

ERYLIUM

CREATURE 4

CE

TINY

FIEND

DEMON

Perception +11; darkvision

Languages Abyssal, Common; Thassilonian, telepathy (touch)

Skills Acrobatics +12, Arcana +8, Deception +10, Intimidation +8, Religion +8, Stealth +10

Str -1, **Dex** +5, **Con** +2, **Int** +3, **Wis** +2, **Cha** +2

Abyssal Knowledge When Erylium offers Aid for an Arcana or Religion check, it gets the critical success result on any success and gets the critical failure result on any failure.

Items +1 returning dagger

AC 21; **Fort** +8, **Ref** +14, **Will** +11; +1 status bonus to all saves vs. magic

HP 63; **Weaknesses** cold iron 7, good 7

Virtue Aversion Erylium's has a link to a mortal soul that gave her birth, but this presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of Erylium's creator (such as a beloved daughter's doll) as an Interact action to automatically deal Erylium 2d6 mental damage.

Speed 15 feet, fly 35 feet

Melee ♦ dagger +15 (agile, finesse, magical, versatile S), **Damage** 2d4+4 piercing

Melee ♦ claw +14 (agile, evil, finesse, magical, poison), **Damage** 2d6-1 slashing plus 1d4 evil and Quasit Venom

Ranged ♦ dagger +15 (agile finesse, magical, thrown 10 ft., versatile S), **Damage** 2d4+4

Divine Innate Spells DC 21 ; **4th** *read omens*; **2nd** *detect alignment* (at will; good only), *invisibility* (at will, self only); **1st** *fear*; **cantrips (2nd)** *detect magic*

Occult Spontaneous Spells DC 21 , attack +13; **2nd** *phantom pain*, *hideous laughter*; **1st** *phantom pain*, *color spray*; **cantrips (2nd)** *shield*, *telekinetic projectile*

Abyssal Healing ♦ (concentrate, divine, healing, necromancy); **Frequency** once per round; **Effect** Erylium restores 2d6+2 HP to itself.

Change Shape ♦ (concentrate, divine, polymorph, transmutation)

- **Bat** echolocation 40 feet; Speed 15 feet, fly Speed 30 feet; **Melee** fangs +14, **Damage** 2d4+4 piercing; **Melee** wing +14 (agile), **Damage** 2d4+4 bludgeoning

- **Centipede** Speed 10 feet, climb 10 feet; **Melee** mandibles +14 (poison), **Damage** 1 piercing plus 2d4 poison

- **Toad** scent (imprecise) 30 feet; Speed 5 feet; **Melee** jaws +14, **Damage** 1d4 bludgeoning

- **Wolf** size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; **Melee** jaws +14, **Damage** 2d6+5 piercing plus Knockdown

Quasit Venom (poison); **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison (1 round); **Stage 2** As stage 1; **Stage 3** 2d6 poison and slowed 1 (1 round)