

RAGE OF THE RAKASTA

5E SOLO CONVERSION NOTES



RAGE OF THE RAKASTA 5e Conversion Notes

*Convert A Classic Solo Adventure Module
for Fifth Edition D&D*

-Based on the 1993 TSR Adventure-

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RAGE OF THE RAKASTA:

A Classic Solo Module

INTRODUCTION

Solo adventures are few and far between in D&D, and there are not many created (yet) for Fifth Edition.

This supplement allows the player to (re)visit a classic solo adventure, the 1993 TSR module entitled *Rage of the Rakasta*. You will need a copy of the original adventure module, which is available on Dungeon Master's Guild.

A virtual tabletop (VTT) account (e.g. Fantasy Grounds, Roll20) is also desirable to get the most out of gameplay.

All effort has been made to make gameplay as smooth as possible. Converted 5e stat blocks are provided for all monsters and NPCs in the quest, as well as detailed directions on how to get the most out of this solo roleplaying experience.

To get the most out of this quest, leave your character creation until just before you commence the quest. You'll see why shortly.

What follows are directions for setting yourself up for a very satisfying solo D&D experience using the *Rage of the Rakasta* adventure module.

NOTE: This conversion deals only with the solo adventure portion of the original module.

STEP 1 - THE MAP

(Note: when discussing page numbers, "m." before a page number refers to a page in the original adventure module).

The first stage is getting the map to a workable point. Perhaps you could bribe someone else to do this part for you, so that the map is a complete surprise as you play! If you are using a VTT, screenshot the B&W map on page m.4 and upload to your VTT, aligning it to the grid, 5 ft. per square as normal.

If you have Photoshop, you could screenshot and assemble the more detailed colour map on pages m.19-26 and then save that as a jpg to be uploaded to your VTT (you will need to number this however – in Photoshop or your VTT - according to the page m.4 map numbers). If I could have done this for you myself, I would have, but obviously copyright prevents me from providing even a new version of the map in this supplement.

It is essential that your map has numbers so you can find the appropriate entries as you go.

If grid alignment proves an issue, simply disable the grid and use the grid provided on the source map, calculating movement / range manually. In Roll20, holding down the alt key while moving tokens allows you to place tokens without them snapping to a grid.

Once the map is loaded in to your VTT, map out the dynamic lighting (if you have a paid subscription) but don't turn it on just

yet. Alternatively if you don't have a paid subscription, you could use fog of war, leaving Room 1 on the map (courtyard) unobscured.

Also, as the map view on the colour map is tilted, you might want to put a small mark next to the facing-away side of the doors, so you know there's a door there. Double check all the doors to make sure they are appropriately marked.

Next, you need to forget what you just saw. Map? What map? You saw NOTHING. But seriously, as far as possible, forget the map. That's why this is the first step, so that the remainder of the preparations will cause your memory to become a bit fuzzy about the map details.

STEP 2 - STAT BLOCKS

If you are using a VTT, load all stat blocks in, to be accessed as necessary. Converted 5e stat blocks for all creatures and NPCs can be found on pages 15-23 of this supplement.

Next, go and find some images to use as monster and PC tokens for your VTT. There is a fantastic online token creation tool named Roll Advantage Token Stamp which has applications far beyond this module. Google that and thank me later. Load your newly created tokens into your stat blocks so they can simply be dragged and dropped onto the adventure map within your VTT as you encounter them. Again, I would have created the tokens for you if royalty-free art was available, but

unfortunately it seems no decent art of tigerfolk, tabaxi, rakasta or catfolk is available, even for purchase! (a gaping hole in the market for an enterprising fantasy illustrator). If it were dwarves or elves it would have been a different story.

STEP 3 - CREATE LEVEL 3 CHARACTER and TOKEN

Self explanatory really. Create a level 3 character, with either darkvision or carrying a torch. Make a VTT token for them and make sure it has darkvision enabled. Then place it on the map at Room 1.

Turn on dynamic lighting or fog of war. Crank the GM opacity up to full so that other areas of the map are completely blacked out and can be revealed as you move through.

CONVERTING TO FORGOTTEN REALMS

This module was written for the Thunder Rift setting, but is easily transferred to the Forgotten Realms. An ideal place would be Kara-Tur, the continent that lies east of Faerun. The nation of Wa, which has a strong Japanese flavour, complete with ronin and bushido warriors, is a perfect fit for this module.

TIME TO GET ADVENTURING!

Read page m.3 in its entirety, then read paragraph 1 on page m.4. After that, return here.

NOTE: When one encounters a number on this map, refer to this supplement first before looking at the text in the original module.

ROOMS

ROOM 1: Courtyard

Your token should be at Room 1. There are two doors here obviously. Go and read the boxed text for Room 1 and then choose one of the doors to move through, revealing the obscured part of the map as necessary.

ROOM 2: Parlour

Go to Room 2 and read the boxed text, then return here immediately afterwards.

OPTIONS:

Try to extinguish one of the flames? Go to 12.

Search the room? Go to 28.

Otherwise, you may return to the map and move to a new room.

ROOM 3: Parlour

Go to Room 3 and read the boxed text, then return here immediately afterwards.

OPTIONS:

Have a closer look at the basin? Go to 7.

ROOM 4: Bedroom

Go to Room 4 and read the boxed text, then return here immediately afterwards.

OPTIONS:

Search the papers? Go to 29.

Examine the lantern? Go to 9.

Examine the vases? Go to 10.

If you have no other option, you may leave this room and move to a new room.

ROOM 5: Bedroom

Go to Room 5 and read the boxed text, then return here immediately afterwards.

OPTIONS:

Search the room? Go to 31.

Examine the body of the dead female rakasta? Go to 8.

Examine the figurines? Go to 41.

Otherwise, you may return to the map and move to a new room.

ROOM 6: Bedroom

Go to Room 6 and read the boxed text, and the text directly beneath. Then return here immediately afterwards.

OPTIONS:

There is nothing of any note in this room.

You may move to a new location after taking a short rest (if you wish to rest).

ROOM 7: Dining Room

Go to Room 7 and read the boxed text.

Then return here immediately afterwards.

OPTIONS:

If your passive perception is lower than 15, you are surprised. You must do battle with this rakasta ninja! The stat block is found on page 18 of this supplement. If surprised, the ninja has a free surprise attack against you before initiative.

To try and talk to this ninja, go to 38.

ROOM 8: Kitchen

Go to Room 8 and read the boxed text, and the text directly beneath it. This is a wandering monster room! Roll on the table to be found on page m.4, and then do battle with the creature you rolled! Their 5e stat block can be found in the stat block section. Then return here immediately afterwards.

There are spices here, to the value of 10d10 gp, which you may take with you. You may move to another room when you are ready.

ROOM 9: Parlour

Go to Room 9 and read the boxed text. Then return here immediately afterwards.
OPTIONS:

To ring the gong, go to entry 26.

ROOM 10: Storage Area

Go to Room 10 and read the boxed text, and the text directly beneath. Then return here immediately afterwards.

This is a wandering monster room! Roll on the table to be found on page m.4, and then do battle with the creature you rolled! Their 5e stat block can be found in the stat block section. Do battle, and then move to another room.

ROOM 11: Bathroom

Go to Room 11 and read the boxed text, and the text directly beneath. Then return here immediately afterwards.

This is a wandering monster room! Roll on the table to be found on page m.4, and then do battle with the creature you rolled! Their 5e stat block can be found in the stat block section. Do battle, and then move to another room.

ROOM 12: Reception Room

Go to Room 12 and read the boxed text. Then return here immediately afterwards.
OPTIONS:

To search the bodies, go to 27.

ROOM 13: Conference Room

Go to Room 13 and read the boxed text, and the text directly beneath. Then return here immediately afterwards.

This is a wandering monster room! Roll on the table to be found on page m.4, and then do battle with the creature you rolled! Their 5e stat block can be found in the stat block section. Do battle, and then move to another location.

ROOM 14: Tea Room

Go to Room 14 and read the boxed text, then return here immediately afterwards.
OPTIONS:

Will you drink the tea? If so go to 5.

To inspect the room more closely, go to 18.

Once you have finished exploring this room, return to the map and move to another room.

ROOM 15: Private Temple

Go to Room 15 and read the boxed text, then return here immediately afterwards.

OPTIONS:

To help the prisoner, go to 17.

To search the room, go to 30.

Once you have finished exploring this room, return to the map and move to another room.

ROOM 16: Secret Temple

Go to Room 16 and read the first box of text, skip the text after it, then read the second boxed text. Then return here immediately afterwards.

You must do battle with this false daimyo, knows as a futago!

Its stat block is found on page 22 of this supplement.

If you are victorious, go to 34.

ROOM 17: Dueling Arena.

Go to Room 17 and read the boxed text, then return here immediately afterwards.

OPTIONS:

To take a weapon from the rack, choose from the following: longsword, pike, mace, rapier. Then progress to Entry 37.

To attack the bamboo warrior (practice dummy), go to 2.

To try and remove the armour from the dummy, go to 25.

If you have finished exploring this room, return to the map and move to another Room.

ADVENTURE ENTRIES

1.

You do know something about this little box of ivory matches. When lit, they produce a ball of ebon fire that functions just like a magic missile spell cast by a 1st level magic user.

Add this to your inventory if you wish and then move to a new room.

2.

Your attack on the dummy causes it to stand to attention. It briefly bows to you, and then a weapon identical to yours materialises in its hands!

Roll initiative and do battle with the bamboo warrior (stat block on page 17). Its tactics are simple: It comes at you via the shortest route and attacks! It holds the same weapon as you. If you hold no weapon, it holds a *wakizashi* (weapon description in stat block).

If you defeat the bamboo warrior, you may either try to remove the armour (go to 25) or leave the room (return to map and move to a new room). There is nothing else of interest in this room.

3.

The ninja finally calms down and believes your story.

“Good luck in your mission, friend,” he says. “I would help you, but I have other business in the Daimyo’s service. Fare thee well.” And with a flourish and a flutter of black cloth, he is gone.

You may move to another room when you are ready.

4.

Your spell tells you that, yes, this item is definitely magical.

You could do an arcana check (DC 12) to see if you know anything about this item.

If successful, go to 1.

If unsuccessful, you have finished searching the room and may move to another room.

5.

You feel an incredible energy pulsing through you – this tea is invigorating your very soul!

Choose your highest ability score and increase it by one point! You may do this only once.

If you have two ability scores tied for highest, roll a dice to determine which gets boosted.

Then, return to Room 14 and choose another option.

6.

This simply appears to be a normal teapot. To drink the tea, go to 5.

Otherwise, return to the map and move to a new room.

7.

You move closer to the large basin.

Beneath the scented waters you can clearly see the body of a rakasta. It looks like it was drowned in the tub.

To examine the body more closely, go to 39.

Otherwise, there is nothing else to see here. Move to a different location.

8.

This female rakasta has a beautiful pendant around her neck, in the shape of a blooming rose. You inspect it further and find an inscription on the underside. It reads:

To my sister, whose beauty exceeds that of the rose and whose thorns are more cutting.

To remove the pendant from the woman and take it for yourself, go to 36.

To search the rest of the room, go to 31.

Otherwise, return to the map and move to a new room.

9.

Looking closely at the lantern, you see that it is almost out of oil. There doesn't appear to be anything else remarkable about the lantern.

You could do a detect magic spell on it if you wish. Go to 20.

10.

These ornate vases are each filled with a different sort of flower. There are 12 flowers, three each with red, blue, yellow and white blossoms.

To examine the flowers more closely, go to 15.

11.

You begin describing what you saw in the castle, and detailing all the evidence that points towards the mage Kaminari as the perpetrator.

Kaminari scoffs at your story. "You are blowing it all out of proportion, my friend," he laughs. "It was simply an experiment that got out of control. Evidently you could not contain it... but I thank you for

your help. And now, I must be going."

Before you can stop him, he has exited the open front door of the Burgomaster's house. Once you have picked your jaw up of the floor – the audacity of this wizard! – you pursue him outside, hand on your weapon. When you exit, you see that he has turned to face you, and is already casting a spell on himself...

You must do battle with the rakasta wizard Kaminari! Go to his stat block on page 23, where you will also find tactics for the battle. The map for the encounter is on page 25.

12.

As you snuff out one of the flames, there is a loud whooshing sound! All the flames seem to leave their lanterns and merge in the centre of the room, into the shape of a large tiger, composed of shimmering black flame! Growling menacingly, this strange guardian comes loping towards you, moving to attack! This is an ebon tiger and you must do battle with it immediately! The ebon tiger's stat block is found on page 16. Spawn it 1d6 spaces from you in any direction.

If you defeat the ebon tiger, you may search the room by going to 24.

13.

You can't tell whether the Daimyo Kamagagi is telling the truth... she is so weak with injury, she could be just talking nonsense in a delirious state...

To search the room, go to 30.

Otherwise, return to the map and move to a new room.

14.

You think this teapot might be worth a bit – maybe about 150 gp. Also, no matter how long you wait, the tea does not seem to be cooling down! You can empty it out and take it with you if you like.

To inspect it further, make a perception check (DC 14). If successful, go to 32.

If unsuccessful, you may drink the tea (go to 5), or else go to another room.

15.

Make a nature check, DC 12.

If successful, go to 33.

If unsuccessful, go to 23.

16.

Looking around the room, you find a secret compartment at the base of a small altar. Carefully opening it, you are amazed to find an impressive, gleaming sword, an ornate katana.

You have found the Zenchoo Katana, a powerful magical weapon which may be useful in combat! See page m.12 for full lore details on the Katana.

Zenchoo Katana - +1 bonus to attack and damage rolls. 1d8+1 slashing damage (add strength mod). Weight 3 lb. Properties: Versatile (1d10). Can be wielded by lawful characters only.

Clairvoyance: The katana also grants powers of clairvoyance. After spending one full action in meditation, the wielder can gain the benefits of the Clairvoyance spell (can be cast 3 times per day)

You look over the Daimyo Kamaggi's prone figure once more. She seems stable.

There is little that you can do for her now, other than clearing her residence of enemies.

When you are done inspecting the sword, return to Room 15 and choose a new option, or move to a different room.

17.

"Thank you," the rakasta woman breathes as you begin to tend to her wounds. "I am the Daimyo Kamaggi."

You remember Kaminari's words regarding the Daimyo Kamaggi. (If you do not, return to page m.3 and refresh your memory).

"I am very weak, badly injured," she says, barely able to form the words. "You must beware, friend. An evil creature has stolen my face, and is leading our people into a war they neither want nor deserve... I... you... you must stop it..." she breathes. "Before it sends my people to their deaths..."

She then lapses into unconsciousness. You cradle her head for a moment, perhaps giving her a little water. Suddenly her eyes fly open once more.

"Be careful, traveller!" she exclaims in a half-waking state. "The creature is a servant of the wizard Kaminari! After it is destroyed, he must be made to pay for his crimes!"

You consider these words carefully. They certainly come as a shock. After all, Kaminari was the one who approached you to carry out this quest!

To make an insight check on the Daimyo Kamaggi, roll insight, DC 13.

If you are successful, go to 35.

If unsuccessful, go to 13.

18.

There is nothing of real interest in this room apart from the teapot, which is piping hot, as if the tea was just poured.

To inspect the teapot more closely, go to 40.

19.

You move to attack the mage, but quickly, as if he had been expecting it, Kaminari looses four magical bolts at you!

Roll 3d4+3 and take that much damage. If you are still alive, read below.

As you recover from the attack, you see Kaminari fleeing out the door of the burgomaster's house! Quickly you follow, anxious that he not escape, that he be brought to justice for his crimes against the Daimyo!

You exit the house and see Kaminari has turned to face you. You must do battle with this malevolent mage!

The map for the encounter is found on page 25. Kaminari's 5e stat block and tactics are on page 23.

If you are victorious, go to entry 42.

20.

The lantern is magic, although you do not know how. Take it with you if you wish.

Return to Room 4 entry and choose another option.

21.

Lighting one of the matches, you see that it creates a ball of ebon flame. This rests on the tip of the match for a moment, and then sends three black ebon missiles shooting out, impacting on the wall and leaving a large hole!

Each of these matches (there are now only

two left) acts as a 1st level magic missile spell.

Add to your inventory, and then you may move to a new room.

22.

You find a number of small trinkets and the like – worth about 200 gp, all told. There are also a number of silver figurines. To inspect these, go to 41.

Take what you wish and then return to Room 5.

23.

As far as you can tell, these are just decorative flowers.

Return to the Room 4 entry and choose a new option.

24.

You find a small box containing 3 ivory matches.

To light one of the matches, go to 21.

Otherwise, you could cast detect magic. Go to 4.

25.

You try to remove the armour from the dummy but soon realize this will be impossible without destroying the armour. It is affixed to the dummy in a way that makes it unremovable. Return to Room 17 and choose another option.

26.

You take up the striker and ring the brass gong, producing a loud, metallic note. As the clear sound reverberates around the room and through your body, you feel yourself being magically restored to full

health. All your wounds and injuries are healed!

Restore yourself to full hp. This does not refresh feats or spell slots, however.

But your joy is short-lived... the sound of the gong has also attracted a creature, who you can hear approaching!

You may ready an attack, but then go to page m.4 and roll on the wandering monster table. 5e stat blocks for all monsters are found in the stat blocks section. You must encounter this monster.

27.

You find a note tucked into the belt of one warrior. It reads:

Ashinka,

You and your brother are the Daimyo's most loyal warriors. I have learned of an evil plot against her. Please meet me in the reception room so that we can discuss the best way to help our beloved lady.

Kaminari

The plot thickens! Were these warriors lured here by Kaminari, and then killed? The rakasta who approached you to carry out this quest may be a treacherous one after all... Or is there another explanation? When you are ready, you may move your PC to a new location.

28.

As you search this room, there is a loud whooshing sound coming from the lanterns overhead! All the flames seem to leave their lanterns and merge in the centre of the room, into the shape of a large tiger, composed of shimmering black flame!

Growling menacingly, this strange guardian comes loping towards you, moving to attack! This is an ebon tiger and you must do battle with it immediately! The ebon tiger's stat block is found on page 16. Spawn it 1d4 spaces from you in any direction, or if not possible, as far as you can.

If you defeat the ebon tiger, you may search the room by going to 24.

29.

The papers appear to be mostly legal documents, administrative government papers and other things. However, there is a letter amongst the pile which looks interesting. It reads:

Kamaggi,

There can be no doubt. Something dark is here. I think it is the work of the wizard Kaminari. I advise you not to trust him.

Your sister,

Tamokka.

After reading this, you may return to Room 4 and choose a different option.

30.

You quickly search the room.

Make an investigation check, DC 12.

If successful, go to 16.

If unsuccessful, you find nothing. Return to Room 15 and choose another option.

31.

Make an investigation check, DC 12.

If successful, go to 22.

If unsuccessful, you find nothing. Return to Room 5 and make a new choice.

32.

This teapot appears to be magical, enchanted to keep the liquid within it at a piping hot temperature.

To drink the tea, go to 5.

Or, if you like, you could empty the pot out and take it with you. Add to inventory.

Otherwise, return to the map and move to a new Room.

33.

You are familiar with this species of flower and know that each of these blooms has a special property.

Red Flowers: These buds will heal 1d4 hp (there are three flowers, so three uses) if crushed and rubbed onto wounds.

Blue Flowers: (one use only) These are a deadly poison that will deal 8d6 poison damage to anyone who fails a DC 16 constitution save. The juice may be rubbed onto the point or edge of any slashing or piercing weapon.

Yellow Flowers: (one use) If tossed into a fire, they will explode, effectively acting as a 3rd level Fireball spell.

White Flowers: If added to water, they make a tea that can cure blindness.

Take what you wish and then move on.

34.

As the futago's body drops to the ground, it begins to dissolve, and soon all that is left of the shapchanger is a pool of silvery liquid on the floor.

Go to page m.10 and read the first boxed text on that page, and then return here!

Do you attack the mage? Go to 19.

Or, will you try to explain what happened to the Burgomaster? Go to 11.

35.

There is something in the fevered Daimyo's eyes that tells you she is completely sincere.

To search the room, go to 30.

Otherwise, return to the map and move to a new room.

36.

You carefully remove the pendant from the neck of the corpse.

But to your horror, as you do so, the body jolts awake and groans, its lifeless eyes flying open and staring at you vacantly.

You back away, but the animated body advances on you, arms raised.

You must do battle with this rakasta zombie! Its stat block is found on page 15 of this supplement.

If you are victorious, you may either search the room (go to entry 31), or you can return to the map and move to a new room.

37.

As you are removing the weapon from the rack, you hear a creaking sound. You turn to see that the dummy has come to life, and it is holding an exact copy of the weapon you have chosen from the rack. It quickly bows to you, and then drops into a fighting stance!

Roll initiative and do battle with the bamboo warrior (stat block on page 17). Its tactics are simple: It comes at you via the shortest route and attacks!

If you defeat the bamboo warrior, you may either try to remove the armour (go to 25) or leave the room (return to map and move to a new room). There is nothing else of interest in this room.

38.

“Why are you attacking me?” you exclaim as you parry his blows. “I am here to help the Daimyo Kamaggil!”

“A likely story,” the ninja hisses.

Make a persuasion check, DC 14.

If successful, go to 3.

If unsuccessful, you cannot dissuade the ninja from combat. Go to the stat block on page 18 and fight this ferocious warrior!

39.

As soon as you come near this body, it jolts awake, water sloshing off its body in the tub. It turns and regards you, and then stands, lurching towards you!

You must do battle with this rakasta zombie! Stat block found on page 15.

If you are victorious, you may leave this room and go to a new location.

40.

Make a perception check, DC 12.

If successful, go to 14.

If unsuccessful, go to 6.

41.

Go to page m.7 and read the first paragraph. You may take these if you wish, although they do appear to be cultural artifacts

42.

The mad rakasta mage has fallen, and you are victorious. You have brought the Daimyo's nemesis to justice, and, although wearied by Kaminari's attacks, you feel your pride bolstered, and a sense of satisfaction that justice was carried out. You slowly make your way back inside to

where the burgomaster is hiding in a corner. After coaxing him out, you explain the situation to him, how Kaminari was the real criminal, and how the Daimyo was betrayed by him.

The burgomaster hangs his head in shame. (Go to page m.10 and read the last box of text on that page, then return here).

A few days pass, and word reaches the now recovered Daimyo of your heroic exploits. She summons you to her palace, and a ceremony is held.

Facing her in the royal court, she pronounces, “This brave soul has saved our kingdom. Approach, traveller, for I have a mighty gift for you.”

The Daimyo extends her shapely paw, depositing something small in your hand. You examine it closely – it is a ring set with a gem that looks like a cat's eye! (See page m.12. Interpret infravision as darkvision).

“You are a friend of the Rakasta, from this day forward, and our service is yours. And perhaps, we shall have need of you again one day.”

RAGE OF THE RAKASTA ENDS HERE!

But there is more of the module to explore, including some excellent adventure hooks. You might consider running this for a group of players, or finding a DM to run it for you.

Follow 5e Solo Gamebooks for more solo adventure releases! We will also be releasing more conversions of classic solo adventures.

STAT BLOCKS

RAKASTA ZOMBIE

Medium Undead, NE

Armour Class 8

Hit Points 22

Speed 20 ft.

STR 14 (+2)	DEX 6 (-2)	CON 16 (+3)
INT 3 (-4)	WIS 6 (-2)	CHA 5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Rakasta

Challenge ¼ (50 XP)

Undead Fortitude If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Improved Slam Due to its ability to pounce that it possessed in its previous life, a Rakasta zombie has extra reach on its slam attacks.

ACTIONS

Slam *Melee weapon attack*, +4 to hit, reach 10 ft, Hit 6 (1d6+2) bludgeoning damage.

Necrotic Claw *Melee weapon attack*, +4 to hit, reach 5 ft, Hit 7 (1d8+2) necrotic damage.

EBON TIGER

Medium Monstrosity, Neutral

Armour Class 12

Hit Points 30

Speed 40 ft.

STR 17 (+3)	DEX 15 (+2)	CON 14 (+2)
INT 3 (-4)	WIS 12 (+1)	CHA 8 (-1)

Skills Perception 3, Stealth +6

Damage Resistances Slashing, piercing and bludgeoning from non-magical weapons.

Senses Darkvision 60 ft., Passive Perception 13

Challenge 1 (200 XP)

Poison Bite Anyone bitten by the Ebon Tiger must make a constitution saving throw, DC 14. On a failed save, the PC 's sight begins to fade. For the next four rounds, starting in the round after the bite, the PC suffers a cumulative -1 penalty to all attack rolls, saving throws and ability checks. Once the penalty reaches -4, the PC is completely blind. This blindness is permanent. Only a high level magic user or magic item can reverse the effect. A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Flawless Stealth The Ebon Tiger has advantage on stealth checks.

ACTIONS

Multiattack The Ebon Tiger makes one bite and one claw attack.

Bite *Melee weapon attack*, +5 to hit, reach 5ft, Hit 8 (1d8+3) piercing damage.

Claw *Melee weapon attack*, +5 to hit, reach 5ft, Hit 7 (1d6+3) slashing damage.

BAMBOO WARRIOR

Medium Construct, Unaligned

Armour Class 14

Hit Points 28

Speed 30 ft.

STR 14 (+2)	DEX 16 (+3)	CON 9 (-1)
INT 3 (-4)	WIS 10 (+0)	CHA 7 (-2)

Saving Throws Dex +5

Damage Vulnerabilities Fire

Damage Immunities Poison, psychic

Damage Resistances Piercing

Condition Immunities Charmed, exhausted, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands language of its creator but can't speak

Challenge 1 (200 XP)

Aversion of Fire. If the bamboo warrior takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The warrior is immune to any spell or effect that would alter its form.

Magic Resistance. The warrior has advantage on saving throws against spells and other magical effects.

ACTIONS

Wakizashi *Melee weapon attack*, +4 to hit, reach 5ft, Hit 6 (1d8+1) slashing damage.

RAKASTA NINJA

Medium Humanoid, Neutral

Armour Class 12

Hit Points 27

Speed 30 ft.

STR 10 (+0)	DEX 15 (+2)	CON 10 (+0)
INT 12 (+1)	WIS 14 (+2)	CHA 16 (+3)

Skills Acrobatics +4, Deception +5, Insight +4, Investigation +5, Perception +6, Stealth +4

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Rakasta

Challenge 2 (450 XP)

Cunning Action On each of its turns, the ninja can use a bonus action to take the Dash, Disengage or Hide action. It does this after every attack, and then attempts to pounce and slam next turn, followed by a shortsword attack.

Sneak Attack Once per turn, the ninja deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft of an ally of the ninja that isn't incapacitated and the ninja doesn't have disadvantage on the attack roll.

Pounce If the Rakasta Ninja moves at least 20 ft. straight toward a creature and then hits it with a slam Attack on the same turn, that target must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, the ninja can make one shortsword attack (with advantage) as a bonus action.

ACTIONS

Multiattack The ninja attacks every round as follows: pounce, slam, shortsword.

Slam *Melee weapon attack*, +4 to hit, reach 10ft, Hit 5 (1d4+2) bludgeoning damage.

Shortsword *Melee weapon attack*, +4 to hit, reach 5ft, Hit 6 (1d6+2) piercing damage.

If you defeat the ninja, you may take his shadow suit. It is not actually magical, but is so well designed that it gives any rogue assassin who wears it a +1 advantage to stealth checks.

PANTHER

Medium Beast, Unaligned

Armour Class 12

Hit Points 13

Speed 50 ft., climb 40 ft.

STR 14 (+2)	DEX 15 (+2)	CON 10 (+0)
INT 3 (-4)	WIS 14 (+2)	CHA 7 (-2)

Skills Perception +4, Stealth +6

Senses Passive Perception 14

Challenge ¼ (50 XP)

Keen Smell The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw Attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite Attack against it as a Bonus Action.

ACTIONS (Roll d4)

1-3: Bite *Melee weapon attack*, +4 to hit, reach 5 ft, Hit 5 (1d6+2) piercing damage.

4: Claw *Melee weapon attack*, +4 to hit, reach 5ft, Hit 4 (1d4+2) slashing damage.

TIGER

Large Beast, Unaligned

Armour Class 12

Hit Points 37

Speed 40 ft.

STR 17 (+3)	DEX 15 (+2)	CON 14 (+2)
INT 3 (-4)	WIS 12 (+1)	CHA 8 (-1)

Skills Perception +3, Stealth +6

Senses Darkvision 60 ft, Passive Perception 13

Challenge 1 (200 XP)

Keen Smell The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw Attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite Attack against it as a Bonus Action.

ACTIONS (Roll d4)

1-3: Bite *Melee weapon attack*, +4 to hit, reach 5 ft, Hit 9 (1d10+3) piercing damage.

4: Claw *Melee weapon attack*, +4 to hit, reach 5ft, Hit 8 (1d8+3) piercing damage.

RAKASTA WARRIOR

Medium Humanoid, Neutral

Armour Class 14 (leather armour)

Hit Points 27

Speed 30 ft.

STR 16 (+3)	DEX 14 (+2)	CON 15 (+2)
INT 9 (-1)	WIS 13 (+1)	CHA 11 (+0)

Skills Acrobatics +4, Athletics +5, Intimidation +2, Survival +3,

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Rakasta

Challenge 1 (200 XP)

Fighting Style: Defense +1 to AC when wearing armour.

Second Wind (once per day) When the warrior falls to 10 hp or below, he will use a Bonus Action to regain 1d10+1 hit points.

Pounce When the Rakasta Warrior moves at least 20 ft. straight toward a creature and then hits it with a Battleaxe attack on the same turn, that target must succeed on a DC 10 Strength saving throw or be knocked prone.

ACTIONS

Battleaxe *Melee Weapon Attack*: +5 to hit, reach 5 ft., Hit: 8 (1d10+3) slashing damage (two-handed).

FUTAGO

Medium Monstrosity (shapechanger), CE

Armour Class 15

Hit Points 42

Speed 30 ft.

STR 16 (+3)	DEX 14 (+2)	CON 15 (+2)
INT 9 (-1)	WIS 13 (+1)	CHA 11 (+0)

Skills Deception +6, Insight +3

Condition Immunities Charmed

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Rakasta

Challenge 3 (700 XP)

Read Thoughts The futago magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the futago can continue reading its thoughts, as long as its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Foresee Attack Every time the target makes an attack on the futago, it makes an insight check with advantage. The DC is equal to the target's attack roll. On a successful insight check, the futago is able to partially dodge the attack, halving any damage.

ACTIONS

Multiattack The futago makes two toratsume (claw weapon) attacks.

Toratsume Melee Weapon Attack: +5 to hit, reach 5 ft., Hit: 7 (1d6+3) slashing damage.

If you defeat the futago, you may take the toratsume (claw weapons). There is one for each hand.

Toratsume: 1d4 slashing damage and advantage on athletics checks to climb. Properties: light, finesse.

KAMINARI

Rakasta Wizard, Chaotic Evil

Armour Class 13 (leather armour)

Hit Points 27

Speed 30 ft.

STR 13 (+1)	DEX 14 (+2)	CON 11 (+0)
INT 17 (+3)	WIS 12 (+1)	CHA 11 (+0)

Saving Throws +5 Int, +3 Wis

Skills Acrobatics +4, Arcana +5, History +5, Deception +4 (feline empathy), Insight +3

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Rakasta

Challenge 2 (450 XP)

Spellcasting Kaminari is a 3rd level spellcaster. His spellcasting ability is intelligence and his spell save DC is 13. Kaminari has the following wizard spells prepared:

Cantrips: Mage Hand, Ray of Frost, Shocking Grasp

1st Level (4 slots): Mage Armour, Magic Missile, Thunderwave, Tasha's Hideous Laughter

2nd Level (2 slots): Hold Person, Shatter

Potion Of Greater Healing Kaminari possesses a healing potion which he will drink as a free action if he drops to 15 hp or less, restoring 4d4+4 hp.

ACTIONS

Unarmed Strike (Claw) Melee Weapon Attack: +3 to hit, reach 10 ft., Hit: 4 (1d4+1) slashing damage.

ORDER OF COMBAT / TACTICS:

1. Place your token on the "PC" marker, Kaminari's on the "K" marker. Roll initiative.
2. Kaminari will begin by casting mage armour on himself, raising his AC to 15.
3. In his next round, he will cast Tasha's Hideous Laughter at the PC, incapacitating the PC if they fail a DC 13 wisdom save. (The PC will not be able to take actions).
4. On his next turn he will cast Thunderwave on the PC (con save DC 13), dealing 2d8 thunder damage if the PC fails the save, half as much if they make it. If the PC fails the con save they are pushed back 10 ft, and then Kaminari will flee 30 ft, making

his way to the winding path and starting to head either (roll d4) 1-2: North, or 3-4: South. If the PC is not pushed back, Kaminari will not flee.

5. NOTE: The bushes on the map are minor, low foliage, nothing more. You are able to see Kaminari over the top of them, and you may ignore them when moving.
6. He will then use Shatter (DC 13 con save) on his next two turns, burning his two Level 2 spell slots. This is 3d8 thunder damage on a failed save or half as much on a successful one. He will cast it 10 ft on the other side of you if necessary so he is not in the spell radius.
7. At this point he will realize that you must be killed if he is to escape, and so he will start trying to hit you with Ray of Frost attacks if at distance, or with Shocking Grasp if in melee range.
8. Continue until one of you is victorious! If you are victorious, go to 42.

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