DUALINK

Rakshasa, Overlord



Collaboration with Regulus RPG

Rakshasa, Overlord

Large Fiend, lawful evil

Armor Class: 18 (natural armor)
Hit Points: 232 (24d10 + 120)
Speed: 40 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	18 (+4)	17 (+3)	22 (+6)

Skills: Intimidation +11, Perception +8, Deception +11, Arcana +9
Damage Immunities: Bludgeoning, piercing, and slashing from nonmagical attacks
Senses: Darkvision 120 ft., passive Perception 18
Languages: Common, Infernal, Abyssal, telepathy 100 ft
Challenge: 15 (13,000xp)

Landlord's Dominion. Within its domain, the Rakshasa Overlord gains +2 to saving throws. It can manipulate the terrain and structures within a 1-mile radius as if using the hallucinatory terrain spell at will. ″ Collaboration with Regulus RPG

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 spell and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +9 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: Prestidigitation, Mage Hand, Disguise Self.

3/day each: Spirit Guardians, Guardian of Faith, Hypnotic Pattern, Haste (self only).

1/day each: Major Image, Mislead.

Actions

Multiattack. The Rakshasa Overlord makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or be cursed for 1 minute. While cursed, the target can't take reactions and must roll a d6 at the start of each of its turns, subtracting the rolled number from all its attack rolls, ability checks, and saving throws.

Baleful Banishment (Recharge 5-6). The Rakshasa Overlord points at one creature it can see within 60 feet. The target must succeed on a DC 18 Charisma saving throw or be banished to a harmless demiplane. While banished this way, the creature's speed is 0, and it is incapacitated. At the end of the Overlord's next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Bonus Actions

Territorial Command. The Rakshasa Overlord issues a command to the land. One of the following effects occurs at the Overlord's choice:

- The terrain in a 20 ft. square becomes difficult terrain.
- An illusory wall springs up to provide cover.
- A conjured illusion of the Overlord appears to distract enemies, giving the Overlord advantage on its next attack roll.

Arcane Lock (Bloodied State). The Overlord can now cast Arcane Lock without material components only on doors within its domain. Does not count against the daily spell limit.

Legendary Actions

Teleport. The Overlord magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Illusory Double (Costs 2 Actions). The Rakshasa Overlord creates an illusory duplicate of itself within its domain. The duplicate can move, make noise, and perform two specific actions designed to confuse and mislead enemies:

- *Mocking Taunt.* As an action, the illusion can target one creature it can see within 30 feet and deliver a barrage of verbal taunts. The targeted creature must succeed on a DC 18 Wisdom saving throw or become compelled to move towards the illusion and make a melee attack against it on its next turn.
- *Illusory Attack.* The Rakshasa Overlord can command its illusory double to make a melee attack against one creature within its reach. This attack uses the Overlord's attack bonus and damage but is an illusion of force. If the attack hits, the Overlord instantly teleports to the double's location, and the double dissipates.

Devil's Tenants (Costs 3 Actions). The Overlord opens a portal to its realm for 1 minute. Each round on its turn, one devil tenant the Overlord has made a pact with can step through the portal onto the battlefield within 10 feet of it. The devil acts as an ally of the Overlord and obeys its spoken commands. These devils disappear when the portal closes.

Bloodied Sovereignity

Rally the Guard. When the Overlord is reduced to half of its hit points or fewer for the first time it lets out a thunderous roar. Each ally within the domain (1-mile radius) is bolstered, gaining temporary hit points equal to the Overlord's Charisma modifier, and has advantage on their next attack roll.

Additionally, the Overlord gains access to the Arcane Lock bonus action.

Territorial Fury. Melee weapon attacks by the Rakshasa Overlord deal an extra 10 psychic damage.

Vulnerabilities

Heightened Aggression. While in this bloodied state, the Overlord's focus on attacking leaves it with a -2 penalty to AC and Dexterity saving throws.

Enraged Focus. The Overlord is consumed with defeating its attackers. It has disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks.



Dark artifact commonly used by Landlords.
It contains all of their tenants' agreements.
Varies from Landlord to Landlord.