DUALINK

Rakshasa, Mantis Duelist



Collaboration with Regulus RPG

Rakshasa Mantis Duelist

Medium fiend, lawful evil

Armor Class: 17 (natural armor)
Hit Points: 78 (12d8 + 24)
Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	15 (+2)	16 (+3)	14 (+2)

Skills: Acrobatics +7, Perception +6, Stealth +7
Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks
Senses: Darkvision 120 ft., passive Perception 16
Languages: Common, Infernal
Challenge: 7 (2,300 XP)

Innate Spellcasting. The Rakshasa Mantis Duelist's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit). It can innately cast the following spells, requiring no material components:

At will: Acid Splash, Minor Illusion
3/day each: Faerie Fire
1/day: Web, Blur

Limited Magic Immunity. Can't be affected or detected by spells of 3rd level or lower unless it wishes to be. Advantage on saving throws against all other spells and magical effects.

Keen Sight. The Rakshasa Mantis Duelist has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The Rakshasa Mantis Duelist makes two attacks with its rapiers.

Rapier - Duelist's Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (1d8 + 4 + 4 acid) piercing damage.

If the target is a creature with no allies within 5 feet of it, it must succeed on a DC 14 Wisdom saving throw or become cursed by the Mantis Curse.

Mantis Curse. A cursed target is marked for a duel and feels a compulsion to engage the Rakshasa. The cursed creature has disadvantage on attack rolls against creatures other than the Rakshasa. Additionally, while cursed, the target cannot willingly move more than 30 feet away from the Rakshasa. The curse lasts for 1 minute or until the curse is lifted, the Rakshasa dies, or the Rakshasa is more than 60 feet away from the cursed target.

Bonus Actions

Acidic Rebuke. The Rakshasa Mantis Duelist spits a corrosive acid at a creature it can see within 10 feet of it. The target must make a DC 14 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The Rakshasa Mantis Duelist adds 3 to its AC against one melee attack that would hit it. To do so, the Duelist must see the attacker and be wielding a melee weapon.

Opportunist's Riposte. When a creature the Rakshasa Mantis Duelist can see misses it with a melee attack, the Duelist can make a rapier attack against that creature as a reaction.

Bloodied State

When the Rakshasa Mantis Duelist is reduced to half of its hit points or fewer for the first time, it enters a heightened state of predatory focus.

Acid Surge (Instantaneous Effect). The Rakshasa releases a burst of acidic energy. Each creature within 5 feet of it must make a DC 14 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Duelist's Resolve. The damage of the Rakshasa's Rapier (Duelist's Strike) increases by 4 (1d8) acid damage as it channels its life force into its attacks.

Rapid Parry. The Rakshasa can now use its Parry reaction twice, regaining all expended uses at the start of its turn. If it successfully blocks an attack with a parry it can also make a Duelist's Strike against the attacker.

Vulnerabilities

Frantic Defense. While bloodied, the Rakshasa is so focused on offense that it takes a -1 penalty to AC and Dexterity saving throws.

Isolation Desire. Rakshasa becomes obsessed with engaging in single combat. If there are no creatures within 5 feet of it and the Rakshasa is engaged in combat with only one opponent that is afflicted with the Mantis Curse the Rakshasa gains a +2 bonus to attack rolls and damage against the cursed target.



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