

## The Demon Construction Matrix

From the vile depths of the lower planes boil forth horrific monstrosities beyond the comprehension of mortal men. The Outer Planes are realms of emotion, instinct, desire made manifest, and while the oldest, most powerful strains of demons are well known, (hardly anyone fooled by a Succubus) the DM now has a tool to reflect the terrible diversity possible. In the Infernal realms of horror and madness, there is no limit to the forms that evil may take; and it is possible to use the evil essence of the plane to conjure horrors that did not otherwise exist; by calling, and binding the essence of evil, new forms of evil can be created, to ravage the material plane before the fiends are defeated and returned to the abyss from which their essence originated. Now, the DM has a powerful tool to spawn forth all the abominations he desires to oppose true heroes.

[1d12] [1d12]/ [1d8]/ [1d20] [1d20]/ [1d20]/ [1d12]/ [1d8] [1d6]/ [1d10] [1d10]  
[1d10]

Outsiders possess the following qualities:

- d8 hitdice.
- Base attack equal to total hitdice.
- All saves are Good.
- 8+ Int. Mod. Skill points per hitdice
- 60-foot Darkvision.
- No soul (can't be raised)
- Proficient with simple and martial weapons
- Proficient with any armor encountered with.
- Outsiders breathe, but do not eat or sleep.

A. Roll twice for anatomical influences:

Many demons possess multi-various forms mingling a variety of animal, human, and unearthly parts. The two forms rolled are grotesquely combined in the creature's body. The details of the mingling are left to the DM's imagination; there is no 'correct' form; the forms rolled below are influences on the demon's anatomy. Roll 1d12 twice.

- 1.) Humanoid; devilish- red skin/horns (Hooves: +10 base land speed, if desired.)
- 2.) Reptilian/Draconic; bat-like wings, 80 ft. Good flight
- 3.) Ophidian (serpentine-Constrict: d6/4 hitdice in damage, (Str. DC 10 + strength to escape)
- 4.) Protean (constantly shifting mass/ Ooze traits)
- 5.) Quadrupedal (4-legged, Pounce ability-Full attack on Charging)
- 6.) Insectoid/ Arachnid (+2 AC natural armor; +4 on spot checks)
- 7.) Humanoid; alluring (+4 Charisma)
- 8.) Avian; feathered wings, 120 ft. Perfect flight.
- 9.) Radial body; 5+ radiating segments; give 2 extra attacks; highest bonus.
- 10.) Humanoid; Corpulent (+4 against Bull-Rush, Overrun)
- 11.) Humanoid; emaciated (+2 Dexterity)
- 12.) Choose any anatomical influence desired.

B. Roll for Flesh type: 1d8

- 1.) Humanoid Flesh
- 2.) Scaled Flesh; (+2 AC natural armor)
- 3.) Bone-plated flesh (+4 AC natural armor)
- 4.) Furred Flesh (+1 natural armor)
- 5.) Tendril-covered flesh (10% miss chance)
- 6.) Slime-dripping Flesh (+4 to Escape Artist; +4 to resist grappling)
- 7.) Rocky flesh (+6 AC natural armor)
- 8.) Humanoid flesh

C. Roll for physical accessories: 1d20, DM may roll two if desired. (Ex)

- 1.) No accessory.
- 2.) 2-4 tentacles; at least one extra melee attack; highest melee bonus
- 3.) Projectile spines; 3/day Ranged attack, 2d6+con.mod. damage. 30ft.
- 4.) 6 arms; at least two extra melee attacks +1 CR ;highest melee bonus
- 5.) Multiple fanged mouths; at least two extra bite attacks, +1d8 damage +1 CR
- 6.) Segmented tail/Tail Stinger (Wyvern Poison). 2d4+2 attack at highest bonus.
- 7.) 1-3 Horns, or Saber-toothed fangs. +4 damage to melee (gore)
- 8.) Shadow claws; +1d6 cold damage on melee hit.
- 9.) Multiple heads. 1 Extra partial action per round.
- 10.) Adhesive flesh- DC 15+Con.Mod. Str. check, or all objects grappled if touched.
- 11.) Tongue attack; (Improved Grapple) 3d4 acid damage on grapple.
- 12.) Body covered with mass of human eyeballs of various sizes. (never flat-footed)
- 13.) Flesh contains wriggling worms/maggots (*Contagion* spell as touch attack.)
- 14.) Flesh coated with flames; +2d6 fire damage on any melee; +3d6 if grappled.
- 15.) Flesh is always electrified; +2d6 electricity damage; +3d6 if grappled.
- 16.) Body covered in fine layer of spines; all attacks as weapons of wounding.
- 17.) Flesh secretes spider-webs; *Web* spell as Touch attack. *Spider-Climb* at will.
- 18.) Pincers; +4 damage on melee attacks.
- 19.) Horrific Visage; Will DC 10+1/2 hitdice or stunned for 1 round. (once/24 hours.)
- 20.) No accessory

D. **Hitdice/ Size:** Outsiders gain d8 hitdice, their base-attack equals the total.

Roll 1d20: 1-2: Small. 3-12: Medium. 13-16: Large. 17-18 Huge. 19-20+ Gargantuan

**\*For every 4 hitdice, add +2 Natural armor bonus to AC\***

Melee damage according to size.

- 1.) 1d4+2 damage: - Small size
- 2.) 1d8+4 damage: - Medium size
- 3.) 2d4+6 damage: - Large size (Rending attack 2d6+9). +1 CR);
- 4.) 2d8+8 damage: - Huge or larger size (Rending attack 3d8+9. +2 CR)

**\*Category 3 and 4 demons always possess Plane Shift 1/day as the spell.\***

Resistances: the Outsiders' resistances correlate with the size/damage categories.

- 1.) 5/opposite alignment, magic or holy; SR:0 + One energy resistance: 10
- 2.) 10/opposite alignment, magic or holy; SR 15 + One energy resistance: 15 + One energy immunity
- 3.) 15/opposite alignment: SR 20, +1 CR + One energy resistance: 20 + Two energy immunities.
- 4.) 20/opposite alignment +Holy,: SR 30, +2 CR + Two energy resistances: 20 + Two energy immunities.

**Spell-like abilities:** Roll 1d12 for the actual number of abilities: Outsiders may use spells of a level correlating to the chart below: Lowest spell-level abilities can be used at will. Highest usable 1/day. All others 3/day.

**SPELL-LIKE ABILITIES:** (Sp)

1-2 hitdice: 1st level

3-4 hitdice: 2nd level

5-6 hitdice: 3rd level

7-8 hitdice: 4th level

9-10 hitdice: 5th level

10-11 hitdice: 6th level

12-13 hitdice: 7th level

14-15 hitdice: 8th level

16-17 hitdice: 9th level

18+ hitdice: 1 more use per day for all spells.

**\*Caster Levels: To determine caster level, take 1/2 hitdice, + charisma mod. + intelligence mod. round up.\***

**Ability Score modifiers:** The Outsider's ability scores should correlate with hitdice/damage categories:

1.) -1 to all scores

2.) +4 to three scores

3.) +6 to all scores

4.) +10 to all scores

**\*Summoning\*** Nearly all evil outsiders have the power to summon up more of their kind when they are endangered on planes not their own. The magnitude of this ability depends upon their hit-dice/Size classifications, each useable 1/day:

1.) Small- summon 1d4 hit-dice worth of demonic allies. 20% success

2.) Medium- summon 2d10 hit-dice worth of demonic allies. 30% success

3.) Large- summon 2d10 hit-dice worth of demonic allies. 50% success

4.) Huge+ - summon 4d10 hit-dice worth of demonic allies. 100% success

**F. Roll for Purpose:** Most Outsiders have a special mission, some cardinal sin or favored vice that their existence is dedicated towards; this influences spells and supernatural abilities. With each option are recommendations for spell-like abilities. 1d8 \* Demons may take Levels up to their Hitdice in Sorcerer class(+2CR)\*

1.) **Destruction:** Evocation spell-like abilities,

2.) **Pride:** Extra Summoning and Enchantment spell-like abilities

3.) **Gluttony:** Conjunction, Transmutation spell-like abilities

4.) **Lust:** Enchantment spell-like abilities

5.) **Envy:** Illusion, Conjunction spell-like abilities.

6.) **Vengeance:** Evocation, Abjuration spells.

7.) Select two sinful motivations.

8.) Purposeless demons cannot use summoning powers, but they are immune to *Magic Circle* effects.

If the Outsider has a Purpose; determine how it fulfills that purpose: (1d6)

1-2.) Punish a certain behavior in others?: (Gains bonus spell from Evocation domain)

3-4.) Entice a certain behavior in others?: (Alternate humanoid form; any race)

5-6.) Indulge in a certain behavior itself?: (Gains bonus Supernatural Power)

**Demon Feats:** Below are recommended, but by no means required feats for demons depending on their motivation.

**Destruction or Vengeance:** Ability Focus, Awesome Blow, Cleave, Combat Expertise, Combat Casting, Great Cleave, Improved Natural Attack, Power Attack, Maximize Spell, Multi-attack, Multi-Weapon Fighting, Weapon Focus, Weapon Finesse,

**Pride:** Ability Focus, Cleave, Deceitful, Iron Will, Cleave, Multi-attack, Weapon Finesse

**Gluttony or Envy:** Alertness, Ability Focus, Deceitful, Improved Initiative, Combat Casting, Combat Reflexes, Dodge, Mobility, Precise Shot, Rapid Shot, Shot on the Run, Track, Cleave, Toughness

**Lust:** Ability Focus, Alertness, Deceitful, Persuasive, Dodge, Mobility, Negotiator, Precise Shot, Weapon Finesse

**Demon Skills:** Here are suggested; (but not compulsory) skill choices common to many outsiders:

*Balance, Bluff, Climb, Concentration, Craft (any one), Diplomacy, Escape Artist, Gather Information, Hide, Intuit Direction, Knowledge Arcana, Knowledge Religion, Knowledge History, Listen, Move Silently, Perform, Search, Sense Motive, Sleight of Hand, Spot, Profession (any one), Spellcraft, Use Magic Device*

H. Roll for special powers: (Su) (Outsider's Purpose influences range of supernatural abilities) These powers are suggested abilities appropriate for demons of a particular motivation. A DM can borrow at will.

\* Caster levels equal to Hitdice + Charisma modifiers\*

**Abbreviations: SP= spell-like ability; HD= hitdice; WS= Will save; FS= Fortitude save; RF= reflex save; X= multiplied by; TCH= Touch attack; SD = slashing damage, BD = Bludgeoning damage, PD = Piercing damage FRA = Full-Round Action; THP= Temporary Hitpoint**

### **Destruction powers: 1d10 Choose 3**

\*All Destruction demons gain one Evocation spell at their highest level cast at will\*

- 1.) Magical Weapon, roll 1d6 to determine effective magic bonus.
- 2.) Breath Weapon: d6 per 2 HD; DC 10+1/2 HD. for half 30 ft. cone
- 3.) Greater Breath Weapon: as above, d10 per 2 HD. (+1 CR) 60 ft. cone
- 4.) Rust metal; TCH, armor allowed DC 10+1/2 HD FS or destroyed. (+1CR)
- 5.) Death Gaze attack: DC 10+1/2 HD, 30 feet, or death (+2CR)
- 6.) Aura of Despair: DC 10+1/2 HD, 20 feet. as *Crushing Despair*
- 7.) 1d4 Evocation SP of lowest level cast as 40 ft. Ray (at will) +1CR
- 8.) Ruination: as FRA, 100 ft. radius sonic blast, d12 X HD damage. 1/day +2CR
- 9.) *True Seeing*; always active, SP.
- 10.) Improved Grapple; as feat.

\* All DC's to resist direct damage are 10 + 1/2 hitdice reflex for half\*

\*Use breath weapons every 1d4 rounds\*

**Abbreviations: SP= spell-like ability; HD= hitdice; WS= Will save; FS= Fortitude save; RF= reflex save; X= multiplied by; TCH= Touch attack; SD = slashing damage, BD = Bludgeoning damage, PD = Piercing damage FRA = Full-Round Action; THP= Temporary Hitpoint**

### **Pride powers: 1d10 Choose 3**

\*All Pride demons can summon at least 2d10 hitdice of allies in battle 2/day\*

- 1.) Domination Gaze; WS DC 20 + Cha. Mod., 40 feet. +1 CR
- 2.) Paralyzing Gaze; WS DC 10 + Cha. Mod., 40 feet.
- 3.) 1d4 Permanent Charisma drain TCH : FS DC 10 + Con. Mod.
- 4.) Possessed; TCH, FS or under *Geas/Quest* effect. (+2CR)
- 5.) Create Spawn: slain enemy becomes outsider up to 1/2 demon's HD.
- 6.) Fear aura: DC 10+1/2 hitdice, 30 feet, otherwise as *Fear* spell.
- 7.) Enthralling aura: As *Enthrall* spell; always active. (+1 CR)
- 8.) Polymorph Other; TCH, 3/day
- 9.) *True Seeing*; always active, SP.
- 10.) Improved Grapple; as feat.

**Abbreviations: SP= spell-like ability; HD= hitdice; WS= Will save; FS= Fortitude save; RF= reflex save; X= multiplied by; TCH= Touch attack; SD = slashing damage, BD = Bludgeoning damage, PD = Piercing damage FRA = Full-Round Action; THP= Temporary Hitpoint**

### **Gluttony powers: chose 3 roll 1d10**

\*All Gluttony demons immediately become 1 size category larger, can swallow prey 1 category smaller, can devour any number\*

- 1.) Swallow Whole-TCH, d4 x HD bludgeoning, 8 acid damage. AC 20, 20HP; cut free.
- 2.) Immune BD (+1 CR)
- 3.) Absorb energy- 1 energy type grants THP instead of damage (+1CR)
- 4.) Ability score drain, Constitution 1d4 touch attack, temporary
- 5.) Ability score drain, Constitution 1d4 touch attack, permanent (+1CR)
- 6.) Nauseating breath: as *Stinking Cloud*, 30 ft. cone every 1d4 rounds.
- 7.) Eternal Hunger; Disgorge 2d10 HD of Skeletons as Move-equivalent. 1/day (+1 CR)
- 8.) Devour soul; d4 X hitdice bite attack, Highest Base attack; damage becomes THP.
- 9.) *True Seeing*; always active, SP.
- 10.) Improved Grapple; as feat.

**Abbreviations: SP= spell-like ability; HD= hitdice; WS= Will save; FS= Fortitude save; RF= reflex save; X= multiplied by; TCH= Touch attack; SD = slashing damage, BD = Bludgeoning damage, PD = Piercing damage FRA = Full-Round Action; THP= Temporary Hitpoint**

### **Lust Powers: Choose 3, roll 1d10**

\*Lust demons may cast Charm Person at will\*

\*Save DC's 10+1/2 hitdice\*

- 1.) Dream Lover; Sleeping target makes WS; or lose 1d4 con/night; 30 ft. (temporary drain) demon gets 1d4 THP.
- 2.) Pheromones; Breath weapon; 30 ft cone; WS or subject to *Mind Fog* spell.
- 3.) Attach; Improved grapple by TCH; +4 on all grapple checks.
- 4.) Energy drain; 1 level + *Suggestion* for subject to be drained again.
- 5.) Fecund; 2d4 HD of half-fiends spawned 1/week. 1/2 demon's HD at anytime. (+1 CR)
- 6.) Maddening Beauty; Demon assumes attractive form, Gaze attack; 30 ft. WS or 2d4 temp. wisdom drain.
- 7.) Pregnant summoning; 2d10 HD of demons summoned; rip through touched victim's body (# HD = Con. damage) FS to resist. Permanent Con. damage. (+2 CR)
- 8.) Demon mother; *Imprisonment* SP, as FRA, TCH, FS resist. Share victim's HP. (+1CR)
- 9.) *True Seeing*; always active, SP.
- 10.) Improved Grapple; as feat.

**Abbreviations: SP= spell-like ability; HD= hitdice; WS= Will save; FS= Fortitude save; RF= reflex save; X= multiplied by; TCH= Touch attack; SD = slashing damage, BD = Bludgeoning damage, PD = Piercing damage FRA = Full-Round Action; THP= Temporary Hitpoint**

### **Envy Powers: Choose 3, roll 1d8**

Envy demons can perform a Sneak Attack; as Rogue +1d6/ 3 hitdice

\*WS = DC 10+1/2 HD\*

- 1.) Natural Invisibility; as Improved Invisibility; at will (+1 CR)
- 2.) Insanity Touch; TCH, WS or *Insane* as the spell. (+1 CR)
- 3.) *Cloud Kill Form*; as Gaseous Form, produces *Cloudkill* spell at will (+1CR)
- 4.) Ability score drain; 1d4 temporary Wisdom, TCH
- 5.) *Suggestion* SP; as Gaze attack; 60 foot range.
- 6.) Polymorph Self; at will
- 7.) Magic thief; Any spell that fails demon's SR demon may cast at same level.
- 8.) Glamour; as *Permanent Image*, TCH on any object or person.
- 9.) *True Seeing*; always active, SP.
- 10.) Improved Grapple; as feat.

**Abbreviations: SP= spell-like ability; HD= hitdice; WS= Will save; FS= Fortitude save; RF= reflex save; X= multiplied by; TCH= Touch attack; SD = slashing damage, BD = Bludgeoning damage, PD = Piercing damage FRA = Full-Round Action; THP= Temporary Hitpoint**

### **Vengeance Powers: Choose 3, roll 1d10**

Vengeance demons can enter a Rage as Barbarian; hitdice = class level

\*all saves = DC 10+1/2 HD\*

- 1.) Death Throes; d12 X HD fire damage if demon at 0 HP. 100 ft. radius. RF half
- 2.) Barbed Flesh; RS when demon is attacked in melee, or 1d6+ Con. Mod. SD.
- 3.) Mind Trap; if demon targeted by any compulsion of any type, WS or caster suffers 2 negative levels.
- 4.) Infernal Wounds; damage to enemies won't heal without *Remove Curse*. (+1CR)
- 5.) Explosive Runes; SP, at will as FRA. (+1 CR)
- 6.) *Unholy Smite* SP, 3/day.
- 7.) Scream of Rage; WS or targets in 100 ft. radius enter *Rage* SP against one target.
- 8.) Taint: TCH; FS or victim implanted with spores allowing demon to use any SP on victim. at any distance. *Remove Disease* cures. (+2 CR)
- 9.) *True Seeing*; always active, SP.
- 10.) Improved Grapple; as feat.

### **Examples:**

#### **HELLRING BRIDE (JIANNE)**

---

**Medium Outsider (Lawful, Evil)**

**Hit Dice:** 11d8+22 (66 hp)

**Initiative:** +5

**Speed:** 30 ft.

**Armor Class:** 21 (+5 Dex, +6 natural), touch 15, flat-footed 14

**Base Attack/Grapple:** +11/+17

**Attack:** +13 claw (1d8+6)

**Full Attack:** +13/+13/+13/+7; 4 claw attacks (1d8+6)/ 19-20 X2

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Demon Mother\*, Pheromones\*, Web\*, Spell-like abilities,

**Special Qualities:** Alternate Form, Damage Reduction, 15/Holy or Chaotic, Magic SR 15, \*Fecund\*

**Saves:** Fort +8, Ref +11, Will +6

**Abilities:** Str 14, Dex 20, Con 14, Int 12, Wis 10, Cha 20

**Skills:** Bluff+21, Craft; Weaver: +15, Escape Artist +19, Diplomacy +21, Forgery +8, Perform +10, Sense Motive +10, Sleight of Hand +8, Spot+2\*

**Feats:** Persuasive, Deceitful, Ability Focus, Dodge

**Environment:** Urban

**Organization:** Couple with brood, 1 individual, 3-6 Half-fiends

**Challenge Rating:** 13

**Treasure:** Standard

**Alignment:** Always Lawful Evil

**Advancement:** 12-16 hitdice (medium)

**Level Adjustment:** \_

*The house is in ruins, as if from a terrible struggle. Amidst the blood-soaked ruin of the man's body crouches a mockery of beauty. The creature has the face and form of a young, attractive woman, yet with 6 arms, ending in claws that seem like nothing so much as a spider's fangs. Rather than clothing, the cackling, beautiful fiend is clad*

*in gauzy veils composed of stringy spider-webs. The woman-demon thing creeps closer, secreting webs, licking her lips in evil hunger.*

The most desperate, the most depraved consider them. The outcasts, the reviled, will summon them. Those who, for whatever reason cannot find the companionship they hunger for, can turn to the Lower Planes for solace. Many folk, of otherwise goodly intent, may be lured into the use of the summoning ritual to replace a lost, cherished lover. These devils are also popular with diabolical wizards, and rapacious warlords that summon these creatures to provide a trustworthy companion that does not mind unnatural sorcery, or blood-thirsty conquest. The devil is attractive, but clearly monstrous in appearance; until it enters into a perverse marriage-pact with an evil or desperate mortal.

At that point, the mortal signs away his soul with an Infernal contract the devil carries; but the ritual requires two rings, each worth no less than 50 gold. When the pitiful mortal slips the ring on his own finger, and the clawed digits of the infernal creature, the six-armed she-devil clad in spider-webs transforms into his ideal partner; even able to emulate the appearance of a woman from the mortal's memory.

The Jianne exists to exploit mortal lusts, and willingly dwells on the material plane as the wife of the summoner. This is to grant the devil an opportunity to proliferate the material world with its devilish spawn. The Contract requires the devil to fulfill all domestic duties, and prevents the husband from harming her, or her 'children'. The devil possesses an impossible productivity, using her husband to conceive half-fiend cambions that mature at an unholy rate. While she lives to poison the mortal world with her horrid young, the mortal husband knows that he will not be harmed: so long as he honors the Contract.

But the mortal can never forget the obscene nature of the hellish being he has joined with; despite her friendly, helpful demeanor. Spider-webs will mysteriously appear throughout the house, and at night there will be flashes of red, infernal eyes.

## Combat

The devil never harms her husband, so long as he honors the Contract, but she violently loathes adventurers, and are prone to murder those that oppose her 'family'. The Contract stipulates that once a month, the devil will be free to leave the home and hunt. Her prey of choice is mortal flesh. The Jianne is an expert singer and dancer, and when outside the home she uses her talents to lure mortal men in range for her pheromone breath, rendering her prey helpless dupes. Other men that fall into her power are swiftly, violently devoured; and the Jianne often keeps up an alternate, web-filled lair, where her conquests are strewn like captured moths.

Should the husband commit adultery, or try to harm his infernal wife or the cambion children they create, his soul is forfeit, and becomes the plaything of the Jianne.

**Fecund:** (Su) Once married, a Jianne and her mortal husband can produce 3d4 hitdice of half-fiend offspring every week, if the devil wishes it. These spawn mature at an obscene, impossible rate; filled with the evil of the Lower Planes. The ravages committed by these illicit spawn are the purpose for which the devil submits to being the wife of a mortal. At any time, there will be at least 6 hit-dice worth of half-fiends ready to defend their hellish mother.

**Pheromones:** (Su) This is a breath weapon in a 30-foot cone; DC 20 will save or suffer the effects of a *Mind Fog* spell as if cast by a 16th level sorcerer. The gas is invisible, so evasion class features are of no use.

**Devil Mother:** (Su) As a full-round touch attack, or simply by luring a mortal into some act of passion, the Jianne can consume his mass and contain a medium or smaller creature inside her body by the *Imprisonment* spell. Once inside, it is extremely difficult to save the victim, for the Jianne can share and draw upon the mortal's hit-points at will. DC 16 fortitude save is required to resist the capture. Attacking the fiend when using this power is complicated; for she will look like nothing more than a pregnant woman; surely angering any bystanders. She may only hold one captive at a time.

**Web:** (ex) As a touch attack, the Jianne can secrete enough webbing onto a target to duplicate the *Web* spell, as if cast by a 16th level sorcerer.

**Spell-like abilities:** *at will/ Crushing Despair, (DC19) Detect Thoughts, Hold Person, (DC17) Spider Climb. 3/day: Charm Person, (DC16) 1/day Mass Suggestion*  
**Caster level; 12th.**

### **Generic Demon**

Small Outsider

Hit Dice: 2d6 (6 hp)

Initiative: +0

Speed: 20 ft.

AC: 10, touch 10, flat-footed 10

Attacks: Bite +2 melee

Damage: Bite 1d4+2

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

Special Attacks: according to motivation

Special Qualities: Demon qualities

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

Skills: *Bluff, +5 Climb, +5 Concentration, +5 Escape Artist, +5 Gather Information+2, Hide+5, Knowledge Arcana+5, Spot+4\**

Feats: Alertness

Climate/Terrain: Lower Planes

Organization: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium-Size); 7-10 (Medium-size)