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MEDIUM

FIEND

DEMON

**Perception** +11; Darkvision

**Languages** Abyssal, Thassilonian, Telepathy(Touch)

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

**Str** -1, **Dex** +4, **Con** +0, **Int** +4, **Wis** +2, **Cha** +3

**AC** 20; **Fort** +8, **Ref** +11, **Will** +14

**HP** 54

**Speed** 15 feet, fly 35 feet

**Melee** ♦ claw +9 (agil, evil, finesse,magical), **Damage** 1d6+2 slashing plus 1d4 evil and quasit venom

**Ranged** ♦ +1 returning dagger +10 (versatile P, range increment 10ft, agile, magical, evil), **Damage** 1d4+2 slashing+1d4 evil

**Arcane Spells** DC 21, attack +13; **2nd** *Summon Animal, Hideous Laughter, Soothe*; **1st** *Command, Ray of Enfeeblement, Fear*(×2); **Cantrips (2nd)** *Daze, Read Aura, Telekinetic Projectile*

**Divine Innate Spells** DC 23, attack +15; **4th** *Read Omens*; **2nd** *Detect Alignment*(at will; good only), *Invisibility* (at will;self only); **1st** *Fear*; **Cantrips (2nd)** *Detect Magic*

**Frightening Witch** ♦ (Auditory, Sonic) Erylium cackles wildly, cementing the fear that takes hold in her enemy's hearts. All fear effects created by Erylium can't be reduced naturally until the start of her next turn. She can use this ability as a free action on any turn she casts a fear spell.

**Abyssal Healing** ♦ (concentrate, divine, healing, necromancy); **Frequency** once per round; **Effect** Erylium restores 2d6 hit points to herself.

**Quasit Venom** (poison) DC 20 Fortitude **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison(1 round); **Stage 2** As stage 1; **Stage 3** 1d6 poison and Slowed 1 (1 round)