

Erylium

Female Demon, Quasit Witch 3 (Demon, Quasit +3) -

CL6 - CR 4

Chaotic Evil Outsider (Chaotic, Demon, Evil, Extraplanar)

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	15	+2	
WIS WISDOM	10	0	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
REFLEX (DEXTERITY)	+8	=	+4	+4			
WILL (WISDOM)	+6	=	+6				

Damage Reduction (5/cold iron or good)	Damage Resistance, Fire (10)
Damage Resistance, Acid (10)	Immunity to Electricity
Damage Resistance, Cold (10)	Immunity to Poison

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=		+4	+2	+2		+1	

Touch AC 17	Flat-Footed AC 14
	BAB Strength Size Misc

CM Bonus +6	=	+4	-1	-2	-
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CM Defense	16	=	10	BAB	Strength	Dexterity	Size
				+4	-1	+4	-2

Base Attack	+4	HP	35
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Initiative	+4	Damage / Current HP
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Speed	20 ft
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+1 Returning Cold Iron Dagger

Main hand: **+11, 1d2** Crit: 19-20/x2

Ranged: **+11, 1d2** Rng: 10'
Light, P/S

Bite (Demon, Quasit)

Main hand: **+10, 1d4-1** Crit: x2
Light, B/P/S

Claw x2 (Demon, Quasit)

Main hand: **+10, 1d3-1** Crit: x2
Light, B/S

Unarmed strike

Main hand: **+10, 1-1** Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Speed less than 30' : -4 jump				
Appraise	+2	INT (2)	-	
Bluff	+10	CHA (1)	6	
Climb	-1	STR (-1)	-	
Diplomacy	+1	CHA (1)	-	
Disable Device	-	DEX (4)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+16	DEX (4)	-	
Handle Animal	-	CHA (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	+10	CHA (1)	6	
Knowledge (arcana)	+8	INT (2)	3	
Knowledge (planes)	+8	INT (2)	3	
Linguistics	-	INT (2)	-	
Perception	+9	WIS (0)	6	
Ride	+4	DEX (4)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	-	DEX (4)	-	
Spellcraft	+11	INT (2)	6	
Stealth	+21	DEX (4)	6	
Survival	+0	WIS (0)	-	
Swim	-1	STR (-1)	-	
Use Magic Device	-	CHA (1)	-	

Feats

Combat Casting

Feats

Dodge
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All
Weapon Finesse

Gear

**Total Weight Carried: 0.1/40lbs, Light Load
(Light: 13lbs, Medium: 26.5lbs, Heavy: 40lbs)**

+1 Returning Cold Iron Dagger 0.1 lbs
Black silk gown (worth 25 gp) -
Obsidian unholy symbol of Lamashtu (worth 10 gp) -
Tiara (worth 50 gp) -

Special Abilities

Alternate Form (Su)
Arcane Familiar Nearby
Darkvision (60 feet)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Fast Healing 2 (Ex)
Flight (50 feet, Perfect)
Poison (DC 12) (Ex)
Share Spells with Familiar
Slumber (3 rds) (DC 13) (Su)
Telepathy (Touch) (Su)
Tongues (Comprehend Languages) (3 minutes/day) (Su)

Spell-Like Abilities

Cause Fear 30 ft radius (1/day) (Sp) ☐
Commune (1/week) (Sp) ☐
Detect Good (At will) (Sp)
Detect Magic (At will) (Sp)
Invisibility (At will) (Sp)

Tracked Resources

+1 Returning Cold Iron Dagger ☐
Tongues (Comprehend Languages) (3 minutes/day) (Su) ☐☐☐

Languages

Abyssal Thassilonian

Spells & Powers

Witch Spell DC: 12 + spell level

CL: 3 (vs. SR: +3, Concentration: +5)
Melee Touch +10 Ranged Touch +10
Maximum Witch spells per day: **4/***x0; **3**x1; **2**x2
Witch 0: Touch of Fatigue (DC 12), Bleed (DC 12), Daze (DC 12), Dancing Lights
Witch 1: Ray of Enfeeblement (DC 13), Command (DC 13), Summon Monster I
Witch 2: Hold Person (DC 14), Summon Monster II

Experience & Wealth

Current Cash: **85 GP of Valuables**

Companions

Orm (Arcane Familiar), Male No Race - CR 1/2

STR **10** (0), DEX **10** (0), CON **10** (0), INT **15** (+2), WIS **10** (0), CHA **10** (0); Fortitude **+2**, Reflex **+4**, Will **+6**

HP: 17/17; Init: +0; Speed: 30 feet
Attack Bonus: +4; Armor Class: 12 / 10 Tch / 12 Fl

Bluff **+6**, Intimidate **+6**, Perception **+6**, Spellcraft **+8**, Stealth **+6**

Unarmed strike **Melee +4, 1d3, x2**

Special: Flight (40 feet, Average), Improved Evasion (Ex)

Background

Although the Catacombs of Wrath are now open and Erylium is free to leave, her thousands of years spent as the catacombs' queen have left her with a bit of agoraphobia and the senseless worry that if she leaves her catacombs, someone could move in and steal her crown. As a result, she still spends nearly all of her time here.

When the PCs enter the room, the quasit flies into a rage. She shrieks, accuses the PCs of "daring to intrude upon the Mother's sanctum," and slashes her own wrist with her dagger, allowing some of her blood to drip into the minor runewell and form a sinspawn. As she does, the minor runewell's glow diminishes noticeably. A DC 20 Sense Motive allows a character to note the sudden look of worry that Erylium gets when she sees this. She does not create any more sinspawn after the first one.

Erylium – Abilities & Gear

Combat Casting You are adept at spellcasting when threatened or distracted. Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	Feat	Fast Healing 2 (Ex) A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.	Unknown
Dodge Your training and reflexes allow you to react swiftly to avoid an opponents' attacks. Prerequisite: Dex 13. Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	Feat	Flight (50 feet, Perfect) A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an <i>antimagic field</i> ; the creature loses its ability to fly for as long as the antimagic effect persists.	Unknown
Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls. Special: Natural weapons are considered light weapons.	Feat	Immunity to Electricity You are immune to electricity damage.	Unknown
Alternate Form (Su) You can assume the form of a bat, monstrous centipede, toad or wolf as a standard action. This is similar to a Polymorph (CL 12) except that you don't regain HP for changing forms, and you can only assume one or two forms no larger than Medium. You gain the natural weapons and extraordinary special abilities of your new form.	Racial Ability	Immunity to Poison You are immune to poison.	Unknown
Cause Fear 30 ft radius (1/day) (Sp) As the spell. Caster level 6th, DC 11. Once per day.	Racial Ability (Demon, Quasit)	Invisibility (At will) (Sp) As the spell, self only. Caster level 6th	Racial Ability (Demon, Quasit)
Commune (1/week) (Sp) As the spell, but only ask 6 questions once per week. Caster level 12th.	Racial Ability (Demon, Quasit)	Poison (DC 12) (Ex) Poison—Injury; <i>save</i> Fort DC 12; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Dex; <i>cure</i> 2 consecutive saves.	Racial Ability (Demon, Quasit)
Damage Reduction (5/cold iron or good) You have Damage Reduction against all except Good or Cold Iron attacks.	Unknown	Telepathy (Touch) (Su) The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.	Unknown
Damage Resistance, Acid (10) You have the specified Damage Resistance against Acid attacks.	Unknown	Arcane Familiar Nearby If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat. If you are within 1 mile of your familiar, you may gain other benefits.	Class Ability (Witch)
Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.	Unknown	Deliver Touch Spells Through Familiar (Su) If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.	Class Ability (Witch)
Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.	Unknown	Empathic Link with Familiar (Su) The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic link, the master has the same connection to an item or place that his familiar does.	Class Ability (Witch)
Darkvision (60 feet) You can see in the dark (black and white vision only).	Racial Ability, Senses (Outside)	Share Spells with Familiar The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).	Class Ability (Witch)
Detect Good (At will) (Sp) As the spell. Caster level 6th	Racial Ability (Demon, Quasit)		
Detect Magic (At will) (Sp) As the spell. Caster level 6th	Racial Ability (Demon, Quasit)		

Slumber (3 rds) (DC 13) (Su) Class Ability (Witch)

A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Tongues (Comprehend Languages) (3 minut Class Ability (Witch)

A witch with this hex can understand any spoken language for a number of minutes per day equal to her level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Activating this ability is a free action. At 5th level, a witch can use this ability to speak any language, as per *tongues*.

Erylium, Witch 3 – Spells

Bleed	Witch 0	Command	Witch 1
<p>School: Necromancy Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Save: DC 12 Will negates Resistance: Yes</p> <p>You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.</p>		<p>School: Enchantment (Compulsion) [Mind-Affecting, language-dependent] Components: V Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One living creature Duration: 1 round Save: DC 13 Will negates Resistance: Yes</p> <p>You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.</p> <p>Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.</p> <p>Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.</p> <p>Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.</p> <p>Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.</p> <p>Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails.</p>	
<p>Dancing Lights</p> <p>School: Evocation [Light] Components: V, S Casting Time: 1 action Range: Medium (100 + 10 ft./level) Effect: Up to four lights, all within a 10-ft.-radius area Duration: 1 minute (D) Save: None Resistance: No</p> <p>Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wispes), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.</p> <p>Dancing lights can be made permanent with a permanency spell.</p>		<p>Ray of Enfeeblement</p> <p>School: Necromancy Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Effect: Ray Duration: 1 round/level Save: DC 13 Fortitude half Resistance: Yes</p> <p>A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.</p>	
<p>Daze</p> <p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, M (a pinch of wool or similar substance) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One humanoid creature of 4 HD or less Duration: 1 round Save: DC 12 Will negates Resistance: Yes</p> <p>This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.</p>			
<p>Touch of Fatigue</p> <p>School: Necromancy Components: V, S, M (a drop of sweat) Casting Time: 1 action Range: Touch Target: Creature touched Duration: 1 round/level Save: DC 12 Fortitude negates Resistance: Yes</p> <p>You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.</p> <p>This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.</p>			

Summon Monster I

Witch 1

School: Conjuration (Summoning)

Components: V, S, F/DF (a tiny bag and a small candle)

Casting Time: 1 round

Range: Close (25 + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Save: None

Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Hold Person

Witch 2

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, F/DF (a small, straight piece of iron)

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Target: One humanoid creature

Duration: 1 round/level (D); see text

Save: DC 14 Will negates; see text

Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Summon Monster II

Witch 2

School: Conjuration / All Elements (Summoning)

Components: V, S, F/DF (a tiny bag and a small candle)

Casting Time: 1 round

Range: Close (25 + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Save: None

Resistance: No

This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.