

The Demon Construction Matrix

From the vile depths of the lower planes boil forth horrific monstrosities beyond the comprehension of mortal men. Wizards, sorcerers and some powerful adventurers have seen and battled these fiends; yet they have only managed to scratch the surface of the abominable diversity of evil that lingers in everlasting hate in the seething bowels of the multi-verse. In the forgotten recesses of these tainted realms, there are more types of demonic entities than even the most studious sage could hope to study or document. Those adventurers that would dare venture into the most remote dimensions of evil will be unable to predict the kind of enemies they would face. The only constant is that all these beings are horribly, absolutely evil.

And now, the DM has a tool to allow the generation of an awesome diversity of demonic beings. Seasoned players know what to expect from a Vrock, and they are rarely fooled by a succubus, but now there will be no way to predict the onslaughts of their cackling dungeon master. The tables below permit the generation of random powers and traits for evil outsiders. Though the hit dice, and specific spell-like abilities, as well as resistances must be determined by the DM, these tables can provide a wealth of ideas for the form, appearance, and function of as many new demons as you care to create.

In order to create balanced creatures, the DM may wish to determine himself factors such as skill points and spell/like abilities. These abilities usually correlate with hit dice.

A. Roll for basic body shape: 1d8

- 1.) Humanoid (monstrous)
- 2.) Spherical
- 3.) Ophidian (serpentine)
- 4.) Protean (constantly shifting mass)
- 5.) Quadruped (4-legged)
- 6.) Insect
- 7.) Tauric; 4-legged lower body, humanoid torso. (Monstrous)
- 8.) Humanoid (alluring)

B. Roll for body texture: 1d12

- 1.) Flesh
- 2.) Mass of human eyeballs of various sizes
- 3.) Ashes (1d6 fire damage touch, 3d6 damage grapple +1 CR)
- 4.) Wriggling worms/maggots (Vermin traits)
- 5.) Blood (Ooze traits)
- 6.) Living Flames; (Incorporeal. 2d6 damage touch, May select cold, acid, or electricity as alternative. +2 CR)
- 7.) Rotting Vegetation; (Plant traits)
- 8.) Living metal; (+10/+1 added to damage reduction. Not exceeding +5 to hit. +1 CR)
- 9.) Living shadow; (incorporeal, +10/+1 to damage reduction. Not exceeding +5 to hit. +15 racial bonus to hide +1 CR)
- 10.) Crystal; (Construct traits +5/+1 added to damage reduction)
- 11.) Spider webs; (Ooze traits; DC 15 reflex save on touch or grappled)
- 12.) Armored Flesh; (+4 AC natural armor +1 CR)

C. Roll for anatomical accessories: 1d10

- 1.) Avian wings; Perfect flight
- 2.) 2-4 tentacles; at least one extra melee attack.
- 3.) 5+ tentacles; at least two extra melee attacks +1 CR
- 4.) 3-4 arms; at least one extra melee attack.
- 5.) Multiple fanged mouths; at least two extra melee attacks, 1d8 damage +1 CR
- 6.) Reptilian tail, or hooves
- 7.) 1-3 Horns, or Saber-toothed fangs. +4 damage to melee (gore)
- 8.) Spines; 1d4 damage when grappled.
- 9.) Multiple animal heads
- 10.) Reptilian wings; Good flight speed

The DM may wish to select melee attacks himself; this ability is often directly correlated with total hit dice.

D. Roll for melee attacks and AC: 1d4

- 1.) 1 attack; +4 melee, 1d8 damage; AC 14
- 2.) 2 attacks; +8/+2 melee, 1d8+5 damage. +1 CR; AC 18; Medium size
- 3.) 3 attacks; +14/+8/+2 melee, 2d8+7 damage. (Rending attack 2d6+9). +2 CR); AC 25; Large or Gargantuan
- 4.) 3 attacks; +18/+12/+6 melee, 2d10+8 damage. (Rending attack 3d8+9. +3 CR); AC 30; Large, Gargantuan or Colossal

E. Roll for damage reduction/ Spell resistance: 1d4

- 1.) none -1 CR; SR:0
- 2.) 5/+1; SR 15
- 3.) 15/+2: SR 20, +1 CR
- 3.) 20/+3,: SR 30, +2 CR

In order to create balanced creatures, the DM may wish to determine himself factors such as skill points and spell/like abilities. These abilities usually correlate with hitdice.

F. Roll for number of Spell-like abilities: 1d12

- 1-3= No higher than 2nd level. Caster level, 8
- 4-6= No higher than 4th level. Caster level, 13
- 7-10= No higher than 6th level. Caster level, 18 +1 CR
- 11-12= No higher than 8th level. Caster level, 20 +2 CR

G. Roll for skills: 1d4

- 1.) No more than 15 total ranks
- 2.) No more than 30 total ranks
- 3.) No more than 60 total ranks
- 4.) No more than 80 total ranks

H. Roll for special powers:

- 1.) None.
- 2.) Charm gaze; Will DC 15, 20 feet. + Wisdom Drain; 1-2 points. (Temporary)+2 CR
- 3.) Domination Gaze; Will DC 25, 40 feet. +2 CR
- 4.) Energy Drain; +1 CR
- 5.) Roll two powers
- 6.) Ability Score Drain; 3-4 points. (Temporary)+2 CR
- 7.) Greater ability score drain; 1-3 points. (Permanent) +2 CR
- 8.) Breath weapon; 30 foot cone; 3d6 damage; Reflex DC 15 any element. +1 CR
- 9.) Greater breath weapon; 50 foot cone; 5d8 damage; Reflex DC 20. any element. +2 CR
- 10.) Paralyzing touch; Fort DC 15.+ Engulf (Suffocation risk) +2 CR
- 11.) Roll three powers
- 12.) Improved Grab;+ Constrict 2d6 damage- Strength DC 20, Escape Artist DC 15.
- 13.) Summoning; 1d4 allies; 25% chance. Less than 3 hit dice. +1 DC
- 14.) Greater summoning; 3d4 allies; 50% chance. Less than 5 hit dice. +3 DC
- 15.) Hit point Drain; 2d6 damage; amount added to demon's total. (temporary)
- 16.) Acid blood; 2d4 damage unless attacker makes DC 15 reflex save. +1 DC
- 17.) Petrifying touch; Fort DC 15; +2 CR
- 18.) Poisonous touch; Fort DC 20; 1d4 STR-2d4 STR; +2 CR
- 19.) Alternate humanoid form; (Hides all demonic traits)
- 20.) Alternate animal form; (Hides all demonic traits)

Examples:

Ferrulanguine

Medium-Size Outsider (Chaos; Evil) : 5d8+8 (28 hp)

Initiative: +1

Speed: 30 ft.

AC: 14 (+1 Dex), +3 Natural

Attacks: Bite +4 melee

Damage: Bite 1d8+2

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

Special Attacks: Energy Drain; 3 times a day: *Enervation*; *Scare*;

Stinking Cloud; *Vampiric Touch*.

Special Qualities: ooze traits

Saves: Fort +1, Ref +1 Will 0

Abilities: Str 14, Dex 13, Con 12, Int 6, Wis 10, Cha 3

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

The Ferrulanguine is a chaotic evil, spherical mass of blood. The fiend floats of its own accord; and its unfortunate victims can see the heads of lions, goats, crocodiles, and assorted rare carnivores rising, surging out from within the bloody orb. It can attack but once with a single, bestial head inflicting 1d8 damage, but beware! For the Fiend hungers for the life-force of the living, and those bitten by the beast-heads will find their very essence drained from them! Many small weapons, daggers and the like cannot harm the bloody orb, with damage reduction 5/+1, it resists most causal harm. Beware, for the abomination may cast the following spell-like abilities 3 times a day each: *Enervation*; *Scare*; *Stinking Cloud*; *Vampiric Touch*. (Suggested CR; 3-5)

Aurahmour

Medium-Size Outsider (Evil) : 6d10+4 (34 hp)

Initiative: +2

Speed: 30 ft.

AC: 18 (+2 Dex), +6 Natural

Attacks: Fist +8/+2 melee

Damage: Slam 1d8+5

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

Special Attacks: 3 times a day: *Charm Monster*; *Leomund's Secret Chest*;

Lightning Bolt; *Mind Fog*; *Wall of Iron*; *Unhallow*

Special Qualities: Alternate Form; DR 25/+3; SR 18

Saves: Fort +1, Ref +1 Will 0

Abilities: Str 19, Dex 14, Con 14, Int 18, Wis 15, Cha 20

Skills: **Concentration 8, Diplomacy 10, Perform 20, Spellcraft 15,**

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: Triple Standard

Alignment: Always Neutral Evil

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

The Aurahmour is an alluring fiend of evil. In its natural state, it resembles a shapely human female of human or elven descent, yet its flesh is composed entirely of some glittering, golden alloy, with hooves for feet. Its reptilian tail marks it as a creature with a greed for treasure rivaling that of a dragons.' and it conceals its true nature to achieve its designs. The Aurahmour possesses a magical alternate form; that of an entirely human-like woman, always of seductive beauty. In battle, a mighty weapon is required to penetrate the fiends' 25/+3 damage reduction, though its own ability to deal damage is a mere 1d8; forcing it to depend on spell-like abilities.

The demon seeks men of wealth, or men on the verge of obtaining greater wealth. Its soft touch can drain a mortal of 2 points of wisdom, which never return unless the Aurahmour wishes it. After marrying a wealthy mortal, the fiend tempts him into greater acts of depravity and evil in the pursuit of wealth, for the entity craves riches for their own sake with a supernatural passion. It has no fleshly needs, yet it craves to live in luxury, until the demons' deluded husband is finally destroyed by the crime and corruption it lured him into. The demon always manages to escape; revealing its true visage to its husband before the end. An Aurahmour can cast the following spell-like abilities 3 times a day: *Charm Monster*; *Leomund's Secret Chest*; *Lightning Bolt*; *Mind Fog*; *Wall of Iron*; *Unhallow* These abilities are cast as though by a 13th level sorcerer. (Suggested CR; 5-7)

Terroreyne

Large Outsider (Chaos; Evil) : 8d10+15 (55 hp)

Initiative: +5

Speed: 90 ft. Fly

AC: 25 (+5 Dex), +10 Natural

Attacks: +14/+8/+2 Incorporeal Touch, 2d8+7 damage. bonus damage; if two or more attacks hit: 2d6+9

Damage: Slam 2d8+7 damage. Rend; if two or more attacks hit: 2d6+9

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

Special Attacks: 3 times a day: *Cone of Cold*; *Ice Storm*; *Displacement*; *Evard's Black Tentacles*; *Feeble Mind*; *Greater Shadow Evocation*; *Shades*; *Nightmare*; *Wall of Ice*

Special Qualities: Incorporeal; DR 30/+4; SR 30; Freezing Blood; 2d4 damage Reflex DC 15

Saves: Fort +1, Ref +1 Will 0

Abilities: Str 22, Dex 20, Con 18, Int 22, Wis 16, Cha 18

Skills: Concentration 10, Hide 10, Listen 15, Move Silently 25,

Search 10

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 13

Treasure: none

Alignment: Always Chaotic Evil

Advancement: Gargantuan 9-11 dice; Gargantuan 12-14 dice

The Terroreyne is the quintessential fiend; a skulking humanoid form composed of living darkness, with huge bat-wings to travel through the lower planes; in search of creatures to torment. Better still are those rare occasions when it finds a path to the material plane; that it might ravage mortal men. While the demon is quite capable of unleashing horrific damage with its spell-like abilities; it prefers to use nightmares and illusions to drive its prey into insane acts of self destruction. Few indeed can resist the madness and terror wrought by such a monstrosity.

The demon travels at night; its non-corporeal body gliding into homes of sleeping families, creating illusionary horrors and nightmare images to torment the unwary. It trusts in its virtual immunity to most conventional attacks as it challenges the puny humans to halt its depredations. Those that do manage to harm the fiend will find that the dark essence of absolute evil flows in its veins. Anyone inflicting damage in melee must succeed at a DC 15 reflex save or suffer 2d4 cold damage from the release of evil vapors. Once unleashed, a spree of terror and murder drench the lands in blood. But soon enough, those with power will surely marshal their forces against such a monstrous menace as the Terroreyne. All spells are cast as though by an 18th level sorcerer. (Suggested CR; 10-14)

Vermindlith

Medium Outsider (Chaos; Evil) : 4d8+10 (26 hp)

Initiative: +3

Speed: 120 ft. Fly

AC: 18 (+3 Dex), +5 Natural

Attacks: Fist +8/+2 melee

Damage: Slam 1d8+5

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

Special Attacks: : Poisonous Touch -DC 15 1d4 STR-2d4 STR: 3 times a day *Contagion*; *Emotion*; *Giant Vermin*; *Bestow Curse*

Special Qualities: Vermin Qualities; DR 5/+1; SR 15

Saves: Fort +1, Ref +1 Will 0

Abilities: Str 12, Dex 16, Con 20, Int 14 , Wis 18, Cha 18

Skills: **Concentration 10, Diplomacy 10, Hide 5, Move Silently 10,**

Open Locks 5, Perform 20, Search 10

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 6

Treasure: none

Alignment: Always Chaotic Evil

Advancement: Medium 5-7 dice; Medium 8-10 dice

The Vermindlith is a vile demon of sinister aspect. When loosed on the material plane; it travels in the form of a comely, young woman. Its true nature is similar in shape; also like that of a human female. But the flesh of the Vermindlith is a writhing; squirming mass of poisonous maggots and parasitic larvae; bound into the form of a shapely girl. The demon has black, vulture-like wings, through which the occasional maggot crawls, down towards the lengthy tapeworms that form the demon's hair.

The Vermindlith prefers isolated rural villages; especially those preparing for a festival of some kind. It arrives during the festival in human form; dancing and joking and drinking and carousing with the local men. When dancing closely with a mortal man, or otherwise intimately entwined, the demon takes the opportunity to use its *Contagion* ability. The demon can choose to delay the onset for up to a week; giving her paramour the chance to spread his affliction to others before symptoms appear. Festivals are best for this purpose; the demon has an excuse to indulge itself in all manner of sensual pleasures while wreaking havoc.

They can be captured however; because a Vermindlith always returns to the scene of its ravages. It returns to revel in the pestilential carnage wrought by its plague; to exult in the horror of the shattered joy of the people. When annoying adventurers show up to spoil its fun, the demon assumes its natural form; releases a few maggots from its feathery wings, and casts *Giant Vermin* to keep its enemies busy. If an enemy gets too close, they must contend with the poisonous bites of the vermin that compose the demon's body. All spells are cast as though the Vermindlith were a 13th level sorcerer. If the fight goes badly, the demon will not hesitate to fly away. They dislike true combat. (Suggested CR 5-7)