

CE	TINY	FIEND	DEMON
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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.

Fly ♦ You move through the air up to your fly Speed. Moving upward (straight up or diagonally) uses the rules for moving through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you Fly to the ground, you don't take falling damage. You can use an action to Fly 0 feet to hover in place. If you're airborne at the end of your turn and didn't use a Fly action this round, you fall.

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, attack +10; **2nd** *phantom pain*(heightened), *hideous laughter*; **1st** *phantom pain*, *color spray*; **Cantrips (2nd)** *shield*, *telekinetic projectile*

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)