GUARDIAN DAEMON

Large Outsider
Hit Dice: 8d8+24 (60 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 19 (-1 size, +1 Dex, +11 natural)
Attacks: Bite +11 melee, 2 claws +9 melee
Damage: Bite 4d4+4, claw 1d6+2
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Breath weapon
Special Qualities: Damage reduction 20/+2, telepathy, immunities
Saves: Fort +9, Ref +7, Will +8
Abilities: Str 18, Dex 12, Con 16, Int 12, Wis 14, Cha 14
Skills: Bluff +7, Hide +5, Listen +12, Move Silently +9, Search +10, Sense Motive +8, Spot +12
Feats: Blind-Fight, Multiattack, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-4)
Challenge Rating: 7
Treasure: None (see text)
Alignment: Always neutral
Advancement: 9-15 HD (Large); 16-24 HD (Huge)

Though called daemon, scholars believe it is not related to the daemons of the lower planes (the ones called yugoloth). A guardian daemon is summoned to the Material Plane by a spellcaster with the task of guarding an area or treasure.

These daemons vary in size and appearance—those encountered on the Material Plane have resembled type II demons (hezrou), type IV demons (nalfeshnee), large bears, and wild cats. Despite their variation and form, the guardian daemon is not a creature to be trifled with.

COMBAT
A guardian daemon only initiates combat the area it is guarding is entered or the treasure it is guarding is tampered with. When engaged in combat a guardian daemon may move freely, but never more than 5 feet from the area or treasure it guards.

A guardian daemon attacks using its breath weapon, bite, and claws. It defends the area it is tied to until either it or its opponents are dead.

Breath Weapon (Su): Once every 1d4 rounds, cone of fire, 30 feet; 5d6 points of damage, Reflex save DC 16 halves the damage.

Telepathy (Sp): The guardian daemon can communicate with any creature within 100 feet that has a language.

Immunities (Ex): Guardian daemons are immune to mind-influencing effects and spells, sleep, hold, and polymorph. (There is a 50% chance that any particular guardian daemon is immune to fire. Guardian daemons with this immunity gain the fire subtype.)