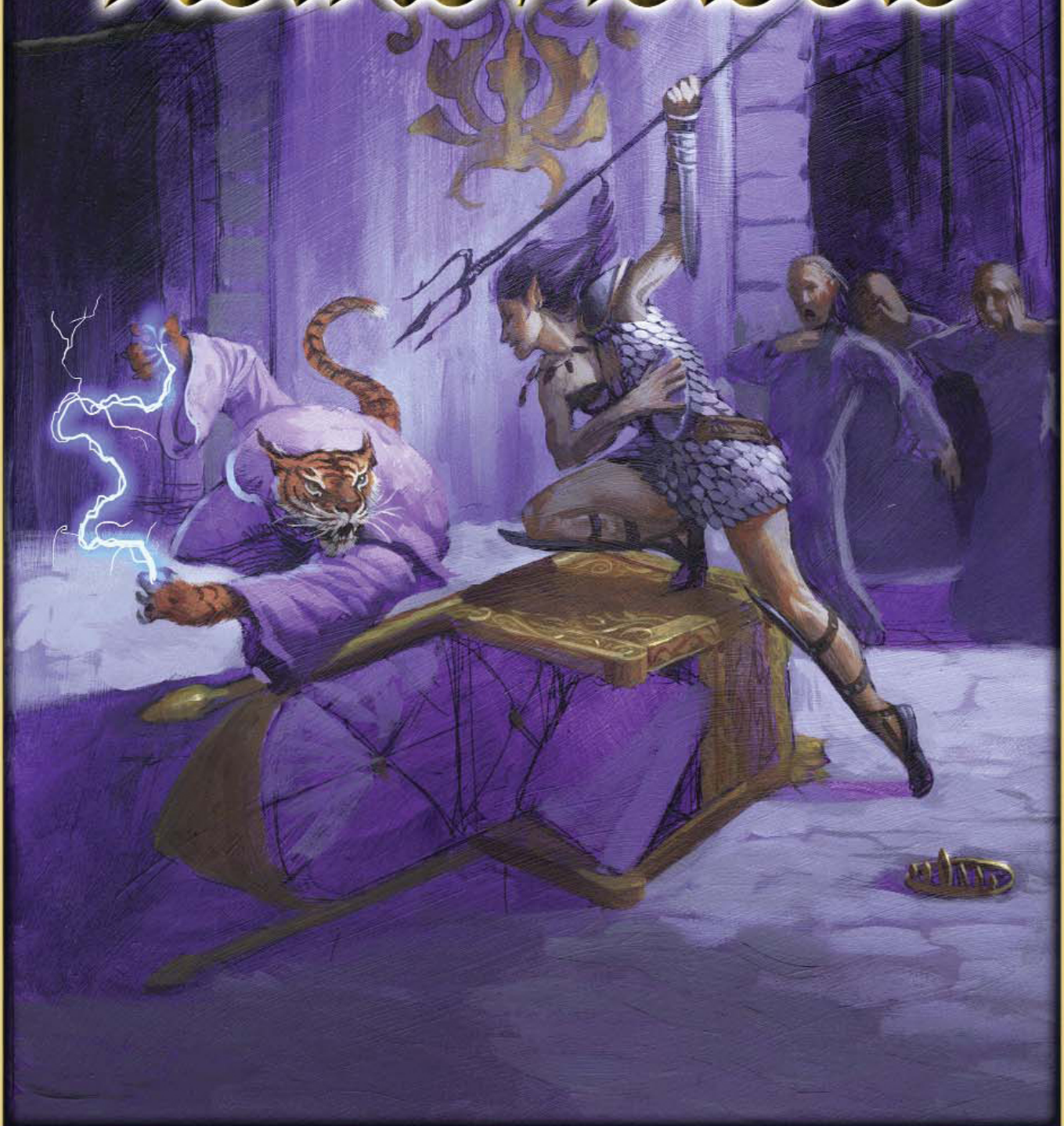


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# Rakshasas



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# Rakshasas

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However, Ravana overlooked one particular mortal hero, who was reincarnated time and again, thwarting Ravana's schemes whenever he appeared. Under the name Ramachandra, this hero finally overcame Ravana's might, and the rakshasa lord was slain.

Rakshasa hold that when they die, they are judged by their great king Ravana. Those who possessed great power and cunning are reborn as even mightier individuals, and the greatest rakshasa will someday return as Ravana. Before his

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# The Complete Guide to Rakshasas

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# Introduction

Rakshasas are malicious outsiders native to the material plane. They are shapechangers, natural sorcerers, and mind readers. In their natural form, they resemble humanoid tigers with backward-facing palms. The rakshasa temperament is lordly and solitary, with a taste for decadence, and they are never happier than when they are bedeviling the mortal races.

Within your game, the rakshasa makes a wily and dangerous adversary. Many of these creatures are independent troublemakers, spreading fear and confusion with their schemes. Others are masterminds ruling a web of mortal servants and dupes, seeking to gain power and wealth. At their most dangerous, rakshasas are powerful beings who threaten to become gods after centuries or more of reincarnation. An encounter with a rakshasa will always be a mystery story, as nothing about them is what it seems.

This book is divided into five main chapters. The first chapter, Characters, presents information that players and GMs alike can use.

This includes two new classes, two dozen new feats, a template for rakshasa-mortal halfbreeds, and advice on using rakshasas as player characters. The second chapter,

The Rakshasa's Body, outlines the creature's unusual physiology. The third chapter, Conflict, explains how rakshasas operate both in and out of battle. It presents tactics, underlying strategy, and an explanation of the rakshasa's general style as both a PC and an NPC. The fourth chapter, Society, examines how rakshasas live and what they believe. It also contains several adventure ideas. The fifth chapter, Rakshasas And Their Kin, provides game statistics for standard rakshasas and their four main subtypes, ranging from the lowly pisacha to the terrifying asura.

Throughout this work we will use the term "standard rakshasa" to refer to the rakshasa found in the 3.5 MM, including the spells and feats used. Other terms refer to the different varieties presented in this work. A recap of the standard rakshasa stat block can be found on page 43.

