

Rakin

In secret dens beneath city streets, within the hollowed walls of castles, or amongst thick and unkempt underbrush, the Rakin reside. A reputation of chicanery, earned or not, follows a Rakin through their life, leading them to live out a scorned existence amongst other humanoids, or to isolate themselves with their kith and kin. The masked face of a Rakin is seldom accepted in humanoid society.

Wherever they scamper, be it through moonlit forests or torchlit streets, Rakin have a knack for getting themselves into comically perilous situations. They have a similar aptitude for saving their own hide, unhampered by the destruction they may leave behind. Mischief, whether it be playful, malicious, or unintentional, is the common trait that links all Rakin.

The mistaken spawn of a passionate tryst between deities of trickery and nature, Rakin hold a deep affinity for both domains. Since their creation, they have had little contact with either god, and have learnt to rely on their own wits to survive.

As Rakin society progressed, their culture grew to value trickery and subterfuge above all else. Good-natured pranks sprang from their paws as instinctively as breathing. Honed against the fearsome beasts of the forest, this innate talent to trick and deceive helped the Rakin bloom as a civilisation. Tales are still told of how Gurbo the Wise fought off a rampaging owlboar with nought but a goodberry, a silver needle, and a pig's bladder.

Rakin politics, religion, and interpersonal relationships revolve around the idea of practical jokes. An atmosphere of one-up-manship and lighthearted merriment suffuses all of their wheelings and dealings. Even when faced with the most horrid of circumstances, a Rakin's first instinct is to crack a joke.

Ideological Chasm

After centuries of living in chaotic, mirthful harmony and isolation, the Rakin had their first contact with other humanoid races. As the settlements of humans, elves, and dwarves sprang up along the borders of their ancestral homelands, an ideological battle split Rakin culture in two.

Many of the Rakin were intrigued by these forests of stone and steel, organized yet unpredictable, and full of opportunity. The elders forbade them to interact, alleging such civilization to be directly counter to the chaos that nature intended, the principle upon which Rakin culture was built.

The debacle spiraled into a full-on feud between the opposing Rakin factions, sundering the once united race into two. The Urkin broke with tradition and followed their ambition into the cities, whilst the Tanukin remained in their indigenous forests, continuing to adhere to their ancestral ways.

Rakin Names

Rakin naming conventions differ greatly between the Urkin and Tanukin subraces, whose cultural structures irrevocably changed after the schism.

Urkin. Eager to fit in, the Urkin quickly adopted the first and last name format of humanoid races. Despite this, Urkin usually end up naming themselves. Typically, an Urkin will take the name of a well known figure, and wring from it the most humorous pun imaginable. Urkin pride themselves on having the cleverest name they know, and will go through dozens in their lifetime.

Tanukin. More traditional, and with deeper ties to their ancestry, Tanukin stick to one name over the course of their lifetime. Tanukin regard family with uncharacteristic solemnity. Accordingly, Tanukin names are granted by their parents, a portmanteau of the two names of their caregivers. Because of this, gender plays little to no role in their naming conventions.

Rakin Traits

Rakin share a number of traits in common with each other.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Rakin age slightly quicker than humans, reaching adulthood by 14. They live to be around 70.



Alignment. Because of their mischievous nature, nearly all Rakin tend toward a chaotic alignment, as they can't help themselves from getting into some sort of hijinks. Most Rakin are neutral, taught to fend for themselves by a harsh world, but there are the occasional outliers that stray to the side of good or evil.

Size. Rakin are between 3 and a half to 4 feet tall. They have a light gait but sturdy frames, weighing from 40 to 90 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Deft Climber. You have a climbing speed of 20 feet.

Languages. You can speak, read, and write Common and one extra language of your choice.

Subraces. The idealogical schism that bifurcated the Rakin people led to cultural and physiological changes. Those two subraces are the Urkin and the Tanukin.

Urkin

Urkin society values cunning, savvy, and – above all – the thrill of the heist. This leaves the Urkin with a bit of a nasty reputation; a fact that utterly fails to curb their ambitions. Adaptable and resourceful, the Urkin embraced humanoid civilization. They excelled as confidence tricksters and pickpockets, quickly gaining prestige with thieves' guilds and morally-grey professionals. As an Urkin, you've likely grown up on the streets, fending for yourself in order to survive and making unscrupulous connections along the way.

Ability Score Increase. You increase your choice of Charisma or Intelligence score by 1.

Streetwise. You are proficient in the Stealth and Sleight of Hand skills. Additionally, you can understand Thieve's Cant.

Nimble Dodge. When forced to make a Dexterity saving throw against an effect you can see, you can use your reaction to gain advantage on your saving throw. Success or fail, after the effect occurs, you can immediately move up to your movement speed without provoking opportunity attacks. Once you use this ability, you must complete a short or long rest before you can use it again.

Tanukin

Content to stay in their ancestral homes, the Tanukin fortify their ties to the natural world and the innate magic it grants them. Tanukin delight in using their limited shapeshifting abilities to scare off or otherwise vex interlopers within their sacred forests.

Tanukin believe that civilization is a sacrilegious destruction of the beautiful chaos of nature. So rarely do Tanukin venture into humanoid settlements, that they are often mistaken for racoons, or worse, Urkin. The times they do deign to enter the 'stone forests', it is in order to use their illusion magic to evoke the divine chaos and confusion that they associate with the natural world.

Ability Score Increase. You increase your choice of Charisma or Wisdom score by 1.

Adept Trickster. You have proficiency with the Deception skill.

Tanukin Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast *disguise self* once, and it recharges after a long rest. When you reach 5th level, you can cast *alter self* once, and it recharges after a long rest. Charisma is your spellcasting ability for these spells.



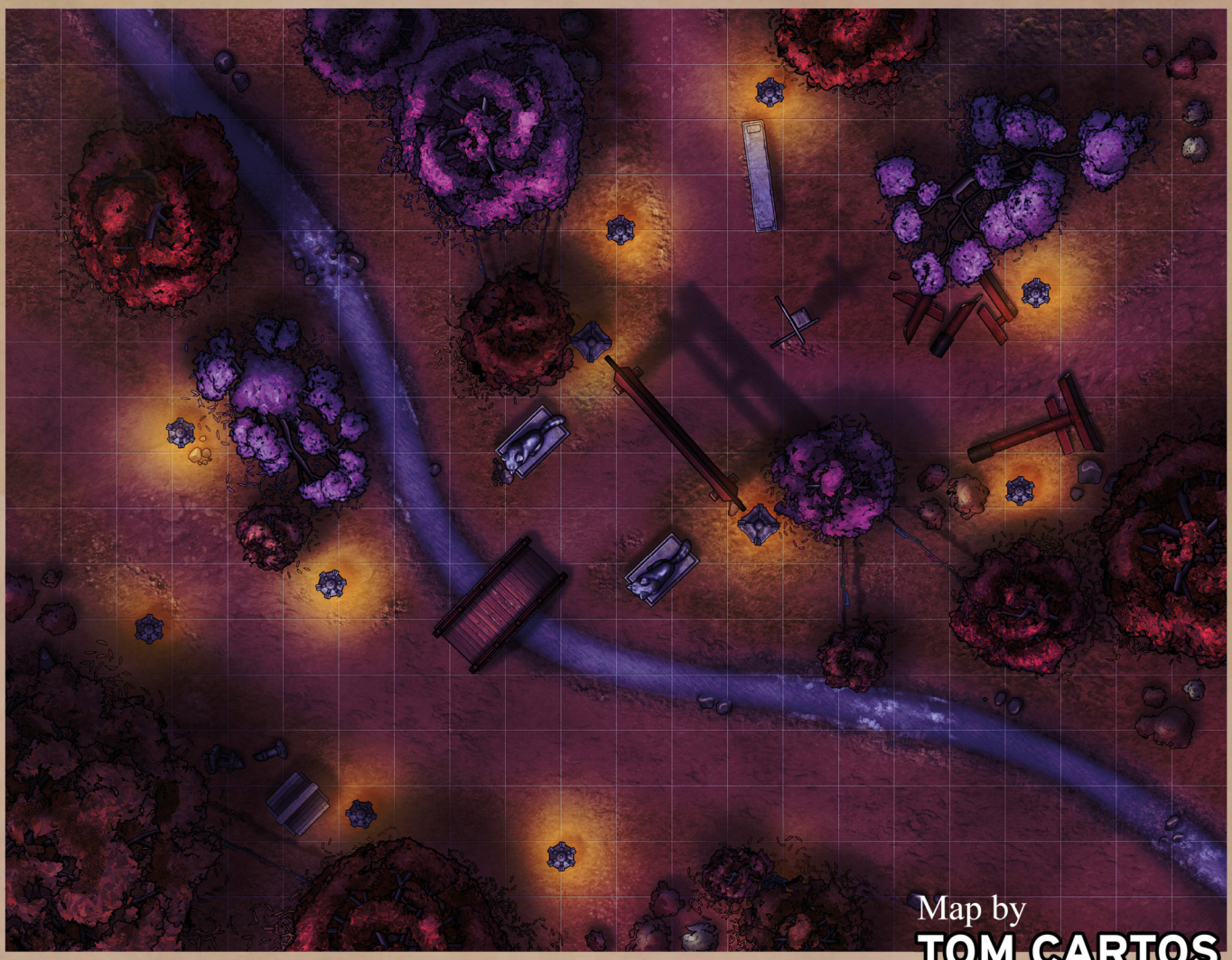
Urkin – Urban Artists



Over the centuries, the Urkin spread far across the continents, seeping into almost every major city. Here they adapted to living in society's margins; skipping between shadows, nesting in abandoned spaces, and 'borrowing' that which the 'tall folk' left lying around. As the saying goes "What the tall folk don't see, is the Urkins' for free."

If you know where to look, the graffitied symbols Urkin leave in their wake tell unseen stories. A slingshot might mean that the resident will attack Rakin on sight, whilst a wagging tail indicates an easy target for occasional larceny. Knowing how to translate these pictograms can prove a bountiful boon to a rogue in dire need.

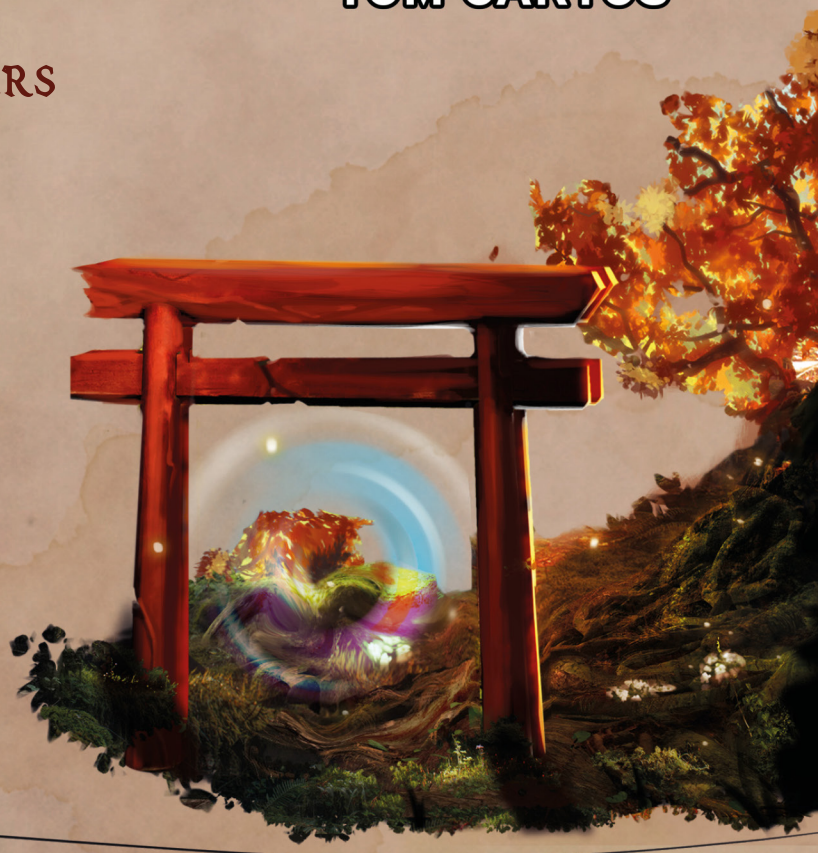




Tanukin – Tribal Travellers

There are certain days of the year that those who live near Tanukin know not to hunt and forage in the forests. These ‘fools days’ are ritualistic festivals where ancestors are honoured through elaborate practical jokes. A tanukin might spend weeks creating a trail of owlbear footprints and making illusory ‘hooting’ sounds only to douse the would-be hunters in gallons of skunk scent and paint.

Though they remain within their forests, that does not mean the Tanukin don’t travel. Torii gates allow wayfarers to jump almost instantaneously between Tanukin groves. These portals are often allowed to become densely overgrown, shielding them from the prying eyes of the tall folk who might exploit this jealously guarded secret.



Magic Items

While Rakin might not themselves be accepted, their creations are widely coveted. Urkin tinker with 'lost' and 'borrowed' gizmos, imbuing their gadgets with arcane power and deceitful artifice. An urkin would find great mirth in selling a potent magical device to a grand elven wizard, without telling them it only functioned in the hands of a Rakin.

Tanukin, conversely, power their devices with nature's bountiful flora and fauna as often as with their innate illusion magics. They can sow chaos with mundane concoctions of noxious mushrooms as easily as with powerful magical wands.

Not Nice Beez

Adventuring gear, common

A jar full of angry bees that will mercilessly attack any creatures in range. But, thanks to the Rakin's craftiness, it is disguised as a jar of nice harmless bees.

As an action, a character can throw this bomb at a point up to 60 feet away. Each creature within 5 feet of that point takes 2d6 piercing damage and must succeed on a DC 13 Constitution saving throw or also take 1d6 poison damage.



Not Nice Beez



Quickstep Kunai

This item can be obtained from forest-dwelling Tanukin in exchange for services or food (specifically berries and small lizards; these are their favourite treats).

You can try to make your own jar of Not Nice Beez should you be fortunate enough to find a bee hive. Make a DC 12 Dexterity check. On a failure you take 2d6 piercing damage and the bees elude you. On a success you take half as much damage and collect enough bees for one jar! Finally, you must disguise the jar as a jar of Nice Beez™.

Quickstep Kunai

Weapon (dagger), uncommon (requires attunement)

This weapon could pass for a simple wooden or bone kunai, but don't let its crude appearance trick you. Made by Tanukin masters, mysterious etchings can be seen on its surface, imbuing it with an ostentatiously visible magical aura.

This item has 5 charges, represented by etches on the kunai's surface. When a charge is used, one symbol magically disappears. Once per long rest you can spend 10 minutes carving 1d4



Searing Kama

symbols, restoring charges to the blade. If you are proficient with Woodworker's Tools you restore an additional 2 charges.

Transposition. When you take the Attack action, you can replace one of the attacks with a special action. You can use this special action to throw the kunai at an unoccupied space you can see within 30 feet. As long as the kunai is within 60 feet of you, you can, as bonus action expend 1 charge to instantly teleport to the kunai's location, leaving behind only a puff of smoke and falling leaves.

Searing Kama

Weapon (sickle), rare (requires attunement)

Hotting Up. When successfully dealing damage with this weapon, you gain 1 charge as it begins to gain heat. You may expend charges of heat for additional effects described below. If you do not deal damage with this weapon for 1 hour, the heat dissipates from the weapon and you lose all charges of heat.

Burn! You can expend 1 charge of heat to deal 1d6 fire damage the next time you hit with this weapon.

Searing Kusarigama. As a bonus action, you can expend 3 charges to turn the lever on the handle of the kama releasing a whip-like chain in a flurry of sparks. The reach of this weapon increases by 5 feet for the next minute or until retracted (no action required), and your next attack with this weapon has advantage.

Stink Bomb

Adventuring gear, uncommon

Made of a mishmash of mushrooms and roots wrapped in various leaves, this could pass for a healthy snack for a Tanukin. But don't be fooled, once lit, a noxious miasma of indescribable smells accompanied by thick smoke billow from the bomb.

As an action, you can light and throw this bomb at a point you can see within 60 ft. It explodes on impact, releasing the gas in a 15-foot-radius sphere for the next minute. Each creature within the area at the start of its turn must make a DC 13 Constitution saving throw against poison. On a failed save, the creature takes 2d6 poison damage and makes its next attack with disadvantage. Creatures that don't need to breathe, are immune to poison, or that don't have a sense of smell are not affected by this.

Any creature that starts it's turn within the cloud has disadvantage on stealth checks to avoid being smelled for the next 12 hours.

A moderate wind (at least 10 miles per hour) disperses the gas after 3 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.



Stinkbomb

Credits

This preview of the **upcoming adventure** – *L'arsène's Ludicrous Larceny* – was brought to you by:

Agginmad of Loot Tavern: Project Manager and Artist

20 items and art a month, plus cards!

Max of Humperdink's Wares: Writer, Editor, and Arranger

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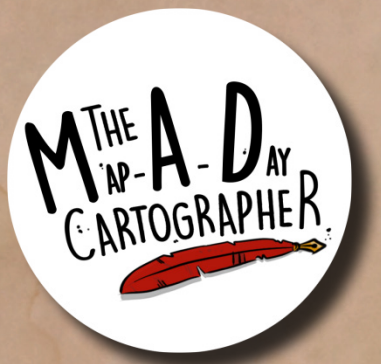
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