the city, a new threat commenced with the Gods engaging in war. All knowledge of the previous threat was forgotten as Rulix was left in ruins by the Schism, becoming part of what is now known as the Untamed Gauntlet. Over the years, portions of the ruins



of Rulix have had many occupants and recently a section has been claimed by a clan of scavenging kobolds. These scavengers began digging under the ruins looking for vaults or treasures lost in the Schism. After months of digging and successfully finding pockets of wealth, they discovered a new horror of unspeakable nature. The kobolds, shaken by their discovery, fled the area. Tales have started to circulate that a dreadful darkness lurks under the ruins of Rulix with a large horde of treasure still waiting to be claimed.

PLOT HOOKS

Action Required: The Clerics of the Chandra recently obtained information that a dreadful magic was released by scavengers digging in the Untamed Gauntlet and is a threat to all. The clerics are requesting the party to venture to the dig site and subdue the source of the magic. As payment the party will be supplied a writ of salvage allowing them to claim 100% of their findings from this expedition.

Rumors of Gold and Glory: The party has heard tales of a kobold clan digging under the city ruins and finding large amounts of treasure. The kobolds have recently

abandoned their operations, opening it up for any other group to claim the remaining treasure. With the clues gathered from the tales, the party ventures into the Untamed Gauntlet.

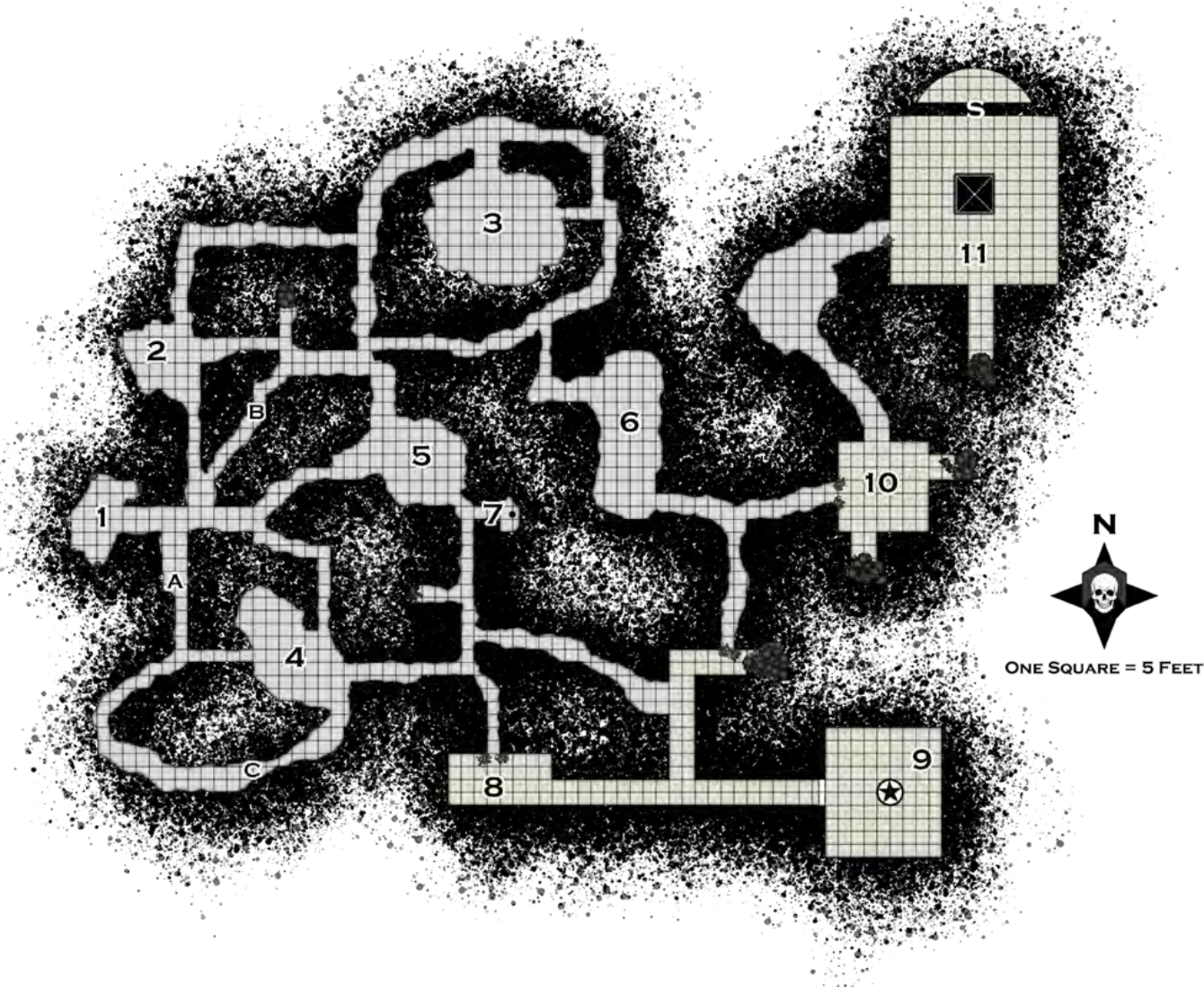
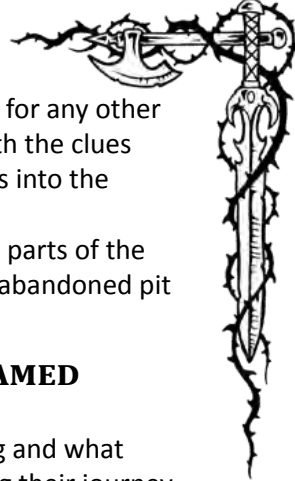
Exploration: While the party is exploring parts of the Untamed Gauntlet, they stumble upon an abandoned pit leading beneath the ruins of a city.

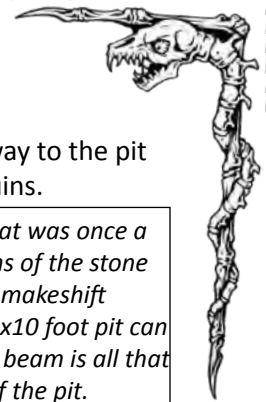
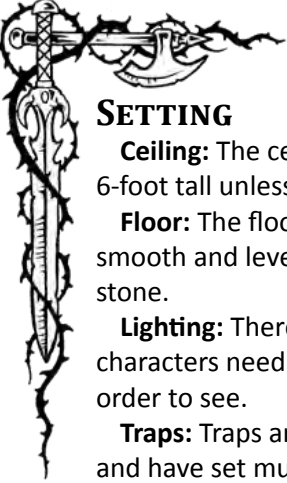
TRAVELING THROUGH THE UNTAMED GAUNTLET

It is up to the GM to determine how long and what kind of challenges the party will face during their journey through the Untamed Gauntlet. Traveling through the Untamed Gauntlet presents many risks in different forms and the **Odysseys & Overloads Game Master Guide** should be referenced for random encounters (GMG, p.4-8).

KOBOLD TUNNELS

This clan of kobolds began exploration by making a 10x10 wide pit to begin their network of tunnels. Reaching about 80-feet below the surface, they began to expand their network and operations as this was to become their new home.





SETTING

Ceiling: The ceilings of the tunnels and chambers are 6-foot tall unless noted.

Floor: The floors of the tunnels are packed dirt and are smooth and level. The floors of the ruins are made of tiled stone.

Lighting: There is currently no natural lighting and characters need to have darkvision or a light source in order to see.

Traps: Traps are kobolds favorite defense mechanisms and have set multiple traps in the tunnels. Characters searching for such dangers can find traps with 1 on 1d6 (PG, p.41) or when applicable use Thief Abilities to detect and remove traps (PG, p.14).

Walls: The walls of the tunnels have pock marks from the kobolds using carving tools. The walls of the ruins are made of limestone blocks.

TRAPS (SEE MAP)

(A) Pit (Gelatinous Cube)

This trap is 10x10 foot pit that drops 20 feet when triggered. It is a cotton tarp draped over thin sticks with dirt sprinkled over the top to simulate the floor. Any creature weighing more than 5 pounds falls 20 feet, landing in a gelatinous cube (GMG, p.30). The gelatinous cube was trapped in the pit by the kobolds. Any creature that falls into the cube takes no falling damage but immediately becomes engulfed, taking damage from the gelatinous cube and must make a save vs. Paralysis or be paralyzed for 2d4 turns.

Gelatinous Cube: AC 12, HD 4*, #At 1, Dam 2d4 + paralysis Mv 20', Sv. F2, MI 12, XP 280

HP: 25 □□□□□□□□□□□□
 □□□□□□□□□□□□

Treasure: When gelatinous cube is defeated the following treasure can be claimed from the bottom of the pit: loose Coins – 325cp, 275sp, 225gp.

(B) Pressure Plate (Spear)

A 5x5 foot pressure plate (25 pounds of pressure) releases a spring, shooting a spear into the location. AB+2, 1d6 points of damage.

(C) Clay Pot (Yellow Mold)

Spider silk thread strung across the walkway waits for a creature to trip it. The string leads up the wall tied to a clay pot hanging precariously in a small indentation of the ceiling. Once tripped, the pot comes crashing down and shatters. The pot contains yellow mold spores and every creature in a 10-foot radius needs to make a save vs. Death Ray or take 1d6 points of damage. The cloud of spores remains in the area for the next 1d4 rounds and any creature entering the area must make a save vs. Death Ray or take 1d6 points of damage.

(1) ENTRANCE

The characters will eventually make their way to the pit used by the kobolds to access beneath the ruins.

You make your way through the roadways of what was once a sprawling city which is scattered with the remains of the stone buildings. As you continue to explore the area, a makeshift camp with wooden beams constructed over a 10x10 foot pit can be seen. A foot-long piece of rope tied to the top beam is all that remains to what would have led to the bottom of the pit.

The rope was cut by the kobolds when they fled the area and the characters need to determine how to get down to the bottom of the 80-foot deep pit. The wooden beams constructed over the pit can hold up to 200 pounds. The walls of the pit are smooth and iron spikes or other instruments nailed into the sides to make climbing possible.

(2) STORAGE AREA

Placed against the walls of this area are barrels and crates stacked in an orderly fashion. Scattered on the floor are 5 deceased kobolds, each one with their bodies curled up in a tight ball.

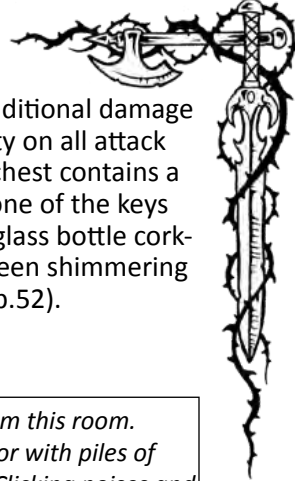
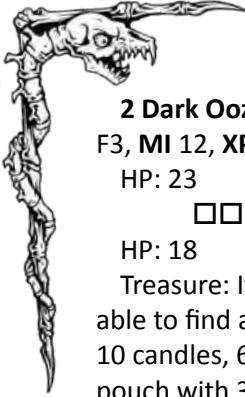
This section was used as a storage area for extra food and other equipment. There are 10 barrels filled with a sweet red wine, 2 crates filled with dried meat packed in salt, 2 crates filled with cotton cloth and 3 crates filled with pelts of mouflon (sheep). (These mouflon pelts are from the Shard and are worth 300gp). The kobolds on the floor were attacked by **Shadows** lurking in the tunnels, leaving behind their shriveled bodies. If the **Speak with Dead** spell is used on the kobolds the following information can be obtained:

- Shadow creatures killed them and lurk in the tunnels.
- Different creatures came from a room from the underground ruins and they were unable to stop the creatures with the weapons they had.
- There is another unknown treasure vault, that has not been looted.

(3) CRAFTING DEN

This circular chamber has three large tables that have been knocked over and the room looks to have been a scene of a struggle. Broken glass, clay pots, torn rope and other small tools can be seen on the floor.

The ceilings in this area expand from the tunnels to 10-15 feet from the floor. This chamber was the central location for designing and assembling traps for the kobolds. The items littering the floor are from a struggle that occurred between the kobolds and the **2 Dark Oozes** (see Appendix: Creatures) hiding on the ceiling.



2 Dark Ooze*: AC 13, HD 4*, #At 1, Dam 2d8, Mv 20', Sv. F3, MI 12, XP 280

HP: 23 □□□□□□□□□□□□
 □□□□□□□□□□

HP: 18 □□□□□□□□□□□□□□□□

Treasure: If the characters search the room, they will be able to find a set of Thieves' Picks and Tools, 2 whetstones, 10 candles, 6 iron spikes, a large sack and a small cloth pouch with 3 small jade stones (20gp each).

(4) MUSHROOM FARM

This section of the tunnels opens into a larger area with the floor covered with human sized mushrooms of different colors. Skeletal bones of kobolds can be seen on the floor.

Once used as a mushroom farm to supplement the food supply, it has now become the home of flesh-eating mushrooms. Waiting for prey are **6 Black Caps** (see Appendix: Creatures), that attack when a creature comes within reach (10-foot reach).

6 Black Caps: AC 5, HD 3, #At 4, Dam 1d4, Mv 5', Sv. M3, MI 12, XP 145

HP: 18 □□□□□□□□□□□□□□□□
 HP: 18 □□□□□□□□□□□□□□□□
 HP: 16 □□□□□□□□□□□□□□□□
 HP: 15 □□□□□□□□□□□□□□□□
 HP: 15 □□□□□□□□□□□□□□□□
 HP: 10 □□□□□□□□□□

(5) SLEEPING QUARTERS

Spread-out on the floor are bedrolls and in the center of the room is a small campfire ring filled with charred logs lined with rocks.

This sleeping quarters was a resting area for the workers of the tribe. There are 16 bedrolls and 3 small chests that contain a few belongings. Lurking in the shadows of the room are 5 **Shadows** (see Appendix: Creatures) that came from the portal and begin attacking any creature entering the room.

4 Shadows*: AC 13‡, HD 2*, #At 1 touch, Dam 1d4 + 1-point Str loss, Mv 30', Sv. F2, MI 12, XP 100

HP:12: □□□□□□□□□□□□
 HP:12: □□□□□□□□□□□□
 HP:10: □□□□□□□□□□
 HP:10: □□□□□□□□□□

Treasure: 3 small chests are among the bedrolls, each one is made of a hardwood, banded together with iron with a mechanical lock.

- **Chest 1**: Locked, inside this chest contains a silvered dagger and small emerald (worth 25gp).
- **Chest 2**: Locked, inside this chest contains a pouch with 50gp and 5 white pearls (worth 15gp each).
- **Chest 3**: Locked and trapped with a poison needle. Attempting to open the chest with out deactivating the trap, activates the spring which causes the needle to shoot (1hp of damage, save vs. Poison, on a

failed save the creature takes 1d6 additional damage and becomes fatigued with -1 penalty on all attack rolls and saving throws). Inside this chest contains a 4-inch obsidian runestone (used as one of the keys that allows access to room 9) and a glass bottle corked with a waxed seal containing a green shimmering liquid (*Potion of Diminution* - GMG, p.52).

(6) SLEEPING QUARTERS

The smell of rotten eggs permeates the air from this room. Shredded bedrolls are tossed about on the floor with piles of straw and other items scattered on the floor. Clicking noises and glowing green eyes can be seen moving about the room.

This area also used by kobolds as a sleeping area has 20 bedrolls, with most of them torn to pieces. This room is occupied by 2 Zogils (see Appendix: Creatures) looking to gain a quick meal and attack immediately sensing any creature.

2 Zogils*: AC 14‡, HD 5, #At 4, Dam 1d6 Mv 40', Sv. F5, MI 11, XP 360

HP:35: □□□□□□□□□□□□□□□□
 □□□□□□□□□□□□□□□□
 HP:24: □□□□□□□□□□□□
 □□□□□□□□□□□□

Treasure: Any chests in the room have been broken by the zogil's rampage looking for food. Searching the room reveals broken glass vials, *Dagger*+2 and a 4-inch obsidian runestone (used as one of the keys that allows access to room 9).

(7) PRIVY

This small area has a small 20-foot deep pit dug in the ground that was used for the kobold's privy. The smell of feces fills the air.

Other than the dung left behind by the kobolds, there is nothing here.

(8) RUINS CHAMBER

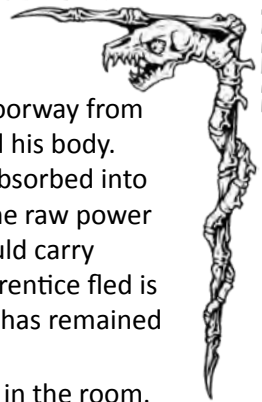
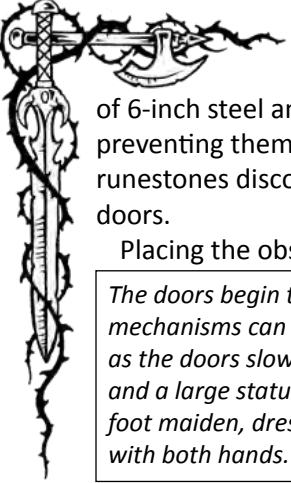
Limestone blocks lay on the floor from where the wall was broken through by the kobold's tunneling network. The majority of the area looks to be empty, with shelves, chests and metal lockboxes thrown throughout the room.

This area has already been looted by the kobolds and any treasure gathered was taken with them when they fled.

(9) STRONGROOM

Large metal double doors with no visible locks or handles block the passageway. Each door has a 4x4 inch square indentations. The edges of the doors have scuff marks made from a failed attempt to force them open. At the foot of the door are 3 crow-bars.

These doors, which radiate magic if observed through detect magic, open into one of the city's strongrooms used to store and protect valued items. Each door is made



of 6-inch steel and have multiple locking pins inside, preventing them from being pried open. Placing the 2 runestones discovered from areas 5 & 6, will unlock the doors.

Placing the obsidian runestones into the doors:

The doors begin to glow a blueish color as gears and other mechanisms can be heard inside the doors. A loud click is heard as the doors slowly swing open to a room with 40-foot ceilings and a large statue standing in the middle of the room of a 25-foot maiden, dressed in flowing robes holding an open book with both hands.

An inscription carved at the based of the statue “*Knowledge is only as strong as the mind that possesses it*”. A character making an Intelligence check (Rolling 10 or higher on d20 + Int modifier), can determine that the statue is a representation of Ember, the Goddess of Knowledge. This room was once used to store precious books and other items of the archmage Lorvius. Lorvius held great arcane knowledge and was obsessed with gaining arcane power anyway possible. When he obtained the Ciphernomicon, he and his apprentice spent months plotting the creation of an obelisk that acted as a conduit

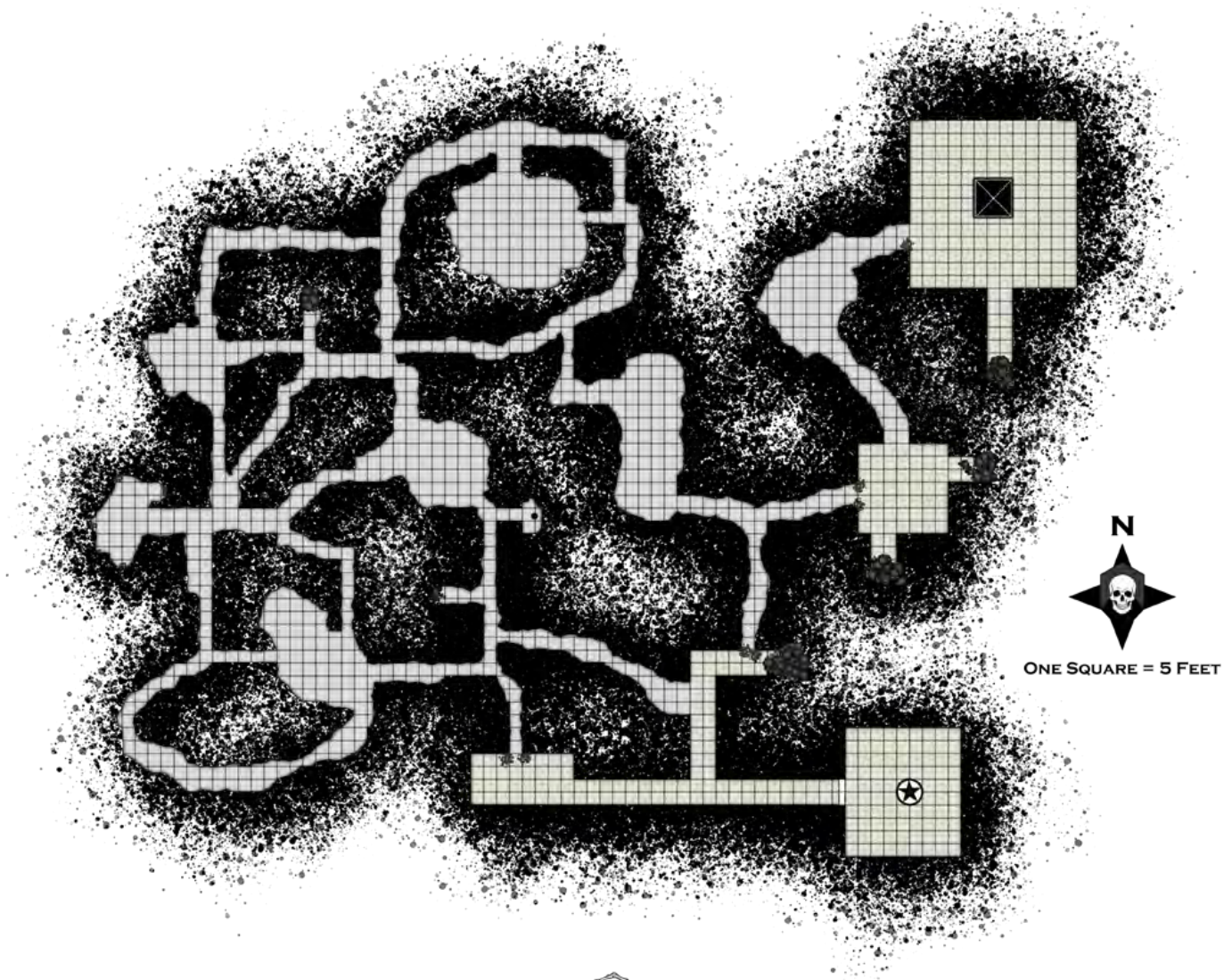
to the Void. Completing his work opened a doorway from the Void into the mortal world and consumed his body. His apprentice, witnessing his master being absorbed into complete darkness, realized the dangers of the raw power released and fled in fear with anything he could carry including the Ciphernomicon. Where the apprentice fled is unknown and the reason the Ciphernomicon has remained lost.

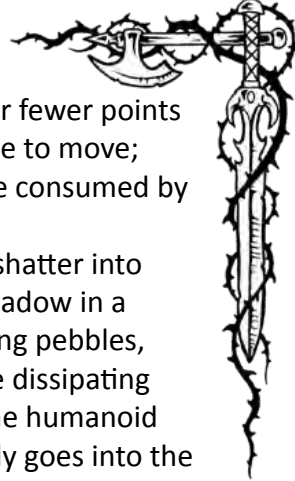
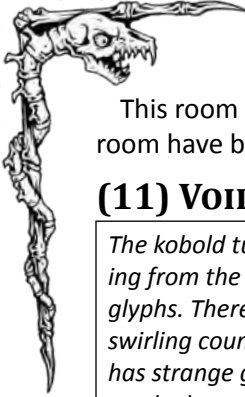
Treasure: The following items can be found in the room.

- Large brown sack with loose coins: 525gp, 150pp
- Leather pouch with a teardrop shaped ruby (280gp) and round tiger eye gem (175gp).
- Small metal box: Gold Ring with an emerald gem (75gp) and silver necklace with a square sapphire pendent (135gp)
- Large wooden chest: loose coins - 1000cp, 725sp, 1,510gp, 75pp, a Wand of Fear – 8 charges (GMG, p.55), potion of Healing. (GMG, p.52)

(10) CORRIDOR

Limestone blocks lay on the floor from the kobolds busting through the walls. Two other passageways are blocked by rubble.





This room is empty. Any items that were held in this room have been looted and carried away.

(11) VOID PORTAL

The kobold tunnel opens into a room with streaks of light coming from the top of an obsidian obelisk, with carvings of foreign glyphs. There are bolts of lightning flowing into a dark cloud, swirling counterclockwise 30-feet above on the ceiling. The floor has strange glyph shapes carved into the stone and whispers can be heard coming from the room. Each whisper seems to be calling you by name to enter the room.

The southern corridor is blocked with rubble from when the baroness collapsed sections of the catacombs to seal off the dangers of this room. The northern wall has a secret passageway leading to a smaller room, containing personal items of Lorvius. The portal in the room can only be closed by destroying the **Obelisk** (See below). There are 2 Shadows lurking in the room that attack anyone entering the area.

5 Shadows*: AC 13, HD 2*, #At 1 touch, Dam 1d4 + 1-point Str loss, Mv 30', Sv. F2, MI 12, XP 100
 HP: 10 □□□□□□□□□□
 HP: 8 □□□□□□□□

DESTROYING THE OBELISK

A creation of Lorvius and his apprentice, the obelisk acts a conduit between the mortal world and the Void. Each creature seeing the obelisk must make a save vs. Spell or become compelled to enter the room on their turn or if they have already entered the room, they are rendered unable to leave. Attacking the obelisk while the character is averting their eyes results in a -4 on all attacks and -2 to AC. The obelisk is a sentient link to the Void, using 1 of 3 different attacks per round. Attacks are determined randomly by rolling 1d6. The obelisk is immune to **electricity/ lightning** damage and can only be damaged by magical weapons. Being a construct the obelisk is immune to **sleep, charm** or **hold** magic.

Obelisk*: AC 17‡, HD 9**, #At Special, Dam Special, Mv 0', Sv. F10, MI 12, XP 1,225
 HP: 60 □□□□□□□□□□□□□□□□□□□□□□
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Attacks:

(1-2) Tentacles: 2-5 (1d4+1) tentacles reach from the swirling cloud on the ceiling making attacks on any creature within the room. AB + 8, 1d6 damage.

(3-4) Lighting: Lightning bolts strike from the obelisk doing 16 (3d6+4) points of electricity/lighting damage to every creature within 60 feet. Save vs. Spell to take half damage.

(5-6) Shadow Forms: Giant shadow creatures reach out from the obelisk making 3-6 (1d4+2) attacks. AB +8, 1d6 cold damage and drains 1 point of Strength

from the victim. Victims reduced to 2 or fewer points of Strength collapse and become unable to move; those reduced to 0 strength die and are consumed by the Void.

Once the obelisk is destroyed, it will shatter into pieces of pebble sized stone. A large shadow in a humanoid shape escapes from the falling pebbles, giving a howling scream as it enters the dissipating clouds swirling above on the ceiling. The humanoid shadow creature is Lorvius who willingly goes into the Void.

Treasure: Behind the secret passageway are a few of Lorvius' possessions.

- Large Chest containing loose coins – 1,875cp, 945sp, 1,910gp, 435pp
- Small metal box containing Ring of Protection+2 (GMG, p.54) and small pouch filled with diamond dust (110gp).
- Resting on the floor is a Lantern of Sight (see Appendix: Creatures) and Staff of Commanding -12 charges (GMG, p.56).

APPENDIX: CREATURES

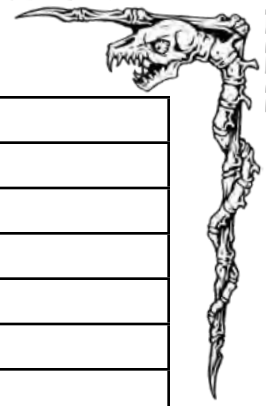
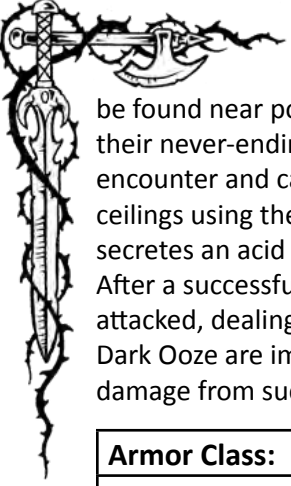
BLACK CAP

These human sized mushrooms have a dark blue color and emit a slight iridescent glow. Having been corrupted by energy from the Void, they have formed tentacle root system that allows it to move and attack prey. While capable of using any composable material to sustain their growth, living flesh and blood is their preferred meal. The fungus remains motionless until it senses vibration and begins attacking its prey up to 10-feet away with its tentacles.

Armor Class:	5
Hit Dice:	3
No. of Attacks:	4
Damage:	1d4/1d4/1d4/1d4
Movement:	5'
No. Appearing:	2d4
Save As:	Magic-user:3
Morale:	12
Treasure Type:	None
XP:	145

DARK OOZE

This pool of amorphous darkness crawls along any surface taking on any form, looking like a large shapeless oily pool or taking on a random humanoid shape. As it moves along, it absorbs organic material leaving all other materials behind. Residing in the Void, these creatures can



be found near portals consuming everything and fulfilling their never-ending appetite. They attack any creatures they encounter and can normally be found hanging from the ceilings using their pseudopods to attack. The dark ooze secretes an acid that quickly dissolves organic material. After a successful hit, the ooze will stick to the creature attacked, dealing 2d8 damage per round automatically. Dark Ooze are immune to electricity or lightning taking no damage from such attacks.

Armor Class:	13†
Hit Dice:	4*
No. of Attacks:	1 pseudopod
Damage:	2d8
Movement:	20', climb 20', swim 15'
No. Appearing:	1d4
Save As:	Fighter:3
Morale:	12
Treasure Type:	None
XP:	280

GELATINOUS CUBE

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is ten feet on a side and weighs about 15,000 pounds; however, smaller specimens have been reported. A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes. Any character hit by a gelatinous cube must save vs. Paralysis or be paralyzed for 2d4 turns. Any treasure indicated will be visible inside the creature, which must be slain if the treasure is to be recovered. While Gelatinous Cubes can be found in any ruins or caves, they are most common in the subterranean ruins of the Untamed Gauntlet. While scribes have a number of theories regarding this phenomenon, the prevailing wisdom teaches that these creatures, like many oozes and slimes, are byproducts of magical effects used in the final battle between Chandra and Ragnar.

Armor Class:	12
Hit Dice:	4*
No. of Attacks:	1
Damage:	2d4 + paralysis
Movement:	20'
No. Appearing:	1
Save As:	Fighter:2
Morale:	12
Treasure Type:	v
XP:	280

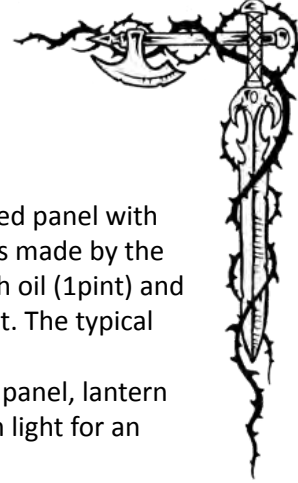
SHADOW

A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. They lurk in dark places, waiting for living prey to happen by. A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly. Despite their strange nature and appearance, shadows are not undead monsters, and thus cannot be Turned by a Cleric. A shadow's attack does 1d4 damage (from cold) and drains 1 point of Strength from the victim. Victims reduced to 2 or fewer points of Strength collapse and become unable to move; those reduced to 0 Strength die and rise as shadows a day later (at nightfall). Otherwise, Strength points lost to shadows are recovered at a rate of 1 point per turn. Due to their incorporeal nature, shadows cannot be harmed by non-magical weapons.

Armor Class:	13‡
Hit Dice:	2*
No. of Attacks:	1 touch
Damage:	1d4+ 1-point Strength loss
Movement:	30'
No. Appearing:	1d10
Save As:	Fighter:2
Morale:	12
Treasure Type:	F
XP:	100

ZOGIL

These creatures stand no more than 4-feet tall with a stocky humanoid shaped body supported by 2 legs with 4 arms and claws for hands. The zogil's large humanoid head has 4 eyes positioned beneath each other. Their mouths have multiple rows of sharp teeth that can be seen through their snarl. Wearing no clothes as their sexless bodies are of a smooth black skin that secretes a foul-smelling slime carrying the scent of rotten eggs. The stench from their skin is strong enough that they will be smelled well before they are seen. Zogils are swift and deadly as



NEW MAGIC ITEMS

LANTERN OF SIGHT

This metal framed lantern has an enclosed panel with a special slot to slide custom crafted lenses made by the artisans of Shaymar. Filling the lantern with oil (1pint) and igniting the wick will supply 6 hours of light. The typical lantern comes with 3 lenses:

Clear: When lit and gem placed into the panel, lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet.

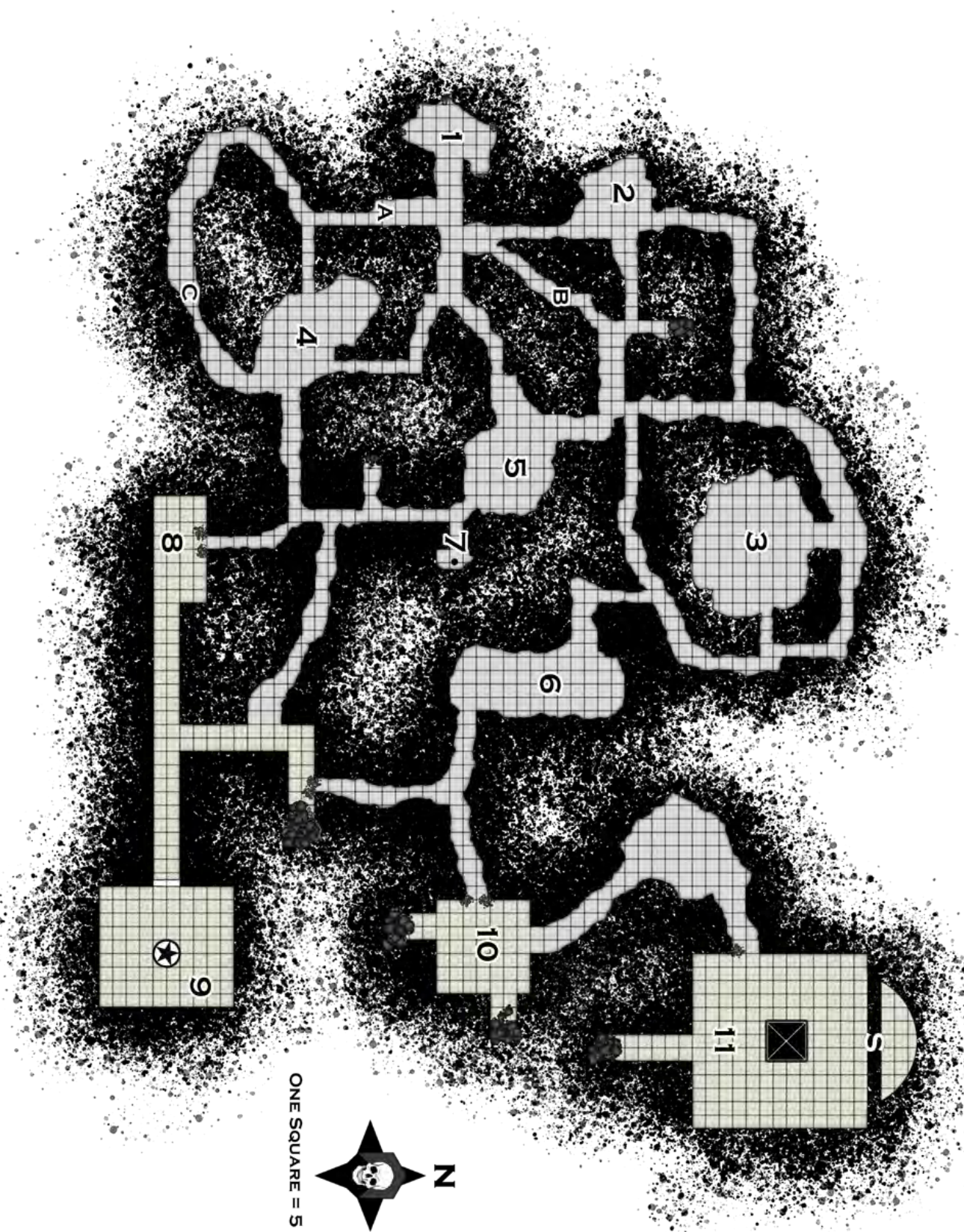
Amber: When this yellow sapphire gem is placed into the panel, and the lantern is lit, an amber glow of dim light shines out to 30 feet, highlighting doors or passageways, even those that are hidden. This effect works like the **Find Traps** spell except for finding hidden/secret doorways or passageways. Light can only be shined through this lens for 3 turns, before it shatters from the heat. This gem can only be used once every six hours.

Green: When this dark green peridot gem is placed into the panel, and the lantern is lit, a red glow of dim light shines out to 30 feet and highlights enchanted, enspelled objects or creatures within range. Light can only be shined through this lens for 2 turns, before it shatters from the heat. This effect works like the **Detect Magic** spell. This gem can only be used once every six hours.



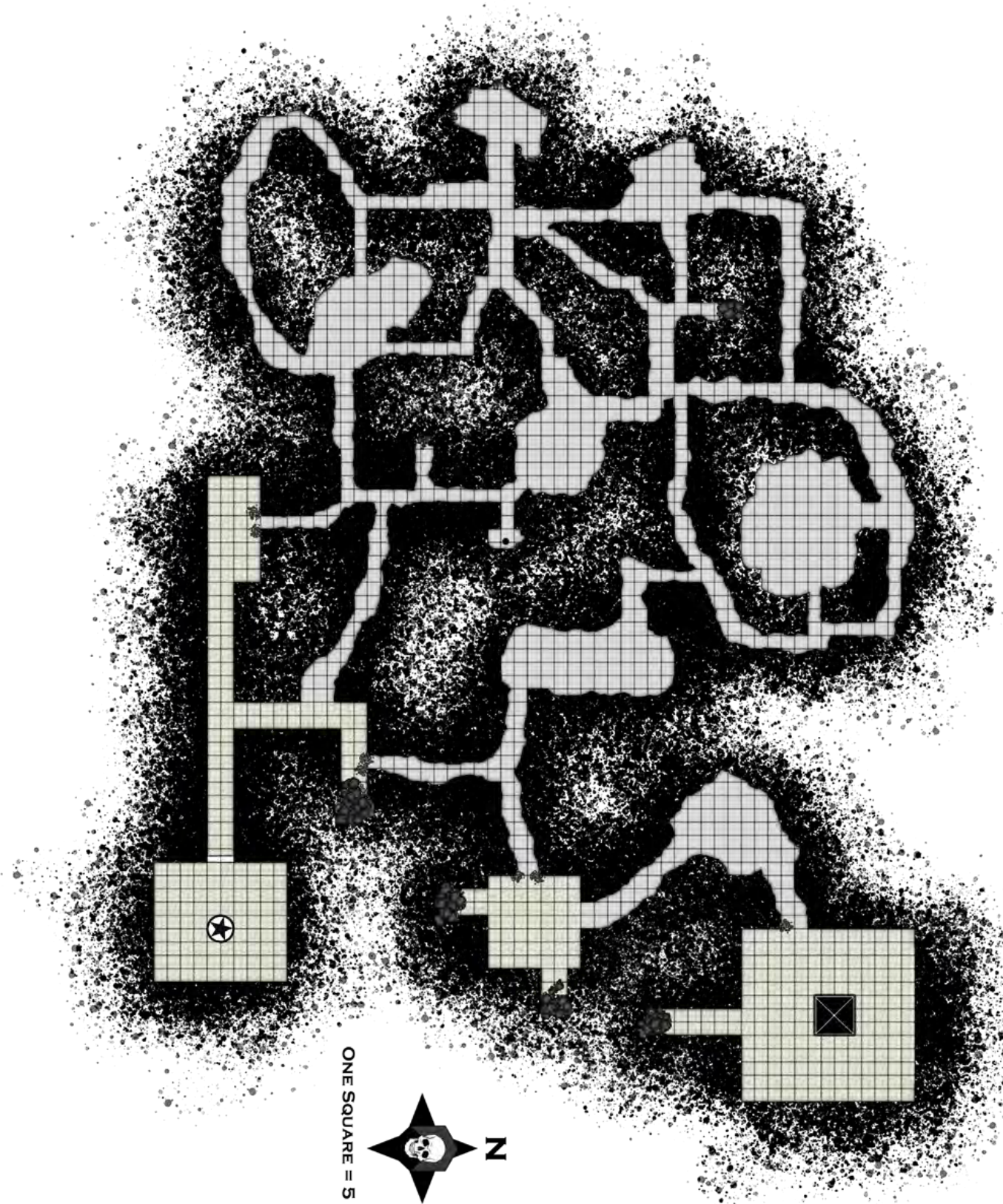
they have a thirst for blood, stopping at nothing to quench it. Zogils have four attacks from their claws, darkvision up to 60 feet and can only be damaged by silvered or magical attacks.

Armor Class:	14+
Hit Dice:	5+2
No. of Attacks:	4
Damage:	1d6/1d6/1d6/1d6
Movement:	40'
No. Appearing:	2d4
Save As:	Fighter:4
Morale:	10
Treasure Type:	None
XP:	360



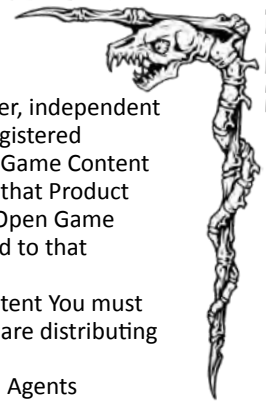
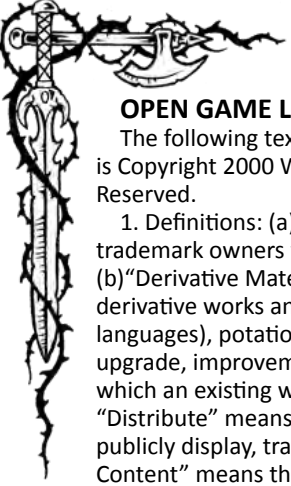
ONE SQUARE = 5 FEET





ONE SQUARE = 5 FEET





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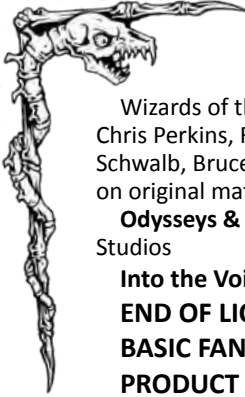
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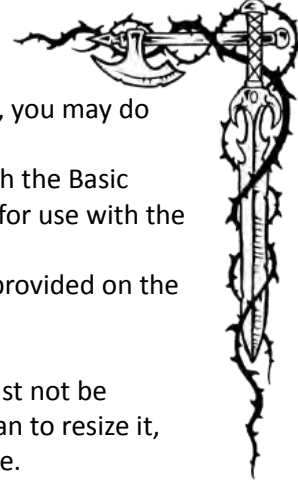
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