

Rakshasa

March 8, 2023



Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Saving Throws

Skills Deception +10, Insight +8

Damage Resistances

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components: At will: " ", " ", " ", " " 3/day each: " ", " ", " ", " ", s_uggestion" show=" "] 1/day each: " ", " ", " ", " "

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a " " spell or similar magic.