

CE

TINY

FIEND

DEMON

**Perception** +11; darkvision**Languages** Abyssal, Thassilonian, Telepathy (touch)**Skills** Acrobatics +8, Arcana +8, Deception +12, Diplomacy +10, Intimidation +9, Religion +9, Stealth +12**Str** +0, **Dex** +5, **Con** +1, **Int** +2, **Wis** +2, **Cha** +2**Abyssal Knowledge** When a quasit 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.**Virtue Aversion** The quasit's link to a mortal soul gave it birth, but it presents a vulnerability. Once per round, a creature can present an object related to something virtuous or good in the life of the quasit's creator (such as a beloved daughter's doll) as an Interact action to automatically deal the quasit 2d6 mental damage.**AC** 22; **Fort** +8, **Ref** +14, **Will** +11; +1 status bonus to all saves vs. magic**HP** 75; **Weaknesses** cold iron 7, good 7**Speed** 15 feet, fly 35 feet**Melee** ♦ claw +14 (agile, evil, finesse, magical, poison), **Damage** 2d6+1 slashing plus 1d4 evil and Quasit Venom**Melee** ♦ +1 returning dagger +15, **Damage** 2d4+4 piercing**Ranged** ♦ +1 returning dagger +15, **Damage** 2d4+4 piercing**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 Spells** DC +18, **2nd** *paranoia*, *feast of ashes*; **1st** *command*, *agitation*; **Cantrips (2nd)** *dancing lights*, *daze***Abyssal Healing** ♦ (concentrate, divine, healing, necromancy); **Frequency** once per round; **Effect** The quasit 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 1d4-1 piercing; Melee wing +14(agile), Damage 1d4-1 bludgeoning**Centipede** Speed 10 feet, climb 10 feet; Melee mandibles +14 (poison), Damage 1 piercing plus 1d4 poison**Toad** scent (imprecise) 30 feet; Speed 5 feet; Melee jaws +14 Damage 1 bludgeoning**Wolf** size Medium; scent (imprecise) 30 feet; Speed 40 feet, climb 10 feet; Melee jaws +14, Damage 2d6+3 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)