

B7

For 5 to 7 Characters Level 3

# DUNGEONS & DRAGONS®

5th Edition Game Adventure

## Rahasia

by Tracy and Laura Hickman

Adaptation by Sarastro il Magnifico



  
TSR, Inc.

# B7 - Rahasia

## Introduction

That which follows is an adaptation of the old adventure module B7 Rahasia, by *Tracy and Laura Hickman*, for the new *Dungeons & Dragons*® 5th edition. Possessing the original module will be essential because in this conversion will not contain original texts, maps, pictures or other vital information to run the game properly.

My intentions are for the story narrated in this module will fit perfectly as sequel of the TSR's module DDA3 - The Eye of Traldar. In fact the two modules altogether constitute a mini campaign called "The Eyes of Traldar" (see the background section for more details). In the end the epilogue will be explained how to use these couple of adventures as an introduction to the biggest campaign of Elemental Evil including its last iteration, Princes of Apocalypse, set in Mystara.

## About this Module and Special Thanks

In the first edition of the magazine "Threshold", dedicated to the land and myths of Karamaikos, I found a really interesting article entitled "The History of Karamaikos" by *Simone Neri* (aka *Zendrolion*). Inside was included the history of the various orbs that turns around the ancient land of Traladara. He goes beyond the single stories of the two powerful gems, the Black Opal Eye (introduced in B7 - Rahasia) and the Eye of Traldar (DDA3 – Eye of Traldar) and rebuilds a charming story that bonds together the two artifacts: known as the "Eyes of Traldar".

But what exactly is their history? Simone hypothesizes that the Traldar hero Zirchev, before he achieved the Immortal status, trained and entrusted an apprentice with the delicate duty to protect ancient Traladara. To do this he entrusted him with two powerful magical items, two orbs gifted with great divination and enchantment powers known as the Eyes of Traldar. At this point gave me the first question: who made these orbs? Are they a product of Zirchev's powerful magic or maybe they're more ancient than the Immortal itself? And in this last hypothesis where do they come from? What is their origin? Later I'll try to give my personal idea about this aspect of the history.

Zirchev's apprentice became the first Seer of the Lake of Lost Dreams; the first of a long list of wise protectors of the land. Until the malevolent wizard Trinkla, in BC 308, came and took the Black Opal Eye from its rightful owner.

But a thief had other plans for Trinkla and the orb was lost and buried in the Blight Swamp with the thief. After about 150 years a new player makes his appearance in the form of the good hearted wizard Elyas. Even in this case, Simone, speculated about the origins of the mage. He wrote that Elyas could be the first non-Alphatian, native of Thyatis, to be trained to the art of magic and that he quickly became a powerful wizard. Displeased with the methods of the Alphatian rulers and disgusted with the wide corruption of the Thyatian bureaucrats, he chose for himself the way of the hermit in the remote wilderness of Traladara. There he became a good friend of the Callarii elven tribes and in the chosen of the Seer. Once he became the new Seer of the lake of Lost Dreams, he started his quest to recover the lost Trinkla's Tomb. There, at last, he found and recovered the Black Opal Eye. During his life as Seer, Elyas divided his time between his tower in the Hantu Valley (where he kept the Black Opal Eye) and the Lake of Lost Dreams (where he kept the Fire Opal Eye).

The story then goes on like described in the B7 - Rahasia module with the fight between Elyas and the three witches, Elyas' sacrifice and the foundation of the Temple of the Quiet Way, until the arrive of the Rahib and of the heroes.

This is undoubtedly a good story and can work magnificently as well as it's written. I'll try however to add, and not subtract, details to the story only to, if possible, render it more complete and, I hope, more suggestive.

Before you start with my version of the story, I'd like to thank a friend of mine, a great Mystara expert and developer. I have always turned to him for opinions or when I've had doubts and that, in this case, has influenced a lot the development of this idea. So, a special thanks goes to **Marco Dalmonte** (aka Dek Shari).

A very special thanks goes to **Simone Neri**, even if I don't know him personally, for his precious article over Karamaikos history and finally to another web-friend, **Stelio Passaris** for his work on DDA3 - Eye of Traldar 5th Edition and that has made it easy for me to play it like introductory adventure for my first 5th edition campaign and of course **Glen Welch** for his precious help with this translation.

## Suggestion for Adventure's Location

The original module is designed to be a generic adventure, easily adaptable to an exotic setting however. In the later module "B1-9 In Search of Adventure" the adventure is placed in the Great Duchy of Karamaikos.

In my opinion the middle-oriental style of the Siswa elves, combined with the name of the main villain of the story, the Rahib, fit better in an environment with Arabian flavor. So I decided to place the elf village of Kota-Hutan in the far north region of the County of Vyalia. The river that's possible to see in the original map of the Rahasia module will be the Kerenda river. Beyond the river there's the lands of the Barony of Biazzan that are heavily influenced by their Alasiyan origins. Alasiyan that, in the past centuries, may have influenced with their rich culture even the more isolated of the elven clans.



## Background and an alternative background

The apex of the technological development of Blackmoor corresponded also to its greatest territorial expansion; an age that saw the powerful technocracy dominate over much of the lands of Mystara. However, an Empire of such greatness requires a considerable expenditure of resources to maintain its control. So it was that the elite in command of the nation became convinced of the need to develop a new technology and with it new tools to serve the purpose.

At that time a brilliant young scientist, answering to the name of Rafiel, was carrying out futuristic studies about thought transmission and the *supersymmetry* (a very complex matter that study and develop the thoughts of the collective unconscious). His studies were at that stage still very theoretical but undoubtedly had already attracted the attention of the highest officials in the military ranks that foresee enormous potential on them.

The project, that was never completed due of adverse events that led Mystara to the edge of oblivion. In the days of the cataclysm known as the Great Rain of Fire, Rafiel was involved the construction of fifty devices, called "Eyes" with the shape of spherical metallic orbs with a diameter of about 10 feet. Once launched into orbit around the planet these "eyes" would be connected to each other through an embryonic form of collective thought becoming whole and thus forming a kind of protective shield on the planet.

Through these "eyes", able to see even the smallest detail on the surface of Mystara, Blackmoor would be even able to exert an almost total mind control on individuals "selected" and placed under "observation". When the Blackmoor civilization collapsed, destroyed by its own technology, only twenty of these devices were in orbit around the planet of Mystara. They never entered into an operational phase and over time some of them were lost or were destroyed. Some were never properly positioned and escaped into the infinite space. One even crashed into the moon of Matera. Two of these, finally, had a strange common fate.

Between the fifteenth and sixteenth centuries B.C., in an unspecified year, two of these "eyes" collided and fell to earth. Their fate was confused by the court astronomer of Prince Traldar, of the then Kingdom of Nithia, as two shooting stars twins. The sign was interpreted as a good omen, given the twin birth of the Prince's children, his son Meketre and daughter Isisalam.

The omen came with a warning to that one day their birth would have generated fratricidal struggles for control of the barony of Traldar. The first act that was undertaken by Prince Traldar was to organize an expedition to recover the remains of the two fallen stars. In the days that followed, the fallen stars were brought before him with great difficulty. The charred remains of two ferrous clusters were little more than one meter in length but possessed an extremely great mass.

It took several weeks before the magicians of the court to be able to "open" the metal casings and reveal their hidden content. At their center looked like a great eye of metal and wires, and they were declared "a gift of the gods". The blue core, no bigger than a quail's egg, was said to have an "alive and pulsing" energy. The core's metal had the consistency of quicksilver and had to be placed in special containers. Some experiments were made by the wizards of Traldar revealed unusual properties of the metal, the two liquids attracted each other but, never melded and always returned to their original size and shape. They also found them to possess strong divination and enchantment charms. The Prince then commanded his most powerful mages and clerics to create two gem

settings for the cores, called "the Eyes of Traldar" as gifts to his two children. The gems, at whose center pulsate the energy of the cores, were equipped with unique powers by themselves, but with much greater power if used together.

Under the teachings of a loving father and the best teachers, Meketre became a sorcerer-warrior of unmatched value while Isisalam dedicated her life to the worship of the Immortal Pflarr becoming favored among her priestesses. When Prince Traldar deemed his children ready, he gave them the gift of the two "eyes". Isisalam received the Fire Opal Eye, a yellow-orange gem equipped with powers of divination. Meketre was given the Black Opal Eye with its bewitching powers. As a condition of his gift he tasked them with leading part of the clan of Traldar south of the Altan Tepes Mountains to colonize the new lands in his name. His conviction and secret hope was that his two children would learn to collaborate and use combined powers of the two gems. It was his plan to give the colonized land to one child and the "motherland" Traldar to the other.

But things did not go exactly as desired by Prince. Princess Isisalam, soon discovered the valley of Hutaaka and its mysterious inhabitants, "heralds on earth" of the immortal Pflarr. She joined them and spent every day of her life devoting herself to the worship to the jackal headed immortal. Her brother Meketre conquered with ease and took total control of the lands south of the Altan Tepes Mountains (now Karamaikos). His domain was long and peaceful, marked by prosperity for the peoples he ruled over. Over the years his subjects adopted without distinction the name of Traldar. Like his sister, he never returned to their ancient home of Nithia, because he adapted more quickly to life in the rich and fertile lands watered by the rivers of Volaga and Rugalov. After his death his subjects built his mausoleum near the headwaters of the river Volaga. Among its treasures found its way even his most valuable asset: the Black Opal Eye.

Popular tradition was that was the Traldar hero Zirchev created the Eyes of Traldar but this is a distortion of reality, due to the effects of the Spell of Oblivion that wiped out the civilization of Nithia and almost all of the memories concerning it. Zirchev had reached the rank of Archmage under the teachings of the last hutaakans, had the generosity to bring together the two objects and to "donate" them to the people of Traldar. He entrusted to a special trained elect, the two orbs. This elect became the first Seer. In this way was born the figure of the Seer of the Lake of Lost Dreams (or Seer of the Lake of Lost Souls or simply Seer of Traldar).

Almost eight centuries later the immortal Rafiel, really active in the search for technological artifacts dating back to Blackmoor, has perceived in the Eyes of Traldar a dangerous remnant of his deadly work. He was determined to put them safe keeping in order to prevent accidents that could generate a new holocaust, like the one that created the Broken Lands. He assumed for himself an avatar, a mortal identity named Elyas. With his affinity with magic and the elven people he soon became the new Seer of Traldar. His first act was to separate the gems: the Fire Opal Eye was left on the island in the middle of the Lake of Lost Dreams; the Black Opal Eye was instead entrusted to the care of the Vyalia elves in the small village of Kota-Hutan in the current Empire Thyatis. There, in the Valley of Hantu, he founded the philosophy of Quiet Way and the order of monks-elves Siswa. The rest of the story and the death of Elyas, one of the Avatar of Rafiel, are described in the module B7 – Rahasia.

Before attempting to separate the two objects Elyas used his power to locate the "Arrow station", a laboratory and underground bunker located in the heart of Forest Dymrak forgotten from the time of Blackmoor's demise. This laboratory, similar to others

scattered throughout the planet of Mystara, was designed to collect data sent to the planet by the various "Eyes". After that the data was conveyed to a Central Unit located in the center of the Empire for the analysis of information collected. (*which empire? Blackmoor or Thyatis?*)

The Station, was waiting to be destroyed, was temporarily made safe by the Immortal with the use of technological traps and guardians. But the death of his Avatar and the loss of the Black Opal Eye by the hand of the three witches, thralls of Orcus, persuaded Rafiel to desist from his primary goal. He thought that it was unlikely someone would be able to put together the Eyes of Traldar again, locate and access Arrow Station's secrets. For the following centuries all Rafiel's efforts and energies were absorbed by the development of the Chamber of the Spheres and the care of "his" people.. until now. Now Rafiel has perceived that, in the far east, a long forgotten enemy has awoken from hibernation. An enemy so powerful and dreadful that people of Blackmoor preferred to annihilate themselves and their own civilization with the Great Rain of Fire, rather than succumb to its will.

## Adventure Synopsis and Hooks for the Players Characters

This adventure can be run like stand alone but, works better a sequel of the DDA3 - Eye of Traldar. However Eye of Traldar is a typical introductory module that works perfectly for 1st level adventurers. Instead Rahasia, is an adventure ideal for 3rd level characters. Parties composed of fewer than 6-7 adventurers may have troubles with this module if they are not of higher levels. In either case you may need to connect the two stories using side tracks or secondary adventures necessary to allow your party to achieve the sufficient experience to face Rahasia. Since Eye of Traldar ends with an escape from Fort Doom and Rahasia begins in the far east of the Karameikos-Thyatis border, you can use whichever adventure you prefer to connect the two.

From the moment the party recovers the Fire Opal Eye and one PC attunes with it, he becomes the chosen one of the Eye. From here the character starts to dream and has visions about the Fire Opal Eye and most important of all of its true history. Its up to the DM, to decide how clear or cryptic these visions must be. At least at the beginning of his visions, the chosen one doesn't have an idea of the technological nature of the devices. As the adventure progresses, the visions can become clearer and clearer as to the true nature of the gem. This is a good opportunity to introduce remnants of ancient Nithia in your campaign or make your players aware that something has existed centuries before them and the present nations. The party can become aware of the urgency to go to the Seer of the Lake of Lost Dreams to obtain more information. The Dymrak Forest offers a lot of suggestive opportunities of adventure.

**DDA4 - Dymrak Dread** or **Tabi Hunt?** (from **PC2 - Top Ballista**) are useful adventures usable for the purpose of bridging the two adventures. They are not too much long and present more the characteristics of a side track adventure than those of a long module adventure. Both end with a dead end passage that the authors suggest to use to develop further explorations. This offers the opportunity for the players to find the entrance to Blackmoor's Arrow Station. However it will be necessary for the presence of the two Orbs to open it, like described in the **Conclusions and Aftermath** section. Once at the Lake of Lost Dreams they will instead be directed to the Seer to the County Vyalia where the adventure Rahasia will begin as described in the original form.

## CONVERTING TO 5<sup>TH</sup> EDITION

The adventure is calibrated for a **3<sup>rd</sup> level** party composed of 5-7 PCs.  
**XP Thresholds** by character level are the following:

Easy	Medium	Hard	Deadly
525	1,050	1,575	2,800

If you play with a lower number of PCs I suggest to utilize 3<sup>rd</sup> - 4<sup>th</sup> level adventurers.

### Courtyard and Upper Temple Level [Use Map 2 for areas 1-24]

In the courtyard and upper level, check for random encounters every thirty minutes (game terms). Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d12 and use the resulting encounter on Table 1.

Die Roll	Table 1: Wandering Monster [No.]	Source Book	Special Notes / Chal.
1	Swarm of Poisonous Snakes [1]	MM pag. 338	2 (450 XP)
2	Giant Spider [1d2]	MM pag. 328	1 (200 XP)
3	Gelatinous Cube [1]	MM pag. 242	2 (450 XP)
4	Gargoyle [1]	MM pag. 140	2 (450 XP)
5	Swarm of Rats [1]	MM pag. 339	¼ (50 XP)
6	Siswa Guards (High Elves) [2d4+2]	New Monster	¼ (50 XP)
7-8	Skeletons [1d4+2]	MM pag. 272	¼ (50 XP)
9-12	Siswa Acolytes (High Elves) [2d4+2]	New Monster	¼ (50 XP)

### 11. COURTYARD POOL [EL 700 = Medium]

No. 01 **Water Weird** [MM page 299] Challenge 3 (700 XP)

### 13. SOUTHEAST SHRINE [EL 450 = Easy]

No. 01 **Gargoyle** [MM page 140] Challenge 2 (450 XP)

### 20. STORAGE ROOM [EL 500 = Easy]

No. 05 **Siswa Acolytes** [new monsters] Challenge ¼ (50 XP)

### 21. HALL JUNCTION [EL 1,050 = Medium]

No. 03 **Bandits** [MM pag. 343] Challenge 1/8 (25 XP)

No. 01 **Bandit Captain** [MM pag. 343] Challenge 2 (450 XP)

## **24. CLOAK ROOM [EL 200 = Easy]**

No. 01 Alki, **Elven Eldritch Knight** [see NPCs] Challenge 1 (200 XP)

**Middle Temple Level** [Use Map 3 for areas 25-35].

In the middle level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d8 and use the resulting encounter on Table 1. Do not use encounters 9-12.

## **27g. PRIESTHOOD CELL [EL 300 = Easy]**

No. 03 **Siswa Acolytes** [new monsters] Challenge ¼ (50 XP)

## **27n. PRIESTHOOD CELL [EL 500 = Easy]**

No. 05 **Siswa Acolytes** [new monsters] Challenge ¼ (50 XP)

## **27o. DARK CELL [EL 500 = Easy]**

No. 05 **Siswa Acolytes** [new monsters] Challenge ¼ (50 XP)

## **29. SISWA GUARDS [EL 150 = Easy]**

No. 02 **Siswa Guards** [new monsters] Challenge ¼ (50 XP)

## **30. HALLWAY OF THE GREAT TEMPLE [EL 450 = Easy]**

No. 01 **Gelatinous Cube** [MM pag. 242] Challenge 2 (450 XP)

## **35. THE GREAT TEMPLE [EL 450 = Medium]**

No. 01 **Bone Golem** [new monster] Challenge 3 (700 XP)

## **Lower Temple Level** [Use Map 4 for areas 36-49].

In the lower level, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d8 and use the resulting encounter on Table 1. Do not use encounters 9-12.

## **37. LIBRARY [EL 1,100 = Hard]**

No. 01 **The Rahib** [NPCs] Challenge 4 (1,100 XP)

## **40. THE RAHIB'S BEDCHAMBER [EL 150 = Easy]**

No. 02 **Black Panthers** [MM pag.333] Challenge ¼ (50 XP)



## 42. ULAR-TAMAN'S ROOM [EL 1,800 = Deadly]

No. 01 **Ular-Taman** [new monster] Challenge 5 (1,800 XP)

## 46. STORAGE ROOM [EL 500 = Easy]

No. 08 **Gian Rats** [MM pag. 327] Challenge 1/8 (25 XP)

## 47. GUARDROOM [EL 400 = Easy]

No. 04 **Siswa Guards** [new monster] Challenge ¼ (50 XP)

## 49. PRISON CELLS [EL 400 = Easy]

No. 01 **Baik Telor, human fighter** [Thug, MM pag. 350 ] Challenge ½ (100 XP)

No. 01 **Hasan, elf scout** [Scout, MM pag. 349] Challenge ½ (100 XP)

Note. These two NPCs offer the opportunity to easily replace previously dead PCs. If they are simply prisoners, **Baik Telor** is a human fighter coming from Ylaruam. Use the **thug** stats for him substituting the mace with a scimitar. Instead **Hasan** is an elf **scout** from the village of Kota-Hutan.

## Halls of Grandeur [Use Map 5 for areas 50-84].

In the Halls of Grandeur, check for random encounters every third game turn. Roll 1d6. A result of 6 means the PCs encounter something. When an encounter occurs, roll 1d6 and use the resulting encounter on Table 3. Do not use encounters 7-12.

Die Roll	Table 3: Wandering Monster [No.]	Source Book	Special Notes / Chal.
1	Orcs [2d4]	MM pag. 338	2 (450 XP)
2	Shadow Elf Mercenary [1]. Roll again if he is already defeated.	MM pag. 128	5 (1,800 XP)
3	Goblins [2d4]	MM pag. 166	1/4 (50 XP)
4	Ogre [1]	MM pag. 237	2 (450 XP)
5	Rahib. Roll again if he is already defeated.	See NPCs	
6	Black Panthers [1d2]	MM pag. 333	¼ (50 XP)
8	Gelatinous Cube [1]	MM pag. 242	2 (450 XP)
9	Giant Rats [3d6]	MM pag. 327	1/8 (25 XP)
10	Giant Bats [1d10]	MM pag. 323	¼ (50 XP)
11	Zombies [2d4]	MM pag. 316	¼ (50 XP)
12	Giant Spider [1d3]	MM pag. 328	1 (200 XP)

## 51. CORRIDOR OF THE UNEXPECTED [EL 600 = Medium]

No. 02 **Spies** [MM pag. 349] Challenge 1 (200 XP)

## 54B. SOLORENA'S CRYPT [EL 50 = Easy]

No. 01 **Skeleton** [MM pag. 272] Challenge ¼ (50 XP)

## 58. OUTER EAST VAULT [EL 450 = Easy]

No. 01 **Gelatinous Cube** [MM pag. 242] Challenge 2 (450 XP)

## 63. MIRYALA'S CELL [EL 0 = N.A.]

No. 01 **Miryala, commoner elven maiden** [MM pag. 345] Challenge 0 (10 XP)

## 64. SPIDER LAIR [EL 200 = Easy]

No. 01 **Giant Spider** [MM pag. 328] Challenge 1 (200 XP)

## 65. MAGICIAN'S CELL [EL 200 = Easy]

No. 01 **Merdiz, human magician, AL N** [LMoP pag. 57 ref. Evil Mage] Challenge 1 (200 XP). He has the following spells:

Cantrips (at will): light, friends, prestidigitation, shocking grasp

1<sup>st</sup> level (4 slots): sleep, silent image, witch bolt, expeditious retreat

2<sup>nd</sup> level (3 slots): arcane lock, spider climb, web

## 76. KITCHEN [EL 750 = Medium]

No. 01 **Karelena, Witch** [NPCs] Challenge 2 (450 XP)

No. 01 **Black Panthers** [MM pag.333] Challenge ¼ (50 XP)

## 77. GAS-FILLED ROOM [EL 500 = Easy]

Note for the Gas-Trap: the Saving Throw is a Constitution save with DC10. On a failed save, everyone inside the room suffer 1d10 points of damage. Characters who make the save suffer only half damage.

No. 08 **Giant Rats** [MM pag. 327] Challenge 1/8 (25 XP)

## 80. ORC'S ROOM [EL 1,000 = Medium]

No. 05 **Orcs** [MM pag. 246] Challenge ½ (100 XP)

Note: one of them has 20 hp and use a *mace +1*

**Elyas' Treasury** [Use Map 6 for areas 85-95].

In this level, check for random encounters every third game turn. Roll 1d6. A result of 6

means the PCs encounter something. When an encounter occurs, roll 1d6 and use the resulting encounter on Table 3.

## 90. SOLORENA'S BEDROOM [EL 750 = Medium]

No. 01 **Solorena, Witch** [NPCs] Challenge 2 (450 XP)

No. 01 **Black Panthers** [MM pag.333] Challenge ¼ (50 XP)

## 95. THE ARENA [EL = Variable]

From Maze Area	Table 3: Arena Opponents [No.]	Source Book	Special Notes / Chal.
A	Skeletons [8]	MM pag. 272	1/4 (50 XP)
B	Orcs [5]	MM pag. 246	1/2 (100 XP)
C	Phase Spider [1]	MM pag. 334	3 (700 XP)
D	Zombies [8]	MM pag. 316	1/4 (50 XP)
E	Ogres [2]	MM pag. 237	2 (450 XP)
F	Panthers [8]	MM pag. 333	¼ (50 XP)
G	Minotaurs [1]	MM pag. 223	3 (700 XP)
H	Green Dragon, Wyrmling [2]	MM pag. 95	2 (450 XP)

## NEW MAGICAL ITEMS

### Eye of Traldar (Fire Opal Eye)

Wondrous item, legendary. Requires attunement by an arcane caster.

The Eye Traldar is a gem almost as big as an ostrich egg, lit by orange and yellow tones and multi-faceted.

It is traditionally set in a base of solid gold shaped like a dragon's claw.

The Fire Opal Eye, again according to myth and legend that surrounds him, is a powerful object with divination powers.



The gem has up to ten charges that are temporarily consumed when used to activate a power.

The object regains 1d4+1 per caster level charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the gem lost all its powers and it will take one year to regenerate a charge after that it will start to recharge as normal.

The powers that are available and that depend even by the caster level are:

<p>At <b>1<sup>st</sup> level</b> the Eye of Traldar has <b><u>4 charges</u></b> and the spellcaster has access to the following spells:</p> <ul style="list-style-type: none"><li>Detect Evil and Good (1 charge)</li><li>Detect Magic (1 charge)</li><li>Identify (1 charge)</li></ul>
<p>At <b>2<sup>nd</sup> level</b> the Eye of Traldar has <b><u>6 charges</u></b> and the spellcaster has access to the following spells:</p> <ul style="list-style-type: none"><li>Augury (2 charges)</li><li>Detect Thoughts (2 charges)</li><li>Locate Object (2 charges)</li></ul>
<p>At <b>3<sup>rd</sup> level</b> the Eye of Traldar has <b><u>8 charges</u></b> and the spellcaster has access to the following spells:</p> <ul style="list-style-type: none"><li>Clairvoyance (3 charges)</li></ul>

Also according to legends, when used in conjunction with the gem mate known as the Black Opal Eye, other powers are activated.

# Black Opal Eye

Wondrous item, legendary. Requires attunement by an arcane caster.

The Black Opal Eye is a gem almost as big as an ostrich egg, with a strong black color and dark blue lapels.

The Black Opal is a magical object surrounded by a powerful aura of enchantment.



The gem has up to ten charges that are temporarily consumed when used to activate a power.

The object regains 1d4+1 per caster level charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the gem lost all its powers and it will take one year to regenerate a charge after that it will start to recharge as normal.

The powers that are available and that depend even by the caster level are:

At **1<sup>st</sup> level** the Black Opal Eye has **4 charges** and the spellcaster has access to the following spells:

Charm Person (1 carica)

Command (1 carica)

Heroism (1 cariche)

At **2<sup>nd</sup> level** the Black Opal Eye has **6 charges** and the spellcaster has access to the following spells:

Calm Emotion (2 cariche)

Suggestion (2 cariche)

Zone of Truth (2 cariche)

At **3<sup>rd</sup> level** the Black Opal Eye has **8 charges** and the spellcaster has access to the following spells:

Confusion (3 cariche)

According to legends, when used in conjunction with the gem mate known as the Eye of Traldar, other powers are activated.

In fact when the two gems are together and the spellcaster who use them has achieved the necessary power (experience level), he has access also to the following spells:

At **5<sup>th</sup> level** each Eye has **9 charges** and the spellcaster has access to the following

spells:

Divination (4 charges)

Dominate Person (4 charges)

At **9<sup>th</sup> level** each Eye has **10 charges** and the spellcaster has access to the following spells:

Commune (5 charges)

Geas (5 charges)

Furthermore, the two objects, through a ritual similar to the attunement , are able to locate the Blackmoor's stations, originally created to collect data sent from the "Eyes". They can even be used like pass to get inside of them.

Other powers can be available through their use at DM's will.

## NEW MONSTERS

### SISWA GUARD (High Elf)

Medium humanoid (elf), neutral good (neutral evil)

**Armor Class (AC):** 15 (*elven* chain shirt)

**Hit Points:** 13 (3d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	10(+0)	12(+1)	11(+0)	11(+0)

**Skills:** Perception +2, Nature +3

**Senses:** darkvision 60 ft., Passive Perception 12

**Languages:** Elvish, Common (Thyatian), Traladarian

**Challenge:** ¼ (50 XP)

**Fey Ancestry:** Siswa has advantage on saving throws against being charmed and magic can't put him to sleep

**Innate Spellcasting:** Siswa has *ray of frost* cantrip. The Spell Attack Modifier is +3 [Intelligence].

#### ACTIONS

**Longsword:** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit 5 (1d8+1) slashing damage

**Shortbow:** Range weapon attack: +4 to hit, range 80/320 ft., one target. Hit 5 (1d6+2) piercing damage

## SISWA ACOLYTE (High Elf)

Medium humanoid (elf), neutral good (neutral evil)

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**Armor Class (AC):** 13 (leather armor)

**Hit Points:** 9 (2d8)

**Speed:** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	12(+1)	14(+2)	11(+0)

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**Skills:** Perception +4, Insight +4 Religion +3

**Senses:** darkvision 60 ft., Passive Perception 14

**Languages:** Elvish, Common (Thyatian), Traladarian

**Challenge:** ¼ (50 XP)

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**Fey Ancestry:** Siswa has advantage on saving throws against being charmed and magic can't put him to sleep

**Innate Spellcasting:** Siswa has *ray of frost* cantrip. The Spell Attack Modifier is +3 [Intelligence].

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**Spellcasting:** Siswa acolyte is a 1<sup>st</sup> level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Siswa acolyte has the following clerical spell prepared:

Cantrips (at will): light, resistance, sacred flame

1<sup>st</sup> level (3 slots): bless, cure wounds, sanctuary

### ACTIONS

**Longsword:** Melee weapon attack: +2 to hit, reach 5 ft., one target. Hit 4 (1d8) slashing damage

**Shortbow:** Range weapon attack: +4 to hit, range 80/320 ft., one target. Hit 5 (1d6+2) piercing damage

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## BONE GOLEM

Large construct, unaligned

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**Armor Class (AC):** 12 (natural)

**Hit Points:** 81 (9d10+36)

**Speed:** 40 ft.

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**STR**

18(+4)

**DEX**

11(+0)

**CON**

18(+4)

**INT**

6(-2)

**WIS**

10(+0)

**CHA**

5(-3)

---

**Damage Vulnerability:** Bludgeoning

**Damage Resistance:** piercing, bludgeoning and slashing from non magical weapons

**Damage Immunities:** poison

**Condition Immunities:** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses:** darkvision 60 ft., Passive Perception 10

**Languages:** understand the languages of its creator but can't speak (Traladarian)

**Challenge:** 3 (700 XP)

---

**Magic Resistance:** the golem has advantage on saving throws against spells and other magical effects

**Magic Weapons:** the golem's weapon attacks are magical

### ACTIONS

**Multiattack:** the golem makes four melee attacks with its one-handed weapons or two attacks with pole arms or two-handed weapons. It attacks up to two opponents each round.

**Scimitar:** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 7 (1d6+4) slashing damage

**Shortbow:** Range weapon attack: +4 to hit, range 80/320 ft., one target. Hit 5 (1d6+2) piercing damage

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## ULAR-TAMAN

Medium monstrosity, lawful neutral

---

**Armor Class (AC):** 12 (natural)

**Hit Points:** 66 (12d8+12)

**Speed:** 30 ft.

---

**STR**

16(+3)

**DEX**

14(+2)

**CON**

13(+1)

**INT**

14(+2)

**WIS**

12(+1)

**CHA**

16(+3)

---

**Skills:** History +5, Religion +5, Nature +5

**Damage Immunities:** poison

**Condition Immunities:** poisoned

**Senses:** darkvision 60 ft., Passive Perception 11

**Languages:** common (Thyatian), draconic

**Challenge:** 5 (1.800 XP)

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**Shapechanger:** Ular-Taman can use its action to polymorph into a giant constrictor snake (MM pag. 324).

### Innate Spellcasting (5<sup>th</sup> level cleric):

Cantrips (at will) – guidance, light, mending, thaumaturgy, thorn whip

1<sup>st</sup> level spells (4 slots): animal friendship, speak with animals, cure wounds, sanctuary

2<sup>nd</sup> level spells (3 slots): barkskin, spike growth, hold person, spiritual weapon

3<sup>rd</sup> level spells (2 slots): plant growth, wind wall, create food and water, dispel magic

### Channel Divinity (1/rest):

Turn Undead

Charm animals and plants

## ACTIONS

**Multiattack:** Ular-Taman makes two ranged or melee attacks but can constrict only once.

**Bite (snake for only):** Melee weapon attack: +6 to hit, reach 5 ft., one creature. Hit 5 (1d4+3) piercing damage

**Constrict:** Melee weapon attack: +6 to hit, reach 5 ft., one creature. Hit 10 (2d6+3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and Ular-Taman can't constrict another target.

**Scimitar:** Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit 6 (1d6+3) slashing damage

**Longbow:** Range weapon attack: +5 to hit, range 150/600 ft., one target. Hit 6 (1d8+2) piercing damage

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## NON PLAYER CHARACTERS

### ALKI (High Elf Eldritch Knight)

Medium humanoid (elf), chaotic good

**Armor Class (AC):** 16 (chain mail)

**Hit Points:** 22 (3d10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	10(+0)	12(+1)	11(+0)	11(+0)

**Skills:** Athletics +4, Religion +3, Insight +2, Perception +2, Survival +2

**Senses:** darkvision 60 ft., Passive Perception 12

**Languages:** Elvish, Common (Thyatian), Traladarian

**Challenge:** 1 (200 XP)

**Fey Ancestry:** He has advantage on saving throws against being charmed and magic can't put him to sleep

**Innate Spellcasting:** He has *fire bolt* cantrip. The Spell Attack Modifier is +3 [Intelligence].

**Fighting Style:** Archery (+2 to attack with ranged weapon)

**Second Wind:** Heal 1d10+3 (once between rest)

**Action Surge:** Take an extra action once between rest

**Spellcasting:** Alki is a 3<sup>rd</sup> level Eldritch Knight. His spellcasting ability is Intelligence (spell save DC 13, +3 to hit with spell attacks). Alki has the following wizard spell prepared:

Cantrips (at will): true strike, dancing lights

1<sup>st</sup> level (2 slots): detect magic, magic missile, shield

### ACTIONS

**Longsword:** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 6 (1d8+2)

**Shortbow:** Range weapon attack: +5 to hit, range 80/320 ft., one target. Hit 4 (1d6+1) piercing damage

## The Rahib (Cleric of Talitha, Patroness of Betrayal)

Medium humanoid (human), chaotic evil

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**Armor Class (AC):** 16 (chain shirt +1, ring of protection)

**Hit Points:** 45 (7d8+7)

**Speed:** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
12(+1)	13(+1)	12(+1)	11(+0)	16(+3)	17(+3)

---

**Saving Throws:** Wisdom +7, Charisma +7

**Skills:** Deception +6, Sleight of Hand +4, Religion +3, Persuasion +6

**Senses:** Passive Perception 13

**Languages:** Common (Thyatian), Alphatian

**Challenge:** 4 (1,100 XP)

**Magical Items & Weapons:** chain shirt +1, ring of protection (A), battleaxe +1

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**Weapon Proficiency:** Clerics of Talitha are proficient with all simple weapons and battleaxe

**Spellcasting:** The Rahib is a 7<sup>th</sup> level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): light, mending, sacred flame, thaumaturgy

1<sup>st</sup> level (4 slots): *charm person*, *disguise self*, bane, command, shield of faith, cure wounds

2<sup>nd</sup> level (3 slots): *mirror image*, *pass without trace*, blindness/deafness, hold person, spiritual weapon

3<sup>rd</sup> level (3 slots): *blink*, *dispel magic*, *animate dead*, *spirit guardians*

4<sup>th</sup> level (1 slots): *dimension door*, *polymorph*, *banishment*

**Divine Domain:** (Trickery) **Blessing of the Trickster:** when the Rahib touch a willing creature (action) other than himself, he gives it advantage on Dexterity (Stealth) checks. This bless last for 1 hour or until he use this feature again.

**Channel Divinity (2/rest):** Turn Undead, Invoke Duplicity, Destroy Undead and Cloak of Shadow

---

### ACTIONS

**Battleaxe:** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 7 (1d10+2)

**Dagger:** Range weapon attack: +4 to hit, range 20/60 ft., one target. Hit 3 (1d4+1) piercing damage

## Karelena (Warlock, Thrall of Orcus)

Medium humanoid (human female), chaotic evil

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**Armor Class (AC):** 13 (16 with Armor of Shadows)

**Hit Points:** 43 (5d8+15)

**Speed:** 30 ft.

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<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
14(+2)	16(+3)	17(+3)	12(+1)	8(-1)	18(+4)

---

**Saving Throws:** Wisdom +2, Charisma +7

**Skills:** Arcana +4, Athletics +5, Intimidation +7, Religion +4,

**Senses:** Passive Perception 9

**Languages:** Common (Thyatian)

**Challenge:** 2 (450 XP)

**Magical Items & Weapons:** ring of free action

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**Weapon Proficiency:** Karelena is proficient with all simple weapons and light armor

**Otherworldly Patron:** (Fiend): **Orcus**. Dark One's Blessing: when Karelena reduces a hostile creature to 0 hit points, she gains 9 temporary hit points.

**Pact of Magic:** (Cantrips): Blade Ward, Eldritch Blast, True Strike

**Spell Known (2 slot / 3<sup>rd</sup> level):** 1<sup>st</sup> – Armor of Agathys, Hellish Rebuke, Hex; 2<sup>nd</sup> – Mirror Image, Misty Step; 3<sup>rd</sup> - Fear

**Spellcasting:** Karelena is a 5<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

**Eldritch Invocations:** Agonizing Blast, Armor of Shadows, Repelling Blast

**Pact of the Blade:** Karelena favorite pact weapons are the Mace or the Whip

---

### ACTIONS

**Mace:** Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit 5 (1d6+2) bludgeoning damage

**Whip:** Melee weapon attack: +6 to hit, reach 10 ft., one target. Hit 5 (1d4+3) slashing damage

## Solorena (Warlock, Thrall of Orcus)

Medium humanoid (human female), chaotic evil

---

**Armor Class (AC):** 13 (leather armor +1)

**Hit Points:** 43 (5d8+15)

**Speed:** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	13(+1)	14(+2)	13(+1)	20(+5)

---

**Saving Throws:** Wisdom +4, Charisma +8

**Skills:** Arcana +5, Deception +8, Insight +4, Intimidation +8, Persuasion +8, Religion +5,

**Senses:** Passive Perception 11

**Languages:** Common (Thyatian)

**Challenge:** 2 (450 XP)

**Magical Items & Weapons:** leather armor +1 (AC 12), spell scroll: *Levitate*

---

**Weapon Proficiency:** Solorena is proficient with all simple weapons and light armor

**Otherworldly Patron:** (Fiend): **Orcus**. Dark One's Blessing: when Solorena reduces a hostile creature to 0 hit points, she gains 10 temporary hit points.

**Pact of Magic:** (Cantrips): Chill Touch, Friends, Minor Illusion

**Spell Known (2 slot / 3<sup>rd</sup> level):** 1<sup>st</sup> – Command, Hellish Rebuke, Witch Bolt; 2<sup>nd</sup> – Invisibility, Suggestion; 3<sup>rd</sup> – Vampiric Touch

**Spellcasting:** **Solorena** is a 5<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

**Eldritch Invocations:** Beguiling Influence, Eldritch Sight, One with Shadows

**Pact of the Tome:** **Solorena** has a Book of Shadows that allows her to cast at will: Eldritch Blast, Shillelagh and Ray of Frost

---

### ACTIONS

**Quarterstaff (with Shillelagh):** Melee weapon attack: +3(+8) to hit, reach 5 ft., one target. Hit 3(9) (1d6 [1d8+5]) bludgeoning damage

## Trilena (Warlock, Thrall of Orcus)

Medium humanoid (human female), chaotic evil

---

**Armor Class (AC):** 12 (leather armor)

**Hit Points:** 38 (5d8+10)

**Speed:** 30 ft.

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**STR**

8(-1)

**DEX**

11(+0)

**CON**

14(+2)

**INT**

13(+1)

**WIS**

14(+2)

**CHA**

18(+4)

---

**Saving Throws:** Wisdom +5, Charisma +7

**Skills:** Arcana +4, Deception +7, History +4, Stealth +3

**Senses:** Passive Perception 12

**Languages:** Common (Thyatian)

**Challenge:** 2 (450 XP)

**Magical Items & Weapons:** dagger +1

---

**Weapon Proficiency:** Trilena is proficient with all simple weapons and light armor

**Otherworldly Patron:** (Fiend): **Orcus**. Dark One's Blessing: when Trilena reduces a hostile creature to 0 hit points, she gains 9 temporary hit points.

**Pact of Magic:** (Cantrips): Eldritch Blast, Poison Spray, True Strike

**Spell Known (2 slot / 3<sup>rd</sup> level):** 1<sup>st</sup> – Burning Hands, Charm Person, Expeditious Retreat; 2<sup>nd</sup> – Cloud of Dagger, Ray of Enfeeblement; 3<sup>rd</sup> – Stinking Cloud

**Spellcasting:** Trilena is a 5<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

**Eldritch Invocations:** Agonizing Blast, Devil's Sight, Fiendish Vigor

**Pact of the Chain:** Trilena has learned the *find familiar* spell: her pet is an imp.

---

### ACTIONS

**Dagger +1:** Melee weapon attack: +4 to hit, reach 5 ft., one target. Hit 3 (1d4+1) piercing damage

### The Reunited Trio.

When the three sisters will be free from their prison and together, through the use of the **Black Opal Eye** (that in this case take the role of a *spell focus*), they will have access to many other powers, granted to them from their master Orcus. In fact, in the years in which the Black Opal Eye was kept by Trinkla, the Black Seer worked to change the nature of the Opal, partially converting the magical orb into an Entropic tool.

When they are all alive and know where the Black Opal Eye rests, they can communicate telepathically with each other and with their panthers. They also gain a +3 AC bonus.

Besides they have access to the following powers that every witch can use once between a short or long rest: False Life, Blindness/Deafness, Bestow Curse, Blight and Contagion. All spells prepared in this way are cast like using a 5th level spell slot.

## CONCLUSIONS AND AFTERMATHS

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At the end of the module there will be many choices in front of you. If the story is a stand alone module or is just the sequel of Eye of Traldar the story ends there.

When I first thought of this story I imagined a larger and more expansive sequel for it. For me the end of Rahasia is only the beginning of a campaign that will take the heroes from Karameikos to unexplored lands in far Skothar.

But before that happens and the characters embark for the long journey, the story needs an epilogue. When the party finds the second opal the hero attuned to the magical gems will start to dream of a mysterious place. He sees the same door that they had to find before to face Rahasia that looked like a dead end. The door is that of the Arrow Station, the Blackmoor's forgotten lab buried under the Dymrak Forest.

In the dreams the PC sees the door open to reveal the power of the orbs, leaving no doubt that the next step for the party will be to return to the mysterious door. The journey to the door could be a side adventure or can be uneventful according to the tastes of the players.

When the players get inside the Station it's highly probable that they will find a lot of strange objects. Things like random high tech items like tools that would be incomprehensible for them. In the chambers that form the Arrow Station they can even find strange weapons and equipment it is up to you!

In my version they faced an hologram (described more like an ethereal duplicate of a person) that taught them the properties of the lab and part of the world's history, in particular Blackmoor. The hologram was that of Rafiel of course! It warned the heroes of an upcoming horror that has awoken in the far east, on the continent of Skothar. An ancient enemy not only for Blackmoorians but for the whole world! This will be the starting point for the epic campaign for D&D 5 edition **Prices of Apocalypse**. For details on the changes and hooks for that campaign and the specific adjustments to bring it in the Mystara setting stay tuned for my next article.

