

MONASTERY OF THE SHADOW SORCERERS

Monastery of the Shadow Sorcerers is an adventure for four or five players of 8th-level characters using the fifth edition of the world's greatest roleplaying game.

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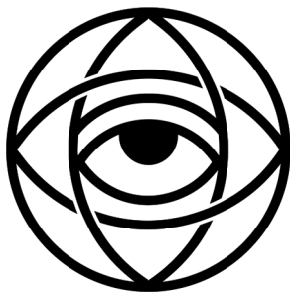


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SYNOPSIS

- At the start of the adventure, the characters learn about a fabled **monastery** that is set to appear on the Material Plane when the next blood moon rises. The PCs learn a magical **black lotus** flower grows inside the monastery.
- Through the adventure hooks, the characters find a motive to enter the monastery and steal the black lotus.
- Inside the monastery, the group discovers a cabal of demons and sorcerers called the **Ras-Godai** guarding the rare bloom.
- The characters learn the sorcerers plan to use the lotus for a ritual to revive their dead master, **Manazusa**. The PCs might be able to convince some of the monastery's sorcerers to turn against the others.
- The PCs must overcome the Ras-Godai and escape from the monastery with the lotus before the blood moon sets and the monastery disappears back to its original world.

BACKGROUND

- Beneath the blood moon, an otherworldly monastery appears for one night every ten years on the Material Plane. Inside its shadowy halls, a single black lotus grows.
- The **black lotus** is a rare and mighty flower that can fuel potent rituals and even bring the dead back from the grave. During the final night of its ten-year growth, it must bathe in the light of the blood moon on the Material Plane in order to achieve its ultimate magical potential.
- An ancient order of oni and sorcerers called the **Ras-Godai** inhabit the monastery, tending to the lotus with cultish reverence so they can use it to fuel their nefarious rituals.
- With this particular bloom, the Ras-Godai intend to revive their dead leader, the fearsome sorcerer **Manazusa**. However, some of the Ras-Godai secretly do not want Manazusa to return.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found [here](#).
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure that can be found [here](#).

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before a **Development** section is safe to share however you prefer to do so.

BLOOD MOON RISING

The characters begin in the smoky hut of the ancient hermit **Roga**. He is a silent recluse, feared and ostracized by the townsfolk. But on the eve of the blood moon, the hermit speaks secrets and uncanny portents to those brave enough to seek him.

That night has come; the blood moon rises.

Roga offers the characters something they want if they bring him the fabled **black lotus** in exchange. He tells them the lotus grows inside an otherworldly **monastery** that appears once every ten years beneath the blood moon. It is due tonight, and a cabal of sorcerers and demons called the Ras-Godai guards its halls.

Ask the characters why they've come to Roga. Then, use some or all of the following hooks to introduce them to the adventure:

APPEAL TO REWARD

Roga can use the black lotus to grant power or conjure material reward. If the characters bring him the flower, he offers one rare magic item, 5,000 gp, or a ritual that gives each PC one permanent point to add to any ability score.

APPEAL TO HEROISM

Roga can revive someone from the dead, but only with the aid of the black lotus. He can use the bloom to cast *true resurrection* once.

APPEAL TO DISCOVERY

Roga can use the black lotus to reveal knowledge that can't be found anywhere else, including the true name and location of the characters' greatest enemy.

Roga, NE **oni**

"What you seek is within your grasp. But it withers and dies with the rising sun."

- *Appearance.* Gaunt human. Ragged robes. His eyes flash reflectively in the firelight.
- *Does.* Turns his ear toward silent voices only he can hear, especially mid-sentence.
- *Secret.* The Ras-Godai expelled Roga from the monastery centuries ago for opposing Manazusa. Now, he seeks vengeance.

TRANSITION

Roga tells the characters the monastery appears at the top of a nearby plateau past an abandoned village. Go to *Moonlit Monastery*.



MOONLIT MONASTERY

THE MONASTERY

- Narrow, crumbling stairs wind up the outside of the 100-foot tall, 300-foot wide plateau.
- A **monastery** surrounded by dark, stone walls looms upon the field at the top of the plateau. Its 30-foot high, tiled roofs swoop down toward an interior courtyard.
- Red lanterns burn softly beneath the monastery's shadowy eaves.
- An **entry gatehouse** with a pair of ornate, double doors sits on the western wall.

DEVELOPMENT

- The **gatehouse doors** are locked, requiring a successful DC 20 Strength check to force open or a successful DC 18 Dexterity check to unlock.
- PCs can **climb** the walls of the monastery with a successful DC 18 Strength (Athletics) check. The eaves slope down toward the open courtyard in Area 2.



Sidebar: Inside the Monastery

- Lanterns provide **dim light** in all above-ground areas of the monastery. Creatures without darkvision have disadvantage on Wisdom (Perception) checks relying on sight.
- Interior rooms are 20 feet high unless otherwise noted. Exterior walls are stone, and interior walls are dense wood.
- All **doors** are unlocked unless noted.

AREA 1: THE GATEHOUSE

- A cloth **curtain** covered in writing separates the gatehouse from a central room. Long splits in the fabric allow a glimpse into the room beyond.
- The central room is a dim **chamber** lit with red lanterns. A large, sliding door sits on its eastern wall. Two open thresholds in the walls lead north and south.

DEVELOPMENT

- Characters who speak Abyssal or pass a DC 18 Intelligence (History) check recognize the writing on the **curtain** as a story about a fiery lion demon named Aktru.
- Two lion **statues** sit at the back of the northern and southern chambers. They radiate evocation auras under a *detect magic* spell. Anyone who enters a statue's line of sight without first whispering the **password**, "Aktru," must pass a DC 15 Dexterity saving throw or take 2d10 fire damage as bolts of flame erupt from the statue's mouth.
- Three **Ras-Godai monks** lurk in the northern and southern chambers. If they detect the PCs, they cast *invisibility* and move along the ceiling, setting up a surprise attack. When they encounter the PCs, go to combat.
- Characters find a secret **revolving panel** in the northern chamber with a successful DC 20 Wisdom (Perception) check. It leads to Area 3.

DRAMATIC QUESTION

Can the characters get past the monks?

COMBAT

- The three **Ras-Godai monks** try to stay out of melee range of the characters using *misty step* and their Smoke Step ability. They employ their razor chains from a distance.
- If the monks **grapple** a character, they drag the character in and out of sight of the lion statues to add burning insult to injury.
- The monks flee through the **secret door** to Area 3 if they fall below half their HP.

TRANSITION

If the PCs pass through the secret door, go to *Hall of Secrets*. If they move into the courtyard, go to *The Looking Glass*.

THE LOOKING GLASS

AREA 2: COURTYARD

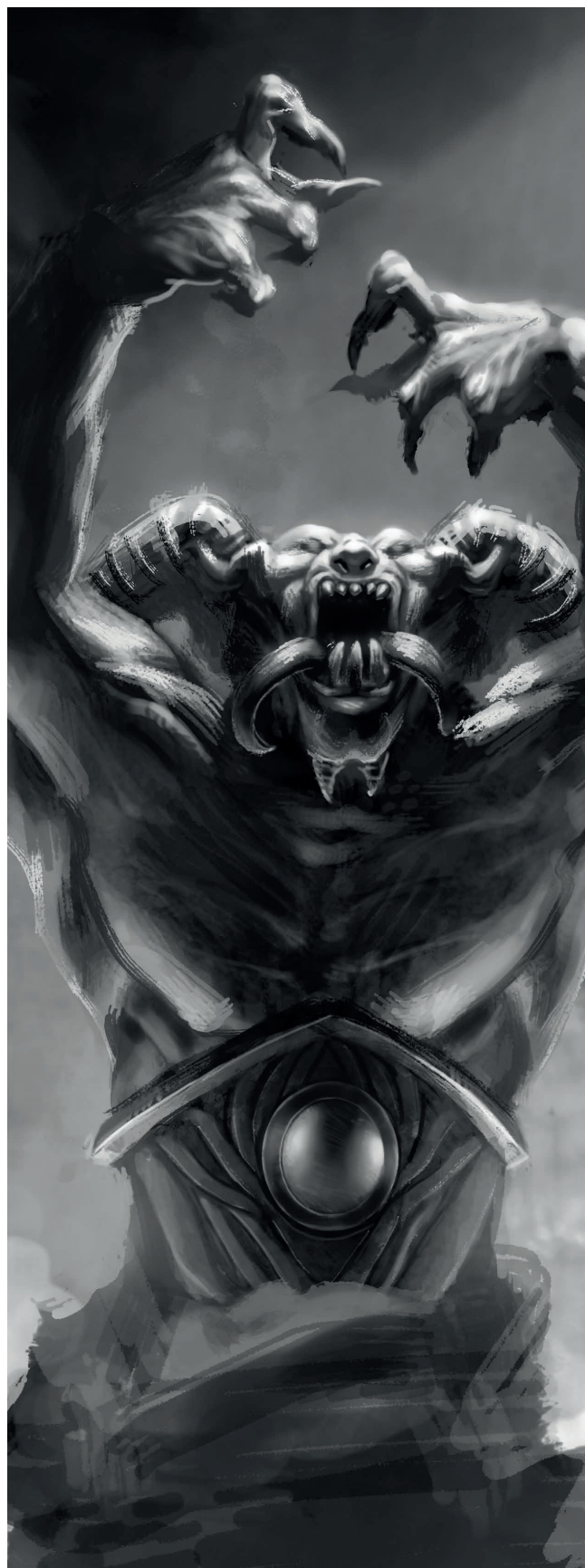
- The luminous blood moon glows unnaturally bright over this silent courtyard.
- A **pit** in the center of the courtyard plunges down into a moonlit abyss.
- A 40-foot high **tower** overlooks the courtyard from the east. Six narrow windows line its second floor 20 feet off the ground. Wide stairs lead up to a pair of iron doors set in the tower's base.
- Doors lead in all four cardinal directions.

DEVELOPMENT

- A permanent *wall of force* spell covers the **pit**. The pit is 100 feet deep and looks down upon the single black lotus growing on the island in Area 13.
- PCs can **climb** the courtyard walls with a successful DC 18 Strength (Athletics) check.
- Characters can pass through the narrow **windows** on the east tower with a successful DC 15 Dexterity (Acrobatics) check.
- Two demonic, iron **statues** with upraised claws look through the windows from Area 5. PCs spot them with a DC 18 Wisdom (Perception) check. Under *detect magic*, the northern statue has an enchantment aura.
- Stepping on the **stairs** without whispering the password, “Ras-Godai,” activates the statue’s **trap**. The statue casts *confusion* centered on the triggering creature (Wisdom save DC 15). The spell lasts for 1 minute. The statue can’t be activated again during that time. Covering the trapped statue’s eyes deactivates it.

TRANSITION

If the PCs enter the **east** tower, go to Area 5 in *Path of Demons*. The **north** door leads to *Hall of Secrets*. The **south** door goes to *Meditation Chambers*. The **west** doors lead to Area 1 in *Moonlit Monastery*.



HALL OF SECRETS

AREA 3: SCROLL LIBRARY

- Red lanterns hang low upon lines of rope, illuminating tall **shelves** stuffed with hundreds of rolled-up scrolls.
- A blue-skinned, horned **demon** sits at a low table in the center of the room. He uses a thick, black quill to write on a scroll.

DEVELOPMENT

- The demon is an **oni** named **Janu**. He's an ancient member of the Ras-Godai, and his driving purpose is to document the cabal's arcane secrets.
- Janu invites anyone who wishes to speak with him to sit at the table before him.
- The PCs can find a **secret panel** on the west wall with a successful DC 20 Wisdom (Perception) check. It opens to Area 1.

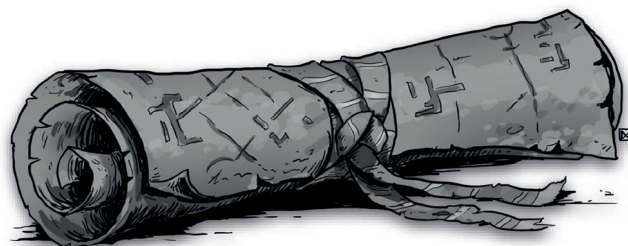
COMBAT

- If any combat occurs in the room, Janu ignores it. He only attacks those who try to harm him or his scrolls, casting *cone of cold* on the offenders. If endangered, he retreats from the room using *gaseous form*.

Janu, N **oni**

"I care only for secret knowledge. Nothing more."

- *Appearance.* Large, yellow fangs and white eyes. Flowing, silk robe. Black feather quill.
- *Does.* Continues to write on a scroll with elegant flourishes as he speaks.
- *Secret.* Janu is Manazusa's uncle. He is totally indifferent to his nephew's fate.



DRAMATIC QUESTION

Can the characters get any information out of Janu?

TALKING WITH JANU

If the conflict score reaches 0, go to Truths. If the conflict score reaches 6, go to Lies.

- Janu begins with a **conflict score of 4**.
- Giving Janu a **spell scroll** reduces his score by 1.
- Giving him a **spellbook** sets his score to 0.
- A Charisma (**Intimidation**) check, successful or not, reduces his score by 1 (he finds it funny).
- A successful DC 15 **Charisma** or lore-related **Intelligence** ability check reduces his score by 1. A failure increases it by 1.
- A successful DC 15 Wisdom (**Insight**) check reveals one of the above details or his current conflict score.

TRUTHS

- Janu tells the PCs the **spirit** of a powerful sorcerer guards the black lotus they covet. The spirit was once the leader of the Ras-Godai. The lotus is surrounded by a magical barrier that no living thing can cross.

LIES

- Janu says the **password** to keep the guardian statue in the training hall from activating is "black lotus." Then he tells the PCs to begone.
- The PCs can detect Janu is lying with a successful DC 18 Wisdom (Insight) check.

Treasure

A character who hunts through the shelves of scrolls finds a *spell scroll of arcane eye*.

TRANSITION

If the PCs go through the secret door, go to Area 1 in *Moonlit Monastery*. If they pass through the south door, go to *The Looking Glass*.

MEDITATION CHAMBERS

AREA 4: MEDITATION ROOMS

- The **rear wall** is covered from floor to ceiling in an elegant lotus motif carving.
- Four curtains with long splits reveal small **chambers** with incense pots and mats on the floors. The smell of burnt sage and smoke linger in the damp air.

DEVELOPMENT

- The lotus pattern on the rear wall hides dozens of tiny **holes** the PCs notice with a successful DC 20 Wisdom (Perception) check. PCs who pass also find the **secret door**.
- A **Ras-Godai demon blade** named **Amara** sits in the **secret room** beyond the rear wall. She sees any PCs who do not beat her passive Perception upon entering. Amara waits one round before speaking through the wall, offering to help the PCs. She stays hidden until the characters agree to talk peacefully.



Amara, NE **Ras-Godai demon blade**

"I'd rather see the black lotus fall into your hands than those loyal to Manazusa."

- **Appearance.** Red eyes. Red feathers woven into her black hair.
- **Does.** Looks each PC up and down, assessing their weaknesses.
- **Secret.** She hated Manazusa for refusing to teach her his most powerful arcane secrets.

DRAMATIC QUESTION

Will the PCs form an alliance with Amara?

SPEAKING WITH AMARA

- Amara tells the PCs most of the Ras-Godai want to use the black lotus to revive their dead leader, **Manazusa**. She secretly despised him and would rather he stayed dead for another ten years.
- Amara says she'll help the PCs get to the black lotus as long as they swear not to tell the other Ras-Godai of her involvement.
- If the PCs **accept** her terms, she tells them the passwords for all the trapped statues in the monastery ("Aktru," "Ras-Godai," and "Manazusa"). She also tells them they can get to the lotus by surviving one of three secret **trials** protecting it. She knows only that the trials involve mirrors, fire, and darkness.
- The stairs to the trials are hidden under the altar in the **training hall**. Most Ras-Godai are in the hall right now receiving a lesson. She offers to summon her loyal pupils, removing six **Ras-Godai acolytes** from Area 8.
- Amara **follows** the PCs invisibly (subtract 5 from checks to detect her) after they depart. If they betray her, she and her six **Ras-Godai acolytes** ambush them from the rooftops in Area 2 — preferably once they have the lotus.

TRANSITION

If the PCs return to the courtyard, go to *The Looking Glass*.

PATH OF DEMONS

AREA 5: DEMON GUARDIANS

- Two sets of stairs lead to raised **platforms** 20 feet up in this 40-foot tall room.
- On each platform sits an iron, demonic **statue** with upraised claws. They look out the windows facing the courtyard.
- The eastern wall has two doors.

DEVELOPMENT

- Under *detect magic*, the northern **statue** has an enchantment aura. The statue activates if any creatures step on the stairs leading west into Area 2 without saying the password, “Ras-Godai.” The statue casts *confusion* centered on the triggering creature (Wisdom save DC 15). The *confusion* spell lasts for 1 minute. The statue cannot be activated again during that time. **Covering** the statue’s eyes deactivates it.



AREA 6: ONI STATUE

- A towering **sculpture** of a snarling oni with six arms dominates this room. Each of its clawed hands holds a decaying, iron cage suspended from a chain 20 feet above the ground.
- An open passage in the south of the room leads to a wide hall, and a door leads west.

DEVELOPMENT

- The **statue** radiates conjuration magic under a *detect magic* spell. It activates if a creature exits its line of sight without saying “Manazusa.” The creature must pass a DC 15 Charisma save or be teleported into one of the cages the statue holds (a creature who fails can’t be affected again for 1 minute).
- The **cages** have locked doors that can be opened with a successful DC 16 Dexterity check or DC 20 Strength check. The chains and cage doors each have 19 AC and 15 HP.

AREA 7: MANAZUSA’S SHRINE

- An open passage divides this room in two.
- On the **west** side of the chamber, dozens of dusty scrolls hang from the walls.
- On the **east** side, hundreds of shrines, statuettes, and incense burners fill shelves and altars around the room. Above them, a scroll depicts a white-haired tiefling in black armor holding a blood-soaked whip.
- A curtain covers a threshold on the north wall. A door sits on the west wall.

DEVELOPMENT

- PCs who understand Abyssal or pass a DC 15 Intelligence (History) check can read the **scrolls**. They speak of the tiefling sorcerer, Manazusa, who ruled the Ras-Godai for three centuries. He died nine years ago in a **magical explosion** after tampering with the seedling black lotus growing beneath the monastery. His sorcerous skill and viciousness were unmatched; the Ras-Godai feared and worshipped him.
- Among the shrines is a **coffer** that says “The Right Hand of Manazusa” in Abyssal. Its door is **trapped** with a poison needle. PCs find the trap with a successful DC 20 Wisdom (Perception) check and can disarm it with a successful DC 18 Dexterity check. If a creature opens the door without disarming the trap, it must pass a DC 18 Dexterity save or be struck with the needle, becoming poisoned and unconscious for 1d4 hours. The creature wakes up if it takes damage. Inside the coffer is a razor-studded, **+1 whip** called *Demonlash* (see *Appendix C: New Magic Items*).

Treasure

Ten of the demon statuettes are worth 100 gp each. Two of the scrolls are worth 300 gp each.

TRANSITION

If the PCs enter Area 8, go to *Training Hall*.

TRAINING HALL

AREA 8: TRAINING HALL

- Two rows of black-clad Ras-Godai line the cracked, stone floor of this lofty hall.
- The sorcerers face an ornate **altar**. Tendrils of incense and burnt offerings curl from its surface toward the ceiling.
- A veiled **sorcerer** stands at the front of the room. He yells out drills and snarls critiques.

DEVELOPMENT

- Twelve **Ras-Godai acolytes** and three **Ras-Godia monks** are present. One of the monks, **Inaru**, leads the instruction.
- If Amara (Area 4) summoned her **pupils**, there are six fewer Ras-Godai acolytes present. If her acolytes are still here, they retreat to Area 4 if the PCs say they're here to stop Manazusa's resurrection and pass a DC 16 Charisma (Persuasion) check.
- As soon as any Ras-Godai notice **intruders**, they cry out an alarm and attack.
- PCs who move out of the line of sight of the **statue** in Area 6 might trigger its trap.
- Any creature who places a burning offering on the **altar** gains the ability to cast **hellish rebuke** using Charisma once within the next day (limit once per day). The altar has a catch that causes it to slide back, revealing **stairs**.

Inaru, NE Ras-Godai monk

"Step, parry, disarm! Is this so hard? Fools!"

- **Appearance.** Wears a veil that covers his face below the eyes. Red and black robes.
- **Does.** Screams at acolytes who do not perform to his impossibly high standards.
- **Secret.** Uses teaching as an outlet for his boredom and rage.

DRAMATIC QUESTION

Can the characters defeat the Ras-Godai?

COMBAT

- The acolytes gang up on any PCs restrained by the monks' Razor Chains.
- If any PCs become trapped in the **cages** in Area 6, the Ras-Godai use **misty step** to reach the cages and attack from the outside. Targets have **half cover** through the bars.

Treasure

One of the monks has a **potion of mind reading**.

TRANSITION

The stairs beneath the altar lead to Area 9 in *Mirror, Fire, Shadow*. The characters can return to Areas 5, 6, or 7 in *Path of Demons*.



MIRROR, FIRE, SHADOW

AREA 9: THE THREE DOORS

- A **statue** of a grinning, three-armed demon faces the stairs. It cups a small flame in one hand. It clenches a bright mirror in another. Its third hand covers its own eyes.
- Three **doors** lead from the room.

AREA 10: TRIAL OF THE MIRROR

- The dark halls twist and turn, casting sharp shadows on the stone floor.

DEVELOPMENT

- Four demon **statues** holding mirrors wait in alcoves out of the characters' lines of sight. Shattering the mirrors (AC 19, 10 HP) prevents the statues from activating.
- When a living creature enters a statue's line of sight for the first time, an illusory **duplicate** of that creature springs from its mirror. The duplicate has the same statistics and abilities as the creature but one quarter of its maximum hit points. Once activated, a statue cannot activate again for one day.
- A **door** lies behind the final statue.

COMBAT

- The duplicates attack the PCs. They last for three rounds before melting into smoke.
- Casting *dispel magic* on a duplicate and passing a DC 15 spellcasting check causes the duplicate to melt away.

AREA 11: TRIAL OF FIRE

- A suffocating wave of heat and ash blasts from this hellish chamber. The entrance drops off into a 20-foot deep sea of fire.
- Small stone **platforms** rise above the flames.
- A **statue** of a howling demon holds its hands out on the opposite side of the room. Tongues of fire race around its palms.
- A **door** sits behind the statue.

DEVELOPMENT

- Once every 1d4 rounds, the **statue** casts *firebolt* (two bolts, +5 to hit) on a random target in its line of sight.
- Characters can leap between the **platforms** with successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) checks. PCs who fail must pass DC 15 Dexterity saves, landing prone on the platform on a success. On a failure, they fall 20 feet down into the blaze, taking 7 (2d6) bludgeoning damage and 11 (2d10) fire damage. Creatures in the flames take 11 (2d10) fire damage each round.

AREA 12: TRIAL OF SHADOW

- Impermeable darkness fills the room beyond the door. The air smells of damp and moss.

DEVELOPMENT

- Permanent *darkness* spells cover Area 12 (see the *blinded* condition).
- Creatures who step on the **spiked pit traps** must pass DC 16 Dexterity saving throws or fall in, taking 10 (3d6) bludgeoning damage and 7 (2d6) piercing damage. PCs find the traps with successful DC 18 Wisdom (Perception) checks, and can disable them with successful DC 18 Dexterity checks. The traps reset after 1 minute.
- *Dispel magic* clears a 15-foot radius sphere of darkness, revealing mossy stone floors and walls.
- Two hunched demon **statues** each cover one eye. Covering their other eye clears the darkness from the room they overlook.
- A **door** behind a statue exits the chamber.

DRAMATIC QUESTION

Can the characters survive the trials and reach the black lotus's chamber?

TRANSITION

All exits from the trials lead to *Bloodstained Bloom*. The PCs can also return to *Training Hall*.

BLOODSTAINED BLOOM

AREA 13: THE BLACK LOTUS

- A low **island** rises out of the still, knee-deep, water filling this room. A single, perfect **bloom** with ebony petals grows in a bright shaft of moonlight on the island.
- The blood moon stares like a red eye through a wide hole 100 feet above the island.
- A **voice** fills the echoing chamber. It says, "Leave this place, or Manazusa will take his vengeance!" The ghost of a tiefling in a flowing robe materializes, hovering 10 feet above the lotus. His long, white hair billows in an unfelt breeze, and he begins chanting arcane words of power.

DEVELOPMENT

- The **spirit of Manazusa** attacks any characters who enter the chamber.
- As soon as any PCs step in the water, an **oni** with the Amphibious trait and a 30-foot swim speed lunges up from the shallows and tries to **grapple** a random character (+4 bonus, escape DC 14). If the oni fails, it disappears. If it succeeds, it drags the character down into a 15-foot deep extra-dimensional pocket beneath the surface and holds the PC there. Other creatures can enter this space while a PC is inside. **Every round** thereafter, a new oni attempts to grapple one random PC who is standing in the water.
- The black lotus is surrounded by a 5-foot radius cube **antilife barrier** that Manazusa created with his dying breath. It hedges out all creatures other than undead and constructs. Objects can pass through it. The barrier prevents an affected creature from reaching through. An affected creature can cast spells or make attacks with ranged weapons through the barrier. The barrier disappears if the spirit of Manazusa is destroyed.
- Plucking the **black lotus** is as easy as any flower. It has reached its full growth.



DRAMATIC QUESTION

Can the group escape with the black lotus?

COMBAT

- The **spirit of Manazusa** focuses his attacks on any PC who is threatening the black lotus.
- The **oni** don't attack characters or pursue them outside the water. They only attempt to grapple characters and hold them underwater (suffocation rules [here](#)). If a single attack deals 12 damage or more to an oni, it releases a grappled character and disappears.

TRANSITION

Once the battle is decided, go to *Aftermath*.

AFTERMATH

ESCAPING THE MONASTERY

- If you want to play out the characters' **retreat** from the monastery, they can backtrack through the trials in Areas 10-12 or escape by other creative means. Optionally, use an 8-round timer for when the blood moon sets and the monastery disappears (with the characters inside) back to its original world.
- If the characters betrayed **Amara** (Area 4) by telling the other Ras-Godai of her seditious actions against Manazusa, she ambushes them from the rooftops with six **Ras-Godai acolytes** before they leave the monastery. She tries to take the black lotus from the PCs, if they have it.

STUCK IN THE MONASTERY

- If the characters don't escape the monastery before the blood moon sets, they are trapped there. They may be able to defeat the resident Ras-Godai, but then they will need to secure the monastery against the horrors lurking in the new, shadowy plane they now inhabit. **Janu** (Area 3) might ally with them for the right price and help them find a way to return to the Material Plane.

THE BLACK LOTUS

- If the characters escape with the black lotus and take it to **Roga**, he fulfills his promise to them before disappearing from his hut with a low laugh.
- If the characters **keep** the black lotus, the Ras-Godai and Roga hunt them. With the help of a powerful wizard, the PCs may be able to leverage the lotus's power for the equivalent effects of a *wish* spell.
- If **Amara** takes the lotus from the characters, she uses it to propel herself into the new leader of the Ras-Godai. She recruits and trains new acolytes, monks, and demon

blades so she can mount an attack of conquest against the Material Plane.

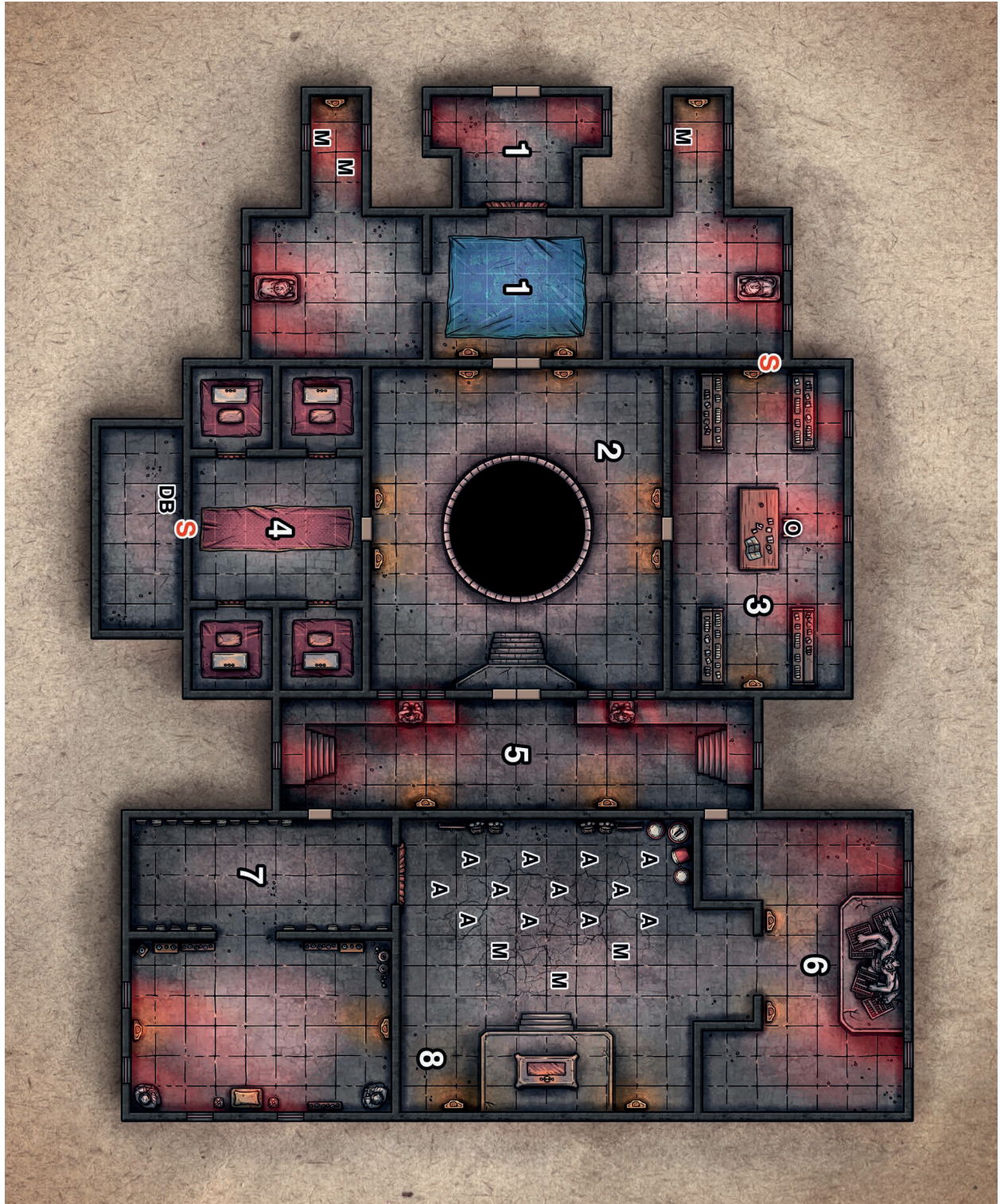
- If the characters have to leave the lotus behind, the Ras-Godai are able to **revive** Manazusa. He is a mighty sorcerer and turns his attention toward expanding the Ras-Godai's power and allying himself with demons. He seeks the opportunity to reap vengeance against the characters for meddling with the black lotus.

FUTURE ADVENTURE HOOKS

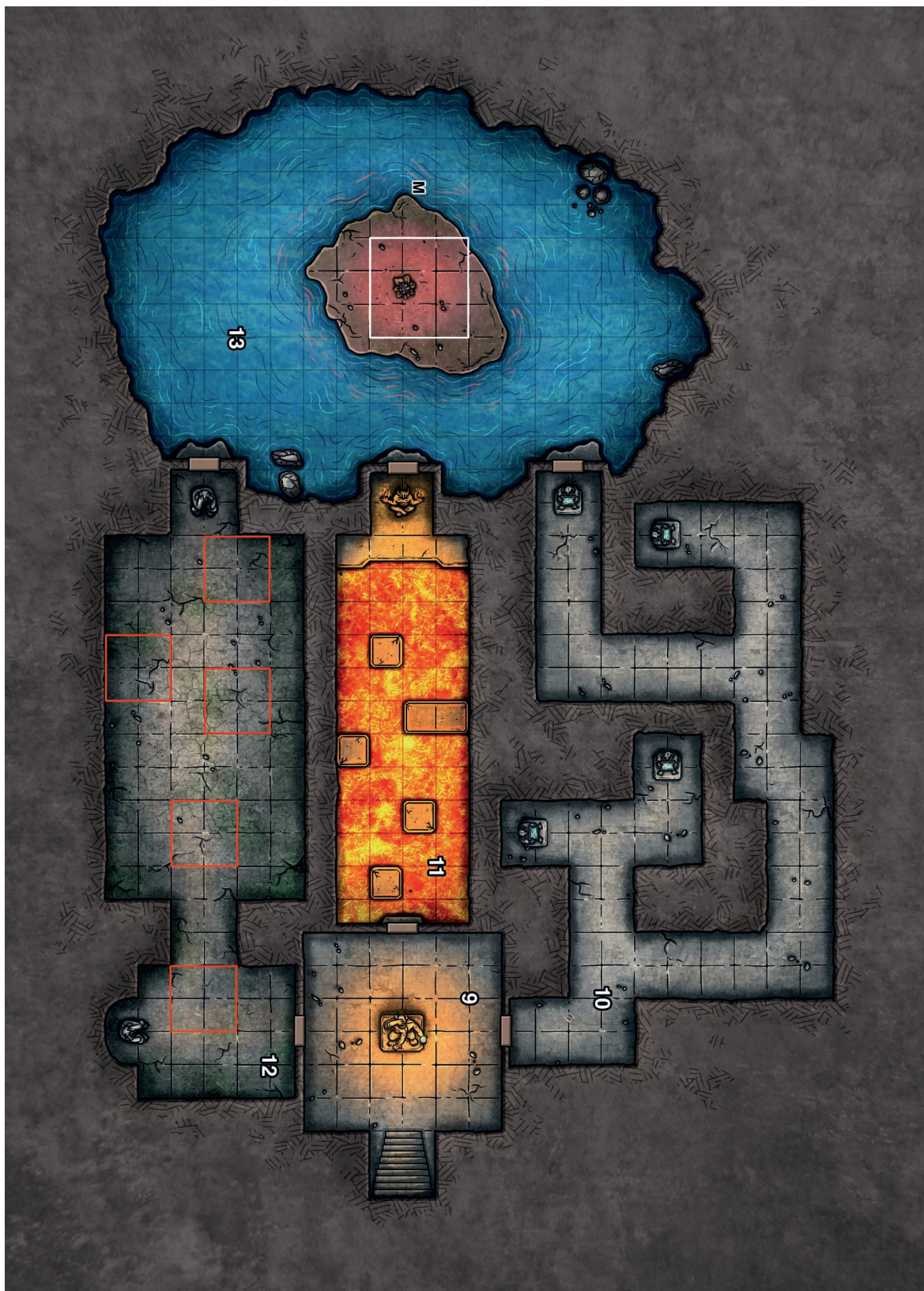
- The monastery will appear again in ten years with a new black lotus ready to harvest. Is there a way to break the monastery's bond to the Material Plane so the Ras-Godai can't leverage such a powerful arcane component any longer?
- Other black lotuses may grow in the far-flung corners of the multiverse. When several are brought together, they could have the power to bring down empires, destroy mighty artifacts, or even fell gods.
- **Roga** has a great deal of secrets and arcane knowledge. Could he become a new patron for the characters, making them stronger in exchange for completing his inscrutable missions?

APPENDIX A: MAPS

MONASTERY



BENEATH THE MONASTERY



APPENDIX B: NEW MONSTERS

Ras-Godai Sorcerers

Black-garbed beings drop from the ceiling in a sudden whirl of blades and shadow. They move in bursts of smoke, red eyes flashing in the dark.

Order of the Ras-Godai. Those who dedicate their lives to the monastery join the cabal of demons and sorcerers called the Ras-Godai. These sorcerers hone their abilities by performing profane rituals and passing down closely guarded arcane secrets. The Ras-Godai protect the black lotus that grows in the heart of the monastery, knowing that as long as they maintain control of it, they can leverage its formidable power for their gain.

From Another Realm. The Ras-Godai sorcerers settled a nocturnal realm of shadow and flame that runs parallel to the Material Plane. Over the eons, they transformed into beings who can see on moonless nights and step through a sliver of darkness as though it were an open door.

The Fall of Manazusa. Recently, the half-oni leader of the Ras-Godai, Manazusa, perished in an arcane explosion beneath the monastery while trying to draw power from the nascent black lotus. Manazusa's closest allies wish to revive him, but others whisper that meddling with the still-growing black lotus is recklessness that cannot be forgiven.

RAS-GODAI ACOLYTE

Medium humanoid (human), neutral evil

Armor Class 13
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +5, Cha +4
Skills Acrobatics +5, Athletics +3, Arcana +2, Stealth +8
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common
Challenge 1/2 (100 XP)

Innate Spellcasting. The Ras-Godai acolyte's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
3/day: *invisibility*, *misty step*

ACTIONS

Multiattack. The Ras-Godai acolyte makes two lotus blade attacks.

Lotus Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

RAS-GODAI MONK

Medium humanoid (human), neutral evil

Armor Class 13
Hit Points 45 (10d8)
Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	11 (+0)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Athletics +3, Arcana +2, Perception +3, Stealth +8

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Assassinate. During its first turn, the Ras-Godai monk has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Ras-Godai monk scores against a surprised creature is a critical hit.

Innate Spellcasting. The Ras-Godai monk's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *invisibility*, *misty step*

1/day: *hellish rebuke*

ACTIONS

Multiattack. The Ras-Godai monk makes two attacks in any combination with its lotus blade and razor chain.

Lotus Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Razor Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 13) if the Ras-Godai monk isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) slashing damage at the start of each of its turns.

REACTIONS

Smoke Step. When a creature moves into a space adjacent to the Ras-Godai monk, the Ras-Godai monk may teleport to an unoccupied space within 15 feet that it can see.

RAS-GODAI DEMON BLADE

Medium humanoid (human), neutral evil

Armor Class 15 (leather armor)

Hit Points 90 (20d8)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Athletics +5, Arcana +4, Perception +5, Stealth +10

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the Ras-Godai demon blade has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Ras-Godai demon blade scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the Ras-Godai demon blade deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Ras-Godai demon blade that isn't incapacitated and the Ras-Godai demon blade doesn't have disadvantage on the attack roll.

Innate Spellcasting. The Ras-Godai demon blade's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *disguise self*, *invisibility*, *misty step*

1/day: *fireball*, *hellish rebuke*, *sleep*

ACTIONS

Multiattack. The Ras-Godai demon blade makes two demon blade attacks.

Demon Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion. Levels of exhaustion gained from this effect last for 1 minute.

REACTIONS

Smoke Step. When a creature moves into a space adjacent to the Ras-Godai demon blade, the Ras-Godai demon blade may teleport to an unoccupied space within 15 feet that it can see.

SPIRIT OF MANAZUSA

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +7, Cha +8

Skills Arcana +7, Perception +7, Stealth +8

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common

Challenge 12 (8,400 XP)

Incorporeal Movement. Manazusa can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Innate Spellcasting. Manazusa's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *magic missile*

3/day: *cone of cold*, *invisibility*, *misty step*

1/day: *fireball*, *hellish rebuke*, *sleep*

ACTIONS

Multiattack. Manazusa makes two Life Drain attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8 + 2) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

REACTIONS

Sorcerous Burst. When Manazusa takes damage from an attack, he may cast *magic missile* at the attacker.

APPENDIX C: NEW MAGIC ITEMS

DEMONLASH

Weapon (whip), rare (requires attunement)

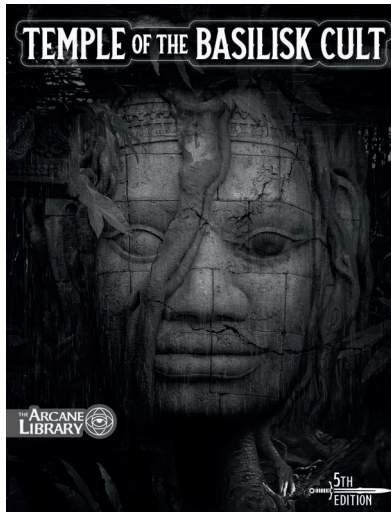
The name *Demonlash* is branded into the sharkskin handle on this black, razor-studded whip. It was once the preferred weapon of the feared Ras-Godai sorcerer, Manazusa.

It is a *+1 whip*. When you score a critical hit on your attack with this magic weapon, your critical hit deals an extra 2d6 slashing damage.

Once per day, *Demonlash's* wielder can cast *command* using Charisma as its spellcasting ability.

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