

# Demon Generator

A system neutral resource



By Dawnfist Games

# GENERATE HORRIFIC DEMONS WITH EASE

Demons embody chaos, taking countless forms and hungering for the souls of the living. They are a staple of any true fantasy world.

Our demon generator lets you create unique and terrifying demons effortlessly. With just a few rolls, you can summon one from over 240 million possible combinations!

These tables are system-agnostic, ready to enhance any game. But if you're looking for a simple, easy-to-teach, and easy-to-run system, check out [Adventurous](#).

**Ready to unleash a demon?**

## HEAD & BODY

Roll 1D6 for each column.

◆	D6	HEAD	BODY	◆
	1	Draconic, jagged horns	Immolated	
	2	Vulture beak, cruel eyes	Obsidian scales	
	3	Hollow eyes, horned skull	Pulsating tumors	
	4	Eyeless, writhing tendrils	Spiked carapace	
	5	Bat-like, serrated fangs	Pristine white feathers	
	6	Triple eyes, eternal glare	Rubbery hide	

## LIMBS & WINGS/TAIL

Roll 1D6 for each column.

◆	D6	LIMBS	WINGS / TAIL	◆
	1	Chitinous pincers	Wings of black smoke	
	2	Tentacles with barbed suckers	Spined tail with sharp stinger	
	3	Elongated arms with razor claws	Skeletal wings	
	4	Hoofed hind legs	Serpentine tail	
	5	Four massive, scaled legs	Insectoid wings	
	6	Four arms with massive fists	Reptile-like tail	

# POWER

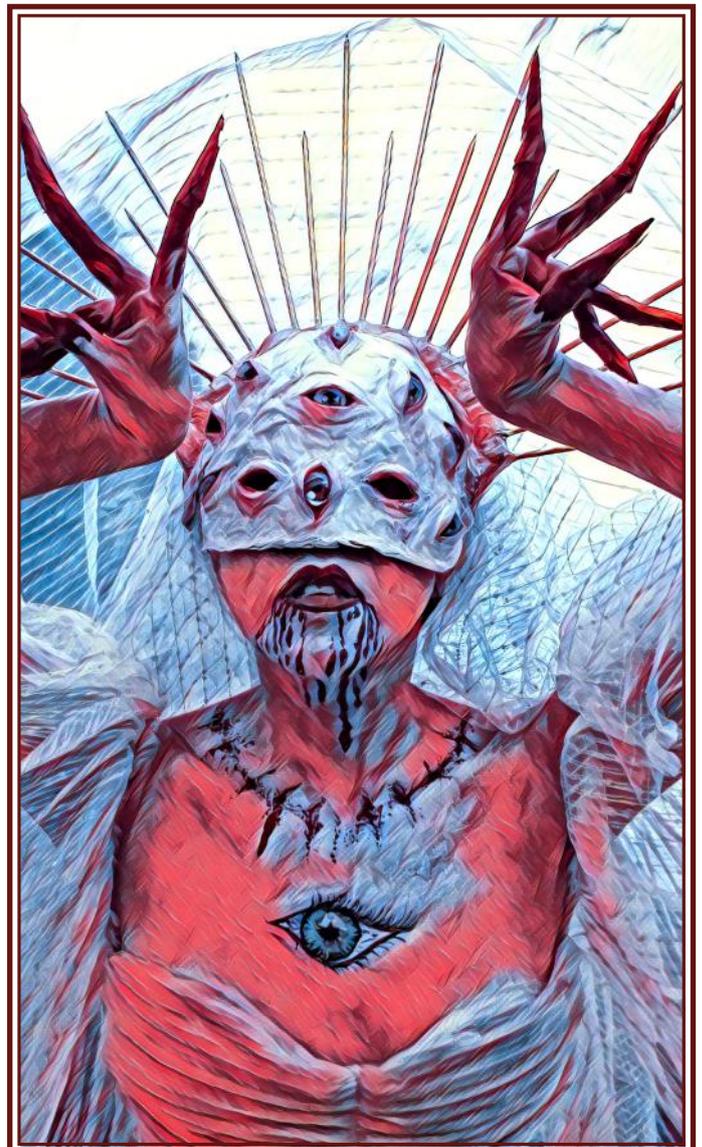
Roll D66, meaning 2D6 where one die represents the tens digit and the other the ones digit.

◆ D66	DEMONIC POWER	D66	DEMONIC POWER	◆
11-13	Bleeds acid	41-43	Terrifies even the bravest with piercing howl	
14-16	Spews fire	44-46	Absorbs life from damaged foes	
21-23	Controls minds	51-53	Exudes a poisonous vapor	
24-26	Becomes invisible in darkness	54-56	Paralyses with ethereal gaze	
31-33	Shoots lightning with eyes	61-63	Shakes the ground with powerful stomp	
34-36	Spits thick and sticky venom	64-66	Resists fire completely	

# WEAKNESS

Roll D66, see above for explanation.

◆ D66	WEAKNESS	◆
11-13	Sunlight	
14-16	Moonlight	
21-23	Flattery	
24-26	Gold	
31-33	Laughter	
34-36	Mirrors	
41-43	Silver	
44-46	Salt	
51-53	Salt water	
54-56	Roses	
61-63	Oak wood	
64-66	Frost	



# NAME

Last but not least, all great demons need a fitting name. Roll D66 twice on the table below, once for Prime Name and one for Moniker. When rolling D66 one die represents the tens digit and the other the ones digit.

**Example**, rolling a 52 and then a 13 would name the Demon: Altrax the Devourer.

◆ D66	PRIME NAME	MONIKER	D66	PRIME NAME	MONIKER ◆
11	Tzarkun	The Soulrender	41	Xylaroth	Harbinger of Dread
12	Malakar	The Eternal Maw	42	Vyrkoth	Voice of Ruin
13	Zylaran	The Devourer	43	Kaldrith	Warden of Oblivion
14	Ul'vokar	The Shadow Tyrant	44	Nyxara	Bringer of the Abyss
15	Gor'vhal	The Night Scourge	45	Azkathor	The Cursed Flame
16	Lilithara	The Black Reaper	46	Valkriss	The Harvester
21	Balphegor	Weaver of Torment	51	Vorlath	The Unmaker
22	Eryndra	The Veilbreaker	52	Altrax	The Plague Sovereign
23	Vormak	Flesh Carver	53	Azalith	The Death Herald
24	Rathulos	The Void Emissary	54	Zar'gul	The Blight King
25	Xylara	Keeper of Shadows	55	Kyraxon	The Chaos Shepherd
26	Seraphyx	Ravager of Hope	56	Mal'korath	Eater of Worlds
31	Ghoram	The Infernal Archon	61	Belshar	Bringer of Despair
32	Sarkonis	The Shattered King	62	Vorganna	The Wrathbringer
33	Mordac	The Ruinbearer	63	Dravenak	Architect of Pain
34	Morveth	The Sinbound	64	Ravatha	The Relentless Maw
35	Vexarus	The Corruptor	65	Tharnox	The Abyssal Sovereign
36	Narvath	The Voidbound Reaper	66	Krag'thal	The Nightmare Herald

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# THANK YOU!

Thank you for downloading this supplement, I hope you will enjoy it with your friends and that it will create many fond memories and epic stories.

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