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[The *Eberron Campaign Setting* book had a number of original monsters, but none saw as much play at my table as the zakya here. They made great bosses at the lower end of mid-tier play, and great mooks at the higher end. Plus, they expanded the idea of rakshasa into a category instead of just a one-off species, which reappeared in the *Monster Manual III* and was run with by Pathfinder RPG.]

Rakshasa, Zakya

CR 8 LE Outsider (native)

This proud creature has the head and fur of a beast. It is clad in glittering armor and carries a sword and shield.

Zakya rakshasas are to martial prowess what marai are to magical skill. They are obsessed with demonstrating their strength and skill in combat, and seek to learn new and unusual weapons, fighting styles and techniques. Many zakya will disguise themselves as mortals in order to infiltrate military academies and dojos, discover their secrets, and then kill their teachers.

Unlike most rakshasas, zakya have little innate magical ability, although they can heal themselves and make pinpoint strikes using magic. No two zakya have quite the same fighting style, as they all favor different skills and weapons. This zakya is specialized for defense, using a heavy shield and capable of disrupting enemy spellcasters. Since every zakya has their own style, even when they fight in groups they tend to be more competitive than cooperative. Few zakya take teamwork feats, as they are selfish creatures.

Zakya rakshasas all have the heads of fearsome and dangerous animals. They look almost identical to rajah rakshasas, who use this similarity to their advantage. Many rajahs have zakya serving them as body doubles, guards and lookouts. Zakyas are typically satisfied with ample loot and opportunities for violence, but some do pursue their own ambitions and become warlords and generals.

Zakya CR 8

XP 4,800

LE Medium outsider (native, rakshasa)

Init +6; **Senses** darkvision 60 ft., Perception +14

Defense

AC 24, touch 12, flat-footed 22 (+2 Dex, +4 natural, +5 armor, +3 shield)

hp 85 (10d10+30)

Fort +10, **Ref** +7, **Will** +8

DR 10/good and piercing; **SR** 23

Offense

Speed 35 ft. (50 ft. unarmored)

Melee +1 *bastard sword* +16/+11 (1d10+7/19-20), bite +10 (1d6+2) or claw +14 (1d4+4), bite +14 (1d6+4)

Ranged javelin +12 (1d6+4)

Special Attacks detect thoughts (DC 16)

Spell-like Abilities CL 10th, concentration +11 (+15 casting defensively)

3/day—*ray of enfeeblement* (DC 12), quickened *true strike*, *vampiric touch*

Statistics

Str 18, **Dex** 15, **Con** 16, **Int** 13, **Wis** 12, **Cha** 13

Base Atk +10; **CMB** +14; **CMD** 26

Feats Combat Casting, Combat Reflexes, Disruptive^B, Exotic Weapon Proficiency (bastard sword)

^B, Improved Initiative, Lightning Reflexes, Missile Shield^B, Quickened SLA (*true strike*), Shield

Focus^B, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B

Skills Acrobatics +11, Bluff +14, Climb +13, Disguise +14, Intimidate +14, Perception +14, Sense Motive +14

Languages Common, Infernal

SQ change shape (humanoid, *alter self*), fighter training

Ecology

Environment any land

Organization solitary, pair, squad (3-8) or school (9-20)

Treasure double standard (+1 *bastard sword*, masterwork scale mail, masterwork heavy wooden shield, 3 javelins, other treasure)

Special Abilities

Fighter Training (Ex) A zakya rakshasa gains six bonus combat feats. In addition, it is treated as being a fighter of a level equal to its Hit Dice for the purpose of qualifying for feats.