

DAEMON WARRIOR

MEDIUM UNDEAD (CHAOTIC, EVIL, EXTRAPLANAR)



This is a seven-foot tall humanoid creature with a nightmarish face like that of a gargoyle. It is dressed from head to toe in glossy black plate armor, with spikes and barbs at the joints and shoulders, and ringing its open-faced helmet. The creature carries an enormous two-handed sword. Its eyes shine with a reddish-orange light.

Daemon warriors are the soldiers of Chaos, created by the mad god from souls of the dead trapped in torment within the Abyss.

A daemon warrior's natural form is a frightening gargoyle-like creature with fangs, claws, and armor that seems bonded to its gray, lifeless skin. However, when seen they tend to shift and change, acquiring certain features out of the minds of those who look upon them. Whatever form they manifest, a daemon warrior's eyes glow with a blasphemous reddish-orange light and it moves with an uncanny grace and speed.

Daemon warriors speak Common and Infernal. They do not communicate with anyone but each other or their fire dragon mounts, having no need to express themselves to those they intend to slay.

COMBAT

A daemon warrior's existence is devoted to spreading terror and destruction in the name of Chaos. Though usually found in groups, they abhor organization and order, and have little to

no tactical discipline. Daemon warriors instead rush in to combat, slaying anyone they come across, often disengaging at random to deal a blow to another foe.

Daemon warriors are sometimes encountered riding young adult or older fire dragons as mounts. These fire dragons act in accordance with Chaos' wishes, and have no real loyalty to their riders.

A daemon warrior's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purposes of overcoming damage reduction.

Fear Aura (Su): Daemon warriors constantly manifest the traits and features of their opponent's worst nightmares. Creatures within 30 feet who look at the daemon warrior must succeed on a DC 16 Will save or be affected as though by a fear spell cast by a 5th-level sorcerer. A creature that successfully saves cannot be affected again by the same daemon warrior's fear aura for 24 hours. The DC is Charisma-based and has a +2 racial bonus.

Smite Law (Su): Twice a day, a daemon warrior can make a normal melee attack against a lawful opponent with a +2 bonus to the attack roll that deals 5 extra points of damage.

Death Throe (Su): A daemon warrior that is reduced to 0 hit points or less immediately explodes, dealing 5d6 points of fire damage to all creatures within 5 feet. Affected creatures can attempt a DC 14 Reflex save to take half damage. This blast also destroys the weapon used to deal the killing blow, if any. Magical weapons are allowed a saving throw (DC 14) to negate this effect. If the killing blow was a natural weapon or unarmed attack, the creature who delivered it takes half again as much fire damage from the explosion unless it succeeded its saving throw, in which case it takes normal damage.

DAEMON WARRIOR WEAKNESSES

Daemon warriors are extremely difficult to kill, unless their opponents are backed by the power of the gods of Krynn. As extensions of Chaos' will, they are anathema to all of the gods, whether good, evil or neutral. As such, they possess a number of weaknesses.

Blessed Weapons: Any character who is the subject of a *bless* spell or whose weapon has been the target of a *bless weapon* spell automatically scores a critical threat on a daemon warrior if he hits, regardless of the weapon's threat range, and the critical multiplier of the weapon improves by one (x2 becomes x3, x3 becomes x4, etc). Aligned weapons with the axiomatic, holy or

DAEMON WARRIOR

Hit Dice	5d12 (32 hp)
Initiative	+4
Speed	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple	+2/+5
Attack	Greatsword +5 melee (2d6+3/19-20) or claw +5 melee (1d8+3) or bite +5 melee (1d6+1)
Full Attack	Greatsword +5 melee (2d6+3/19-20) or 2 claws +5 melee (1d8+3) and bite +0 melee (1d6+1)
Space/Reach	5 ft. /5 ft.
Special Attacks	Fear aura, smite law
Special Qualities	Damage reduction 10/lawful or magic, darkvision 60 ft., death throes, immunity to fire, spell resistance 12, turn resistance +4, undead traits
Saves	Fort +1, Ref +5, Will +5

Abilities	Str 17, Dex 19, Con —, Int 13, Wis 13, Cha 15
Skills	Intimidate +10, Listen +9, Ride +12, Search +9, Spot +9
Feats	Combat Reflexes, Mounted Combat
Environment	The Abyss
Organization	Squad (2-5), patrol (6-10) or horde (11-20)
Challenge Rating	4
Treasure	Standard
Alignment	Always chaotic evil
Advancement	6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment	—

unholy qualities are also considered blessed weapons for these purposes. If a daemon warrior is killed by an attack with one of these weapons it still explodes in flames and the weapon may be destroyed.

Holy water: Holy water deals twice as many points of damage to a daemon warrior as it does to standard undead (4d4 on a direct hit, or 2 points if within 5 feet).

Medallions of Faith: A cleric's *medallion of faith* is a potent weapon against a daemon warrior. If a cleric with a *medallion of faith* is in favor with her deity (does not need atonement, gains clerical spells, etc) she may attempt a melee touch attack against the daemon warrior with the medallion. A successful attack deals 1d6 points of

damage per cleric level, bypassing damage reduction. If the attack was a critical hit, this damage is doubled. The *medallion of faith* is destroyed in the process. Sword knights, Skull knights, and other characters with clerical powers that possess medallions of faith may also attempt this attack. Daemon warriors who are destroyed by this attack do not explode in flames.

Raise Dead: Because daemon warriors are culled from the souls of once-living beings, it is possible to free them of Chaos' torment. If a *raise dead* spell is cast on a daemon warrior, it acts as a *slay living* spell on the creature, either killing it or dealing damage. Daemon warriors who are slain in this way do not explode in flames.





BESTIARY OF KRYNN

BY CAM BANKS & ANDRÉ LA ROCHE

ONLINE PREVIEW

This is an online preview of the *Bestiary of Krynn* from Sovereign Press.
Its contents may not match the final product upon release.

This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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