

Special NPC Class: DOOMGUARD

by M. Reginald Goodrich

The Doomguard also known as “The Destroyers” are the ultimate mercenaries. Although they will not idly guard rich nobles, if some one with enough gold wants their enemies head on a post, they are the ones for the job. They are brutal, fearless slayers and prefer skull crushing above all things in life. The monies they make are secondary and to them a mere necessity.

Adventures: Destroyers do not see themselves as adventurers. They are mercenaries, those with gold want something dead and they go and kill it. Be it a rival noble, a marauding dragon or anything with a price on its head. At times if no offers exist they often take to bounty hunting, something they also excel in. But its never dead or alive, it’s usually just dead.

Characteristics: Doomguard are a match for any sword swinger, their Base Attack Bonus is higher, but they do not get multiple attacks as quickly. This is due to their favoring large weapons such as great axes and two handed swords. They are not ones for fancy swordplay or finesse. They swing. They hit. They kill.

Alignment: All Destroyers are neutral evil. There is no other way. They slay for money and have no qualms about it. Their views on law and chaos are balanced. There is a certain “regimen” required in their business, an unspoken oath. But on the other hand, they are fond of bloodshed and enjoy their work, lending them a chaotic bent.

Religion: Destroyers revere no deity. Many evil religions would dearly pray to bring them into their fold, but the Doomguard care not. They will work for gold, but as far as religion and the gods go, life is battle and in death the worms devour you.

Background: Doomguard come from martial and militaristic backgrounds. Often orphans are taken on as squires. All though they are not treated well, they are trained well. Many Destroyers have a traumatic past such as their village being slaughtered by an evil overlord or some humanoid race. Doomguard always keep their eyes open for young toughs whom they may take on. They do not speak much, let at all about their past.

Races: By unspoken code no other race than human may become a Doomguard, other races that try usually end up with their skulls crushed

Other Classes: Destroyers tolerate evil fighters and barbarians if they can hold their own. Bards, Druids and Paladins are usually killed on sight. Evil clerics, if they prove useful (such as healing wounds) are tolerated if they don’t babble on about their religious beliefs. Wizards are acceptable, as are Sorcerers if they are militant evokes or war wizards, otherwise their not much use. (Destroyers have been known to seek the aid of sages, divinationists, and oracles). But Doomguard are vengeful, and sometimes pay the learned for their services by removing their heads from their shoulders. Doomguard are indifferent to rogues and assassins, but will hire them for jink if their skills are required to complete their mission. Who usually double crosses who is open to speculation. Blackguard are well known for keeping a Destroyers purses full. One of the few things Destroyers find truly amusing are monks, especially when the monk tries to punch their spiked armor.

GAME RULE INFORMATION

Doomguard have the following game statistics.

Abilities: strength is the most important attribute to a Destroyer because it improves their melee attack and damage rolls. Also it facilitates their wielding of large, cumbersome weapons and wearing heavy, ornate armor. Constitution is also important as it increase the amount of damage they can sustain. Their wearing of heavy armor does not allow a high dexterity to be of much use. It does assist however in their use of the heavy crossbow the only missile weapon they will use.

Alignment: Neutral Evil

Hit Dice: d10

Class Skills

The Doomguards class skills are (and the key ability for each skill) are Climb (Str), Bluff (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis),

Skill Points at 1st Level: (2+Int modifier) x4

Skill Points at Each Additional Level: 2+ Int modifier

Class Features

All of the following are class features of the Doomguard.

Weapon and Armor Proficiency: Destroyers are proficient in the use of all simple and martial weapons and some exotic weapons. Destroyers use only specific weapons and these are listed further on in this document. Destroyers all though proficient in all armor (heavy, medium, and light) will only wear heavy armor. They are also proficient in the use of the shield, but the choice to use one often depends on what type of weapon they are using as many favor weapons of the two-handed variety. Note there is a –6 to –7 armor check penalty to the climb skill based on the type of heavy armor the destroyer wears.

Table: The Doomguard (Destroyer)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+2	+3	+0	+0	Bonus Feat Cause Fear
2	+3	+4	+0	+0	Bonus Feat Weapon Specialization
3	+4	+4	+0	+1	Immunity to Fear
4	+5	+5	+1	+1	Bonus Feat
5	+6	+5	+1	+1	Query
6	+7	+6	+1	+2	Bonus Feat
7	+8	+6	+2	+2	Dictate
8	+9/+1	+7	+2	+2	Bonus Feat
9	+10/+2	+7	+2	+3	Freezing Gaze
10	+11/+3	+8	+3	+3	Bonus Feat
11	+12/+4	+8	+3	+3	
12	+13/+5	+9	+3	+4	Zone of Fear Bonus Feat
13	+14/+6/+1	+9	+4	+4	
14	+15/+7/+2	+10	+4	+4	Bonus Feat
15	+16/+8/+3	+10	+4	+5	
16	+17/+9/+4	+11	+5	+5	Bonus Feat
17	+18/+10/+5	+11	+5	+5	
18	+19/+11/+6/+1	+12	+5	+6	Bonus Feat
19	+20/+12/+7/+2	+12	+6	+6	
20	+21/+13/+8/+3	+13	+6	+6	Zone of Terror

Bonus Feats: At 1st level the Doomguard character gets a bonus feat in addition to the feat any 1st-level character gets and the bonus feat granted to humans. The Destroyer gains. The Doomguard gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the following list: Alertness, Blind-Fight, Combat Reflexes, Endurance, Exotic Weapon Proficiency, Expertise, Improved Disarm, Improved Trip, Great Fortitude, Improved Critical, Iron Will, Leadership, Mounted Combat, Mounted Archery (heavy crossbow only), Trample, Ride-by-attack, Spirited Charge, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Power Attack, Cleave, Improved Bull Rush, Sunder, Great Cleave, Skill Focus, Toughness, Track, Weapon Focus, Weapon Specialization (Doomguard level 2nd)

Weapon Specialization: On achieving 2nd level as a Doomguard may take Weapon Specialization. Weapon Specialization adds +2 damage bonus with a chosen weapon. The Destroyer must have Weapon Focus with that weapon to take Weapon Specialization. Destroyers cannot specialize in missile weapons. The Doomguard may take this feat as a bonus feat or as a regular one.

Cause Fear: You have the ability to *Cause Fear*, as per the spell of that name, you cast as if you were a spell caster of equivalent level. You may use this ability, as many times per day as you have levels.

Query: The Doomguard may interrogate his intimidated victim and query him about information the Doomguard wishes to obtain. The victim gets a Will Save against a base DC 15 +1 per Doomguard level above the victims level. If the victim fails his save he must answer the Destroyers Query Immunity to Fear: Due to a Destroyers mentality, they are utterly immune to fear of all sorts and of any type.

Query: If a Doomguard successfully intimidates someone by a roll of +5 or more he to the best of his ability, for example if the Doomguard was trying to discover the identity of the head of the thieves guild in a village, he could waylay a suspected ruffian and attempt to query him. The victim must answer to the best of his ability out of sheer fear. If she does not know the information she suffers as if affected by a *Cause Fear* spell.

Dictate: If a Destroyer successfully intimidates someone by a roll of +5 or more he may command his intimidated victim to perform some action they normally wouldn't. The victim gets a Will Save against a base DC 20 +1 per Doomguard level above the victims level. A dictate might be for a foe to drop his weapons and surrender, or an enemy horns men to sound the retreat. Both Query and Dictate take place as quickly as the answering of the query takes or however quickly the foe can complete the dictate.

Freezing Gaze: Once per three levels the DoomGuard can use its Freezing Gaze. Opponents must make a Will Save with a base DC of 20 +1 per Doomguard level above the victim. Any victim failing its save is successfully stunned for 2d4 rounds, losing all dexterity bonuses to AC (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.

Zone of Fear: Once per day while engaged in combat a Destroyer can set up a Zone of Fear with a 15 ft. radius. All foes within this area of effect are effected as if a *caster equivalent to the Doomguards level had cast a Cause Fear spell on them*. The duration of the Zone of Fear is equivalent to the Destroyers level. As a special note the Zone of Fear never affects a Destroyers mount. Nor are other Destroyers.

Zone of Terror: Once per day while engaged in combat a Doomguard can set up a Zone of Fear with a 30 ft. radius. All foes within range must make a DC 10 + 1 per Doomguard level above the victim. The victim may add his Will modifier to his DC. Anyone within range who fails his DC falls, trembling to the ground helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a usually lethal coup de grace.

A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC were -5 (and a rogue can sneak attack him)

As a full round action (allowing no move other than a 5-foot step), an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. A Destroyer with a crossbow, as long as he is in an adjacent square can also deliver a coup de grace. The attacker automatically hits and scores a critical hit. If the defender survives, he must make a Fortitude save (DC 10+ damage dealt) or die. The duration of the Zone of Terror is the equivalent of the Destroyers level. Other Destroyers and their mounts are immune to this effect, but relish its kinetic frenzy.

Destroyer Weapons: Gauntlet, Spiked, Mace, Heavy, and Morning Star. Crossbow, Heavy, only missile weapon allowed. These weapons are usually naught but side arms. Also although well versed in their use, the battleaxe, long sword, heavy pick, trident and war hammer. The favored tools of their trade are the heavy flail, great axe, great sword and halberd along with the dire flail and the ork double axe. Usually one in hand or hands and another strapped to their back, with a side arm or two hanging from their baldric. An altogether gory assortment, sharp, yes, clean, well...Destroyers are fond of and use only large, steel, shields. You can bash someone with a shield using it as an off hand weapon (-6 to hit with main weapon, -10 to hit with shield) a medium-size character deals 1d4 points of damage (x2) with a large shield+1d6 points of damage if the shield is spiked.

Destroyer Armor: Destroyer armor is simple. Nightmarish in appearance. Spiked and studded with horned helms. There are only four types of they will wear, splint, banded, half and full plate. The more spikes the better. Spiked armor causes 1d6 hit points of damage to any unarmored individual foolish enough to even attempt to grapple a Destroyer. Spiked gauntlets do 1d4 damage each and critical x2. The more demonic looking the even better. Worn and garish is good to.