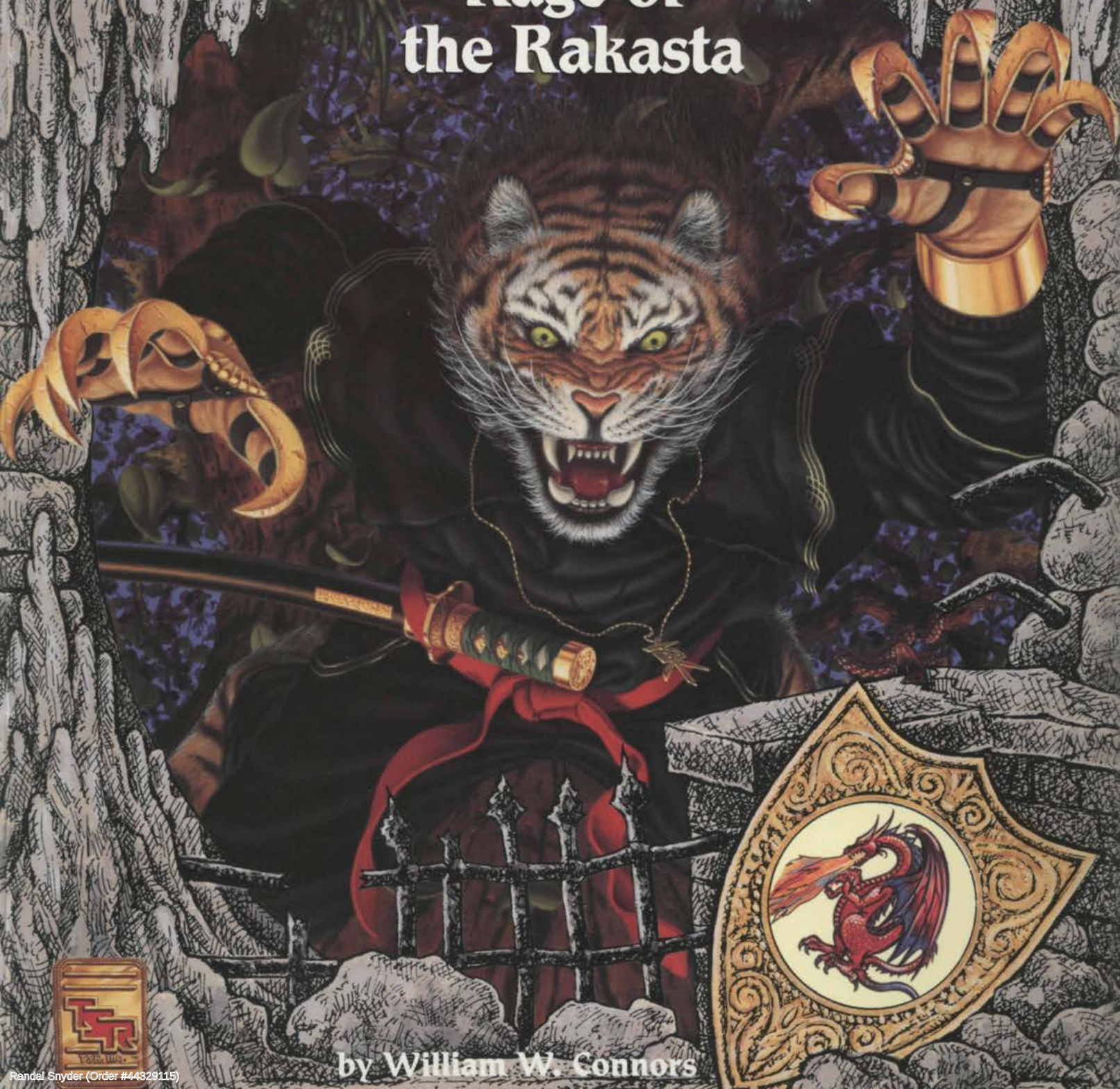


Dungeons & Dragons

Official Game Adventure

Rage of the Rakasta



by William W. Connors



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This book is dedicated to me. I'm the one who had to write it and I don't see why anyone else should get the credit. Thanks, Bill, I couldn't have done it without me.

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Introduction

Rage of the Rakasta is one of a series of 16-page adventures for the new DUNGEONS & DRAGONS® game. Unlike most of the other modules in this series, it is designed to function best with a single player and a single DM. However, the module can easily be used for a party of adventurers and, if no DM is available, it can even be played without a Dungeon Master.

In this adventure, the character is called upon to try to prevent a war between the feline rakasta and the people of Torlynn, a small town in Thunder Rift. Success will make the character a hero to both sides. Failure will cause a tragic conflict to erupt, threatening to plunge all of Thunder Rift into chaos.

This adventure is designed for a single character of 2nd to 4th level. If more adventurers are playing or if the character is of higher level, the DM may want to make some of the encounters tougher by increasing the number of monsters involved. If a lower level character is used, the DM should reduce the monsters' Armor Class, hit points, or damage to make the encounters less deadly. In any event, the important thing is to see to it that everyone has a good time.

What's Needed to Play?

The only things needed to enjoy this adventure are the DUNGEONS & DRAGONS® game rule book, paper and pencil, and some dice.

Rage of the Rakasta is intended for use with the DUNGEONS & DRAGONS® boxed game. However, with only a little effort on the part of the DM, it can also be used with the DUNGEONS & DRAGONS® *Rules Cyclopedia*, the DRAGON QUEST™ game, or the ADVANCED DUNGEONS & DRAGONS® 2nd Edition game. It can be played either as part of a series of adventure modules or as a self-contained, stand-alone story.

This adventure is set in the valley of Thunder Rift. Full information about this wondrous place can be found in the DUNGEONS & DRAGONS® game supplement of the same name. It is not necessary to own that product to play this adventure, however; this module can be used in any campaign setting with ease.

Boxed Descriptions

In order to make the Dungeon Master's task easier, many sections of this adventure include brief descriptions of places and events. These are set apart from the rest of

the text by grey-shaded boxes and are meant to be read to the players at various points during the game. DMs who wish to use the text will find that it provides atmosphere and promotes role-playing by helping players picture their characters' surroundings.

Not every Dungeon Master is comfortable simply reading boxed text out loud from the book. Those who do not wish to use the descriptions as they are presented are encouraged to reword or expand upon these passages as they desire.

Monster Statistics

Throughout this adventure, the player will be called upon to have his or her character battle various enemies. Whenever such encounters occur, information about the enemy will be presented in the following format:

Monster Name (number encountered): AC (Armor Class); HD (Hit Dice); hp (hit points); MV (Movement Rate); #AT (Number of Attacks); THAC0 (see below); Dmg (Damage inflicted per attack); Save as (type of character that the monster's saving throws are made as); ML (Morale); AL (Alignment); XP (Experience Points earned for defeating the monster); Treasure (Any valuables carried by the monster).

One of these notations, THAC0, may be unfamiliar to new players and DMs. THAC0 is simply an acronym for "To Hit Armor Class 0." To determine the roll that a DM must make on 1d20 for a monster to hit an enemy in combat, simply subtract the target's Armor Class from this number. Thus, if a monster with a THAC0 of 15 is attacking a character who has an AC of 7, the monster will hit on a roll of 8 or better.

Playing Without a DM™

In order to play this adventure without a Dungeon Master, the player should read the boxed text on the inside cover describing each room as his or her character enters it. As soon as this is done, the player should decide on the basis of that description what the character is going to do in the room. Once that decision is made, the player should look up the full information on that room in the book to find out the results of the character's action. If the room is inhabited, the book will describe the inhabitant's reaction to the character's entrance. Otherwise, nothing will happen in that room.

This adventure begins when the character is summoned before Burgomaster Gustovan of Torlynn. Whether or not the player has already completed the *Quest for the Silver Sword*, his or her character is assumed to already know Gustovan; the two may even be good friends. If the game is not being played as part of a campaign based in Thunder Rift, the DM should feel free to change the names of people and places given here to match those in his or her own game world.

When the player character is ready to begin play, the Dungeon Master should start the game by reading aloud the following text. If no DM is present, the player should read the boxed text below and think of it as an introduction to the events that will follow.

It is a stormy evening out. What began as a mild summer rain has turned into a battering tempest. Certainly, this is a night for danger and intrigue. Thus, it hardly comes as a surprise when a messenger arrives at your door with a summons from Burgomaster Gustovan. Something wicked is afoot, and he needs your help again.

If more than one person is playing, the players may wish to talk among themselves for a few moments to make a preliminary plan or discuss past encounters with the burgomaster. When they are done, the DM can continue on with the scene at Gustovan's home.

The first thing your character notices upon entering the burgomaster's drawing room is that you are not Gustovan's only visitor. A lone figure wrapped in a black cloak sits huddled in one of the room's plush chairs. The robes are so dark that they seem to drink up what lamp light hits them. You can see nothing of the person inside the robes, for the cloak hides his or her every feature.

"Welcome, my friend," says Gustovan. "I cannot thank you enough for coming here on such short notice. Torlynn—indeed, all of Thunder Rift—is in great danger. Only you can save us.

"I'd like you to meet someone. His name is Kaminari, and he will explain what must be done."

With that, Gustovan gestures toward the hooded figure, who stands with difficulty, showing himself to be just over five feet tall and apparently very frail. With slow, shaky movements, he sweeps back the hood of his robe to

reveal his face. Much to the character's surprise, he is not human but some kind of cat-man. The firelight glints off his green eyes as he looks over the adventurer. After a silent moment during which the only sound is the pounding of the rain on the window and the crackling of the fire, Kaminari speaks.

"As you can see, honorable warrior, I am not a human. My people are called rakasta, and we are new to these lands. We came in peace, having been driving out of our ancestral homes by a great dragon. After many years of wandering, we have settled on a plateau many miles north and east of your village.

"Recently, our leader, the mighty Daimyo Kamaggi, has begun to speak of making war against your race. She talks of a time when all of Thunder Rift is controlled by claw and fang. She has stirred my people into a battle frenzy, and even now they are making ready to strike.

"This is not like our daimyo. I am old, and have known Kamaggi for many years. While she is a great warrior, she is not a tyrant. Something is amiss and I am unable to determine what it is. In order to discover what has happened and make it right, I have been forced to look beyond our village."

When Kaminari is done speaking, he sinks back into the chair, coughing feebly a few times. He shivers, obviously uncomfortable with the cold and damp.

At the same time, the burgomaster picks up the conversation. He asks the character to help. The plan is simple enough: Kaminari has brought with him a magical device that will permit him to transport the adventurer directly into the daimyo's palace. Once there, he or she is to explore the building to try to discover what is behind the sudden change in Kamaggi's attitude.

When the character agrees to help, read the following boxed text to the player:

The burgomaster looks greatly relieved. He smiles and nods to Kaminari. The aged rakasta fights his way to his feet again and removes a small piece of charcoal from his robes. He asks you to stand motionless and slowly works his way to his hands and knees. As he growls and hisses a magical spell in an unknown language, he draws a thick circle on the floor around you with the charcoal. As he closes off the last bit of the ring, it flashes into flame.

Suddenly, everything goes dark.

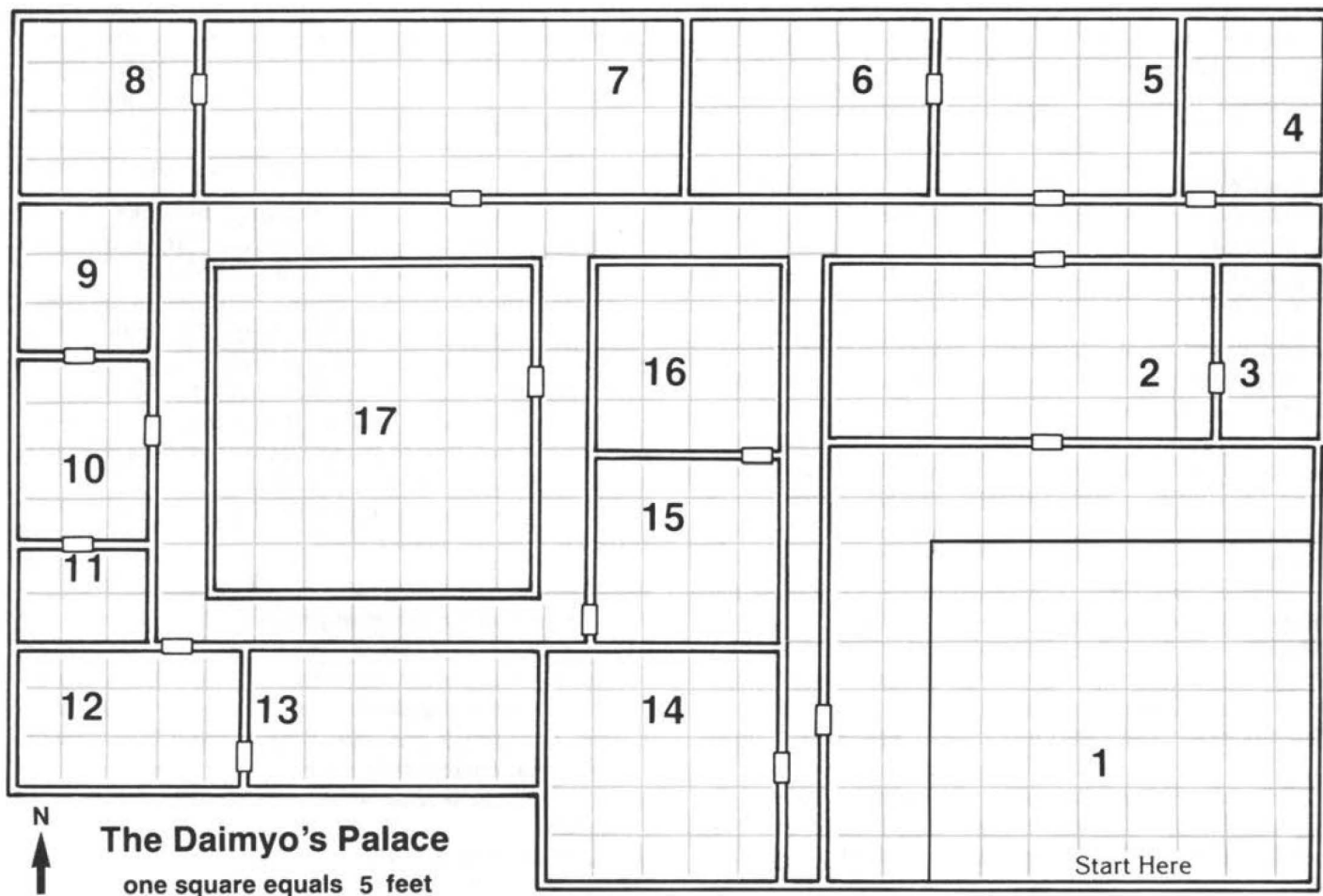
the Daimyo's Palace

The majority of this adventure is taken up with the exploration of the daimyo's residence. This structure is not like the dungeons that most players are accustomed to adventuring in. Rather than a gloomy fortress of stone blocks, the palace (*shirasokan*, to the rakasta) is an ornate structure built mostly of wood. Its outer walls are covered by climbing vines with delicate flowers. Elaborate golden decorations top the wooden spires that rise above the low, flat roof; countless colorful banners crack back and forth in the stiff wind that blows almost constantly along the face of the cliff. All in all, the building looks far more pleasant and comfortable to live in than most castles the character has seen.

Wandering Monsters

Some of the rooms in the palace are noted as Wandering Monster rooms. Whenever one of these is explored, the DM (or player) will be instructed to roll for a Wandering Monster. When that happens, use the following chart. The monster should be placed near the center of the room.

1d6	Monster Encountered
1	Ninja, Rakasta
2	Zombie, Rakasta
3	Panther
4	Tiger
5	Zombie, Rakasta
6	Warrior, Rakasta



Exploring the Palace

To begin this portion of the adventure, the DM should lay out the color mapsheet where both he or she and the player (or players) can reach it easily. The player should then place his or her stand-up figure in the center of the courtyard (area 1). Next, the DM should read aloud the boxed text below to get things started. While the player is deciding what to do, the DM can skim the information that follows the boxed text in order to be ready for the actions the player decides for his or her character to take.

If you are playing this adventure without a DM, place your figure in area 1, then read the boxed text below and decide upon a course of action. Next, skim down through the text below the box until you find a bold entry that matches the deed your character is attempting.

If the action your character took is listed, there will be complete details on what happens next and how to resolve it. If the action is not listed, then it is assumed to have had no important result.

Room 1: Courtyard

You find yourself standing in a wide garden that is roughly 40 feet square and bordered by a high wall of whitewashed timber and a broad wooden walkway. The area looks well tended. The elegant aroma of various flowers fills the air with a gentle fragrance. You seem to have left the storm behind you in Törlynn, for the sky is crystal clear and sparkles with a thousand brilliant stars.

This is simply a starting place for the adventure. There is no threat here and the only action that might be taken is the entry into the palace itself.

Room 2: Parlor

This is an elegant sitting room, decorated in rakasta fashion with low tables and sitting mats. Half a dozen glass lanterns hang from the ceiling. Inside each, a sinister-looking flame, as black as night, flickers silently. Rather than fill the room with light, these lanterns seem to spread darkness to every corner.

If the character attempts to extinguish one or more of the flames, he or she is in for a great surprise. With a sudden roaring *whoosh!* the flames burst from the lamps and merge into a horrible creature wholly composed of black fire. This is an **ebon tiger**, an enchanted creature that guards the home of the daimyo from intruders. This

guardian attacks regardless of the technique used by the player to snuff the flames.

If the character does nothing, then nothing unusual happens. The character is free to leave the area.

Searching the room has the same effect as attempting to extinguish the flames. After the tiger has been defeated, a character searching this room will find a box that contains 3 ivory matches. Each of these can be lit and thrown, creating a small ball of ebon fire that functions just as if it were a *magic missile* spell cast by a 1st level magic user. Once used, each match is destroyed.

Ebon Tiger (1): AC 6; HD 6**; hp 35; MV 150 (50); #AT 2 claws/1 bite; THAC0 13; Dmg 1d4/1d4/2d4; Save as M3; ML 12; AL N; XP 725; Treasure Nil.

Anyone bitten by the ebon tiger must make a Saving Throw vs. Poison. If the save fails, the character will find his or her sight beginning to fade. For the next four rounds, starting in the round after he or she was bitten, the character will suffer a cumulative -1 penalty to all attack rolls, ability checks, and saving throws. Once the penalty reaches -4, he or she will be completely blind. This blindness is permanent—only a high-level cleric (one beyond the scope of the basic rules) or powerful magic can restore the character's sight.

Room 3: Bathroom

This bathroom is finished in fine woods, gleaming brass, and polished crystal. A large circular basin, cut from a single block of white and blue marble, is filled with water. Hot coals glow under the tub, causing wisps of steam to drift into the air. The steam fills the room with a billowing cloud that smells of perfume and herbs.

Examining the basin will reveal that it contains a body. It is clear from the condition of the corpse that the rakasta was drowned in the scented waters of the tub. If the body is left alone, nothing happens. If the body is disturbed or removed from the tub, it animates and attacks.

Zombie (1): AC 8; HD 2; hp 10; MV 90 (30); #AT 1; THAC0 18; Dmg 1d8; Save as F1; ML 12; AL Chaotic; XP 20; Treasure None.



Room 4: Bedroom

This simple but elegant bedroom clearly belongs to someone important—possibly the daimyo herself. The center of the floor is covered with a silk sleeping mat. A low shelf built into the walls seems to serve as a desk or table; assorted papers are scattered upon it. Four small crystal vases stand at various places around the room, each of which holds wilted flowers. A single lantern hangs from the center of the ceiling, filling the chamber with flickering, sputtering light. Clearly, it has been burning for some time, and its supply of oil is almost exhausted.

Searching the papers reveals that they are mostly legal documents and the various paperwork vital to the running of any government. However, one of the papers proves to be a letter written in hurried script. It reads as follows:

*Kamaggi,
There can be no doubt. Something dark is here. I think that it is the work of the wizard Kaminari. I advise you not to trust him.
Your Sister,
Tamokka*

Examining the lantern will reveal that it is indeed almost out of oil. The lantern is magical; if refilled, it will burn for several days. However, if removed from this room, it will not burn at all.

Examining the vases will reveal that each is filled with a different sort of flower. There are 12 flowers, three each with red, blue, yellow, and white blossoms. Each has a special property which the character may discover by experimentation:

Red Flowers: These buds will heal 1d4 hit points if crushed and rubbed onto wounds.

Blue Flowers: These are a deadly poison that will kill anyone eating them who fails a Saving Throw vs. Poison.

Yellow Flowers: If tossed into a fire, these flowers will explode just as if a *fireball* spell had been cast by a 3rd level wizard.

White Flowers: If added to boiling water, these make a tea that can *cure blindness*. This will act to counter the blindness caused by the bite of the ebon tiger in room 2.

Room 5: Bedroom

You have stepped into a richly decorated bedroom. Here and there, silver figurines stand gleaming on a low shelf that runs along the walls. A large silk sleeping mat is spread out in the center of the room. A female rakasta dressed in fine silk night clothes lies curled up on the mat. She is obviously dead, for her skin has the dry, stretched look of mummification.

Examining the Body will reveal that she wears a pendant in the shape of a blooming rose around her neck. An inscription on the underside of the flower says *To my sister, whose beauty exceeds that of the rose and whose thorns are more cutting.*

If the pendant is removed from the body or damaged in any way, the body will animate and attack as a zombie.

Zombie (1): AC 8; HD 2; hp 10; MV 90 (30); #AT 1; THAC0 18; Dmg 1d8; Save as F1; ML 12; AL Chaotic; XP 20; Treasure rose pendant (worth 120 gp).

Searching the Room will not uncover anything special. There are a number of small trinkets and the like, which are worth a total of about 200 gold pieces.

Examining the Figurines will reveal that they are all finely carved representations of various rakasta champions. There are thirteen of them in all, each bearing an inscription that identifies the person it represents. Twelve are made of silver and are worth 100 gold pieces each. The thirteenth is made of worthless tin. Curiously, it and one of the silver figurines are almost identical: both bear the inscription "Kamaggi" and appear to be mirror images of one another.

Room 6: Bedroom

This is a simple bedroom with a silk sleeping mat in the center of the floor. A low table with a number of silk pillows stands in one corner, but these look unused. All in all, you have the impression that this room has been empty for some time.

This is a spare bedroom reserved for the use of honored guests of the daimyo or her sister. This is a good place for the player character to hole up if he or she needs to rest or heal from injuries.

Room 7: Dining Room

As soon as you enter this room, a foul stench causes you to gag. The source of the odor is a heap of rotting meat sitting atop a low, circular table. Huge, bloated flies buzz around the room, constantly circling the decaying flesh. Without warning, something springs from the shadows and you find yourself face to face with a dangerous-looking figure in black.

This is a ninja, one of the deadly assassins of the rakasta. It is his job to defend the daimyo's home from intruders. He will attempt to kill the character, believing that he or she is responsible for the death of the other rakasta. The ninja fights with a short, slender sword called a *wakizashi* and wears a *shadow suit* (see New Magic Items, page 12).

Rakasta Ninja (1): AC 5; HD 2**; hp 10; MV 120 (40); #AT 1; THAC0 18; Dmg 1-6; Save as T2; ML 9; AL N; XP 30; Treasure Nil.

Room 8: Kitchen

This area is clearly used for food preparation, for knives, bowls, and the like are scattered in racks on the walls. There is

no sign of any cooking equipment. A small glass cabinet filled with various spices is mounted on one wall; the entire room smells of its delicate contents.

There is no set encounter for this room; it's a Wandering Monster room. Check the chart on page 4 to see who or what the character must fight in here. There is no obvious treasure here, but some of the spices are quite valuable and the collection could be sold for up to 100 gold pieces.

Room 9: Parlor

This room is furnished with a number of plush cushions and a low bamboo table. A small brass gong stands in one corner with a heavy striker hanging from it. The surface of the gong is etched with the face of a roaring lion.

Ring the gong in this room will do two things. First, it will invoke a magical spell that heals any injuries the hero has suffered (this affects only hit points, not blindness or similar ailments). However, the noise will also attract a Wandering Monster, which will arrive the next round. Use the chart on page 4 to determine which Wandering Monster the character must fight.

Room 10: Storage Area

A number of boxes and crates fill this room. The markings on these containers indicate that they hold various household goods. In the center of the room is a loose pile of broken mirrors. All of these show signs of having been deliberately shattered.

This is a Wandering Monster room. Check the chart on page 4 to see what the character must fight in here. If the Wandering Monster is defeated, the character may search the room, but there is no obvious treasure here.

Room 11: Bathroom

This small room is a privy. It is decorated with a subdued dignity that speaks well of its owner. A sachet of delicate herbs hangs from a glass lantern in the center of the room, giving the room a light, bitter fragrance.

There is no set encounter for this room; it's simply a Wandering Monster room. Check the chart on page 4 to see what the character must fight in here. If the Wandering Monster is defeated, the character can search the room, only to find that there is no treasure here.

Room 12: Reception Room

Although the decor in this room makes it clear that it was once a reception area used for informal meetings, it has most recently served a more evil purpose. A pair of rakasta bodies, each dressed in the fine leather armor of the daimyo's personal guard, lie crumpled in the corner. They have been badly mauled, as if by some savage animal, and clearly died in a great deal of pain.

If the bodies are searched, the hero will find a note tucked into the belt of one warrior. The note is brief, and reads as follows:

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

Room 13: Conference Room

A long, low table fills the center of this room. A dozen pillows have been scattered around the room and a number of papers are spread on the top of the table. Four lanterns glow above the table, filling the room with an even yellow light.

This is also a Wandering Monster room. Consult the chart on page 4 to see what the character must fight in here. If the monster is defeated, there is no obvious treasure here.

Room 14: Tea Room

The rakasta place a great importance on the ancient tea ceremonies of their race. This room, which is decorated with flowers and subtle watercolors, is clearly intended to host such services. A small, low table stands in the center of the room, with a splendid silver tea service gleaming atop it. A thin wisp of steam indicates that the tea pot is filled.

Anyone who drinks from the tea pot will find his or her Prime Requisite raised by 1 point. This only works once for any individual. For characters who have two Prime Requisites, roll randomly to determine which one is raised. The teapot itself magically keeps hot any liquid poured into it and is worth 150 gp.

Room 15: Private Temple

This area is richly decorated in silks and precious metals. The furnishings and other things in here make it obvious that this is a temple of the rakasta. A slender rakasta woman lies chained to a polished crystal table in the center of the room. She appears unconscious and badly injured, with only the occasional movement and groan to show that she is still alive.

Helping the prisoner: this is the daimyo herself. She is not only badly injured, but weak from lack of food and especially water. Magical healing or simply giving her a little water will enable her to regain consciousness long enough to warn the character that an evil creature has "stolen her face" and is leading her people to war. She begs him or her to find and destroy this creature before it starts a war that she doesn't want. "Be careful," she warns, "for the creature is a servant of the wizard Kaminari. After it is destroyed, he must be made to pay for his crime."

Searching the room will reveal a hidden compartment in the base of the altar. Inside this compartment is a gleaming sword. This is, in fact, the *zenchoo katana*, and may be very useful in combat. Full details on this powerful magical weapon are provided in the section entitled New Magic Items on page 12.

Room 16: Secret Temple

As soon as you step into this area, a sense of impending doom and great evil fills your heart. This room is a shrine, decorated with dark furnishings and cold, evil icons. There is no doubt that this is a place of absolute evil.

As your eyes adjust to the dim light, you see a figure step out of the shadows. She looks almost exactly like the unfortunate rakasta prisoner you found in the temple room, except that this rakasta warrior is healthy and armed for battle, wearing leather gauntlets with wicked-looking, razor-sharp claws protruding

from the fingertips. At first, you think that this is the daimyo, but then you see her eyes glow redly in anticipation of battle and realize this is no ordinary rakasta before you.

This is a form of doppleganger that has replaced the daimyo. Being a thoroughly evil creature, it has decided to start a war between the rakasta and human inhabitants of Thunder Rift. When it sees the character, it laughs coldly. The DM should read the following text to the player:

"So," hisses the false daimyo, flexing her long metallic claws, "you are the champion that the fool Kaminari would send against me. He thought that he could control me when he drew me from the mirror, but now he fears to face me. It's too bad that you must die, or I would bid you tell your master that I am coming for him next!"

With that, the creature springs, claws slashing.

Futago (1): AC 5; HD 4*; hp 20; MV 90 (30); #AT 1; THAC0 16; Dmg 1d12; Save as F8; ML 8; AL Chaotic; XP 125; Treasure E (Q + R + S).

The futago is immune to *sleep* and *charm* spells. When killed, it loses its borrowed shape as its body dissolves into a pool of silvery metallic liquid (mercury). The futago is similar to the doppleganger described in the DUNGEONS & DRAGONS® game rule book.

As soon as the futago is killed, Kaminari's spell runs out of power and the character finds himself or herself transported back to the burgomaster's house in Torlynn. Suddenly, he or she is face to face with the wizard whose meddling began this whole affair. These events are described in the next section; go to page 10.

Room 17: Dueling Arena

The walls and floor of this room are covered with padded straw mats. Various blunted and padded weapons are arrayed in a rack that has been fixed just inside the door. On the other side of the doorway, a second rack contains real weapons with edges so sharp that they gleam in the light. A practice dummy made of bamboo wearing a suit of ornate chain mail armor stands motionless in the center of the room.

Taking one of the weapons from either rack will cause the bamboo warrior to come to life. The figure will suddenly be possessed of a weapon identical to the one the hero has chosen. After pausing to bow to the character, the bamboo warrior will attack.

Bamboo Warrior (1): AC 0; HD 3; hp 24; MV 120 (40); #AT 1; THAC0 17; Dmg Variable (by weapon); Save as F3; ML 12; AL N; XP 35; Treasure Nil.

Bamboo warriors are a form of golem created by rakasta wizards. They look like armored rakasta warriors and can wield a variety of weapons. Usually, they act as guardians of important areas. In this case, the bamboo warrior is used for combat training.

Attacking the practice dummy causes it to animate and defend itself. This is resolved just as if the character had taken one of the weapons from the racks.

Removing the armor from the practice dummy is possible. However, the armor is bolted into place and will be destroyed in the process. The ruined armor will be of no value to the hero.



Return to Torlynn

As soon as the character defeats the futago, Kaminari's spell wears off and he or she is transported back to the burgomaster's home in Torlynn. Here, the character can confront Kaminari with the information that the whole affair was the wizard's fault to begin with. Depending upon the actions taken by the character, Kaminari may or may not reveal this information to the burgomaster. This scene can be set up on the map in room 17. In any event, the following boxed text describes the magical trip.

Suddenly, the room around you fades into darkness. You feel a tingle run along your spine and the sensation of a strong wind blowing through your hair. Then, as quickly as it began, the mystical feeling vanishes and your sight returns.

You find yourself standing in the burgomaster's parlor. The rain pounds against the glass of the windows and the fire cracks and hisses in the hearth. Gustovan looks up and smiles at your return. Kaminari looks up as well, but seems less excited to see you.



If the character attacks Kaminari, the wizard will defend himself with a *magic missile* spell and then try to flee from the house. If he manages to escape from the room, he will *wizard lock* the door behind him and then *fly* off into the night sky. The following boxed text can be used to describe the start of the fight:

As you make ready to attack, the rakasta wizard throws off the aura of weakness and age that he has been maintaining. He reveals himself to be as quick and dangerous as any warrior you have ever seen. His eyes burn with hate and his lips part to show keen fangs as he hisses angrily at you. With a swift gesture, he unleashes a volley of magic missiles toward you.

Kaminari (Wizard 5, Rakasta): AC 9; hp 15; MV 120 (40); #AT 1; THAC0 19; Dmg 1d4; Save as W5; ML 10; AL C; XP 175; Treasure R, S, T. Spells: 1) *charm person*, *magic missile*; 2) *mirror image*, *wizard lock*; 3) *fly*.

If the character tells the burgomaster what he or she learned while exploring the castle, the wizard will explain that this was simply an experiment that got out of control. He will then try to excuse himself quickly and leave, thanking the character profusely for his or her help. If any attempt is made to detain him, the wizard attacks (see above). The explanation that Kaminari offers is as follows:

"Yes, I am to blame for the creature that you faced. I was attempting to create a likeness of the daimyo as a tribute to her beauty and valor in combat. Somehow, my spell went wrong and I called forth the evil futago from my magical mirror. I feared that you would not help me if you knew the truth."

If the character says nothing about the events at the palace, the wizard will thank him or her for helping and leave. As soon as he is outside, he will *fly* away.

If Kaminari is defeated and the daimyo is made aware of this, she will reward the hero with a *cat's eye ring* (see New Magic Items, page 12). From that point on, the character will be known as a friend of the rakasta and can count on their aid in times of crisis. Of course, this works both ways, and the rakasta are likely to call on the hero to help them out when things get tough.

If the player had a good time exploring the daimyo's palace and learning about the rakasta, he or she may want to become a Dungeon Master and create adventures featuring the rakasta for other players. Whenever the player characters have dealings with the rakasta in Thunder Rift, it is important to present them in a way that makes the rakasta seem different and unique to the players. Otherwise, they're just men and women in cat costumes.

Since most D&D® campaigns have a very European flavor to them, the rakasta of Thunder Rift have been given an oriental tone to set them apart. By focusing on this, the DM can use the rakasta to create very colorful encounters for the players. The nice thing about this is that it isn't hard to do. The designer of an adventure need only pick out some element of an oriental culture, such as the tea ceremony or the ancient code of honor known as *bushido*, and build the adventure around it. Add a few oriental-sounding names, and you're all set.

Adventure Ideas

Many of the people and places presented in this module can be used as starting points for later quests. Here are a few obvious ones to get you started:

A Game of Cat and Mouse

If the DM has both this module and the earlier *Quest for the Silver Sword*, he or she might want to establish an adventure where the rakasta are threatened by the ratlings that fled from the Torlynn area when their curse of eternal winter was broken. Perhaps the wizard Kaminari will settle elsewhere in Thunder Rift now and adopt some of the ratlings as his followers.

The Fires of Death

The rakasta have come to Thunder Rift as refugees. They were driven out of their ancient home by a savage and ancient dragon. It might be that the dragon has decided to finish the job he started and finish off the rakasta.

If this happens, the heroes may well be called upon to battle the dragon. After all, once the great wyrm has slain the rakasta, he is certain to turn his attention on the other inhabitants of Thunder Rift.

Bad Omens

The character is called upon to recover a lost treasure of the rakasta—perhaps the ancient *zenchoo katana* has



been stolen and the rakasta see this as a deliberate insult to their honor. Unless it is found and returned within a matter of days, the rakasta will send their ninjas after anyone they think might have it, with disastrous results.

A Debt of Honor

The character is contacted by a rakasta warrior who is vying for the hand of a beautiful rakasta noble lady. He feels that he must prove himself and show her family that he is a warrior of honor. He asks the characters to join him in the exploration of a dangerous dungeon. During the adventure, he constantly takes great chances and places himself in danger just so he can show his skills as a warrior. If the heroes can keep him alive, they'll earn a friend for life.

Night Stalkers

The rakasta ninjas are deadly assassins. If the heroes have ever crossed a Thieves' Guild and thought that was tough, wait until they see what an angry group of ninjas can do!

New Magic Items

The rakasta are an interesting and unique race. They have their own culture, special weapons, and a code of honor that sets them apart from the other people of Thunder Rift. Over the centuries, they have been involved in the creation of several special magical items. All of these items are hidden somewhere in this adventure and may be found by careful adventurers.

Cat's Eye Ring

This looks like a simple golden ring set with a gem that looks very much like the eye of a cat. It was crafted several decades ago as a gift for a human warrior who had done a great service to the rakasta. When that hero died, the ring was returned to the rakasta, who are saving it to give to the next human hero that earns their favor. When worn, it gives its owner infravision, just like that possessed by dwarves, elves, or rakasta. The ring has no effect if worn by a character who already has infravision.

Shadow Suit

This special suit of black clothing is similar to that worn by the rakasta ninja assassins. It is not actually magical,

but is so well designed that it gives any thief character who wears it a bonus of +25% to his or her Hide in Shadows rolls. The suit will also fit an elf or any of the human character classes. In these cases, it gives the wearer a flat 25% chance to Hide in Shadows as if the character were a thief.

Climbing Claws

This is a special type of *toratsume* (see page 13) that has been modified to make them useful as climbing devices. Any thief character who uses climbing claws when attempting to scale a wall or other surface will gain a +10% bonus to his or her ability. The claws will also fit an elf or any of the other human character classes. In these cases, they give the wearer a flat 10% chance to Climb Walls as if the character were a thief.

Rakasta characters can use the climbing claws in combat just as they would an ordinary pair of *toratsume*. Any other type of character using the claws to fight will be able to strike only once with them in any combat round, doing 1d4 points of damage on a successful hit.

Zenchoo Katana

The *zenchoo katana* belonged to Hirameki, the First Dai-myō, who long ago united the warring rakasta clans under one supreme leader. It cannot be used by anyone who is not of Lawful alignment. In fact, Neutral or Chaotic characters will find that they cannot even lift this mighty sword. This special weapon is a *katana* +3 that also gives its wielder the ability to cast a *clairvoyance* spell thrice per day. In order to invoke this power, a full turn of meditation is required. When in use, this power is identical to the wizard spell of the same name.

Magical Teas

Although strict carnivores and fierce warriors, the rakasta are also a highly civilized people. The rituals that they have created around tea ceremonies are complex and, in some cases, magical. Whenever a DM is rolling to generate treasure for a monster that is killed in this adventure and the results call for that enemy to have a magical potion, a packet of magical tea leaves has been found instead. Although the effects of the tea will be the same as the potion, the characters must spend a few minutes heating water and steeping the tea leaves before they can use it and gain the benefits of the tea.



Rakasta as Player Characters

This adventure introduces players new to the DUNGEONS & DRAGONS® game to the rakasta, a race resembling a cross between humans and great cats. Following the completion of play, players may wish to create rakasta player characters. If so, this page presents the information needed to do so.

Rakasta walk upright, like humans. They stand some 5½ feet tall and weigh about 130 pounds, giving them a slender, graceful build like that of an elf. They are strict carnivores, eating only meat. On rare occasion, they will sample herbs, grasses, or similar plants, but only for their exotic taste or medicinal value.

Rakasta adventure not in the hopes of finding treasure but rather to seek to prove their own valor and skill in combat. Although not an evil race, they are proud and love combat. They also place a great value on personal honor and reputation. Thus, rakasta are quick to fight if they feel that they have been insulted or wronged.

Prime Requisites

The Prime Requisite of a rakasta character is Dexterity. A rakasta must also be fairly strong. If the character has a score of 13 or better in Dexterity, he or she earns an additional 5% bonus whenever experience points are gained. If the Dexterity score is 16 or better, this bonus increases to 10%. Characters with scores below 9 will suffer a -10% penalty to earned experience (-20% if the Dexterity score is 5 or less).

Hit Dice

Rakasta characters use 8-sided hit dice.

Restrictions

In order to be a rakasta, a character must have a score of 9 or better in Strength.

These folk find armor to be a burden, preferring to move quickly—something impossible when burdened with heavy armor. Thus, a rakasta character cannot wear plate armor, although chain or leather are okay. Similarly, the rakasta style of fighting and codes of honor prohibit the use of a shield in combat.

Rakasta use a variety of weapons, but prefer their special *toratsume* above all others. These are leather gauntlets which have a series of sharp metal blades set on the fin-

gers. In combat, a rakasta character can strike twice per round when using *toratsume*. Each attack is made with a +1 bonus to the attack roll and inflicts 1d4 points of damage. Non-rakasta characters are able to use *toratsume* in combat, but they lack the training and natural agility of the rakasta. Thus, they may make only one attack per round with them.

If not using their *toratsume* in combat, rakasta favor *tanto* (daggers), *wakizashi* (short swords), and *katana* (long swords). They never use blunt weapons like hammers or chopping weapons like axes, considering these mere tools and thus not fit for the hands of warriors.

Special Abilities

As soon as they reach 2nd level, rakasta gain the ability to bite their enemies in combat. This attack may be used in addition to strikes made with *toratsume*, but cannot be combined with any other form of attack. A rakasta can try to bite any enemy that is not wearing armor. A successful hit inflicts 1d4 points of damage.

Rakasta have infravision, as do dwarves and elves.

Rakasta Experience Table

Level	Title	Experience Points	Total Hit Dice
1	Heitai	0	1d8
2	Gunso	2,200	2d8
3	Shikisha	4,400	3d8
4	Taisho	8,800	4d8
5	Ciyu	17,000	5d8

Rakasta Saving Throws Table

Save versus	Level 1-3	Level 4-5
Death Ray or Poison	13	11
Magic Wand	14	12
Turn to Stone	13	11
Dragon Breath	16	14
Rod, Staff, Spell	15	13

Rakasta Weapons	Cost in gp	Enc./Size	Damage
<i>Tanto</i>	3	10/S	1d4
<i>Wakizashi</i>	7	30/S	1d6
<i>Katana</i>	10	60/M	1d8
<i>Toratsume</i>	15	5/S	1d4

Note: This page contains background information that is intended for campaigns set in Thunder Rift, the official DUNGEONS & DRAGONS® game world.

The rakasta are newcomers to Thunder Rift. Years ago, they lived far away in the grand kingdom of *Ashai*. They will never reveal the location of this land, but they describe it as beautiful and majestic. However, a great crimson dragon came to nest atop the snow-capped mountain at the center of their domain. The rakasta attacked, determined to destroy the beast before it could do the same to them. Sadly, however, they failed. The few survivors of the dragon's fire were forced to flee from their home.

In the years since then, they have been wanderers, traveling the world in search of a new home. Recently, they made their way into Thunder Rift. They entered along the caravan route that passes through the Black Swamp and then turned north. Following the mountain-side to the north, they found the rolling hills and trees of the Gauntlin Forest. Here, they found a wide ledge halfway between the clifftops and the forest floor below that could be easily defended and seemed to be a good place to settle. Thus, with effort, they made this place their new home. They named their village *Artarashai*.

Artarashai is a splendid place. Built on a great shelf of rock between sheer cliffs, it looks out over the southeastern reaches of the Gauntlin Forest. The village itself is an elegant assemblage of buildings, most of which are lightly built and ornately decorated.

Reaching the rakasta village is not easy. However, at the extreme southeastern end of the ledge is a long staircase that folds back upon itself over 100 times before it reaches the floor of Gauntlin Forest below. Climbing these stairs can be quite exhausting, taking upwards of two hours.

A clear, cold spring bubbles out of the side of the cliff, across the ledge, through the center of the village, and plunges over the rim to create a slender, glistening cascade. The rakasta have carved a large bowl-like depression out of the rock around the spring, creating a reservoir that supplies them with fresh water. They have filled this pool with many colorful species of carp, which they look upon as elegant and graceful creatures.

Places of Interest

On page 15 there is a map of *Artarashai*, the rakasta village. Dungeon Masters who wish make the rakasta a part of their ongoing campaign will find it a useful starting point for

adventures. The most important places on the map are numbered and have been described in more detail.

1. Minka: These are private homes. Rakasta tend to live in extended family groups, with as many as ten or fifteen individuals sharing the same residence.

2. Blacksmith: This is where most of the village's metal tools and utensils are made. Weapons and armor are manufactured at the Armorer's shop (area 4).

3. Butcher: Because the rakasta are strictly meat eaters, this shop are very much the center of the food trade in *Artarashai*.

4. Armorer: This is where all of the village's weapons and armor are built and maintained.

5. Temple: This shrine is sacred to rakasta. It is here that they come for their daily rituals. Local custom dictates that this be an area of silent contemplation and meditation.

6. Healer: The rakasta make little use of magical healing. Instead, they depend upon natural, herbal cures.

7. Bathhouse: The rakasta enjoy nothing more than lounging in a hot bath. This public bathhouse is the social center of the town.

8. Tavern/Inn: This establishment is maintained only for the convenience of those few outsiders who come to visit the rakasta. It is considered a necessary evil.

9. Warehouse: This building is divided into several smaller units that are leased to those people in town who have need of storage space.

10. Town Hall: This is where the business of governing the town is handled. It serves as a public meeting hall and courthouse as well.

11. Great Stairs: The long flight of stairs stretches from the ledge to the forest below. Four guards stand at its top and bottom at all times.

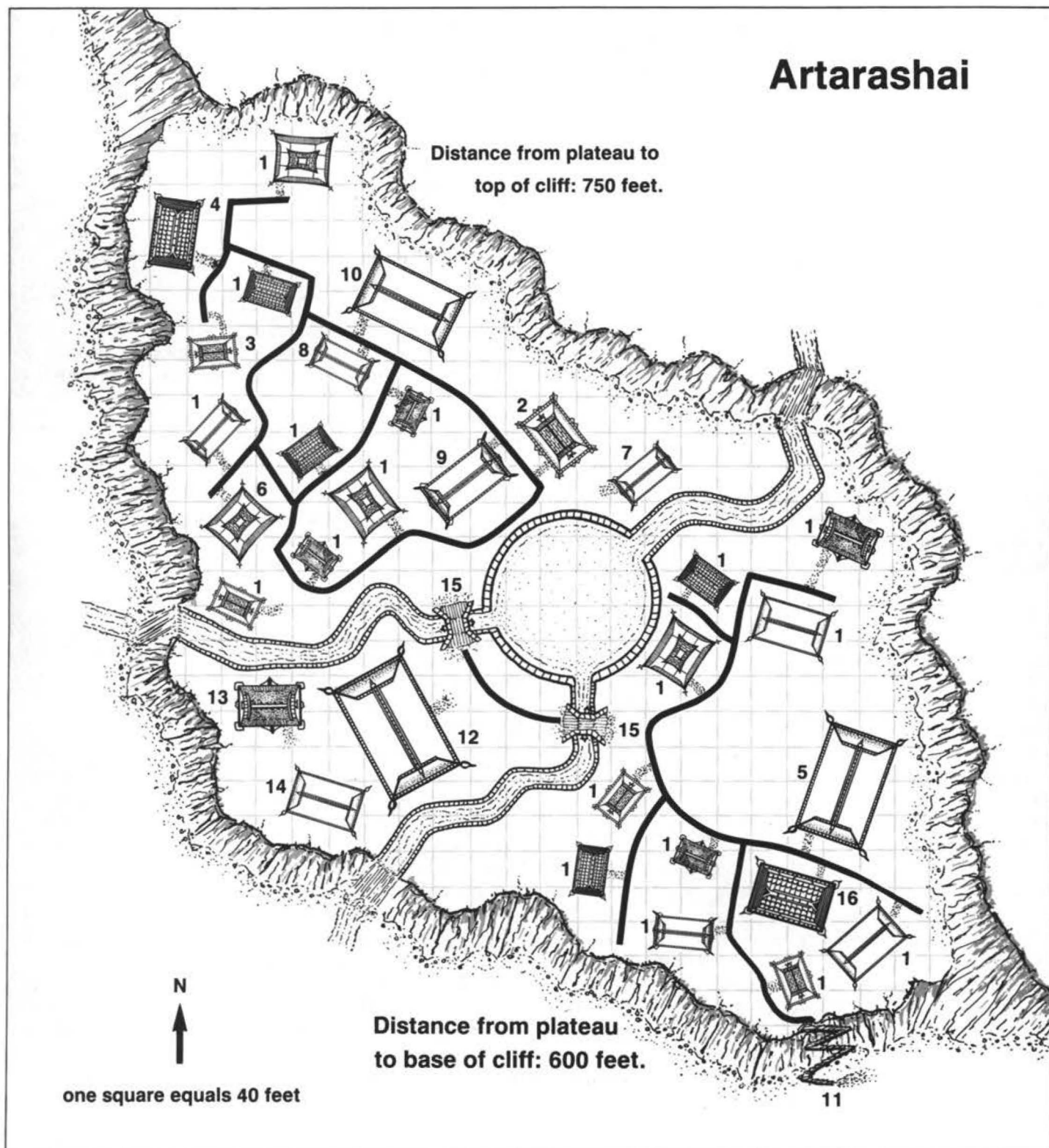
12. Daimyo's Palace: This is the home of the Daimyo Kamaggi. She is the Queen of the Rakasta, having proven her right to rule in countless battles.

13. Guard Barracks: The Daimyo's Guard, a company of 25 elite rakasta warriors, is housed here.

14. Wizard's Minka: There is only one spellcaster among the rakasta, Kaminari. He is frail and weak by their standards, but his powerful magic has made him one of Kamaggi's most important advisors.

15. Foot Bridges: These delicate and elegant bridges are decorated with flowers and carvings make them as beautiful as they are useful.

16. Sacred Fire: This long bronze trough is kept filled with burning coals. Cedar chips are periodically tossed into the fire by the keepers of the temple.



New Monsters

Several new monsters and opponents appear in the course of this adventure. This page presents all of the information needed to use them in other D&D® games.

Bamboo Warrior (Golem)

Armor Class:	0
Hit Dice:	3
Move:	120 (40)
Attacks:	1
Damage:	by weapon
No. Appearing:	1
Save As:	F3
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	35

Bamboo warriors are magical creatures similar to the other types of golem presented in the DUNGEONS & DRAGONS® game rule book. Like other such creatures, they are immune to *sleep*, *hold*, and *charm* spells, as well as all gases or poisons. They are less powerful than other golems, however, and can be harmed by normal weapons.

Rakasta, Ninja

Armor Class:	5
Hit Dice:	2**
Move:	120 (40)
Attacks:	2 <i>toratsume</i>
Damage:	1d4/1d4
No. Appearing:	1-4
Save As:	T2
Morale:	9
Treasure Type:	S & T
Alignment:	Neutral
XP Value:	30

These rakasta assassins are some of the most skillful and dangerous creatures in the world. Although they may not be unusually tough in combat, they have all of the normal abilities of a 2nd level thief. Because of this, they often try to *backstab* their victims. Ninja are also skilled at the use of various toxins and will often use poisoned weapons in combat. Anyone hit by a poisoned *toratsume* must make a saving throw or die.

Rakasta, Warrior

Armor Class:	7
Hit Dice:	2
Move:	120 (40)
Attacks:	2 <i>toratsume</i> /1 bite
Damage:	1d4/1d4/1d4
No. Appearing:	1d8
Save As:	F2
Morale:	9
Treasure Type:	S & T
Alignment:	Lawful
XP Value:	20

The average rakasta warrior is a dangerous enemy to face. In each round, the warrior will strike twice with his or her *toratsume* and once with his or her bite.

Tiger, Ebon

Armor Class:	6
Hit Dice:	6**
Move:	150 (50)
Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d4
No. Appearing:	1
Save As:	M3
Morale:	12
Treasure Type:	Nil
Alignment:	N
XP Value:	725

Ebon tigers are magical creatures composed wholly of darkness. They are dangerous monsters that are sometimes used by rakasta clerics to protect important places and treasures. Ebon tigers are unsolid and can be hit only by magical weapons and spells.

Anyone bitten by an ebon tiger must make a saving throw vs. poison or begin to grow blind. Each round after the one in which the roll is failed, the character suffers a cumulative -1 penalty to all attack rolls, ability checks, and saving throws. At any time before this penalty reaches -4, the blindness can be removed by any manner of magical healing. Once the penalty is at -4, the blindness becomes permanent and can only be removed by powerful magic or a high level cleric (one beyond the scope of the basic rules) able to cast the 3rd-level *cure blindness* spell.

Dungeons & Dragons

Official Game Adventure

Rage of the Rakasta

by William W. Connors

Beware the cat-men's fury!

This entry-level module pits a single player character of 2nd to 4th level against samurai cat-men. *Rage of the Rakasta* is specially designed as a one-on-one for a single DUNGEON MASTER™ and one player. It can also be played by a DM™ and a group of players or by a single player without a DM™.

Rage of the Rakasta takes place in the *Thunder Rift* game setting. It can be played by itself or as part of a campaign with other modules sharing the same setting: *Quest for the Silver Sword*, *Assault on Raven's Ruin*, *Sword and Shield*, *Knight of Newts*, and the forthcoming *In the Phantom's Wake*.

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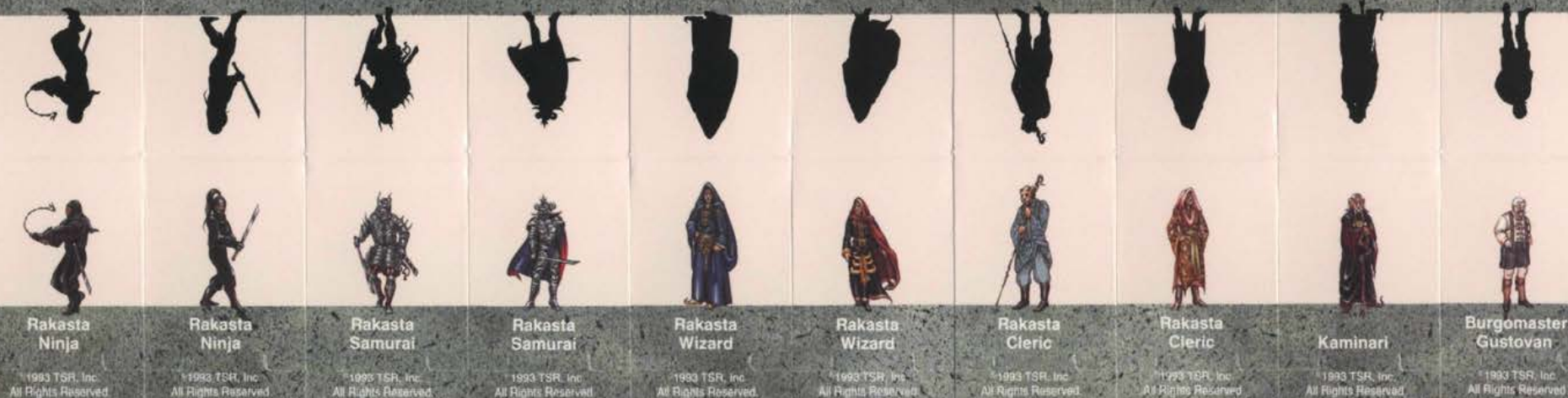


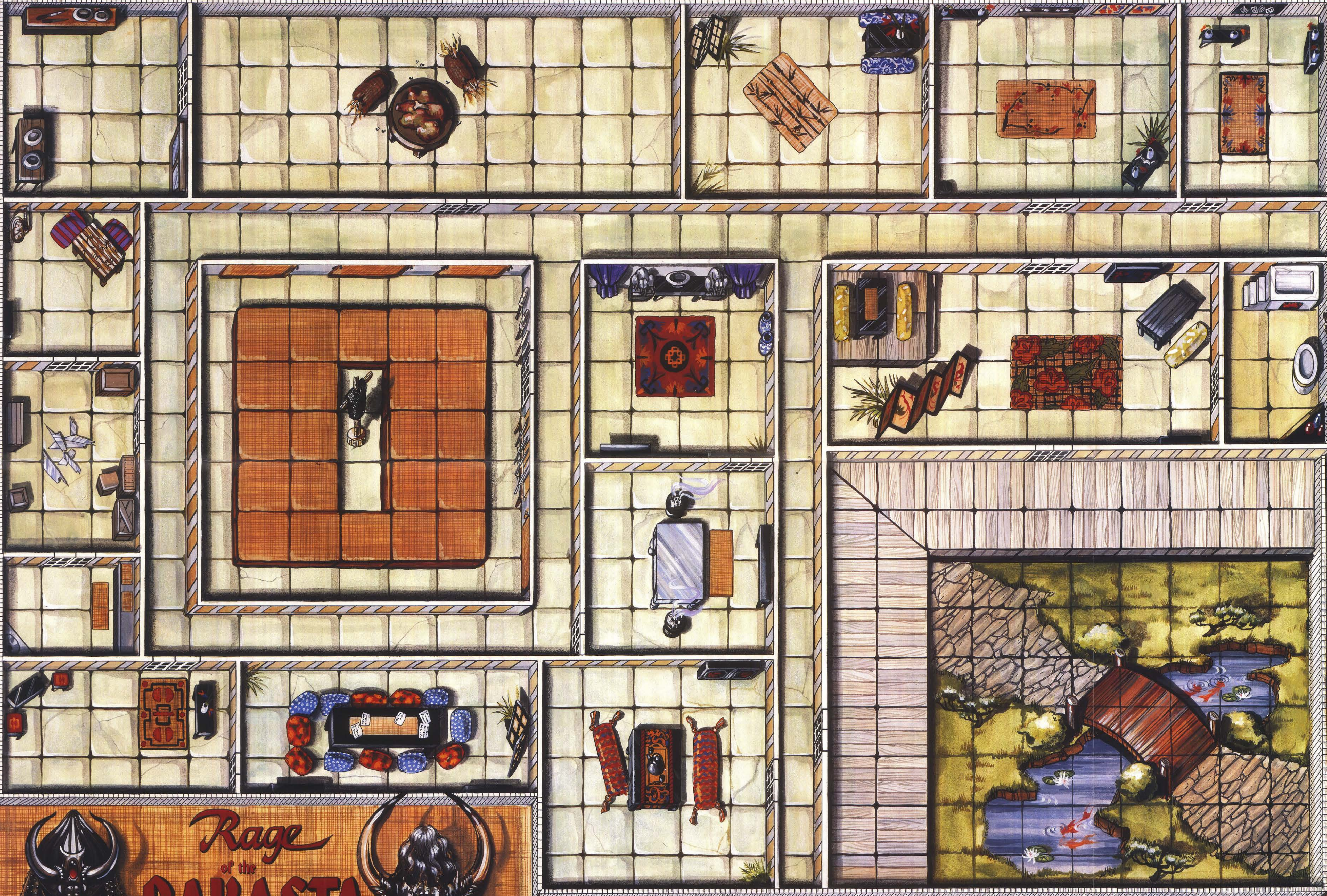
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Rage
of the
RAKASTA



Room 9: Parlor page 7

This room is furnished with a number of plush cushions and a low bamboo table. A small brass gong stands in one corner with a heavy striker hanging from it. The surface of the gong is etched with the face of a roaring lion.

Room 8: Kitchen page 7

This area is clearly used for food preparation, for knives, bowls, and the like are scattered in racks on the walls. There is no sign of any cooking equipment. A small glass cabinet filled with various spices is mounted on one wall; the entire room smells of its delicate contents.

Room 7: Dining Room page 7

As soon as you enter this room, a foul stench causes you to gag. The source of the odor is a heap of rotting meat sitting atop a low, circular table. Huge, bloated flies buzz around the room, constantly circling the decaying flesh. Without warning, something springs from the shadows and you find yourself face to face with a dangerous-looking figure in black.

Room 6: Bedroom page 7

This is a simple bedroom with a silk sleeping mat in the center of the floor. A low table with a number of silk pillows stands in one corner, but these look unused. All in all, you have the impression that this room has been empty for some time.

Room 5: Bedroom page 6

You have stepped into a richly decorated bedroom. Here and there, silver figurines stand gleaming on a low shelf that runs along the walls. A large silk sleeping mat is spread out in the center of the room. A female rakasta dressed in fine silk night clothes lies curled up on the mat. She is obviously dead, for her skin has the dry, stretched look of mummification.

Room 4: Bedroom page 6

This simple but elegant bedroom clearly belongs to someone important—possibly the daimyo herself. The center of the floor is covered with a silk sleeping mat. A low shelf built into the walls seems to serve as a desk or table; assorted papers are scattered upon it. Four small crystal vases stand at various places around the room, each of which holds wilted flowers. A single lantern hangs from the center of the ceiling, filling the chamber with flickering, sputtering light. Clearly, it has been burning for some time, and its supply of oil is almost exhausted.

Room 10: Storage Area page 7

A number of boxes and crates fill this room. The markings on these containers indicate that they hold various household goods. In the center of the room is a loose pile of broken mirrors. All of these show signs of having been deliberately shattered.

Room 11: Bathroom page 7

This small room is a privy. It is decorated with a subdued dignity that speaks well of its owner. A sachet of delicate herbs hangs from a glass lantern in the center of the room, giving the room a light, bitter fragrance.

Room 12: Reception Room page 8

Although the decor in this room makes it clear that it was once a reception area used for informal meetings, it has most recently served a more evil purpose. A pair of rakasta bodies, each dressed in the fine leather armor of the daimyo's personal guard, lie crumpled in the corner. They have been badly mauled, as if by some savage animal, and clearly died in a great deal of pain.

Room 13: Conference Room page 8

A long, low table fills the center of this room. A dozen pillows have been scattered around the room and a number of papers are spread on the top of the table. Four lanterns glow above the table, filling the room with an even yellow light.

Room 17: Dueling Arena page 9

The walls and floor of this room are covered with padded straw mats. Various blunted and padded weapons are arrayed in a rack that has been fixed just inside the door. On the other side of the doorway, a second rack contains real weapons with edges so sharp that they gleam in the light. A practice dummy made of bamboo wearing a suit of ornate chain mail armor stands motionless in the center of the room.

Room 14: Tea Room page 8

The rakasta place a great importance on the ancient tea ceremonies of their race. This room, which is decorated with flowers and subtle watercolors, is clearly intended to host such services. A small, low table stands in the center of the room, with a splendid silver tea service gleaming atop it. A thin wisp of steam indicates that the tea pot is filled.

Room 15: Private Temple page 8

This area is richly decorated in silks and precious metals. The furnishings and other things in here make it obvious that this is a temple of the rakasta. A slender rakasta woman lies chained to a polished crystal table in the center of the room. She appears unconscious and badly injured, with only the occasional movement and groan to show that she is still alive.

Room 1: Courtyard page 5

You find yourself standing in a wide garden that is roughly 40 feet square and bordered by a high wall of whitewashed timber and a broad wooden walkway. The area looks well tended. The elegant aroma of various flowers fills the air with a gentle fragrance. You seem to have left the storm behind you in Torlynn, for the sky is crystal clear and sparkles with a thousand brilliant stars.

Room 2: Parlor page 5

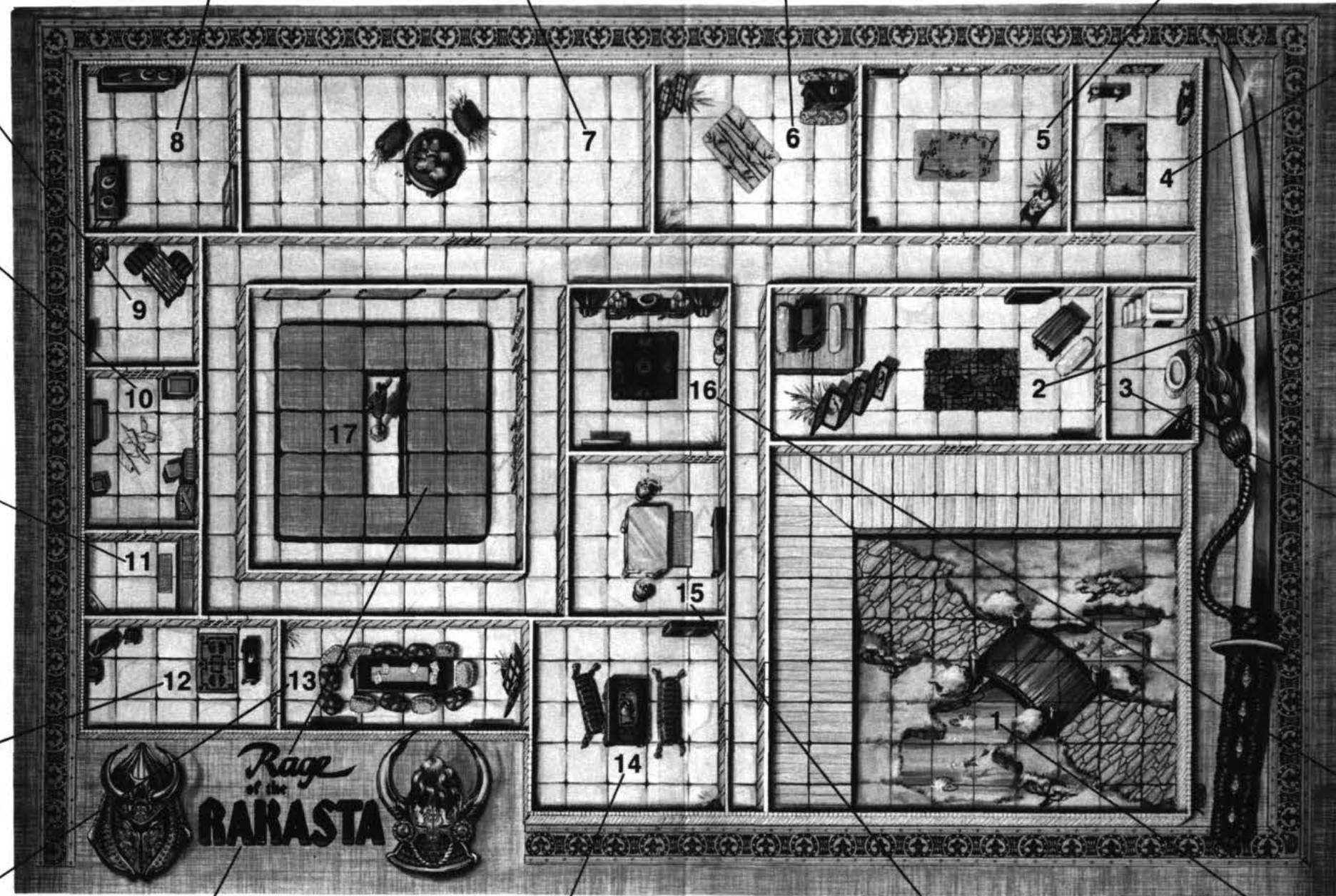
This is an elegant sitting room, decorated in rakasta fashion with low tables and sitting mats. Half a dozen glass lanterns hang from the ceiling. Inside each, a sinister-looking flame, as black as night, flickers silently. Rather than fill the room with light, these lanterns seem to spread darkness to every corner.

Room 3: Bathroom page 5

This bathroom is finished in fine woods, gleaming brass, and polished crystal. A large circular basin, cut from a single block of white and blue marble, is filled with water. Hot coals glow under the tub, causing wisps of steam to drift into the air. The steam fills the room with a billowing cloud that smells of perfume and herbs.

Room 16: Secret Temple page 8

As soon as you step into this area, a sense of impending doom and great evil fills your heart. This room is a shrine, decorated with dark furnishings and cold, evil icons. There is no doubt that this is a place of absolute evil. As your eyes adjust to the dim light, you see a figure step out of the shadows. She looks almost exactly like the unfortunate rakasta prisoner you found in the temple room, except that this rakasta warrior is healthy and armed for battle, wearing leather gauntlets with wicked-looking, razor-sharp claws protruding from the fingertips. At first, you think that this is the daimyo, but then you see her eyes glow redly in anticipation of battle and realize this is no ordinary rakasta before you.



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