

## Erylium

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

CL6 - CR 4

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

Deity: **Lamashtu**

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

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

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
<b>AC</b> <b>19</b>	=		<b>+4</b>	<b>+2</b>	<b>+2</b>		<b>+1</b>	

<b>Touch AC</b> <b>17</b>	<b>Flat-Footed AC</b> <b>14</b>
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		BAB	Strength	Size	Misc	
CM Bonus	+6	=	+4	-1	-2	-

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

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

Main hand: **+11, 1d2**

Main w/ offhand: **+5, 1d2**

Main w/ light off.: **+7, 1d2**

Offhand: **+3, 1d2**

Ranged: **+11, 1d2**

Ranged w/ offhand: **+5, 1d2**

Ranged w/ light off.: **+7, 1d2**

Ranged offhand: **+3, 1d2**

Crit: 19-20/x2

Rng: 10'

Light, P/S

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

### Feats

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Dodge

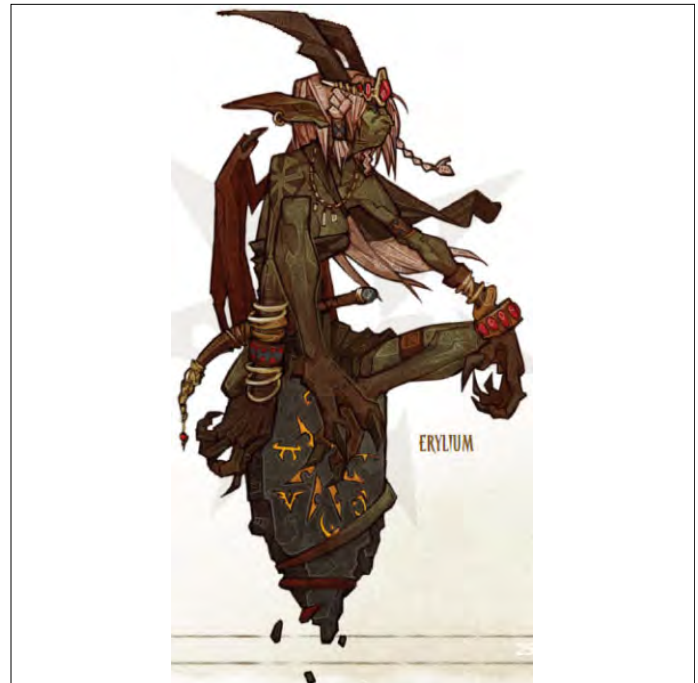
+1 AC.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Simple Weapon Proficiency - All

Proficient with all simple weapons.



## Feats

### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

### Bite (Demon, Quasit)

Main hand: **+10, 1d4-1**

Crit: x2

Main w/ offhand: **+4, 1d4-1**

Light, B/P/S

Main w/ light off.: **+6, 1d4-1**

Offhand: **+2, 1d4-1**

### Claw x2 (Demon, Quasit)

Main hand: **+10, 1d3-1**

Crit: x2

Main w/ offhand: **+4, 1d3-1**

Light, B/S

Main w/ light off.: **+6, 1d3-1**

Offhand: **+2, 1d3-1**

### Unarmed strike

Main hand: **+10, 1-1**

Crit: x2

Main w/ offhand: **+4, 1-1**

Light, B, Nonlethal

Main w/ light off.: **+6, 1-1**

Offhand: **+2, 1-1**

## Gear

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

+1 Cold Iron Returning Dagger

0.1 lbs

## Special Abilities

### 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

### Arcane Familiar Nearby

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

### Darkvision (60 feet)

You can see in the dark (black and white vision only).

### 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

### 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

### 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

### 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 *antimagic field*; the creature loses its ability

### Poison (DC 12) (Ex)

Poison—Injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves.

### 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).

## Experience & Wealth

Current Cash: **You have no money!**

## Special Abilities

### Slumber (3 rds) (DC 13) (Su)

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

### 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,

### Tongues (Comprehend Languages) (3 minutes/day) (Su)

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.

## 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 Cold Iron Returning Dagger ☐

Tongues (Comprehend Languages) (3 minutes/day) (Su) ☐☐☐

## Languages

Abyssal

Daemonic

Common

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

## Companions

### Orm (Arcane Familiar), Female 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)

## Erylium, Witch 3 – Spells

Bleed	Witch 0	Command	Witch 1
<p><b>School:</b> Necromancy  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One living creature  <b>Duration:</b> Instantaneous  <b>Save:</b> DC 12 Will negates  <b>Resistance:</b> 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><b>School:</b> Enchantment (Compulsion) [Mind-Affecting, language-dependent]  <b>Components:</b> V  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One living creature  <b>Duration:</b> 1 round  <b>Save:</b> DC 13 Will negates  <b>Resistance:</b> 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><b>Dancing Lights</b></p> <p><b>School:</b> Evocation [Light]  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Medium (100 + 10 ft./level)  <b>Effect:</b> Up to four lights, all within a 10-ft.-radius area  <b>Duration:</b> 1 minute (D)  <b>Save:</b> None  <b>Resistance:</b> 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><b>Ray of Enfeeblement</b></p> <p><b>School:</b> Necromancy  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Effect:</b> Ray  <b>Duration:</b> 1 round/level  <b>Save:</b> DC 13 Fortitude half  <b>Resistance:</b> 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><b>Daze</b></p> <p><b>School:</b> Enchantment (Compulsion) [Mind-Affecting]  <b>Components:</b> V, S, M (a pinch of wool or similar substance)  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One humanoid creature of 4 HD or less  <b>Duration:</b> 1 round  <b>Save:</b> DC 12 Will negates  <b>Resistance:</b> 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><b>Touch of Fatigue</b></p> <p><b>School:</b> Necromancy  <b>Components:</b> V, S, M (a drop of sweat)  <b>Casting Time:</b> 1 action  <b>Range:</b> Touch  <b>Target:</b> Creature touched  <b>Duration:</b> 1 round/level  <b>Save:</b> DC 12 Fortitude negates  <b>Resistance:</b> 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.