

SHADOW OF THE DEMON LORD

UNOFFICIAL MONSTER CONVERSIONS

DARK SOULS - BLACK KNIGHT



Image credit: [Dark Souls wiki](#)

All crusaders fighting in the Desolation know to avoid the intimidating silhouettes cast by the Black Knights. Seemingly roaming the Desolation at random, these hulking, armor-clad figures mercilessly pursue any and all living creatures they perceive, cutting them down without making any sound.

Like other undead, the Black Knights are a remnant of Gog, a bitter reminder that even among the depraved, there are those to whom discipline and loyalty are no mere words.

Exceptionally loyal servants and protectors of the Witch-King, the Black Knights were subjected to week-long excruciating rites and rituals by Ahriman and his cabal of dark sorcerers, turning them into little more than animated suits whose horned helmets hint at the demonic magic employed in their creation.

Robbed of will and ambition beyond the desire to serve, these beings only desire to destroy all enemies of the Witch-King...and these days, with the Witch-King dead, this simply means that everyone is their enemy.

BLACK KNIGHT

DIFFICULTY 50

Size 2 Undead

Perception 10 (+0)

Defense 18 (Burnt Plate); **Health** 33

Strength 14 (+4), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 11 (+1)

Speed 12

Immune damage from cold, disease, or poison; gaining Insanity; asleep, diseased, fatigued, poisoned

Equipment The black knight has different attack options based on the weapon it is using; Sword, Greatbow, Greatsword/Greataxe, or Halberd.

ATTACK OPTIONS - SWORD, DEFENSE 20 (LARGE SHIELD)

Sword Strike (melee) +4 with 1 boon (2d6+2)

Quick Slashes The black knight attacks two times with its sword strike.

ATTACK OPTIONS - GREATBOW

Massive Arrow (medium range) +0 with 1 bane (3d6+2 plus Knockback)

Knockback The target must make a Strength challenge roll and on a failure be moved 2 yards in a straight line away from the black knight and be knocked prone.

ATTACK OPTIONS - GREATAXE OR GREATSWORD

Strike (melee) +4 (4d6)

Launching Strike (melee) +4 with 1 bane (4d6 plus Knockback)

Knockback The target must make a Strength challenge roll and on a failure be moved 2 yards in a straight line away from the black knight and be knocked prone.

ATTACK OPTIONS - HALBERD DEFENSE 20 (LARGE SHIELD)

Strike (melee; reach +1) +4 with 1 boon (2d6+2)

Jumping Lunge The black knight moves up at least 1 yard and up to 3 yards forward, making a Strike attack with 1 bane targeting every enemy within reach.

DARK SOULS III - THE CHAINED DANCER



Image credit: [Dark Souls Wiki](#)

Amidst the jotun who were brought to Caecras during the Empire's punitive expedition into Blotland, there was one who stood out even among the gigantic reavers of the south. Her name was Solveig Freijasdottir and it is said that in her, the blood of giant-kin ran the purest, for she towered over even her fellow jotun. Being not only towering but possessed of a fierce and feral beauty, she awakened within the dark sorcerer Ahriman an even baser desire.

While he turned the other jotun into the fierce orcs, he subjected Solveig to even worse tortures, twisting her body into a form more pleasing to his debased sensibility – a lanky creature possessed of a disturbing mixture of allure and alienness. For years and years, she served as his personal slave and concubine, her mind torn apart by magic and degradation.

Eventually, before his death, Ahriman bound her into a forgotten chamber beneath the Emperor's palace, where she, deathless and cursed, languished until the Orc Uprising. During the chaos, fleeing humans seeking refuge in the underground labyrinths underneath the city accidentally breached into her chamber. The Dancer, as she had been called, ripped them apart and has since stalked the underground halls, killing everything she could find. The orcs have standing orders to avoid her at all costs...

THE CHAINED DANCER

DIFFICULTY 250

Size 3 frightening jotun

Perception 8 (-2)

Defense 15 (mail); **Health** 150

Strength 15 (+5), **Agility** 16 (+6), **Intellect** 8 (-2), **Will** 10 (+0)

Speed 12

Immune gaining Insanity; dazed, frightened, immobilized, slowed, stunned

Distracting Dance All creatures make attack rolls against the Dancer with 1 bane. At the beginning of combat, every creature that can see the Chained Dancer must make a Will challenge roll. On a failure, the creature makes all attack rolls and challenge rolls against the Chained Dancer with 1 additional bane for the remainder of the battle.

Whirling Dance The Chained Dancer cannot use Whirling Dance attack options, special attacks, or special actions until she becomes injured (her damage equals or exceeds one-half her Health). At this point, she begins to move faster, summoning a dark scimitar and attacking without mercy.

ATTACK OPTIONS

Fiery Scimitar (melee) +5 with 4 boons (4d6+2 plus Ignite)

Ignite The target must make an Agility challenge roll with 1 bane. On a failure, it catches fire.

SPECIAL ACTION

Fire Burst The Chained Dancer touches the ground, causing an explosion of fire. Any creatures within a 3 yard radius must make a Agility challenge roll. On a failure, they take 6d6 damage from fire and catch on fire.

WHIRLING DANCE ATTACK OPTIONS

Dark Scimitar (melee) +5 with 4 boons (4d6+2 plus Touch of the Void)

Touch of the Void The target must make a Will challenge roll. On a failure, it gains 1d3 Corruption and becomes impaired for as many rounds.

WHIRLING DANCE SPECIAL ATTACKS

Double Strike The Chained Dancer makes one Fiery Scimitar attack and one Dark Scimitar attack.

WHIRLING DANCE SPECIAL ACTIONS

Void Burst As an action or triggered action, the Chained Dancer touches the ground, causing an explosion of dark energy. Any creatures within a 5 yard radius must make an Agility challenge roll. On a failure, they take 3d6+2 damage and are subjected to Touch of the Void.

CREDITS

- [Conversions originally made by G+ user Pardan](#) with edits made by Somniac Delusions.
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