

DOOM GUARD

Medium-Size Construct

Hit Dice: 5d10 (27 hp)

Initiative: +0

Speed: 30 ft

AC: 18 (+8 full plate)

Attacks: Longsword +6 melee

Damage: Longsword 1d8+5

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Construct, magic immunity

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 17, Dex 10, Con –, Int –, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

The doom guard is an animated suit of armor, created by a series of arcane enchantments. These frightening automatons are often used as guards in the castles and towers of those who create them.

They are able to obey simple commands from their creator, but these are generally limited to one or two rudimentary concepts. Typical orders include "stay in this room and attack anyone but me who enters" or "kill anyone who opens this chest until I tell you otherwise."

Doom guards never speak and, thus, have no language of their own.

COMBAT

The doom guard is an unsubtle and straightforward opponent. When their instructions call for them to engage in combat, they simply move toward their intended target and strike with their weapon.

Most doom guards are armed with some manner of sword, axe, or club.

Magic Immunity (Ex): A doom guard is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Lightning-based effects deal normal damage to a doom guard. A *transmute metal to wood* spell deals 1d6 points of damage per caster level. Fire and cold-based effects deal half damage to a doom guard, and no damage if the doom guard succeeds at its saving throw.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Doom guards have darkvision with a range of 60 feet.

CREATING A DOOM GUARD

A doom guard costs 50,000 gp to create, which includes 1,500 gp for the body. Assembling the body requires successful Craft (armorsmithing or weaponsmithing) check (DC 15).

The creator must be 12th level and have the Craft Wondrous Item feat. The ritual to complete the doom guard requires one week of time.

The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's shop and a smithy and costs 1,000 gp to establish.

The Doom Guard first appeared in the MC: Ravenloft (1991).