

B7

Classic Adventure
Module Conversion



Rahasia

Stan Shinn

For Character Levels 1-3



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

B7 RAHASIA

CONVERSION GUIDE

Introduction: In 1984, TSR published the module named “Rahasia” with the module code “B7”. It was written by Tracy and Laura Hickman and illustrated by Jeff Easley and Timothy Truman, and consisted of a 32 page booklet and cover folder containing maps. "Rahasia" was originally published in 1979 by Hickman under his publishing imprint Daystar West Media, and again in 1983 by TSR as "RPGA1 Rahasia", available only to RPGA members. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 1st– 3rd level characters

STAN SHINN



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, AND ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST AND/OR OTHER AUTHORS. SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

STAN SHINN

B7: RAHASIA

Introduction

To use this conversion guide you will need a copy of “B7 Rahasia”, originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'Rahasia' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

As the characters are traveling, they come across the body of an elven courier carrying a letter from an elf maid named Rahasia. The letter leads them to the village of Kota-Hutan, where they meet Rahasia. She explains that an evil man calling himself the Rahib somehow swayed her people at the temple to follow him. The students at the temple never came back to the village, and her father and betrothed who went to the temple have not returned either. After that, Siswa (students) from the temple attacked the village and captured two elf maidens. They attempted to capture Rahasia, but she escaped. She entreats the characters to investigate the temple, find the missing people, and capture or kill the Rahib.

As the characters explore the temple, they find out that the situation is more complicated than the elves were aware of. From the ghost of Rahasia's father they are led to Ular-Taman, a guardian naga, who can tell them of the witches and the *Black Opal Eye*. The naga also lets them into the old tower where the *Black Opal Eye* is kept.

As the characters explore the tower, they will find information in the Book of Years that lets them know that the witches can possess the bodies of young maidens to give

themselves physical form again. The last bit of information needed comes from the obelisk in the outer temple, which tells them the *Black Opal Eye* can destroy the witches, returning their stolen bodies to normal and ending their threat forever.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “Rahasia” into the Forgotten Realms world of Faerûn.

Kota-Hutan and the Gray Mountain can be placed just south of the Dessarin River in the High Forest. The remoteness of the area makes it a good place to locate the adventure, where no other help is readily available.

The Rahib could be working for himself, or could actually be an agent of the Zhentarim searching out long lost magic of the Netherese. The Black Opal Eye could be an artifact from that ancient land, and the witches from there as well, having been trapped before or just after the fall of Netheril.

GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Know how to use **perception** rules for noticing **traps**, **secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.
- When the module text says one or more **turns**, a turn refers to **10 minutes** of in-game time.
- Become familiar with how the **magical portals** in the temple operate.
- Have the elves tell the characters that the **Siswa** have been **charmed** by the Rahib into acting evilly. They encourage the characters to **capture**, rather than kill, the Siswa. This information is also spelled out in **Rahasia's letter**.

Visuals

Suggested visuals to create:

- Print or copy **Rahasia's letter (pg. 31)**.
- Print or copy a handout of the message from the ghost of Rahasia's father (**pg. 11**).
- Print or copy a handout of the message from the Book of Years (**pg. 16**).
- Print or copy a handout of the scroll in Solorena's crypt (**pg. 16**).
- Print or copy a handout of the wine labels (**pg. 18, 20, 22**).
- Print or copy a handout of the message from the obelisk in the Outer Temple (**pg. 26**).
- Print or copy a handout of the inscription from the back of Rahasia's pendant (**pg. 30**).

Random Encounters

Temple

Roll 1d12

- | | |
|------------------------|--------------------|
| 1 Poisonous snakes (2) | 5 Giant rats (10) |
| 2 Giant spider | 6 Siswa guards (8) |
| 3 Gelatinous cube | 7-8 Skeletons (4) |
| 4 Gargoyle | 9-12 Siswa (8) |

Tower

Roll 1d12

- | | |
|--|----------------------|
| 1 Orcs (5) | 7 Panther |
| 2 Siswa | 8 Gelatinous cube |
| 3 Goblins (5) | 9 Giant rats (10) |
| 4 Minotaur | 10 Swarm of bats |
| 5 Ogre | 11 Zombies (6) |
| 6 Rahib (roll again if already killed) | 12 Giant spiders (2) |

Planned Encounters

Courtyard and Upper Temple

11. Water Weird (1).

13. Gargoyle (1).

16. If any roughly elf-sized, medium humanoid wears the robes, that character can fool Siswa into believing that he or she is also a Siswa with a successful DC 10 Charisma (Deception) check. Non-Siswa are fooled on a successful DC 13 Charisma (Deception) check. The Siswa speak only Elvish, so the character could be in a bind if one talks to him or her.

20. Siswa (5).

21. Bandits (6).

24. Elf scout (1).

Middle Temple

27f. Dart trap on chest.

27g. Siswa (3).

27n. Siswa (5).

27o. Siswa (5).

29. Siswa guards (2).

30. Gelatinous cube (1).

35. Bone golem (1).

Lower Temple

36. Ghost of Rahasia's father (1).

37. The Rahib (1).

40. Black panthers (2).

42. Ular-Taman, guardian naga (1).

46. Giant rats (8).

47. Siswa guards (4).

49. Baik Telor (1), Hasan (1).

Halls of Grandeur

51. Bandit (1), Bandit Captain (1).

54b. Skeleton (1).

58. Gelatinous cube (1).

59. Any character drinking the wine must succeed at a DC 10 Constitution saving throw or be poisoned for 1 hour. While poisoned, the character has a vision of a large black gem hanging from a chain.

60. Sliding stair trap.

63. Miryala (1).

64. Giant spider (1).

65. Merdiz (1).

67. A DC 10 Intelligence (Investigation) check reveals the illusion for what it is.

68. A DC 11 Intelligence (Investigation) check reveals the illusion for what it is.

69. A DC 12 Intelligence (Investigation) check reveals the illusion for what it is.

72. Any character drinking the wine must succeed at a DC 10 Constitution saving throw or fall unconscious for 10 minutes. While unconscious, the character has a vision of the stone dragon heads in room 100.

76. Karalena (1), black panther (1).

77. Gas trap, giant rats (8).

80. Orcs (5).

82. Any character drinking the wine must succeed at a DC 10 Constitution saving throw or be poisoned for 1 hour. While poisoned, the character has a vision of an obelisk demanding an answer to a question.

Elyas' Treasury

87. Any character passing through the glowing arches must succeed at a DC 12 Constitution saving throw or begin transmuting into a platinum statue. The character gets one more saving throw, on a success the transmutation stops, on a failure the character becomes a statue until dispelled or the witches are destroyed.

90. Solorena (1), black panther (1).

105. Any character passing through the glowing arches must succeed at a DC 12 Constitution saving throw or begin transmuting into a platinum statue. The character gets one more saving throw, on a success the transmutation stops, on a failure the character becomes a statue until dispelled or the witches are destroyed.

Arena

95. Skeletons (5), Orcs (5), Giant spider (1), Zombies (8), Ogres (2), Black panther (2), Minotaur (1), Green Dragon Wyrmling (1).

Inner Sanctum

97. Flame trap.

98. Dust devil trap.

99. Karalena (1), black panther (1); if not encountered earlier.

100. Any female character entering this area must succeed at a DC 13 Charisma saving throw or be possessed by the spirit of Trilena.

Magic Items

1. Chain mail +1
2. Longsword +1
3. Mace +1
4. Mace +1
5. Potion of gaseous form
6. Potion of healing
7. Rahasia's Pendant (See Special Items)
8. Ring of animal control (replace with ring of animal influence)
9. Snake staff (replace with staff of the python)
10. Wizard scroll of levitate
11. Wizard scroll of comprehend languages, levitate

Traps

- **Dart Trap (pg. 8):** Darts fire from the chest when it is opened. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, the character opening the chest must succeed at a DC 15

Dexterity saving throw or be struck by a dart. If struck, the character must succeed at a DC 13 Constitution saving throw or be poisoned for 30 minutes. While poisoned, the character becomes unconscious.

- **Dust Devil Trap (pg. 26):** Triggered by answering the question incorrectly. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. The trap can't be disarmed. When triggered, the character takes 2d6 bludgeoning damage, with a successful DC 15 Dexterity saving throw reducing damage by half.
- **Flame Trap (pg. 26):** Triggered by answering the question incorrectly. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. The trap can't be disarmed. When triggered, the character takes 2d6 fire damage, with a successful DC 15 Dexterity saving throw reducing damage by half.
- **Gas Trap (pg. 20-21):** Triggered by bringing a source of flame into the room and closing the door. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to avoid. When triggered, the explosion causes 2d10 fire damage to every creature in the room, with a successful DC 15 Dexterity saving throw reducing damage by half.
- **Sliding Stair Trap (pg. 18):** Triggered by walking on the top 10 feet of the stairs. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature on the stairs which fails a DC 15 Dexterity saving throw slides into area 58.

Monsters

1. **Baik Telor:** (as veteran, MM 350, CR 3, 700 XP)
2. **Bandit:** (MM 343, CR 1/8, 25 XP)
3. **Bandit Captain:** (MM 344, CR 2, 450 XP)
4. **Elf Scout:** (as scout with elf racial traits, MM 349, CR 1/2, 100 XP)
5. **Gargoyle:** (MM 140, CR 2, 450 XP)
6. **Gelatinous Cube:** (MM 242, CR 2, 450 XP)
7. **Ghost:** (non-combatant, MM 147, CR 4, 1100 XP)
8. **Giant Rat:** (MM 327, CR 1/8, 25 XP)
9. **Giant Spider:** (MM 328, CR 1, 200 XP)
10. **Green Dragon Wyrmling:** (MM 95, CR 2, 450 XP)
11. **Guardian Naga:** (non-combatant, MM 234, CR 10, 5900 XP)
12. **Hasan:** (as guard with elf racial traits, MM 347, CR 1/8, 25 XP)
13. **Karalena:** (See Special Creatures)
14. **Minotaur:** (MM 223, CR 3, 700 XP)
15. **Merdiz:** (See Special Creatures)
16. **Miryala:** (as commoner with elf traits, MM 345, CR 0, 0-10 XP)
17. **Ogre:** (MM 237, CR 2, 450 XP)
18. **Orc:** (MM 246, CR 1/2, 100 XP)

19. **Panther:** (MM 333, CR 1/4, 50 XP)
 20. **Rahib:** (as priest, MM 348, CR 2, 450 XP)
 21. **Siswa:** (as bandit)
 22. **Siswa Guard:** (as guard with elf racial traits, MM 347, CR 1/8, 25 XP)
 23. **Skeleton:** (MM 272, CR 1/4, 50 XP)
 24. **Solorena:** (See Special Creatures)
 25. **Trilena:** (See Special Creatures)
 26. **Water Weird:** (MM 299, CR 3, 700 XP)
 27. **Zombie:** (MM 316, CR 1/4, 50 XP)

Special Creatures

Karalena, Solorena and Trilena (separately)

Medium humanoid (elf), chaotic evil

Armor Class 11 (14 with *mage armor*)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	17 (+3)	15 (+2)	10 (+0)

Saving Throws Int +5, Wis +4

Skills Arcana +7, History +5

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Fey Ancestry. The sister has advantage on saving throws against charm and magic can't put her to sleep.

Spellcasting. The sister is a 2nd level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *chill touch*, *light*, *prestidigitation*

1st level (3 slots): *charm person*, *mage armor*, *sleep*, *shield*, *witch bolt*

Actions

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

Chill Touch. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

Karalena, Solorena and Trilena (together)

Medium humanoid (elf), chaotic evil

Armor Class 11 (14 with *mage armor*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	17 (+3)	15 (+2)	10 (+0)

Saving Throws Int +5, Wis +4

Skills Arcana +7, History +5

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Fey Ancestry. The sister has advantage on saving throws against charm and magic can't put her to sleep.

Spellcasting. The sister is a 4th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *chill touch*, *light*, *poison spray*, *prestidigitation*

1st level (4 slots): *charm person*, *mage armor*, *sleep*, *shield*, *witch bolt*

2nd level (3 slots): *invisibility*, *web*

Actions

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

Chill Touch. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

Merdiz

Medium humanoid (human), chaotic neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	16 (+3)	11 (+0)	10 (+0)

Saving Throws Int +5, Wis +4

Skills Arcana +7, History +5

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Spellcasting. Merdiz is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *feather fall*, *mage armor*, *sleep*, *shield*

2nd level (3 slots): *arcane lock*, *web*

Actions

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

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Special Items

Rahasia's Pendant

Wondrous item (pendant), rare

The pendant has 3 charges. When the holder of the pendant speaks the word "Rahasia", 1 charge is expended and he or she is surrounded by an *antimagic field* that suppresses only magic cast by evil creatures. The field lasts for 1 minute. The pendant's charges do not renew. When all 3 charges are expended, the pendant becomes non-magical.

B7 Rahasia Reference Sheet

Random Encounters

Temple

Roll 1d12

- | | |
|------------------------|--------------------|
| 1 Poisonous snakes (2) | 5 Giant rats (10) |
| 2 Giant spider | 6 Siswa guards (8) |
| 3 Gelatinous cube | 7-8 Skeletons (4) |
| 4 Gargoyle | 9-12 Siswa (8) |

Tower

Roll 1d12

- | | |
|--|----------------------|
| 1 Orcs (5) | 7 Panther |
| 2 Siswa | 8 Gelatinous cube |
| 3 Goblins (5) | 9 Giant rats (10) |
| 4 Minotaur | 10 Swarm of bats |
| 5 Ogre | 11 Zombies (6) |
| 6 Rahib (roll again if already killed) | 12 Giant spiders (2) |

Planned Encounters

Courtyard and Upper Temple

11. Water Weird (1).
13. Gargoyle (1).
16. If any roughly elf-sized, medium humanoid wears the robes, that character can fool Siswa into believing that he or she is also a Siswa with a successful DC 10 Charisma (Deception) check. Non-Siswa are fooled on a successful DC 13 Charisma (Deception) check. The Siswa speak only Elvish, so the character could be in a bind if one talks to him or her.
20. Siswa (5).
21. Bandits (6).
24. Elf scout (1).

Middle Temple

- 27f. Dart trap on chest.
- 27g. Siswa (3).
- 27n. Siswa (5).
- 27o. Siswa (5).
29. Siswa guards (2).
30. Gelatinous cube (1).
35. Bone golem (1).

Lower Temple

36. Ghost of Rahasia's father (1).
37. The Rahib (1).
40. Black panthers (2).
42. Ular-Taman, guardian naga (1).
46. Giant rats (8).
47. Siswa guards (4).
49. Baik Telor (1), Hasan (1).

Halls of Grandeur

51. Bandit (1), Bandit Captain (1).
- 54b. Skeleton (1).
58. Gelatinous cube (1).
59. Any character drinking the wine must succeed at a DC 10 Constitution saving throw or be poisoned for 1 hour. While poisoned, the character has a vision of a large black gem hanging from a chain.
60. Sliding stair trap.
63. Miryala (1).
64. Giant spider (1).
65. Merdiz (1).
67. A DC 10 Intelligence (Investigation) check reveals the illusion for what it is.
68. A DC 11 Intelligence (Investigation) check reveals the illusion for what it is.
69. A DC 12 Intelligence (Investigation) check reveals the illusion for what it is.
72. Any character drinking the wine must succeed at a DC 10 Constitution saving throw

or fall unconscious for 10 minutes. While unconscious, the character has a vision of the stone dragon heads in room 100.

76. Karalena (1), black panther (1).

77. Gas trap, giant rats (8).

80. Orcs (5).

82. Any character drinking the wine must succeed at a DC 10 Constitution saving throw or be poisoned for 1 hour. While poisoned, the character has a vision of an obelisk demanding an answer to a question.

Elyas' Treasury

87. Any character passing through the glowing arches must succeed at a DC 12 Constitution saving throw or begin transmuting into a platinum statue. The character gets one more saving throw, on a success the transmutation stops, on a failure the character becomes a statue until dispelled or the witches are destroyed.

90. Solorena (1), black panther (1).

105. Any character passing through the glowing arches must succeed at a DC 12 Constitution saving throw or begin transmuting into a platinum statue. The character gets one more saving throw, on a success the transmutation stops, on a failure the character becomes a statue until dispelled or the witches are destroyed.

Arena

95. Skeletons (5), Orcs (5), Giant spider (1), Zombies (8), Ogres (2), Black panther (2), Minotaur (1), Green Dragon Wyrmling (1).

Inner Sanctum

97. Flame trap.

98. Dust devil trap.

99. Karalena (1), black panther (1); if not encountered earlier.

100. Any female character entering this area must succeed at a DC 13 Charisma saving throw or be possessed by the spirit of Trilena.

Magic Items

1. Chain mail +1
2. Longsword +1
3. Mace +1
4. Mace +1
5. Potion of gaseous form
6. Potion of healing
7. Rahasia's Pendant (See Special Items)
8. Ring of animal control (replace with ring of animal influence)
9. Snake staff (replace with staff of the python)
10. Wizard scroll of levitate
11. Wizard scroll of comprehend languages, levitate

Traps

Dart Trap (pg. 8): Darts fire from the chest when it is opened. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, the character opening the chest must succeed at a DC 15 Dexterity saving throw or be struck by a dart. If struck, the character must succeed at a DC 13 Constitution saving throw or be poisoned for 30 minutes. While poisoned, the character becomes unconscious.

Dust Devil Trap (pg. 26): Triggered by answering the question incorrectly. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. The trap can't be disarmed. When triggered, the character takes 2d6 bludgeoning damage, with a successful DC 15 Dexterity

saving throw reducing damage by half.

Flame Trap (pg. 26): Triggered by answering the question incorrectly. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. The trap can't be disarmed. When triggered, the character takes 2d6 fire damage, with a successful DC 15 Dexterity saving throw reducing damage by half.

Gas Trap (pg. 20-21): Triggered by bringing a source of flame into the room and closing the door. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to avoid. When triggered, the explosion causes 2d10 fire damage to every creature in the room, with a successful DC 15 Dexterity saving throw reducing damage by half.

Sliding Stair Trap (pg. 18): Triggered by walking on the top 10 feet of the stairs. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature on the stairs which fails a DC 15 Dexterity saving throw slides into area 58.

Monsters

1. **Baik Telor:** (as veteran, MM 350, CR 3, 700 XP)
2. **Bandit:** (MM 343, CR 1/8, 25 XP)
3. **Bandit Captain:** (MM 344, CR 2, 450 XP)
4. **Elf Scout:** (as scout with elf racial traits, MM 349, CR 1/2, 100 XP)
5. **Gargoyle:** (MM 140, CR 2, 450 XP)
6. **Gelatinous Cube:** (MM 242, CR 2, 450 XP)
7. **Ghost:** (non-combatant, MM 147, CR 4, 1100 XP)
8. **Giant Rat:** (MM 327, CR 1/8, 25 XP)
9. **Giant Spider:** (MM 328, CR 1, 200 XP)
10. **Green Dragon Wyrmling:** (MM 95, CR 2, 450 XP)
11. **Guardian Naga:** (non-combatant, MM 234, CR 10, 5900 XP)
12. **Hasan:** (as guard with elf racial traits, MM 347, CR 1/8, 25 XP)
13. **Karalena:** (See Special Creatures)
14. **Minotaur:** (MM 223, CR 3, 700 XP)
15. **Merdiz:** (See Special Creatures)
16. **Miryala:** (as commoner with elf traits, MM 345, CR 0, 0-10 XP)
17. **Ogre:** (MM 237, CR 2, 450 XP)
18. **Orc:** (MM 246, CR 1/2, 100 XP)
19. **Panther:** (MM 333, CR 1/4, 50 XP)
20. **Rahib:** (as priest, MM 348, CR 2, 450 XP)
21. **Siswa:** (as bandit)
22. **Siswa Guard:** (as guard with elf racial traits, MM 347, CR 1/8, 25 XP)
23. **Skeleton:** (MM 272, CR 1/4, 50 XP)
24. **Solorena:** (See Special Creatures)
25. **Trilena:** (See Special Creatures)
26. **Water Weird:** (MM 299, CR 3, 700 XP)
27. **Zombie:** (MM 316, CR 1/4, 50 XP)

Special Creatures

Karalena, Solorena and Trilena (separately)

Medium humanoid (elf), chaotic evil
Armor Class 11 (14 with *mage armor*)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	17 (+3)	15 (+2)	10 (+0)
Saving Throws Int +5, Wis +4					
Skills Arcana +7, History +5					
Senses darkvision 60 ft., passive Perception 10					
Languages Common					
Challenge 1/2 (100 XP)					
Fey Ancestry. The sister has advantage on saving throws against charm and magic can't put her to sleep.					
Spellcasting. The sister is a 2nd level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She knows the following spells: Cantrips (at will): <i>chill touch, light, prestidigitation</i> 1st level (3 slots): <i>charm person, mage armor, sleep, shield, witch bolt</i>					

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.
Chill Touch. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

Karalena, Solorena and Trilena (together)

Medium humanoid (elf), chaotic evil
Armor Class 11 (14 with *mage armor*)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	17 (+3)	15 (+2)	10 (+0)
Saving Throws Int +5, Wis +4					
Skills Arcana +7, History +5					
Senses darkvision 60 ft., passive Perception 10					
Languages Common					
Challenge 1 (200 XP)					
Fey Ancestry. The sister has advantage on saving throws against charm and magic can't put her to sleep.					
Spellcasting. The sister is a 4th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She knows the following spells: Cantrips (at will): <i>chill touch, light, poison spray, prestidigitation</i> 1st level (4 slots): <i>charm person, mage armor, sleep, shield, witch bolt</i> 2nd level (3 slots): <i>invisibility, web</i>					

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.
Chill Touch. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 4 (1d8) necrotic damage.

Merdiz

Medium humanoid (human), chaotic neutral
Armor Class 11 (14 with *mage armor*)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	16 (+3)	11 (+0)	10 (+0)
Saving Throws Int +5, Wis +4					
Skills Arcana +7, History +5					
Senses darkvision 60 ft., passive Perception 10					
Languages Common					
Challenge 1 (200 XP)					
Spellcasting. Merdiz is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He knows the following spells: Cantrips (at will): <i>fire bolt, light, mage hand, prestidigitation</i> 1st level (4 slots): <i>detect magic, feather fall, mage armor, sleep, shield</i> 2nd level (3 slots): <i>arcane lock, web</i>					

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.
Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.