# A Necromancer's Grimoire: Faces of the Rakshasa

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ROLEPLAYING GAME COMPATIBLE

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### The Lord of Goldbridge

The man's eyes were filled with terror as he kneeled before the massive, throne-like chair, flanked by a pair of guards who each kept a firm grip on his shoulders. His hands trembled as he raised them in supplication to the dark-haired man who sat before him.

"Please, master," he pleaded, his voice as unsteady as his hands, "I will not fail you again!"

A slow smile spread across the dark-haired man's face as he stared down, unfazed, at the pitiful sight before him. "You know how I feel about mistakes, Paul. Do you think I can afford to employ people who let me down? Hmmm?"

Paul's eyes darted back and forth, seeming to search for a way out of his predicament, even as his shoulders slumped in despair. He knew he was a dead man. He thought with anguish of his wife, waiting for him at home, no doubt worrying as usual – she had warned him against working with dangerous men. But the quick money had been too much temptation, and after his first job, his first pouch filled with shining gold coins, he hadn't been able to give up the work, no matter how terrible the tasks became.

After some months of doing grunt work, Paul had been promoted. He'd been the leader of several small jobs over the last few weeks, and then he'd had his big break, the chance to show he had what it took to make it in this organization. He'd been put in charge of a small team and told to hit the jewelry store in the town square – they were to make off with all the jewels and gold they could, and, as usual, do away with any and all witnesses.

Unfortunately, he had had the bad luck to plan the raid for the very same night the store was to receive a very large shipment of jewels from the south. Not only were the dates and times of such shipments always kept secret, but they also were always heavily guarded. Paul had just been climbing in a side window when he heard guards arriving at the back door and saw a light in the next room. He and the two men with him had been forced to leave empty-handed, as they stood no chance against the fighting force accompanying the shipment.

"They didn't see us, master!" Paul cried out desperately. "We can go back in a night or two and make off with as much as we can carry – it'll be like the first attempt never happened!"

"I'm afraid that's not an option, Paul," the dark-haired man sighed; then his voice hardened. "Failed attempts are failed attempts, and they cannot be tolerated. I expect my men to be wholly loyal to me," he stopped Paul's protestations with a wave and a glare, "and failure can only mean one thing: that the person who failed me felt something besides my wishes was most important. Look around you, Paul," the dark-haired man said, gesturing the dozen or so people arrayed defensively about the room. "The people in this room are my highest officers, my most trusted, and most highly paid, servants. Each one of them would stand alone against an army if I asked him to. Do you know why, Paul? Because each one of them knows that, of the two options, disobedience holds the greatest chance of death. Unfortunately for you, you have learned this truth too late."

As much as he tried to keep it in, a small sob tore free from Paul's throat and he hung his head, looking up when he heard the voice of the dark-haired man speaking again.

"Before you die, though, there is one more thing I think you should know, Paul," the man said, and a malevolent smile broke out across his face. Then, as Paul watched in shock, the face changed, shifted,

and suddenly it was no longer a human face that grinned at him, but a tiger's. The whole body changed, in fact, as the creature grew several inches, and its hands morphed into claws that seemed bent the wrong way. Paul let out a horrified gasp as he realized the rest of the guards in the room were also transforming into monsters like their master. They growled and bared their teeth at him – it was hard to tell, but it seemed that their bestial faces were actually smiling sadistically. A moment ago, Paul had been despairing at the thought of dying and never seeing his pretty wife again, but now he felt his heart drop even lower as he realized that these creatures had infiltrated his city – it wasn't only he who would suffer at the hands of these fiends, but possibly the entire city. The Black Tigers Thieves' Guild, had incredible influence, and if it was actually headed by such a creature...

Paul was brought back to his own fate by his leader's voice – which had not changed, despite the distortions the body had undergone. "Guards?" was all the creature said.

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"Shall I dispose of the body, Master Jatasura?"

Jatasura pulled his eyes from the pool of blood forming around Paul's body to answer his guard. "Yes, go ahead," he answered. With glee, he allowed himself a few more moments to contemplate the look of horror that had crossed Paul's face at seeing their true forms. He relished the opportunities for private executions, to reveal to these humans just how foolish they were, and just how doomed they all were. There had been a woman last week who had fainted at the sight of his true form; he'd had his guards revive her before ordering them to tear out her throat. After all, what was the point of killing someone if you couldn't see the look on his or her face as the end came?

Really, though, his heart hadn't been in it today. Though it had been a welcome distraction, Paul's death was really just that – a minor distraction. This thieves' guild operation had turned out wonderfully, and he was happy with the results – but he was about to complete the mission he had been planning before he ever began calling himself Jatsura. He had acquired hundreds of servants throughout the city, mostly thieves and lowlifes who had been drawn to him by the promise of easy gold. But soon, the whole city would be his to control – and the people wouldn't even know.

The city of Goldbridge was not only the largest city in the nation, but also had the distinction of being the capitol city. Its most distinctive feature was the large palace in the center of town, housing the king, his family, and his most trusted officials in opulent splendor. Jatasura was pleased with how much sway his gang held over the city, but he could have accomplished such a feat anywhere – he had very specific reasons for choosing Goldbridge as his base of operations.

Jatasura was going to be king.

He did not have any revolutions in mind, however, nor did he plan to insinuate his way into the current king's good graces and so be appointed his successor – rather, he was going to murder the king and take his place.

The details for the assassination were coming into place; tomorrow night, the king's bodyguards would be slipped a potent sleeping mixture, and Jatasura and his men would be free to kill the king at their leisure. Jatasura only hoped the king's death would be as enjoyable as he had envisioned. He was still toying with the idea of keeping the king captive somewhere in the palace for awhile, torturing him and letting him live his last few days in the knowledge that a monster had taken his place. A bit of a risky idea, he knew, but an intriguing one nonetheless.

Yes, it wasn't too long now till he'd have the entire nation at his feet. Until then, though, there was business to attend to. He couldn't have the guild devolve into chaos the day before his dream was realized, simply because he was distracted with thoughts of glory.

"I believe we have another meeting," he remarked, reassuming his human disguise and sitting back down in his chair, content with the knowledge that it would soon be replaced with a proper throne. He gestured to the guard, "Bring in the next appointment."

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### Introduction

This book focuses on Rakshasa, the animalheaded evil outsiders whose origins can be traced to ancient, near-eastern myths, and who have captured the imagination of fantasy roleplayers for decades. In addition to a 20-level class that allows you to play as one of these mighty fiends, and a brief glimpse into rakshasa history and culture, this book features nine new types of rakshasa. Expanding on the long-established (but often ignored) fact that fantasy rakshasa can have the heads of animals other than tigers and other large cats, these new rakshasas provide unique stat-blocks and backgrounds for a variety of different types of animals, ranging from jackals and elephants to spiders and serpents.

### Rakshasa

"You call me 'inhuman,' as though it were an insult, mortal. I am of a race that far transcends your own pathetic mortal existence. I am physically more powerful, mentally far superior, and have had more magical potential since birth than most of your kind can achieve after a lifetime of study. I am like a god before a pathetic worm such as yourself."

~Kamisura, rakshasa, and Exalted Sultan of Toriban

Powerful spirits of malevolence and corruption, rakshasas are not of this world, though they have lived here long enough that they are quite at home in the Material Plane, adapting themselves to live amongst the mortal, humanoid races. Though there are rare exceptions, most rakshasas view other races as prey, and spend most of their time either corrupting societies from within, or simply debauching on a wide variety of sins and vices.

### Making a Rakshasa

Rakshasas use a mixture of magical and martial prowess to destroy their foes, making good use of their potent natural defenses and ability to read minds to protect themselves while using their magic to deceive and outmaneuver their foes, and falling back on their fearsome natural attacks as the situation requires.

Abilities: Charisma governs the rakshasa's spellcasting ability, and also the saving throw DCs for many of his other class features. A high Dexterity will increase the rakshasa's armor class, and a high Strength score will allow him to do more damage in melee. As generally sophisticated and cultured individuals, most rakshasas benefit from a high Intelligence score, which grants them an increased number of skills.

Alignment: Most rakshasas are Lawful Evil. Rakshasas of other alignments are not unheard of, and Neutral Evil and Chaotic Evil rakshasas are not terribly uncommon. Non-evil rakshasa are quite rare, however, and are often hunted by evil rakshasas, who find such creatures to be abominations.

Hit Die: dio Starting Gold: 3d6 x 10 gp (average 105 gp)

### **Class Skills**

The rakshasa's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (the planes) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), andStealth (Dex) Skill Ranks Per Level: 6 + Int Modifier.

Tabl	e 1-1:	The	Ral	kshasa
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		Base Attack	10020025		Will		Natural	Sorcerer
Level	HD	Bonus	Save	Save	Save	Special	Armor	Level
1st	1	+1	+0	+2	+2	Empathic intrusion, otherworldly origins, +2 Dex	+0	O
2nd	2	+2	+0	+3	+3	Deadly fangs, deceptive, +2 Con	+1	1
3rd	2	+2	+0	+3	+3	DR 5/magic, +2 Int	+1	1
4th	3	+3	+1	+3	+3	Razor claws, +2 Cha	+2	2
5th	4	+4	+1	+4	+4	Change shape 3/day	+3	2
6th	4	+4	+1	+4	+4	DR 10/magic, +2 Str	+3	3
7th	5	+5	+1	+4	+4	Detect thoughts, +2 Con	+4	3
8th	6	+6/+1	+2	+5	+5	+2 Dex	+5	4
9th	6	+6/+1	+2	+5	+5	DR 10/magic and piercing, +2 Wis	+5	4
ıoth	7	+7/+2	+2	+5	+5	Spell resistance, +2 Dex	+6	5
uth	8	+8/+3	+2	+6	+6	Change shape at will, +2 Int	+7	5
12th	8	+8/+3	+2	+6	+6	DR 15/magic and piercing, +2 Cha	+7	6
13th	9	+9/+4	+3	+6	+6	Improved detect thoughts, +2 Con	+8	6
14th	10	+10/+5	+3	+7	+7	Rakshasa ascension, DR 15/good and piercing, +2 Str	+9	7
15th	n	+11/+6	+3	+7	+7	Bestial transformation	+9	8
16th	12	+12/+7/+2	+4	+8	+8	Suggestive thoughts	+10	9
17th	13	+13/+8/+3	+4	+8	+8	Poison claws	+11	10
18th		+14/+9/+4	+4	+9	+9	Corruptive thoughts	+11	n
19th	15	+15/+10/+5	+5	+9	+9	Greater detect thoughts	+12	12
20th		+16/+11/+6/+1	+5	+10	+10	Psychic assassin	+13	13

#### Sidebar: Racial Classes

The rakshasa falls under a special category of classes, called "racial classes," or "monster classes." These classes allow players to play as members of powerful monster races by doling out the benefits that creatures of those races possess one piece at a time, in order to protect the balance of the game. Due to the special nature of these classes, they have a few additional rules, beyond those that apply to normal base classes:

•Characters can only enter a monster class at 1st level, and the monster class serves as both their class and their race. A character cannot, for example, be a human rakshasa or an elven rakshasa: the only racial benefits they gain are those provided by the class.

•A character with a monster class always counts that class as his or her favored class.

or she cannot freely multi-class into other classes. Characters in a monster class can only take levels in that monster class until they where they have gained all the benefits of the monster the class is based on. This point is denoted in the class by the "ascension" class feature (in the case of the rakshasa, this is rakshasa ascension at 14th level).

•Monster classes do not always grant a new hit dice at every level. Table 1-1: The Rakshasa has a column not found in most base classes, labeled "HD." This column lists the number of hit dice that the class has granted by the indicated level. Levels where this number does not increase (3rd, 6th, 9th, and 12th, in the case of the rakshasa) do not grant new hit dice, or any of the benefits that new hit dice bring, such as when calculating how many feats and additional ability score points a character has earned: use the PC's hit dice to determine that, rather than his or her class level.

Once a character enters a monster class, he

#### **Class Features:**

The following are class features of the rakshasa.

Weapon and Armor Proficiency: Rakshasa are proficient with all simple and martial weapons, but not with any kind of armor or shield.

**Spellcasting:** A rakshasa casts spells as though he were a sorcerer whose class level was equal to ½ his rakshasa level. If the rakshasa later takes levels in sorcerer, the spellcasting ability granted by the rakshasa class stacks with spellcasting from the sorcerer class. For more information on sorcerers and spellcasting, see the *Pathfinder Roleplaying Game Core Rulebook*. The rakshasa does not gain any other benefits of being a sorcerer, such as a bloodline.

Starting at 15th level, a rakshasa's spellcasting ability accelerates, and for each level of rakshasa he gains, his effective sorcerer level for the purposes of spells per day and other spellcasting effects increases by one.

Ability Score Bonuses: Beginning at 1st level, rakshasas gain a number of racial bonuses to their ability scores, as marked on Table 1-1: The Rakshasa. By 14th level, a rakshasa will have total racial bonuses equal to +4 Strength, +6 Dexterity, +6 Constitution, +4 Intelligence, +2 Wisdom, and +4 Charisma.

**Empathic Intrusion (Su):** A rakshasa has an uncanny ability to perceive the true intentions of those around him. As a standard action, he can subtly access the thoughts and feelings of the creatures around him: all creatures in a 6o-foot cone must succeed on a Will save (DC 10 + ½ the rakshasa's class hit dice + the rakshasa's Charisma modifier). As long as the rakshasa concentrates on this ability (a move action), he gains a +8 insight bonus on Sense Motive checks made against creatures that fail the save. A rakshasa can use this ability at will.

**Otherworldly Origins:** Rakshasas have not always inhabited the Material Plane, though there are few, if any, civilizations left on the plane that



can remember a time when they were not plagued by the evil beings. Rakshasas have the outsider creature type and the native creature subtype. For more information on these types, see the *Pathfinder Bestiary*.

**Deceptive (Ex):** At 2nd level, a rakshasa becomes adept at using his knowledge of the thoughts of those around him to better manipulate and deceive them. He gains a +4 racial bonus to Bluff checks, as well as a +8 racial bonus to Disguise checks.

Natural Armor: Beginning at 2nd level, a rakshasa gains natural armor which improves as he increases in level. The total bonus to natural armor is indicated on Table 1-1: The Rakshasa.

**Deadly Fangs (Ex):** At 2nd level, a rakshasa gains a primary natural bite attack which deals 1d6 points of damage with each successful hit. For more information on natural attacks, see the *Pathfinder Bestiary*.

**Damage Reduction (Ex):** At 3rd level, a rakshasa becomes resilient to physical attacks. He gains DR 5/magic. At 6th level, this protection increases to 10/magic. At 9th level, it increases further to 10/magic and piercing. At 12th level, it increases further still to 15/magic and piercing. Finally, at 14th level, this protection increases to 15/good and piercing. For more information on damage reduction, see the *Pathfinder Roleplaying Game Core Rulebook*.

**Razor Claws (Ex):** At 4th level, the rakshasa gains a secondary natural claw attack, which deals 1d4 points of damage with each successful hit. For more information on natural attacks, see the *Pathfinder Bestiary*.

**Change Shape (Su):** At 5th level, a rakshasa gains the ability to assume the form of any Medium humanoid creature 3 times per day. This functions as the spell alter self. At 11th level, the rakshasa's shapechange mastery improves, and he can use this ability at will, and can remain transformed this way indefinitely.

**Detect Thoughts (Su):** At 7th level, rakshasas truly become mind readers, able to observe the thoughts of others. They gain the ability to use the spell *detect thoughts* at will as a supernatural ability. The DC to resist this effect is equal to 10 + ½ the rakshasa's class level + the raskshasa's Charisma modifier.

**Spell Resistance:** At 10th level, a rakshasa is able to use his own knowledge of magic to protect himself against others' use of it. He gains spell resistance equal to 11 + his class level. For more information on spell resistance, see the *Pathfinder Roleplaying Game Core Rulebook*.

**Improved Detect Thoughts (Su):** At 13th level, a rakshasa's ability to read the thoughts of others becomes second nature to him. When using his *detect thoughts* class feature, his effective caster level is 18, and he can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if he had spent three rounds concentrating, and he thus gains the maximum amount of information possible. The effect can still be resisted with a successful Will save (DC 10 + ½ the rakshasa's class level + the rakshasa's Charisma modifier).

**Rakshasa Ascension:** Once a rakshasa reaches 14th level, he has unlocked enough of his inner potential to be able to pursue other interests, if he so chooses. A 14th-level rakshasa may freely multi-class into other classes, and can return to the rakshasa class later without penalty. Characters with more than 14 levels in rakshasa represent paragons of the rakshasa race, who, whether through hard work or an accident of birth, possess abilities in excess of most of their kind.

**Bestial Transformation (Su):** At 15th level, a rakshasa's shapechanging abilities improve. He is now able to take on the form of any Medium- or Large-sized creature of the animal type, in addition to any humanoid of Medium size.

Suggestive Thoughts (Su): At 16th level, a rakshasa gains the ability to manipulate those with weak minds. If a rakshasa has successfully detected a creature's thoughts using his improved detect thoughts ability, he may then attempt to influence that creature as per the spell suggestion, except that the DC is equal to  $10 + \frac{1}{2}$  the rakshasa's class level + the rakshasa's Charisma modifier. If the save is successful, the rakshasa cannot use this ability on that target again for 24 hours.

**Poison Claws:** At 17th level, a rakshasa's claws begin to produce poison, which can affect those who are hit by his claw attack.

**Type** poison, injury; **Save** Fortitude DC 10 + <sup>1/2</sup> the rakshasa's class level + the rakshasa's Charisma modifier **Frequency** 1/round for 2 rounds **Effect** 1d4 Wis damage; **Cure** 1 save

**Corruptive Thoughts (Su):** At 18th level, a rakshasa is able to exert extraordinary influence over those around him with weak minds. If a rakshasa has successfully detected a creature's thoughts using his improved detect thoughts ability, he may then attempt to pull that creature's alignment closer to his own, causing the affected creature's alignment to move one step closer to the rakshasa's own alignment. The creature may make a Will save (DC 10 +  $\frac{1}{2}$  the rakshasa's class level + the rakshasa's Charisma modifier) to resist this effect. Whether or not the save is successful, this ability cannot be used on that target again for 24 hours.

Greater Detect Thoughts (Su): At 19th level, a rakshasa is able to read more than just the surface thoughts of those around him. If a creature fails to save against the rakshasa's improved detect thoughts class feature, the rakshasa can attempt to find particular types of memories or a particular piece of information in that creature's mind. Each round, the rakshasa can "ask" the target a question that can be answered by a simple "yes" or "no," receiving its answer from the creature's thoughts and memories. In the case where a one-word answer would be misleading, no answer is provided. The target is aware of an uncomfortable feeling, and knows it is being targeted by magic of some sort, but does not necessarily know that its mind is being probed, or what for, and does not necessarily know the source of the effect. With each question the rakshasa "asks" of its target, he may make a saving throw  $(DC_{10} + \frac{1}{2})$  the rakshasa's class level + the rakshasa's Charisma modifier) to resist the effect. If the information is of special importance to the target, it receives a +4 bonus on the save, though the target is still not aware of what specific information is being accessed. A successful save indicates that the rakshasa does not receive an answer to that in particular question, and cannot try again for that specific information until 24 hours have passed. If the target successfully resists three questions in a row, the rakshasa cannot use this ability on the target until 24 hours have passed, though he may continue to detect the target's thoughts with his improved detect thoughts class feature.

**Psychic Assassin (Su):** At 20th level, a rakshasa's ability to delve into the minds of others becomes so great that he can draw on their deepest fears in order to frighten them to death. If a rakshasa has successfully detected a creature's thoughts using his improved detect thoughts class feature, he may then attempt to influence that creature as per the spell phantasmal killer, except that the DC for both saves is equal to 10 + ½ the rakshasa's class level + the rakshasa's Charisma modifier. Regardless of whether or not the creature succeeds on these saves, once a rakshasa has used this ability on a creature, he cannot use it on that same creature again for 24 hours.

#### **Playing a Rakshasa**

Rakshasas are powerful and mysterious creatures, whose motives can sometimes be difficult for mortal minds to understand. Still, despite being outsiders, rakshasas think and act in ways very familiar to most humanoids. This may be a result of thousands of years on the Material Plane, or it may be from spending their time inside human society, or it may simply be a mask that rakshasas put on in order to fool those few humans they interact with openly, but whatever the case, it is no doubt true that a rakshasa's mind, however alien, is far more recognizable than that of a demon or a devil.

For the most part, rakshasas tend to display all the worst aspects of humanity, magnified to an inhuman degree: they are filled with a great racial and personal pride, viewing themselves as nearly gods. They have great wrath and hatred, and their treatment of those who oppose them is legendarily cruel. They have terrible and unspeakable lusts, for things like human flesh, torture, and the worst kinds of sexual acts. Any rakshasa that seems to the contrary has either taken centuries to master his own inner demons, or, more likely, is simply putting on an act and waiting for the best time to strike.

Demographics: Rakshasas live almost exclusively in cities and other highly populated environments, where they have access to the most debauchery and taboo activities they can get, and also where they have the greatest choice of "prey." They tend to travel in the upper strata of humanoid society, taking the roles of nobility, wealthy merchants, and the like. As native outsiders, rakshasas do need to eat to survive, and their diet includes a heavy amount of meat, especially of exotic, and sometimes sentient, varieties. Rakshasas do not age, and do not accrue any benefits or penalties based on age. For information on a rakshasa's average height and weight, see Table 1-2: Rakshasa Average Height and Weight, on the next page.

**Religion:** Rakshasas almost universally spurn religion, considering few, if any gods worthy of their worship, and viewing themselves as god-like

Table 1-2: R	Rakshasa	Height and	Weight
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Gender	Base Height	Base Weight	Modifier	Weight Multiplier
Male	4 ft. 8 in.	120 lbs	2d8	x 5 lbs
Female	4 ft. 3 in.	100 lbs	2d8	x 5 lbs

creatures when compared to most mortals. Rakshasas have a special dislike for clerics, and one of their favored pastimes is to test a cleric's faith by harassing the priest and creating endless hardships, hoping to force him to renounce his faith and instead serve the rakshasa. In fact, many rakshasas start small cults, either openly in worship of themselves as demi-gods in their own right, or else in disguise as a mortal, devoting the cult to the worship of a made-up deity, but bending the cultists to his own will as patriarch of the cult.

Other Classes: Rakshasas typically have little but scorn for other party members, though this generally has less to do with their class than their race. They have nothing but disdain for spellcasters other than sorcerers, taking immense amusement in the great labors that wizards perform and the dark pacts that witches make to get their magic, maliciously pointing out that the rakshasa's own magic is a gift of birth. They have a perverse hatred of clerics, paladins, and other divine characters, due to the religious views of a typical rakshasa. Fighters, rogues, and the like are viewed as useful tools, but the rakshasa can rarely muster any kind of respect for a creature that is not capable of casting spells. Rakshasas look most favorably on sorcerers, who they consider to be the closest kind of mortal to their own magnificence. This little respect typically does the sorcerer no good, and is usually tarnished by the rakshasa's disdain for the average sorcerer's overall level of magical talent, in any case.

### Rakshasas in the World

Of all the fiendish races, the rakshasa is perhaps the most dangerous, deadly, and terrifying. Unlike most fiends, who can be banished to the foul lower plane from which they came, rakshasas live among us. They hide in our society like wolves in sheep's clothing, preying upon us, corrupting us, and causing our society to rot and decay from within. They wear a mask of gentility and grace, but underneath they are vile and base creatures, made only more frightening by the fact that their terrible appetites seem only too human.

#### ~Excerpt from The Book of Fiends

Daily Life: The average rakshasa spends most of his time plotting evil schemes, putting those schemes into action, or reaping the rewards of those schemes by indulging in some lavish and forbidden taboo. Many rakshasas secretly rule powerful organizations, such as thieves' or assassins' guilds, merchant consortiums, or the like, and most rakshasas have detailed spy networks reporting to them. Not all rakshasas are interested in the hassle of running a small empire, however, and adventuring rakshasas typically become mercenaries or assassins, selling their select services to a very elite clientele, and charging obscene prices.

Notables: For the most part, due to their secretive nature and preference for staying behind the scenes, the most effective rakshasas are those who are not well-known at all. Further, rakshasas whose identity does become known often do not appreciate those calling attention to their identities, and typically take steps to silence any who would spread such information. Still, some rakshasas are happy to operate openly, usually because they are so well entrenched in power that they have nothing to fear by revealing themselves. Most notable among these is Kamisura, the Grand Sultan and Exalted Emperor of Toriban, a small desert empire whose legendary affluence is a result of its position as a trading crossroads. Kamisura has ruled the empire openly as a rakshasa for the last three hundred years, and has instituted a state religion, which he serves as the primary deity of. Though he is well known for his darker appetites, he has brought an era of peace, stability, and prosperity to his kingdom, and is actually generally beloved as a ruler.

**Organizations:** Though it is not unheard of for rakshasas to occasionally work together towards a specific, common goal, such alliances are nearly always temporary, and are quite often very tense and suspicious affairs. Rakshasas are very prideful, arrogant, and self-absorbed, and so it is very difficult for two of them to find any way to work together, share, or compromise. As such, rakshasas tend to be very territorial towards one another, and often become fast enemies, unless one is gracious enough to remove himself from the other's territory.

NPC Reactions: Perhaps not surprisingly, the average NPC does not know precisely what a rakshasa is. They may potentially have heard legends about rakshasas as powerful sorcerers who can change their shape, and live to corrupt mortals (or, alternatively, to devour their flesh and do other unspeakable acts), but they would typically be hard-pressed to recognize one on the spot. This would not keep them from seeing the rakshasa as a monster-its bestial head and backwards claws would see to that-but they would likely mistake the average rakshasa for a weretiger, or something of the sort, rather than recognize it as a spirit of evil and corruption. Those that do recognize a rakshasa are typically stricken with terror when forced to confront them, as rakshasas are well known for their cruelty, the quickness with which they are angered, and, most of all, their caprice.

**Rakshasa Lore:** Characters with ranks in Knowledge (the planes) can research rakshasas to learn more about them. Characters with ranks in Knowledge (religion) can do the same, though in this case the DC to do so is increased by +5. When a character makes this skill check, read or paraphrase the information from the table below, including entries for lower DCs.

Finally, a character with ranks in Knowledge (local) can do research to attempt to identify specific rakshasas in the area, the areas in which he operates, the kinds of activities he undertakes, and other important details. The DC for this check is 30.

#### Rakshasas in the Game

**Rakshasas after First Level:** Because rakshasa is a racial class (or monster class), it is really only accessible to new characters: by the

#### Table 1-3: Rakshasa Lore DC Information

~ ~	mormation
10	Rakshasas are spirits of evil and corruption that look like a man but have the head of an animal. They delight in all kinds of horrible and wicked and forbidden acts.
15	Rakshasas are powerful sorcerers, and all rakshasas are able to change their shape to appear human.
20	Rakshasas are adept mind-readers, and it is said that they can view the thoughts of mortals as though they were words on an open book.
25	Rakshasas have very potent defenses: they can resist most spells, and their skin turns aside all but holy, piercing blades.
30	Characters who achieve this level of success can learn important details about legendary rakshasa of great importance, the areas in which he operated, the activities he undertook, myths of his deeds, and any legacies he may have left behind.

time characters begin their adventuring careers, they're either rakshasas or they aren't, and, for the most part, people don't change species all that often (at least, not in a permanent fashion). If one of your players is interested in having their character become a rakshasa, most likely because the character began play before they gained access to this book, consider letting them enter the class at a later time. They could, for example, be cursed into the form of a rakshasa, or, if the player is a sorcerer, for example, it could be that he had been a rakshasa all along, or at least that his sorcerous power came from rakshasa blood, which he is awakening to a new level, similar to the dragon disciple prestige class.

A character entering the class later on would lose the benefits of his previous race, and would be unable to multi-class until he had taken 14 levels in the class, and gained the rakshasa ascension class feature, just like any other character in the class. Be careful about players who want to enter the class at levels where they wouldn't be able to reach that level (such as taking their first level of rakshasa after 6th level), because they may just be looking for a way to avoid the no multi-classing restriction. Otherwise, though, besides the difficulty of explaining how a character suddenly becomes a rakshasa, and the paperwork involved in removing a character's existing race, there's no good reason to keep players from taking the class at later levels.

Rakshasas and Game Balance: The rakshasa class contains a variety of powerful abilities, made more so by the fact that some of them are not easily available to player characters. The most outlandish of the rakshasa's abilities is probably its relatively high and very difficult to overcome damage reduction, which may, at times, make the rakshasa feel virtually invulnerable. Note that the "good" requirement of the damage reduction can be overcome by any weapon with a +5 enhancement bonus, regardless of its alignment, and that weapons which deal multiple types of damage (such as a morningstar or dagger) need deal piercing damage with only one of those types in order to bypass the damage reduction. Of course, because of the rakshasa's spell resistance, the usual method of dealing with characters with high damage reduction (spells) is less reliable, though, if the rakshasa never seems to be in any danger, a few encounters involving conjuration spells (or other spells that ignore spell resistance) that deal direct damage should prove to keep the game more interesting.

Handling Detect Thoughts: A major aspect of rakshasas as a monster is their ability to constantly detect thoughts. In the rakshasa class, a character is able to use *detect thoughts* at will beginning at 7th level, and is using it constantly by 13th level. This can occasionally cause problems for GMs, especially those who want one or more NPCs to lie to the party, because characters who can read thoughts constantly will generally do so. Bear in mind that canny characters can protect themselves against this effect through a number of ways, the simplest being to add a thin lining of lead to the inside of their headgear, but *mage's private sanctum, mind blank*, and the like can sometimes provide a more subtle protection.

Still, don't rob the player of the benefit of this ability completely: protect information that would ruin the plot of the game, but when it comes to the information that you want the PCs to get anyway, allow the rakshasa character to get it via *detect thoughts.* It would be bad for the PCs to find out, by reading the mind of the grand vizier (disguised as a beggar and offering them a "tip") that he is leading them into a trap, especially if that trap is important to the plot of the adventure. On the other hand, if the PCs are looking for the bandit camp's location in a local tavern, and you want them to get to the bandit camp eventually anyway, there's no harm at all in a rakshasa PC pulling the information from the mind of a drunken bandit.

Unfortunately, the game can sometimes slow to a crawl as the rakshasa insists on reading the minds of everyone in the room, one at a time, in detail. This can happen with any at-will ability, including a paladin's detect evil, but because the information here can be more varied, and eventually requires no effort, the situation may become more exasperated. If it becomes a problem, talk to the player of the rakshasa character, explaining that the ability is bogging down gameplay, and find an acceptable compromise. Often, if a GM promises to tell the player whenever anything "noteworthy" comes up, everything can be expedited relatively easily, and the player will only need to call attention to the ability when he's looking for specific thoughts, or is interested in a specific individual, the way that the ability is intended.

Rakshasas and Evil: Though it has been mentioned already that not every single rakshasa is evil, the fact remains that non-evil rakshasas are the rare exception, and most likely any player interested in running a rakshasa character is likely planning on running an evil one. Having evil characters in the party is something that not all GMs are comfortable with, and you should talk with anyone who wants to run a rakshasa before play actually begins, to ensure that everyone's expectations match in regards to what will be acceptable behavior for the character. This is more the case with rakshasas than many other evil characters, because rakshasas are specifically creatures of taboo, beyond just being evil. A normal evil character might loot, or pillage, or backstab, but a

a rakshasa may devour corpses, or torture for fun, or commit indecent sex acts, and so on, which you—or other members of the group—may not be comfortable with.

Of course, some players find this kind of play entertaining, and enjoy roleplaying a darker, twisted character, because that is something they would not normally do in real life, and they find it interesting to explore such characters in this way. This is healthy, and there's nothing wrong with this, but it's important that everyone's expectations match up, so that no one gets an unpleasant shock (either from the rakshasa character's behavior, or from the reaction of the GM or other players to that behavior).

### **Rakshasa Society**

### Origins of the Rakshasas

The exact origins of the rakshasa race (or races, as the case may be; see Rakshasa Castes, below) are a matter of much debate amongst those scholars who specialize in fiends and other lowerplanar races. Many argue that they must have originally been daemons (see Pathfinder Bestiary 2) due to the fact that they physically most closely resemble that type of fiend. Others argue that because the most commonly known rakshasa (that of the vagha, or tiger, caste, and the one found in the Pathfinder Bestiary) is Lawful Evil in alignment, they must have sprung from devils. Still others argue that they have always been their own distinct race of outsider, though these tend to disagree on where the rakshasas came from, and why they now reside on the Material Plane. Perhaps the most compelling theory is that the race was once beholden to an ancient and terrible deity who died long ago, taking his plane with him to oblivion (many theorize that this death was at the hands of rebellious rakshasa). The rakshasas then had a mass exodus to the Material Plane, where, without a god to control them, they began to run amok, eventually seeing themselves as practically divine beings in their own right.

Whatever their exact origin, there is no denying that rakshasas have inhabited the Material Plane since time immemorial, and it, in a way, seems to have inhabited them as well. Though a rakshasa's appetites for violence, sex, and all things forbidden are inhuman in their magnitude, they are still surprisingly mundane for an outsider. While many scholars go on at length about how rakshasas are invading and eroding society from within in order to corrupt and destroy it, a growing school of thought has come to believe that rakshasas are as dependent on mortal society as the mortals are, and that they have no desire to see an end to their easy access to the various kinds of debauchery they crave, though this may be of little comfort to their various victims.

### **Rakshasa** Castes

For as long as there has been mortal knowledge of rakshasas, the rakshasas have been divided into a number of castes. Each caste of rakshasa takes a different form, and has different powers and abilities. Further, each caste of rakshasa is supposedly the embodiment of a different kind of sin or taboo. Some have pointed to this as proof that rakshasas were once the servants of a forgotten deity, and each different caste of rakshasa was created to handle a certain sin (either punish it or promote it, depending on who is asked). Others simply say that all rakshasas partake in a wide variety of vices and taboos, and the fact that different kinds have different favorites isn't proof of anything.

Whether or not the caste system represents an "assignment" of a specific sin, or just a natural proclivity towards certain activities, there can be no arguing of the other effects of caste: the different castes of rakshasa all appear quite different. Though all rakshasas are humanoid, and all castes bear the features of a specific animal, the type of animal is dependent on the rakshasa's caste. For example, ular, or serpent, rakshasas have the heads and scales of serpents, whereas gid'dha, or vulture. rakshasas have the heads of vultures.

What's more, each caste has separate and unique powers and abilities. For example, a makari, or spider rakshasa casts spells like a wizard, rather than a sorcerer, has six arms, and can spin poisonous webs. By contrast, qaban, or boar, rakshasas are more inclined to melee fighting, but still have a handful of spell-like abilities, including a magical chest for storing their ill-gotten gains.

Though the vagha caste is the most common of the rakshasa castes, and is the best known type of rakshasa (to the extent that many scholars and myths simply say "rakshasa" when referring to a vagha rakshasa), this does not make them the lowest caste of rakshasa, nor the highest. In fact, it is something of a mystery as to why these in particular rakshasas are so much more prevalent than their kin, especially those (such as the ular rakshasas) that are notably more powerful.

In fact, what little is known of rakshasa society suggests that the caste system may well be falling apart as it becomes less and less relevant. It seems clear that there was once a time where the caste system was considered absolute, and no rakshasa would ever dare question orders that came from a rakshasa of a higher caste. A handful of historical records, as well as some lore gleaned from those few rakshasa who could be convinced to share it, indicate that long in the race's distant past each caste of rakshasa had its own purpose, and in addition to determining who a rakshasa's superiors and inferiors were, it also served as a sort of identity or cause. This fits the theory that the rakshasa were created as servants to a specific deity, with each one filling a specific niche. Some have even suggested that modern rakshasas are largely the descendants of an ancient race of outsiders who were militantly invading the Material Plane, and that the caste system is the half-forgotten remnants of specialized troops.

Whatever the origins of the caste system however, it does not seem to be weathering the test of time well. Rakshasas, for the most part, do not have a clear hierarchy, and so most of the castes (and, in fact, most rakshasa in general) have very little to do with one another. Racially, rakshasas tend towards an "every man for himself" attitude, and no rakshasa will willingly serve another rakshasa, whatever its caste, if he can possibly help it. Though there are some rakshasas,

#### Sidebar: But the Bestiary Said...

If you've read the description of the rakshasa in the *Pathfinder Bestiary*, you may be somewhat surprised and confused by the idea of "castes" of rakshasa, and especially by the fact that, in this book, we're making a completely separate stat-block for each different type of rakshasa. After all, according to the Bestiary, the head of the rakshasa doesn't really make a difference, mechanically, and they all have the same statblock (at least, as long as they have the same number of heads).

This is a fine philosophy when you have to write a whole book full of monsters of various sorts, only have room for one kind of rakshasa, but don't want to tell players "Hey, you know how you wanted to have a boar rakshasa? Well, too bad!" On the other hand, if you approach the problem from the viewpoint of "Let's make rakshasas as cool as possible," the idea that the rakshasa's animal type doesn't actually make any kind of difference sort of undercuts the whole point of having different kinds of rakshasa.

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If your game already has rakshasas with unique animal heads, and you're concerned that switching to the style presented in this book will cause continuity problems as the rakshasas becomes dramatically more or less powerful, don't worry too much. For one, the Pathfinder Bestiary rakshasa could be ruled to still be able to appear as any kind of animal, even the animals that are now the demesne of other castes of rakshasa. For another, depending on what inconsistencies, specifically, you're concerned about, it may not be an issue: many NPCs grow more powerful with time, so if the rakshasa's CR has gone up with the new system, that could just be a result of that. By contrast, if the rakshasa's CR has gone down, you could always give it extra levels or hit dice or templates to bring the rakshasa back to where it was, or higher.

Though there are some rakshasas, especially amongst the higher castes, who would like to see the race return to a more rigid and hierarchical frame, and who endeavor to bring the other rakshasas to heel, these few are struggling against a great tide of individualism, largely caused, it seems, by the vast opportunities for even the lowest of rakshasa to carve out a place for themselves amongst the average mortal.

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#### Sidebar: You Forgot My Favorite Animal!

Considering the great diversity that the animal kingdom affords, it's inevitable that there will be readers who are disappointed by the exclusion of their own favorite animal, or at least an animal that they think would have made for a really good rakshasa. This is in no way a deliberate action on our part: there's just only room for so many rakshasas in the book; we don't have time to make a full zoo (nor are we certain that the world really needs a platypus rakshasa, for example). Each designer simply chose a handful of animals that he personally thought would make for a good rakshasa, and designed for those. Future supplements may include rules and background for more castes of rakshasas, but if you can't wait, and you really want that special kind of rakshasa now, you have a few different options.

First, you could simply have your preferred animal usurp the stat-block and information of another. For example, if the animal that you're looking for was a horse, you could probably change the qaban or gajah or maybe even siyara rakshasa to be a horse rakshasa instead, with only minimal changes. This will vary a bit depending on the animal: for example, it would be hard to find anything other than a spider to fill the makari rakshasa's place, since it has a number of features (web, six arms) which pertain directly to its animal type. Others, though, are more stylized, and there isn't much about the statistics of the qaban rakshasa that is specific to boars, so much as to a creature that embodies greed.

This, however, is something of a middle ground between "the type of animal a rakshasa looks like doesn't matter at all," and "the type of animal a rakshasa looks like determines its whole stat-block and background information." If you truly want to see an ostrich rakshasa and want it to be its own unique thing, you will probably have to build your own. To that end, here are some of the guidelines that we used in making this book to determine what the key components of "rakshasadom" are, and what the necessary components are for something to be a rakshasa. Between this, and the information in the *Pathfinder Bestiary* about making your own monsters, you should be able to create rakshasas of whatever animal type you like.

 Rakshasas are spirits of sin and depravity. Ultimately, rakshasas are evil outsiders, and, both in mythology and in the *Bestiary*, they are specifically associated with taboos, depravity, and debauchery. This is one of the major reasons why each caste of rakshasa in this book is associated with a particular kind of sin or depravity.

2) Rakshasas are shapechangers. The myths are very clear on this point: all rakshasa can change their shape. In regards to the rakshasas we made for this book, the exact way they change shape wasn't always the same, but the fact remains that they can all do so.

3) Rakshasas are spellcasters. Folklore is again fairly clear here: rakshasas are magical creatures, and they can perform magical deeds, above and beyond changing their shape. While not all the rakshasas presented here cast spells like a sorcerer, each one has some magical talent, even if it's just a handful of spell-like abilities.

4) Rakshasas are humanoids with animal heads (and maybe the odd other part, here and there). Rakshasas should be able to speak, walk upright, wield weapons, wear armor, and the like, though they should also have one or two natural attacks (claw, bite, gore, etc). Obviously in some places there are exceptions (for example, the makari rakshasa has six arms), but for the most part, rakshasas should be just human enough for their monstrosity to be that much more upsetting.

### Bandara (Monkey) Rakshasa

This creature is incredibly muscular and intrusively male, and looks like nothing so much as a large, hairy man with a long tail. A closer look at his face, however, reveals that it is that of a small monkey.

#### BANDARA RAKSHASA

#### XP 1,600

CE Medium outsider (native, shapechanger) Init +4; Senses darkvision 60 ft.; Perception +0 DEFENSE AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural) hp 45 (6d10+12) Fort +4, Ref +9, Will +5 DR 5/piercing; SR 16 OFFENSE Speed 30 ft. Melee longspear +8/+3 (1d8 +3) Space 5 ft.; Reach 5 ft.; 10 ft. with longspear Special Attacks Infatuation Spells Known (CL 4th) 2nd (3/day) -invisibility 1st (6/day)—charm person (DC 15), expiditious retreat, magic missile o—dancing lights, detect magic, ghost sound (DC 13), mage hand, message, prestidigitation, ray of frost STATISTICS

Str 14, Dex 18, Con 12, Int 10, Wis 10, Cha 18 Base Atk +6; CMB +8; CMD 22 Feats Acrobatic, Dodge, Skill Focus (Bluff) Skills Acrobatics +15, Bluff +16, Diplomacy +13, Knowledge (nobility) +10, Sense Motive +10, Sleight of Hand +13 Languages Common SQ ape form, change shape (*alter self*, Medium or Small humanoid)

ECOLOGY

**Environment** any

Organization solitary, gang (4-16), or cult (1 plus 3-12 level 1 human adepts) Treasure double

SPECIAL ABILITIES

**Ape Form (Su):** As a standard action, a bandara rakshasa can assume the form of an ape or dire ape. This functions as the spell beast shape II. The bandara rakshasa can end the effect as a standard action.

CR 5

**Infatuation (Su):** A bandara rakshasa can fill mortal minds with a powerful physical lust. As a standard action, the bandara rakshasa can force a single humanoid within 60 feet to succeed on a Will save or be overcome by lustful feelings towards another creature within range of the bandara rakshasa's choice (possibly the bandara rakshasa himself). The affected creature rushes to the object of its lust, and spends its turn kissing, groping, and otherwise attempting to satiate its lust, taking no other action. This lust subsides naturally after about ten minutes. Regardless of whether the creature succeeds its saving throw, it is immune to this effect for the next 24 hours.

**Spellcasting:** A bandara rakshasa casts spells as a 4th-level sorcerer. His bonus spells per day, and the saving throw DCs of the spells he casts, are determined by his Charisma modifier. He does not gain any other benefits of being a sorcerer, including a bloodline.

#### Tactics

Like many rakshasas, bandara rakshasas prefer to use deception, combined with their shapeshifting abilities, to avoid combat situations. If combat is unavoidable, bandara rakshasas attempt to stay at a range, using offensive spells targeting enemy spellcasters and ranged fighters. When engaged in melee, a bandara rakshasa will confront opponents only as long as absolutely necessary, retreating out of the reach of his enemies' blades as quickly as possible. They also enjoy creating confusion in enemy ranks by using their infatuation ability to cause melee combatants to rush back and begin caressing enemy spellcasters, disrupting their spells as the bandara rakshasa attacks from afar.

Should the fight begin to turn against the bandara rakshasa, he quickly focuses his offensive efforts on a single target, usually an innocent bystander or vulnerable combatant, in order to critically injure the target in the hopes of distracting potential pursuers. While bandara rakshasas prefer to flee if battle turns against them, when backed into a corner they will fight in a dogged frenzy, trying to scare away foes as a last resort.

A typical bandara rakshasa stands around 4' 5" to 5" 3" tall, and weighs about 90 lbs.

#### Caste

Bandara rakshasas are spirits of great physical lust, and they spend much of their time pursuing physical gratification. Roughly four in five bandara rakshasas are male, and they are said to have a great hunger for human, and especially elven, women. While they typically make great use of their ability to change their shape to seduce mortal women, they take great pride and delight in returning to their natural form during lovemaking, especially because the object of their desire is usually too overcome with ecstasy to care what form their lover is taking.

To a bandara rakshasa, pursuing his own lust and inspiring lust in mortals typically runs hand in hand. Most bandara rakshasas are incredibly drawn to pure, chaste maidens, and are driven by a deep need to seduce and corrupt them until they are only a broken shell of their former self, unable to think but of their own personal sexual gratification. At this point, the bandara rakshasa typically loses interest, and seeks out a new maiden to defile.

As spirits embodying the carnal desire of pure physical lust, the bandara rakshasas comprise the least respected of all rakshasa castes. Commonly viewed as nothing more than a vast bacchanalian mob, many of the higher classes claim that they are not truly rakshasa at all, and it is a grave insult amongst rakshasas to be called a "monkey." While occasionally more powerful castes of rakshasa will attempt draw upon bandara rakshasas for slaves or soldiers, most find their chaotic nature and surprising cunning to be too much trouble.

#### Operations

Bandara rakshasas tend not to stay in one place for very long, and often travel from town to town, spreading lust and carnal desire in their wake. They often pose as traveling bards or minstrels, or other suitably romantic figures, and amuse themselves by seducing barmaids, farmer's daughters, and whoever else they happen to come across along the road. In many cases, these brief dalliances actually prove quite harmless, or at least no more dangerous than if they had been with a mortal man.

The bandara rakshasa's affections turn far more dangerous, however, when he finds a suitably chaste and pure maiden to corrupt. The bandara rakshasa then forgets all else, and can generally think only of the object of his perverse desires, at least until his conquest is complete. Some bandara rakshasas prefer a deceptive approach to these affairs, posing as handsome princes or the like and attempting to court and romance the woman in question, not revealing their true nature until after she has crossed the point of no return. Other bandara rakshasas are more upfront about their aims, appearing openly as a bandara rakshasa, and whispering promises of ecstasy and physical pleasure. Bandara rakshasas are almost universally well-equipped to make good on these promises, and also prove to be very energetic, meaning that once someone takes them up on such an offer, they are rarely able to resist any future temptations of a similar sort. Once the bandara rakshasa has reduced the object of his perversions to a quivering mass that cares only for satiating its physical lusts, he typically grows bored and moves on.

Other bandara rakshasas take an even darker bent, and dispense with the seduction altogether, simply wandering the countryside and ravishing all those they come across, by force if necessary. These more feral bandara rakshasas sometimes live in packs or gangs, living in wild debauchery and assaulting anything that enters their territory, venturing out occasionally to more civilized areas to capture young women to bring back with them.

Still other bandara rakshasas take an opposite approach, settling down in a specific location and founding a temple or religious cult, typically in devotion of some fertility goddess, real or fake. In either case, the cult simply serves as a cover for the rakshasa as he uses his position to solicit sex from his followers, or has them engage in huge orgies.

## Siyara (Jackal) Rakshasa

This lithe figure has the slender body of an elf with the head of a canine. Its eyes are filled with an opportunistic gleam, full of treachery and deceit.

#### SIYARA RAKSHASA

#### CR7

#### XP 3,200

NE Medium outsider (native, shapechanger) Init +8; Senses darkvision 60 ft.; Perception +12 DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 68 (8d10+24)

Fort +5, Ref +10, Will +7

DR 5/good and slashing; SR 22

OFFENSE

Speed 50 ft.

**Melee** +*i* short sword +13/+8 (1d6+3/19-20) and bite +7 (1d6+1)

Ranged +1 light crossbow +13 (1d8/19-20) Special Attacks detect thoughts, sneak attack +2d6

Spell-like Abilities (CL 8th)

3/day—glibness

Spells Known (CL 5th)

2nd (5/day)—invisibility, minor image
1st (7/day)—flare burst <sup>APG</sup> (DC 14), grease (DC 14), obscurring mist, silent image
o—dancing lights, detect magic, ghost sound
(DC 13), mage hand, message, prestidigitation

STATISTICS

Str 14, Dex 19, Con 16, Int 13, Wis 13, Cha 17 Base Atk +8; CMB +12; CMD 25 Feats Combat Expertise, Dodge, Improved

Feint, Improved Initiative<sup>B</sup>, Weapon Finesse Skills Bluff +18, Diplomacy +14, Disguise +22, Perception +12, Sense Motive +12, Sleight of Hand +15, Stealth +15; Racial Modifiers +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon SQ change shape (any Small or Medium humanoid, *alter self*), perfect copy, treacherous

#### ECOLOGY

#### **Environment** any

Organization pair, pack (3–8), or thieves guild (3–6 plus 6–12 1st-level humanoid rogues) Treasure double (+1 light crossbow with 40 bolts, +*i* short sword , and other treasure) SPECIAL ABILITIES

Detect Thoughts (Su): A siyara rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a siyara rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

**Perfect Copy (Su):** When a siyara rakshasa uses change shape, it can assume the appearance of specific individuals.

**Spells:** A siyara rakshasa casts spells as a 5th-level sorcerer. His bonus spells per day, and the saving throw DCs of the spells he casts, are determined by his Charisma modifier. He does not gain any other benefits of being a sorcerer, including a bloodline.

**Treacherous (Ex):** When a siyara rakshasa makes a Bluff skill check, he rolls two d20 and takes the higher of the rolls. Additionally, once per day, as a free action, a siyara rakshasa can choose to treat a single Bluff check as a natural 20, regardless of what the actual roll was.

#### Tactics:

Siyara rakshasas usually don't go into battle alone, instead tending to either have another siyara rakshasa or mortal followers with them. They use their illusion spells to confuse their opponents in order to create openings in their defenses. One common tactic siyara rakshasas prefer is to cast obscuring mist around themselves and one or more of their opponents, and then use their change shape ability to assume the form of one of the opponents inside the mist. While disguised as one of their enemy's allies, they use their detect thoughts ability to quickly obtain that person's mannerisms, in order to further confound their opponents. Siyara rakshasas tend to feint in combat if they are unable to gain flanking with their allies. If faced with overwhelming numbers, siyara rakshasas aren't above using invisibility to flee from their attackers, though they don't

#### always bother to inform their allies of this.

Siyara rakshasas usually stand around 6 feet tall and weigh about 119 pounds.

#### Caste:

Rakshasa of the siyara caste are the living embodiment of treachery and betrayal. They take pleasure in tricking others into doing their bidding, and then, when they are through with their patsy, they send the victim off on one last errand that usually gets him killed or tortured for information he doesn't have. They tend to be habitual liars, using their *glibness* spell-like ability to ensure that their many lies are nearly impossible to see through. They are also habitual pickpockets and thieves.

Siyara rakshasas tend to get along well with other rakshasas, but they usually don't care too much about the caste system, usually being willing to work with rakshasas of any caste, and they also particularly like the company of rakshasas of their own caste. They usually work in pairs and sometimes even form packs with their fellow siyara rakshasas. Sometimes they serve as spies for more powerful rakshasas. However, due to their penchant for treachery and betrayal, rakshasas who keep siyara rakshasas for spies usually keep such servants in the dark when it comes to information that is particularly vital to their own well-being. Oddly enough, their tendency to betray their own allies usually doesn't apply to others of their caste, though this isn't always the case.

#### **Operations:**

Siyara rakshasas are creatures of deceit and take pleasure in deceiving others. While in the guise of a humanoid they usually try to sell their services as spies or informants. While spying for others, however, they also make sure to dig up information that will ruin their current employer once they have had their fill of spying for them. Sometimes they will even give this information to the very people they have been paid to spy on. Some siyara rakshasas will take in street urchins and mold them into their own image; before eventually betraying these apprentice thieves.

It is quite rare for a siyara rakshasa to work alone for very long. They usually prefer to work in groups, and often with other rakshasas of their own caste. They seem to show a pack mentality when they are around other siyara rakshasas.

Siyara rakshasas prefer to start thieves' guilds rather than cults, though they rule them with the same vicious despotism. These thieves' guilds often start small, but under the guidance of the cunning and backstabbing siyara rakshasa, they tend to grow very quickly. Often a siyara rakshasa will stage a *coup d'état* and usurp control of an already existing thieves' guild, rather than go through the difficulties of creating their own. These guilds are quite prevalent in big cities where they will have ample recruits, as well as countless valuables to steal and lives to ruin.



### Qaban (Boar) Rakshasa

The creature before you looks like a welldressed, thickly-built man, but is covered in coarse, bristling brown fur, and its head ends in a massive boar's snout, which flares menacingly.

CR 9

#### QABAN RAKSHASA

#### XP 6,400

CE Medium outsider (native, shapechanger) Init +0; Senses darkvision 60 ft., scent; Perception +1 DEFENSE

AC 23, touch 10, flat-footed 23 (+13 natural) hp 145 (10d10+90)

Fort +17, Ref +7, Will +4

DR 10/piercing and silver; SR 20

OFFENSE

Speed 30 ft.

Melee sledge +16/+11 (1d12 + 7/x3) and gore + 10 (1d8 + 5)

#### Special Attacks lay claim Spell-Like Abilities (CL 10th)

At will—arcane lock, obscure object (DC 15), knock, locate object, magic aura (DC 14) 3/day—create food and water, false life, major image (DC 16), stinking cloud (DC 16), vampiric touch

1/day-beast shape II, major creation

STATISTICS

Str 20, Dex 10, Con 26, Int 10, Wis 12, Cha 16 Base Atk +10; CMB +15; CMD 25 Feats Diehard, Endurance, Great Fortitude, Toughness, Weapon Focus (sledge) Skills Appraise +13, Bluff +16, Intimidate +16, Knowledge (nobility) +13, Sense Motive +14, Sleight of Hand +10 Languages Common, Undercommon SQ change shape (*alter self*, Medium humanoid), gluttonous feast, treasure chest ECOLOGY

**Environment** any

Organization solitary or guild (4-12) Treasure double (sledge, and other treasure) SPECIAL ABILITIES

Lay Claim (Su): As a standard action that does not provoke attacks of opportunity, a qaban rakshasa can magically lay claim to an object within 60 feet, causing it to fly through the air and into its treasure chest. If the item is unattended, no saving throw is allowed. Otherwise, its wielder must succeed on a Will save (DC 18) or have the item wrenched from his grasp (or ripped from his backpack, or, in the case of armor, even unbuckled from his person). Claimed items fly harmlessly through the air and into the qaban rakshasa's treasure chest, which snaps shut once the item is securely inside. The save DC for this ability is Charisma-based.

**Gluttonous Feast (Ex):** A qaban rakshasa can draw magical sustenance from consuming even common foods. As a move action that provokes attacks of opportunity, a qaban rakshasa can devour a piece of mundane food or drink, and be affected as though he had consumed one of the following potions (the qaban rakshasa chooses which potion when he consumes the food): potion of barkskin, potion of bull's strength, potion of cure moderate wounds, potion of gaseous form, or potion of spider climb. The caster level for these potions is equal to the qaban rakshasa's caster level.

**Treasure Chest (Su):** All qaban rakshasas have a magical treasure chest which they use to store their ill-gotten gains. This treasure chest is fairly small (only 2 feet by 3 feet), but serves as a one-way portal to a much larger treasure trove stored in the ethereal plane. This larger treasure trove can be summoned by the qaban rakshasa as though with the spell *secret chest*. Only the qaban rakshasa can summon the larger treasure trove in this way, though a character in possession of the smaller chest can use it, in conjunction with a *plane shift* spell, to plane shift directly to the location of the treasure trove.

#### Tactics

Qaban rakshasas generally begin combat by trying to use their lay claim ability to steal the most impressive-looking melee fighter's weapon. If he succeeds, and there are no spellcasters in the combat, he will continue to claim weapons until he has trouble doing so. He largely ignores characters he has successfully disarmed, focusing instead on spellcasters, monks, and others that he cannot effectively disarm. If the qaban rakshasa does not see any real threat in his foes, he will simply use his lay claim ability over and over, tripping his foe of each and every piece of equipment.

Qaban rakshasas make good use of their gluttonous feast ability, and are rarely found without extensive stores of food they can use in a fight. If the qaban rakshasa becomes seriously wounded, he uses his *vampiric touch* and *false life* spell-like abilities to stay in the fight. If the fight turns against him, the qaban rakshasa uses his *beast shape II* spell-like ability as a last resort.

A typical qaban rakshasa stands between 5' 9" and 6' 3" tall, and weighs around 260 lbs.

#### Caste

Qaban rakshasas are spirits of gluttony, greed, and miserliness. Though, like most rakshasas, they are perfectly happy to indulge in and encourage sins of all sorts, they are especially drawn to sins of excess, especially if they involve material wealth or rich foods. Given the option, a qaban rakshasa will never stop eating, and few qaban rakshasas are found without at least a few pieces of food on their person.

They are also extremely interested in material wealth, and in acquiring as much of it as possible. They have an almost perverse lust for gold and platinum, and will go to great lengths to acquire these metals. Qaban rakshasas tend to amass collections of artwork, sculpture, jewelry, and similar items, though they do so not out of a love of their beauty or from artistic appreciation, but simply because they love the feeling of possessing such rare and valuable items.

Qaban rakshsasas take a particularly malicious delight in corrupting mortals to become money-hungry—usually convincing them to lie, cheat, and steal in the process—only to betray them once they have amassed their fortune, taking everything their victims own and leaving them penniless. Other qaban rakshasas become economic advisers, whispering advice in the ears of merchants and politicians, turning honest men into slumlords, racketeers, or worse, all the while skimming a rather larger percentage off the top.

Because they are so focused on attaining wealth, qaban rakshasas often wind up in a position of greater power than rakshasas of some higher-ranking castes, especially badak and gid'dha rakshasas. In such cases, the qaban rakshasa is likely to ignore the caste system—at least as far as it applies to his relationship with higher castes—but does not go out of his way to provoke the higher-ranking rakshasas, for fear that he may lose his privileged position.

#### Operations

Qaban rakshasa almost always operate alone. As embodiments of greed and gluttony, they are not accustomed to the idea of sharing, and so if two qaban rakshasa meet, their first reaction is to size each other up and determine the quickest way to get access to the other's possessions.

For the most part, qaban rakshasas can only be found in large cities, trading towns, and other areas where gold can be made. In general, a qaban rakshasa's approach to life is that it should amass as much wealth and luxury as it is possibly able to, and if it can spread a little suffering and misery along the way, all the better. As such, they're less concerned with actively corrupting mortals than most rakshasas, though their approach to life—which involves a lot of bribery and backroom deals—tends to cause corruption to spread out in their wake, in any case.

Qaban rakshasas quickly gravitate towards the top in any kind of civilization, usually taking the role of wealthy merchants or corrupt politicians. Once in power, they use unscrupulous business practices to gouge the local populace, often in ways that are technically illegal. They surround themselves with equally corrupt individuals, promoting such toadies to positions of power and prominence. Those already in power are either corrupted with bribes, or simply outmaneuvered and removed from power. If left unchecked, the qaban rakshasa quickly becomes the owner of nearly all the wealth in the area, crushing the throngs of poor underneath his uncaring hoof.

### Gajah (Elephant) Rakshasa

This creature stands 12 feet tall; its irongrey skin is stretched over massive, corded muscles. Atop this immense frame is the head of an elephant, its wickedly-twisted ivory tusks, and the faint glow of its red eyes, leaving no doubt as to its malevolent purpose.

#### GAJAH RAKSHASA

CR 10

#### XP 9,600

LE Large outsider (native, shapechanger) Init +0; Senses darkvision 60 ft.; Perception +12 DEFENSE

AC 26, touch 11, flat-footed 24 (+2 insight, +15 natural, -1 size)

hp 126 (12d10+60)

Fort +13, Ref +4, Will +8

DR 15/piercing; SR 21

#### OFFENSE

Speed 30 ft.

Melee greatsword  $+18 (2d8 + 10/19 - 20 x_2)$  and gore (2d6 + 7)

Space 10 ft.; Reach 10 ft.

Special Attacks horrific revelation, know weakness

Spell-Like Abilities (CL 12th) Constant—detect thoughts (DC 17)

#### Spells Prepared (CL 9th)

5th—contact other plane, mind fog (DC 20) 4th—confusion (DC 19), fear (DC 19), scrying (DC 19)

3rd—clairaudience/clairvoyance, dispel magic, fireball (DC 18)

2nd—darkness, detect thoughts (DC 17), fox's cunning, hideous laughter (DC 17), invisibility 1st—mage armor, magic missile (2), identify, obscuring mist, ventriloquism (DC 16)

o—cold ray , detect magic , light , read magic STATISTICS

Str 24, Dex 10, Con 20, Int 20, Wis 10, Cha 18 Base Atk +12; CMB +20; CMD 30 Feats Combat Casting, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +17, Bluff +19, Climb +19, Diplomacy +19, Disguise +19, Knowledge (all) +20, Perception +15, Sense Motive +15, Stealth +11, Survival +12, Swim +19

Languages Abyssal, Aklo, Common, Draconic,

Infernal, Undercommon

SQ change shape (*polymorph*, Medium or Large humanoid or animal), elephant form, lore,

ponderous swing

#### ECOLOGY

Environment any

**Organization** solitary

**Treasure** double (large greatsword, and other treasure)

#### SPECIAL ABILITIES

**Elephant Form (Su):** As a standard action, a gajah rakshasa can adopt the form of an elephant, as with the spell *beast shape III*. He can end this effect as a standard action.

Horrific Revelation (Su): As a standard action, a gajah rakshasa can psychically reveal dark and forbidden knowledge to a single intelligent creature within 60 feet of it. The target must succeed on a Will save (DC 20) or be driven to temporary insanity. Creatures affected this way have only a 50% chance of acting normally each round: the rest of the time, they babble incoherently, unable to battle through the psychic trauma. The target can recover from this state by resting for 10 minutes.

**Know Weakness (Ex):** A gajah rakshasa can spend a full round studying an opponent and learning the secrets of his or her combat style. This grants the gajah rakshasa a +1 competence bonus to attack rolls against that target, as well as a +2 competence bonus to AC against all attacks made by that target. These bonuses last until the next time the target gains a level, at which point the gajah rakshasa must spend another full round studying the target to regain the benefits.

Lore (Ex): A gajah rakshasa treats all Knowledge skills as class skills, and is considered to have full ranks in all such skills.

**Ponderous Swing (Ex):** A gajah rakshasa's fighting style is exceptionally slow and deliberate. This prevents the gajah rakshasa from making more than one attack with its greatsword each round (it can still make one attack each with both its greatsword and gore attacks), but also grants it a +2 insight bonus to AC.

**Spellcasting:** A gajah rakshasa casts spells as a 9th-level wizard. His bonus spells per day, and the saving throw DCs of the spells he casts, are determined by his Intelligence modifier. He does not gain any other benefits of being a wizard, including the ability to specialize in a specific school.

#### Tactics

Gajah rakshasas prefer to avoid combat situations, utilizing their talent for disguises in order to escape their foes, though they are always ready for combat should it arise. They use their divination skills and establish networks of contacts and discover as much about foes as possible. A gajah rakshasa will use the intelligence he gathers to find ways of avoiding combat entirely, such as information he can use to blackmail or bribe his potential foe.

If a gajah rakshasa does find himself in a combat situation, he tries to escape notice with disguise or invisibility, and use his psychic abilities to compromise his enemies' defenses, targeting fighters and other upfront combatants first. If discovered, he will attempt to close to melee with enemy spellcasters, using his elephant form to wreak havoc upon the enemy lines and reach his target more quickly. Gajah rakshasas never fight to the death if they can help it, and flee if the fight turns against them.

The average gajah rakshasa stands 14 feet tall, and weighs around 1,200 lbs.

#### Caste

Gajah rakshasas represent the scholarly caste of rakshasas, delving deep into secret and ofttimes forbidden lore. They study both ancient things that mortal man was not meant to know, as well as the more mundane secrets of kings and other powerful mortals, with great fervor. Their extensive knowledge of things best kept hidden has resulted in gajah rakshasas, as a caste, gaining considerable power and prestige among their brethren, quite above that which was once associated with the caste in ancient times. Most gajah rakshasas spend the majority of their time corrupting mortals by tempting them with access to secrets. Often, these secrets seem harmless: gossip and secrets of their enemies, or intimate information about a romantic interest. This information is always correct, but is presented in half-truths, or in ways that cause the mortal to act in ways that end disastrously. Perhaps more sinister, gajah rakshasas demand a price for this information, usually in the form of other interesting secrets and gossip, allowing him to further peddle its corruption.

Perhaps more dangerous, gajah rakshasas also offer a different kind of knowledge to those who are receptive to it. They are known to approach young mages, offering them powerful occult magic. This information is usually offered without free, but always ends disastrously for the young mage, who is usually driven mad by the revelations provided, and is often destroyed by any spells he attempts to cast in this way.

#### Operations

Gajah rakshasas inhabit nearly everywhere that knowledge can be readily had. Many choose a university or arcane college as their base of operations, and may stay there for centuries under an ever-changing veil of disguises and identities. They use their position to gain access to ancient tomes for endless research and study, and often, when posing as a professor, will spread the kinds of powerful secrets and knowledge that can lead young, impressionable minds into trouble. Often, radical movements and heretical ideas can be traced back to aninfluential gajah rakshasa.

On the other hand, more worldly-minded gajah rakshasas often position themselves as spymasters for powerful patrons. They typically do so by blackmail or similar, and often they prove less than loyal to their patron. Still, some people understand that gajah rakshasas are exceptionally skilled at gathering information, and actively seek them out. They are also prized as spymasters amongst other castes of rakshasas, and if they are paid well and allowed to pursue other activities, gajah rakshasas are typically content to serve in this capacity even for rakshasas of lower castes.

# Bajul (Crocodile) Rakshasa

This green-and-brown-scaled humanoid looms over the average man, its long, thin, reptilian snout displaying a morbid grin of dozens of razor-sharp, red-stained teeth. Its eyes glint malevolently.

#### BAJUL RAKSHASA

CR 11

XP 12,800 NE Medium outsider (native, shapechanger) Init +6; Senses darkvision 60 ft.; Perception +19 DEFENSE AC 28, touch 13, flat-footed 25 (+3 Dex, +15 natural) hp 137 (14d10+60) Fort +15, Ref +12, Will +6 DR 15/good and piercing; SR 25 OFFENSE Speed 20 ft.; swim 30 ft. Melee +1 falchion +19/+14/+9 (2d4+6/15-20) and bite +14(2d8 + 2)Special Attacks ambush strike, murderous whispers Spell-Like Abilities (CL 14th) Constant—death ward, water breathing At will-bleed (DC 14), invisibility 3/day-deep slumber (DC 17), enervation (DC 18), phantasmal killer (DC 18), vampiric touch 1/day-cloudkill (DC 19), hold monster (DC 19) STATISTICS Str 18, Dex 16, Con 22, Int 18, Wis 14, Cha 18 Base Atk +14; CMB +19; CMD 32 Feats Combat Reflexes, Critical Focus, Improved Critical (falchion), Improved Initiative, Lunge, Power Attack, Tiring Critical

Skills Bluff +23, Diplomacy +23, Disable Device + 20, Intimidate +20, Knowledge (local) +21, Perception + 19, Sense Motive +19, Sleight of

Hand + 20, Stealth +20, Survival +16

Languages Abyssal, Aklo, Common, Infernal, Undercommon

SQ change shape (*polymorph*, Medium humanoid or Medium or Large animal), blood balm

#### ECOLOGY

#### **Environment** any

**Organization** solitary or cult (1 plus 2-8 human assassins)

Treasure double (+1 falchion, and other treasure)

#### SPECIAL ABILITIES

Ambush Strike (Ex): Bajul rakshasas are adept at striking lethal blows on unsuspecting victims. Whenever the bajul rakshasa hits a creature that is denied its Dexterity bonus to AC with a melee attack, the hit is automatically treated as though it were a critical threat.

**Blood Balm (Su):** Bajul rakshasas take such delight in murder that simply watching a creature die is enough to stimulate the bajul rakshasa's healing. Whenever the bajul rakshasa reduces a creature to o or fewer hit points, or slays the creature outright through other means (such as the *phantasmal killer* spell), the bajul rakshasa immediately heals 1d8 points of damager per three hit dice the slain creature possessed.

**Murderous Whispers (Su):** Bajul rakshasas can invade the minds of mortals, filling them with the desire to murder. As a standard action that does not provoke attacks of opportunity, the bajul rakshasa may force any humanoid within 120 feet to succeed on a Will save (DC 21) or be overcome with murderous urges towards a specific individual. The target must know the individual, or the effect fails. If the target would stand to gain from the individual's death, or if the target's attitude towards the individual is already unfriendly or hostile, the target takes a -4 penalty on his saving throw.

If the target fails his saving throw, he attempts to slay the chosen individual within the next 72 hours. The time and manner of this action is up to the target, and depending on the target's preference may be overt, such as attacking the individual in the street, or subtle, such as poisoning the individual. The target must make a good faith effort to murder the individual before the end of that time, however. If he cannot for some reason (such as because he is imprisoned), the effect ends at the end of the 72-hour duration.

The bajul rakshasa can use this ability three times per day, but cannot use it on the same person more than once in a 72-hour period.

#### Tactics

Bajul rakshasas prefer to finish the fight before their opponent is even aware that it has begun. They favor suddenly striking unaware opponents with a savage initial attack, making use of their ability to turn invisible at will and their ambush strike ability to overwhelm opponents before they can react. Of course, when possible, a bajul rakshasa prefers to avoid combat entirely, using its *cloudkill* spell-like ability to slay opponents from long distances, or using *hold monster* to keep his victim paralyzed while the bajul rakshasa makes quick work of it.

If drawn into an extensive conflict, however, the bajul rakshasa wades into combat, confident that its DR and natural armor will protect it from any real danger. If things turn ugly, it uses *vampiric touch* to restore its health, and tries to pick off the weaker and more injured-looking opponents in order to gain the benefit of its blood balm ability.

#### Caste

Bajul rakshasas are spirits of cold-blooded murder, and wherever they go they leave trails of bodies in their wake. Though they enjoy corrupting mortals and enticing them to commit murder, bajul rakshasas very much enjoy murdering others themselves, and will often do their own "dirty work," even when they have willing servants or pawns on hand to do the job.

Though bajul rakshasas live to spread murder through society, and aren't generally that picky about exactly what the motive is for the murder, there are a few "flavors" of murder that the bajul rakshasas especially prefer, and which sets them apart from badak rakshasas, and their affinity for violence. Though they won't turn their snouts up at a murder of passion that occurs in the heat of the moment, they derive the most satisfaction from a carefully planned and coldly executed murder, done with precision, grace, and an icyblack heart. They especially favor murders that are made purely for financial or political gain, as opposed to stemming from some personal quarrel or issue. For the most part, bajul rakshasas are among those rakshasas who most respect the existing caste system, something that is particularly surprising considering that they aren't especially high-ranking. This is not to say that the bajul rakshasa has much love of the system, however, and in general a bajul rakshasa will turn on any higher-ranking rakshasas and murder them as soon as he feels he can get away with the deed. If unable to kill a member of a higher-ranking caste, however, he will largely accept his role in the system and serve dutifully until an opportunity presents itself.

#### Operations

Bajul rakshasas rarely work much with others of their kind, though they tend to get along well enough when they do encounter one another: they simply prefer to work alone. It isn't uncommon for bajul rakshasas to take one or more mortal "apprentices," however, who serve them and learn the art of murder and assassination from them.

Like many rakshasas, most bajul rakshasas are found primarily in large cities where a great number of corruptible mortals are immediately available. Many bajul rakshasas establish themselves as assassins, or else start an assassin's guild, having their humanoid followers perform the actual assassinations. In other cases, a bajul rakshasa might arrange for clients to be placed in a position where they can assassinate their own target, a service that is very popular with those who have very personal grudges.

Other bajul rakshasas simply become serial murderers, slaying with a predatory glee but with little care or regard to who their actual victim is. This type of bajul rakshasa is less common, as most feel that murder without any kind of gain is unrefined and beneath them, but for some, the pleasure of the kill itself is compensation enough. These bajul rakshasas often turn to wandering through the countryside, affording them a wider array of victims.

## Badak (Rhinoceros) Rakshasa

This rhino-headed humanoid figure stands over 10 feet tall and its eyes burn with hatred as it glares at all those around it; the air around it seems to boil with rage.

#### BADAK RAKSHASA

#### CR 12

XP 19,200 CE Large outsider (native, shapechanger) Init -1; Senses darkvision 60 ft.; Perception +14 DEFENSE AC 28, touch 8, flat-footed 28 (-1 Dex, +20 natural, -1 size) hp 161 (14d10+84); fast healing 1 (only while raging) Fort +16, Ref +3, Will +9 DR 15/adamantine and piercing; SR 27 OFFENSE Speed 40 ft. Melee +1 greataxe +21/+16/+11 (3d6+11/x3) and gore +15 (2d6+3) Ranged rock +13 (2d6+10) Space 10 ft.; Reach 10 ft. Special Attacks blood rage, frenzied might, incite person, powerful charge (gore, 4d6+14), rock throwing (120 ft.) Spell-like Abilities (CL 14th) At will-rage 3/day-bull's strength , enlarge person , telekinesis (DC 18) 1/day-mass bull's strength, lead blades APG STATISTICS Str 25, Dex 9, Con 22, Int 11, Wis 13, Cha 17

Str 25, Dex 9, Con 22, Int 11, WIS 13, Cha 17 Base Atk +14; CMB +21; CMD 30 Feats Bull Rush Strike, Cleave, Endurance<sup>B</sup>, Great Cleave, Great Fortitude, Improved Bull Rush, Intimidating Prowess, Power Attack Skills Bluff +20, Disguise +28, Intimidate +30, Perception +18, Sense Motive +18, Survival +18; Racial Modifiers +4 Intimidate, +8 Disguise Languages Abyssal, Common, Undercommon SQ change shape (any Medium humanoid or Large giant, *alter self* or *giant form I*)

#### ECOLOGY

#### **Environment** any

**Organization** solitary or fighting ring (1 ring leader 4th level or higher barbarian, plus 6–12 1stlevel humanoid fighters/barbarians and 2–4 6th-level humanoid fighters) **Treasure** double (+*i* greataxe, and other treasure)

#### SPECIAL ABILITIES

**Frenzied Might (Ex):** While a badak rakshasa is raging (either from its blood rage ability, the *rage* spell, or any other ability that causes it to rage), all of his attacks ignore up to 5 points of damage reduction. This ability does not apply to damage reduction without a type (such as DR 10/—). Additionally a badak rakshasa gains fast healing 1 while raging, and also is capable of using his spell-like abilities while he is raging regardless of the effects of that rage.

**Incite Person (Su):** Once per round, as a free action, a badak rakshasa can attempt to incite feelings of hatred into any humanoid creature within 60 feet that he can see. This charm makes a humanoid creature regard the badak rakshasa, or another creature of the badak rakshasa's choice that the target has at least passing knowledge of, as a hated and untrustworthy enemy (treat the target's attitude as hostile). If the target currently has positive feelings toward that creature (attitude of friendly or better) it gets a +5 bonus on its saving throw. A creature can resist this effect with a DC 20 Will save and the effect lasts 1 hour per level. The save DC is Charisma-based.

#### Tactics:

Badak rakshasas tend to wade recklessly into battle regardless of the number of combatants, charging and goring the weakest looking combatant before attacking the others. They tend to prefer fighting multiple targets to focusing on just one, in order to get the maximum effect from their Great Cleave feat. Unless the badak rakshasa is having difficulties hitting a target, he always uses the Power Attack feat. Toward the beginning of combat, or moments before, a badak rakshasa will cast bull's strength, lead blades, and rage on himself (usually bull's strength and/or lead blades is cast before rage). When possible, they prefer to use their telekinesis spell-like ability to launch large, heavy objects (rocks, crates, or whatever happens to be on hand) at targets they can't reach.

Each round during combat, a badak rakshasa

uses his incite person ability to try to turn his enemies against each other; attacking foes he fails to incite. If faced with fleeing opponents, the badak rakshasa will attempt to run them down.

Badak rakshasas don't tend to work well with others, but when they do they often cast *mass bull's strength* and *rage* on themselves and their allies before charging into battle. After casting *rage* on their allies, they continue the fight as if they were by themselves: they don't go out of their way to get flanking with their allies, and, if they are still under the effects of their blood rage, they sometimes even turn on their former allies.

Badak rakshasas usually stand around 10 feet tall and weigh about 900 lbs.

#### Caste:

Rakshasas of the badak caste are the living embodiment of aggression, rage, and hatred. They are mean spirited and hateful to anything that crosses their path. They despise all emotions other than hate. Their anger and stubbornness knows no bounds. Badak rakshasas are simple minded creatures and enjoy fighting and blood shed just for the sake of it. They are quick to anger and violence, especially when given orders or criticism.

Badak rakshasas usually don't get along with other rakshasas, especially other badak rakshasas, whom they usually attack outright in order to show dominance. They tend to disregard the caste system and will only become subservient to a rakshasa capable of defeating them in single combat, though this won't grant the other rakshasa the badak rakshasa's loyalty, only his temporary service. These beaten badak rakshasas are typically kept as the other rakshasa's enforcers and guards; though they usually aren't used as bodyguards for fear of them turning on their new master.

#### **Operations:**

Badak rakshasas are creature of pure aggression and take a sick enjoyment in instilling this feeling among the mortal races. While in the guise of a humanoid, they tend to pick fights and start brawls. Sometimes they will go into a large crowd and use their incite person ability to whip the crowd into a frenzied mob.

Badak rakshasas tend to be loners by nature and don't usually work well with others of their own kind. Sometimes, particularly powerful badak rakshasas will vent their rage against higherranking castes, taking great delight in pushing around their superiors through force of arms. Most of the time the higher-ranking rakshasa is too proud to bow before the badak, and so is slain, but sometimes they are pressed into the badak's service, instead.

Badak rakshasas typically don't form cults devoted to themselves, per se. Instead, they create cults which are devoted to the concepts of "primal rage" and humanity's "inner animal," or similar concepts, and which glorify violence and bloodsports of all kinds, including dog fights, bare knuckle brawling, massive free-for-alls, and pit fights with man against beast, among others. These fighting rings are often incredibly brutal, with nearly all of the fights being to the death, and allowing no chance of surrender or mercy once a fight has begun.

Badak rakshasas do this not only to spread violence and rage through the world, but also because they, themselves, crave the violence. Badak rakshasas do not participate in the fighting rings often, because they like to be able to let loose and go wild when fighting, and that is difficult to do without revealing their true nature. But they watch the fights with keen interest, savoring the bloodlust and stoking the fires of their rage until a fighter distinguishes himself from the crowd by demonstrating not only impressive fighting prowess, but also a primal rage that stirs the badak rakshasa's own. Then, the badak rakshasa challenges this follower to a gruesome and gory single combat, to which there can be only one ending.

Some badak rakshasas go further still in search of the thrill and excitement of battle, forsaking the temptation of mortals in favor of hunting down and challenging more and more powerful outsiders, heroes, and legends, and challenging them to mortal combat.

### Makari (Spider) Rakshasa

The creature before you has obsidian black skin and six slender arms. She is otherwise humanoid, except for her head, which resembles that of a massive spider, with eight glittering green eyes.

#### MAKARI RAKSHASA

#### CR 13

#### XP 25,600

NE Medium outsider (native, shapechanger) Init +8; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +20

#### DEFENSE

AC 26, touch 18, flat-footed 18 (+8 Dex, +8 natural)

hp 147 (14d10+70)

Fort +11, Ref +16, Will +13

DR 15/good and bludgeoning; SR 28

#### OFFENSE

Speed 30 ft. Melee 6 +1 daggers +21 (1d4 +4/19-20) and bite +20 (1d8 + 2 plus poison) Special Attacks poison, web (+22 ranged, DC 21, 14 hp) Spells Prepared (CL 12th) 6th—eyebite (DC 26), chain lighting (DC 24), flesh to stone (DC 24) 5th-baleful polymorph (DC 23), dominate person (DC 24), magic jar (DC 25), symbol of pain (DC 25) 4th-bestow curse (DC 24), charm monster (DC 23), crushing despair (DC 23), enervation (DC 24), resilient sphere (DC 22) 3rd—deep slumber (DC 22), gaseous form, hold person (DC 22), lightning bolt (DC 21), nondetection, vampiric touch 2nd—arcane lock, blindness/deafness (DC 22), detect thoughts (DC 20), ghoul touch (DC 22), scorching ray, whispering wind 1st—mage armor , magic missile (2), ray of enfeeblement (2), ventriloquism (DC 19) o—acid splash, detect magic, light, read magic STATISTICS Str 18, Dex 26, Con 24, Int 26, Wis 16, Cha 22 Base Atk +14; CMB +18; CMD 36

Feats Combat Casting, Improved Spell Focus (necromancy), Iron Will, Multiweapon Fighting, Spell Focus (enchantment), Spell Focus (necromancy), Weapon Finesse **Skills** Acrobatics +22, Bluff +23, Diplomacy +20, Escape Artist +22, Heal +20, Intimidate +20, Knowledge (arcana) +25, Knowledge (the planes) +25, Perception +20, Sense Motive +20, Sleight of Hand +25, Spellcraft +25, Stealth +25, Use Magic Device +20 **Languages** Abyssal, Aklo, Common, Draconic, Infernal, Undercommon **SQ** change shape (*polymorph*, Medium humanoid), sadistic glee **ECOLOGY Environment** any **Organization** solitary or coven (3-13) **Treasure** double (six +1 daggers, and other

#### treasure)

#### SPECIAL ABILITIES

#### Poison (Ex):

Bite—Injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 2 saves.

The save DC is Constitution-based. Additionally, as a standard action, the makari rakshasa can apply one dose of her poison to a weapon she is wielding. This poison lasts for up to one hour or one successful hit, whichever comes first. A makari rakshasa is immune to her own poison, but not the poison of other makari rakshasas.

Sadistic Glee (Ex): If a makari rakshasa has dealt at least one point of damage to a living creature since the beginning of her last turn, she gains a +1 bonus on the saving throw DCs of all spells she casts.

**Spellcasting:** A makari rakshasa casts spells as a 12th-level wizard. Her bonus spells per day, and the saving throw DCs of the spells she casts, are determined by her Intelligence modifier. She does not gain any other benefits of being a wizard, including the ability to specialize in a specific school.

Web (Su): A makari rakshasa's web is slightly different from the webs of most creatures with this ability. First, the Perception DC to notice the web is 30, instead of the normal 20. Additionally, the web is coated in tiny, razor-sharp, poisoned barbs, which cut victims who struggle. Any creature making an Escape Artist or Strength check to free itself from the web takes 1d6 points of damage with each attempt, and is also subject to the makari rakshasa's poison. For more information on the web ability, see the *Pathfinder Bestiary*.

#### Tactics

Makari rakshasas prefer to disable their opponents rather than kill them. They typically begin combat by trying to debilitate major threats, allowing them to take their time with the lesser foes. On spellcasters, rogues, and others who seem to have poor Constitution, they usually open with *flesh to stone* or *baleful polymorph* (later restoring the victim to his or her original form when the makari rakshasa feels like having some "fun"). If the most dangerous foe appears to be a fighter or otherwise weak-minded, a makari rakshasa will typically use *dominate person* to turn him to her side, or else use her web ability to keep the foe from getting close, attempting to sap his or her Strength in the meantime.

If spell-like and supernatural abilities prove insufficient to take down her foe, however, a makari rakshasa has no fear of wading into melee combat, trusting in her damage reduction and natural armor to keep her safe while she slowly depletes the Strength of her foes with poison.

The average makari rakshasa stands between 5' 5" and 6' tall, and weighs about 150 lbs.

#### Caste

Makari rakshasas are embodiments of sadism, and seem to live solely to inflict pain and misery on other creatures, especially mortals. So black and twisted are the stories of makari rakshasa cruelty and their unnatural lust for bringing pain and suffering that even most gid'dha rakshasas and ular rakshasas are known to feel uncomfortable around them (of course, it is said that absolutely nothing brings a makari rakshasa more pleasure than horribly torturing a higherranking rakshasa, on the rare occasion that they have the chance to do so). Though most tales of makari rakshasas tend to focus on their love of physical tortures, makari rakshasas take great delight in inflicting mental tortures as well, and their favorite activity is typically forcing theor victims to watch as they destroys or corrupts the things they held dear.

In fact, makari rakshasas perform the actual torture themselves rarely, often preferring to force another to do so at her behest, through magical compulsions or threat of torture, slowly breaking down the victim until he or she is little more than a puppet who obeys the rakshasa's every whim. Often the makari rakshasa will grow bored with the victim at that point, and dispose of it, but in some cases will instead take the former victim on as a sort of apprentice, teaching the arts of sadism.

With the exception of such apprenticeship, few makari rakshasas really make an effort to expand their vice to the mortals around them. Though many do become slave traders, brothel owners, or worse, and cater to a particularly dark clientele, they generally do so more for their own amusement than to actively influence mortals.

#### Operations

A makari rakshasa's main concern is ensuring a steady supply of interesting victims, and being able to practice her twisted "art" on them. Though they are well known for being able to keep a victim alive for a very long time, they quickly grow bored of their victims once they are "broken in," and so go through most victims relatively quickly. As such, they are typically found in cities, where victims are plentiful.

In general, makari rakshasas are quick to form small empires wherever they set themselves up, typically by usurping an existing one. Once in power, however, a makari rakshasa typically proves a rather poor ruler, spending more time in her dungeons than on expanding her empire. Many makari rakshasas seek patronage as professional torturers instead, enjoying the freedom to focus on their craft. Still, those that do focus on dominion often prove highly effective, using their patience and foresight, and ability for bone-chilling cruelty, to completely devastate all who oppose them.

### Gid'dha (Vulture) Rakshasa

This gaunt humanoid figure has the featherless head of a vulture and also has birdlike talons instead of hands. The stench of death hangs heavy over this creature.

#### GID'DHA RAKSHASA

#### XP 51,200

LE Medium outsider (native, shapechanger) Init +7; Senses darkvision 60 ft.; Perception +20 DEFENSE AC 30, touch 18, flat-footed 22 (+7 Dex, +1 dodge, +12 natural) hp 200 (16d10+112) Fort +16, Ref +12, Will +11 DR 15/good and bludgeoning; Immune disease, poison; SR 30 OFFENSE Speed 40 ft., fly 60 ft. (good) Melee +1 scythe +21/+16/+11 (2d4+7/x4), bite +15 (1d6+2) or 2 claws +20 (1d4+4), bite +20 (1d6+4) Special Attacks devour corpse

Spell-like Abilities (CL 16th)

Constant-deathwatch, fly

Spells Known (CL 12th)

6th (3/day)—circle of death  $^{D}$  (DC 21)

5th (6/day)—slay living <sup>D</sup> (DC 20), waves of fatigue (DC 20)

4th (7/day)—contagion (DC 19), enervation, unholy blight <sup>D</sup> (DC 19)

3rd (7/day)—animate dead <sup>D</sup>, ray of exhaustion (DC 18), stinking cloud (DC 18), vampiric touch 2nd (7/day)—command undead (DC 17), death knell <sup>D</sup> (DC 17), false life, ghoul touch (DC 17),

spectral hand

1st (8/day)—charm person (DC 16), chill touch (DC 16), mage armor, ray of enfeeblement (DC 16), sculpt corpse <sup>APG</sup>

o—bleed (DC 15), dancing lights , detect magic , ghost sound (DC 15), mage hand , mending , message , prestidigitation, touch of fatigue (DC

15)

D domain spells; Domains Death, Evil STATISTICS

Str 18, Dex 24, Con 22, Int 15, Wis 13, Cha 21 Base Atk +16; CMB +20; CMD 38 Feats Arcane Strike, Combat Casting, Combat Reflexes, Dodge, Eschew Materials<sup>B</sup>, Flyby Attack, Sicken Spell<sup>APG</sup>, Toughness, Quicken Spell

Skills Bluff +28, Craft (Taxidermy) +15, Diplomacy +24, Disguise +32, Fly +28, Intimidate +24, Perception +20, Sense Motive +20, Stealth +26; Racial Modifiers +4 Bluff, +8 Disguise Languages Common, Infernal, Undercommon SQ change shape (any Medium humanoid, *alter self*)

ECOLOGY

CR 15

#### **Environment** any

Organization solitary or skeletal hoard (1 [vulture rakshasa] plus 10–30 1 HD humanoid skeletons and 1-2 humanoid skeletal champions of 8th level )

Treasure double (+*i* scythe, and other treasure) SPECIAL ABILITIES

**Devour Corpse (Su):** Once per week, a gid'dha rakshasa can devour a humanoid's corpse as a full-round action to gain a growth point. He gains a bonus equal to his growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. His maximum hit points increase by 10 for each growth point, and his effective caster level for his spells and spell-like abilities increases by 1. For every 2 growth points, his natural armor bonus, SR, and CR increase by 1. A gid'dha rakshasa can have a maximum of 10 growth points and he loses all of its growth points if he goes two or more days without devouring a suitable corpse.

A humanoid whose corpse was devoured by this ability can only be brought back to life by a *resurrection* spell or more powerful magic. Additionally, spellcasters attempting to bring a creature back from the dead using those spells must make a caster level check with a DC equal to the gid'dha rakshasa's SR or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 10 + 1/2 gid'dha rakshasa's hit dice.

**Spells:** A gid'dha rakshasa casts spells as a 12thsorcerer, and can cast spells granted by the Death and Evil domains as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a gid'dha rakshasa, meaning that the creature does not need a divine focus to cast them.

#### Tactics:

Gid'dha rakshasas tend to cast *mage armor* and *false life* before combat begins. Once combat begins, gid'dha rakshasas tend to take to the sky, using their *spectral hand* spell to deliver their touch spells at a range. Gid'dha rakshasas unleash their area spells, such as *circle of death*, *unholy blight*, and *waves of fatigue*, on attackers that stay close together. When a gid'dha rakshasa is faced with a powerful spellcaster, he will focus on them with his *slay living* and *enervation* spells before flying up and attacking them in melee with his scythe. When a gid'dha rakshasa fights in melee, he always uses his Arcane Strike feat. Many gid'dha rakshasas use their Flyby Attack feat when they are starting to run low on spells.

Particularly well prepared gid'dha rakshasas often animate several skeletons to go into battle with them. The skeletons tend to be the skeletal remains of humanoids the gid'dha rakshasa has devoured.

When a gid'dha rakshasa who hasn't already gained his weekly growth point from his devour corpse ability kills a humanoid (brings the creature's hit points to negative the creature's Constitution score) during combat; the gid'dha rakshasa will wait for the body to be clear of enemies before flying down and carrying the body back up into the air to be devoured on the following round. A gid'dha rakshasa can safely fly while carrying a Medium or smaller creature that weighs less than 290 lbs.

Gid'dha rakshasas usually stand around 5' 6" tall and weigh about 110 pounds.

#### Caste:

Rakshasas of the gid'dha caste are the living embodiment of cannibalism and death. All gid'dha rakshasas are devourers of sentient beings, particularly humanoids. They take a sick enjoyment out of devouring the flesh of sentient beings and even draw strength from the action. They usually prefer to eat the flesh raw rather than cook it. The age and rate of decay of the corpse is of no matter to the gid'dha rakshasa, as long as the corpse is of a humanoid creature. Some gid'dha rakshasas will devour the innards of a humanoid and leave the outside of the corpse intact in order to perform taxidermy on the body and make it into a macabre trophy to be displayed in the gid'dha rakshasa's lair.

Gid'dha rakshasas usually prefer to work alone, but they will gladly provide their services to other rakshasas who are willing to provide them with a stead supply of fresh "meat."

#### **Operations:**

Not only do gid'dha rakshasas take delight in eating the flesh of humanoids, they also delight in watching humanoids eat the flesh of their own kin, whether by choice or through deception. While in the guise of a humanoid noble, they will often throw parties for other nobility, where the main course of the meal is usually humanoid flesh disguised to be like some other sort of meat. At the end of the meal the rakshasa gleefully informs the diners of what they have eaten, and of the gory details of their dinner's final moments.

Gid'dha rakshasas who work for higherranking rakshasas typically command armies of undead. These skeletal armies usually serve as guardians and sentries for the higher-up rakshasa's lair. Since gid'dha rakshasas see others of their caste as competition for food and supplies, they usually don't work together, though in rare cases, a group will get to together to trade recipes and stories they have picked up from the humanoids they have devoured.

Sometimes gid'dha rakshasas will form cults with necromancers. They slowly corrupt these necromancers till they also come to love the taste of their fellow humanoids. These cults typically work in secret, much the same way other groups of necromancers remain hidden.

### Ular (Serpent) Rakshasa

Of height with a man, this impeccably dressed figure has fingers ending in razor sharp claws and the head of an overlarge cobra, hood drawn and fangs dripping with venom.

#### ULAR RAKSHASA

XP 102,400 LE Medium outsider (native, shapechanger) Init +8; Senses darkvision 60 ft.; Perception +25 DEFENSE AC 25, touch 18, flat-footed 17 (+8 Dex, +7 natural) hp 225 (18d10+126) Fort +10, Ref +19, Will +15 DR 20/piercing and good; SR 28; Resist acid 15, fire 15 OFFENSE Speed 30 ft. Melee +1 kukri +21/+16/+11/+6 (1d4+5) and bite +21 (1d4 + 2 plus poison) Special Attacks breath weapon, paralyzing gaze, poison Spells Known (CL 11th) 7th (3/day) — greater teleport 6th (5/day) — disintegrate (DC 23), flesh to stone (DC 23)

5th (6/day) —dominate person (DC 22), hold monster (DC 22), persistant image (DC 20) 4th (6/day) —greater invisibility, hallucinatory terrian (DC 19), scrying (DC 19), shadow conjuration (DC 19) 3rd (6/day) —clairaudiance/clairvoyance, displacement, dispel magic, fireball (DC 18) 2nd (3/day) —acid arrow, invisibilility, locate object, misdirection, scorching ray 1st (6/day)—burning hands (DC 16), charm

person (DC 18), expeditious retreat, magic missile, silent image (DC 16) o—dancing lights, detect magic, ghost sound (DC 15), mage hand, mending, message,

prestidigitation

#### STATISTICS

Str 18, Dex 26, Con 24, Int 18, Wis 18, Cha 20 Base Atk +18; CMB +22; CMD 40 Feats Combat Casting, Combat Expertise, Greater Spell Focus (enchantment), Greater Spell Focus (transmutation), Improved Natual Attack, Spell Focus (enchantment), Spell Focus (transmutation)

Skills Appraise +25, Bluff +26, Climb +26, Diplomacy +26, Disguise +26, Knowledge (religion) +22, Perception +25, Perform +23, Sense Motive +25, Stealth +26, Swim +20 Languages Abyssal, Aklo, Common, Infernal, Undercommon; telepathy 100 ft. SQ aura of grandeur, change shape (*alter self*, Medium humanoid) ECOLOGY

#### ECOLOGY

CR 17

Environment any Organization solitary

Treasure double (+1 kukri , and other treasure) SPECIAL ABILITIES

Aura of Grandeur (Su): All creatures that enter or begin their turn within 30 feet of an ular rakshasa must succeed on a Will save (DC 24) or become fascinated for 1 round. The ular rakshasa can suppress or resume this effect as a move action.

**Damage Reduction (Ex):** Unlike most creature's damage reduction, the good component of an ular rakshasa's damage reduction can only be overcome by a weapon that is actually good-aligned: having an enhancement bonus of +5 is insufficient to bypass it.

**Paralyzing Gaze (Su):** As a standard action, an ular rakshasa can look at a single target within 60 feet. That target must succeed on a Will save (DC 24) or become paralyzed for 1d4 rounds. This is a mind-affecting fear effect, and the save DC is Charisma-based.

#### Poison (Ex):

Bite—Injury; save Fort DC 26; frequency 1/round for 3 rounds; effect 1d4 Constitution damage; cure 2 saves.

The save DC is Constitution-based. An ular rakshasa is immune to his own poison, but not the poison of other ular rakshasas.

**Poison Breath (Su):** Once per minute, as a standard action, an ular rakshasa can spew forth a miasma of poisonous gas. This gas takes the form of a 20-ft.-radius cloud, which causes all creatures within to succeed on a Fortitude save (DC 26) or suffer 1d4 points of Constitution damage each round that they remain within the cloud. The poison permeates the skin, so holding one's breath does not help, but creatures that are immune to poison are immune to this effect. The cloud persists for one minute before dispersing. An ular rakshasa is immune to its own poison breath. The saving throw DC is Constitution-based.

**Spellcasting:** An ular rakshasa casts spells as an nth-level sorcerer. His bonus spells per day, and the saving throw DCs of the spells he casts, are determined by his Charisma modifier. He does not gain any other benefits of being a sorcerer, including a bloodline.

#### Tactics:

Extremely cautious and cunning by nature, ular rakshasas rarely enter combat, preferring instead to have their minions and servants fight for them. When they do engage foes directly, it is virtually always in situations of their own choosing, with every last detail planned and accounted for long in advance, after using powerful scrying magic to discern all his enemies' tactics, resources, and vulnerabilities. If an enemy somehow does manage to bring a fight to an ular rakshasa on unfavorable terms, the ular rakshasa will have no qualms about casting *greater teleport* to retreat, then find more favorable conditions to return the fight upon their foe with a vengeance.

If the ular rakshasa does engage in combat, he typically does so while under the effects of a greater invisibility spell, using persistent image, or something similar, to occupy his foes while he picks them off with disintegrate, flesh to stone, and dominate person. Meanwhile, he orders his various minions and henchmen (many of which are surrounding the illusory version to make it more believable) to engage his foes, especially any spellcasters or ranged attackers who might prove a threat to the ular rakshasa.

If the battle turns against the ular rakshasa at any point, he immediately uses greater teleport to escape and regroup.

A typical ular rakshasa stands between 5' 10" and 6' 6", and weighs around 180 lbs.

#### Caste:

Ular rakshasas, as a caste, are associated with the sin of pride, which is not surprising from the highest known caste of rakshasas. Ular rakshasas consider themselves to be little less than gods, and, as far as the average mortal and even most rakshasas are concerned, the ular rakshasa might as well be. Their pride and arrogance is only further fueled by the fact that most creatures who approach them are fascinated simply from their very presence, or the fact that most creatures find it impossible to harm them.

For the most part, an ular rakshasa has little direct interest in spreading pride to mortals. In fact, as a caste they are violently opposed to the growing amount of pride and arrogance in the other rakshasa castes, and have begun taking drastic measures to remind the "lesser" castes that they must obey the ular rakshasas. These efforts meet with great results as long as the ular rakshasa seems to be paying attention, as few rakshasa castes are able to effectively combat an ular rakshasa, but do less spectacularly when the ular rakshasa moves on.

Ular rakshasas seem to have a deeply-rooted hatred of deities and all things divine. This may possibly be because they feel that these beingsamong the few who are demonstrably more powerful than they are—are an affront to their pride, or, if the theories that rakshasas were once the servants of a long-dead god are correct, perhaps for more personal reasons. Whatever the case, it is true that they combat gods and their agents at every turn, and take every opportunity to convince or force lesser races to worship them as living gods. Even when they do not form cults devoted to themselves, they take great pains to undermine the authority of deities, spreading heretical teachings about how mortals do not need the gods, and it is mortals who should rule the universe, and take matters into their own hands. These often lead to bloody rebellions, and, in most cases, even bloodier tyrannies.

#### **Operations:**

Like many castes of rakshasa, ular rakshasas

typically set themselves up as the secret power behind an influential organization, such as a crime syndicate or a merchant guild or even a small kingdom or other government. Ular rakshasas, being more magically capable, and with much more cunning and a greater focus on long-term planning than most other rakshasa castes, are generally more successful at setting up their own private empires in this way, often making a long series of ruthless and brilliant acquisitions until they are the undisputed masters of all in their chosen territory. They particularly enjoy forming cults, churches, or other religious organizations, or, better yet, usurping existing ones.

In fact, one reason why most ular rakshasas are so successful in running their empires is because they do very little else. Ular rakshasas spend most of their time weaving grand schemes that will further their power and extend their influence, and putting those plans into motion through their armies of servants, mercenaries, and other agents. Very rarely will an ular rakshasa "demean" himself by doing his own dirty work. In fact, according to the ancient caste system of the rakshasas, it is beneath an ular rakshasa's station to speak (they almost always use their telepathy), and no mortal is allowed within 30 feet of the ular rakshasa at any time. Some of the more pragmatic ular rakshasas have relaxed these stipulations in recent centuries (especially the latter), but many still insist on the old traditions.



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### Monstrous Fiends that are All Too Human

Rakshasas have long been a source of fascination for tabletop gamers, and are at once among the most beloved and recognizable fiends, and also the most underused. Unlike most fiends, which dwell in distant and unimaginable hellscapes, rakshasas live on the material plane, lurking amongst the other races like a wolf in sheep's clothing. They are cunning shapeshifters, powerful sorcerers, adept mind readers, masters of deception, and evil to the core.

A Necromancer's Grimoire: Faces of the Rakshasa provides a 20-level base class that allows you to play as a rakshasa from level one, slowly gaining their abilities until you not only have all the powers of a rakshasa from the *Bestiary*, but, by 20th level, have a number of additional, rakshasa-themed abilities found only in this book.

The book also presents nine new rakshasa castes, each of which bears the head of a different animal, has its own stat-block, with unique special abilities and powers that are tied to the caste's theme, and also contain detailed tactics, caste, and operations descriptions which provide details on that caste of rakshasa.

From the makers of Liber Vampyr: Secrets of the Blood and Codex Mechanica: On the Creation of Fabricants, A Necromancer's Grimoire: Faces of the Rakshasa provides all the information you need to make rakshasas a greater part of your

ROLEPLAYING GAME COMPATIBLE