

# Rakshasa Baron

Medium, Fiend, Lawful Evil

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**ARMOR CLASS**

18

**HIT POINTS**

221 (26d8 + 104)

**CHALLENGE**

14 | 11,500 XP

**PROFICIENCY**

+5

**Speed**

Walk 40 ft.

**Initiative**

+4

**Saving Throws**

Cha +11, Dex +9, Int +10, Wis +9

**Skills**

Insight +9, Stealth +9, Deception +16, Persuasion +11

**Damage Resistances**

Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities**

Psychic

**Condition Immunities**

Charmed

**Senses**

Darkvision 60 ft.; Passive Perception 14

**Passive Perception**

14

**Languages**

Common, Infernal, telepathy 120 ft.

**STR**

16  
+3

**DEX**

18  
+4

**CON**

18  
+4

**INT**

20  
+5

**WIS**

18  
+4

**CHA**

22  
+6

## Traits

**Fiendish Aristocrat.** The baron has Advantage on Charisma checks against creatures that can hear and understand it.

**Spell Deflection.** The baron has Advantage on saving throws against spells and magical effects.

## Actions

**Multiattack.** The baron makes two Noble Claw attacks and one Curse Brand attack.

**Noble Claw.** Melee Attack Roll: +9, reach 5 ft. Hit: 15 (2d10 + 4) Slashing damage plus 18 (4d8) Psychic damage.

**Curse Brand.** Ranged Spell Attack: +11, range 90 ft. Hit: 33 (6d8 + 6) Psychic damage, and the target cannot take Reactions until the end of its next turn.

**Imperial Curse (Recharge 5-6).** Wisdom Saving Throw: creatures of the baron choice within 30 feet. Failure: 72 (16d8) Psychic damage and the target is Charmed or Frightened until the end of its next turn. Success: Half damage.

## Bonus Actions

**Elegant Escape.** The baron teleports up to 30 feet to an unoccupied space it can see.

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## Reactions

**Courtly Reversal.** When a creature misses the baron with an attack, the baron forces that creature to make a Wisdom saving throw or take 13 (3d8) Psychic damage.

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