

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Sting plus poison	Equipped	1	0	0	
Gloves (Skill Bonus (Competence) (Use Magic Device +5)) (Gloves), Competence bonus to selected skill of Use Magic Device)+5	Equipped	1	0	2,500	
Wand of Mage Armor □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Wand of Obscuring Mist □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Wand of True Strike □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Scroll (Dispel Magic) □	Equipped	1	0	375	
Wand (Infernal Healing/Cleric/1st) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0	750	
Wand of Enlarge Person □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Wand of Ray of Enfeeblement □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1	750	
Potion of Cure Light Wounds Cures 1d8+1 points of damage □□	Carried	2	0 (0)	50 (100)	
TOTAL WEIGHT CARRIED/VALUE			0.32 lbs.	/ 7,475 gp	

WEIGHT ALLOWANCE					
Light	29	Medium	58	Heavy	87
Lift over head	87	Lift off ground	175	Push / Drag	437

LANGUAGES	
Celestial, Common, Draconic, Infernal	

Traits	
Dangerously Curious [Paizo Publishing, LLC - Advanced Player's Guide, p.329] You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.	
Resilient [Paizo Publishing, LLC - Advanced Player's Guide, p.328] Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You gain a +1 trait bonus on Fortitude saves.	

Special Attacks	
Poison (Ex) [Paizo Publishing, LLC - Princes of Darkness, Book of the Damned, Volume 1, p.78] Sting - injury; save Fort DC 16; frequency 1/round for 5 minutes; effect 1d2 Dex; cure 1 save.	

Special Qualities	
Aligned (Evil, Lawful) [Bestiary, p.312] Your natural weapons, as well as any weapons you wield, are treated as Evil and Lawful for the purpose of resolving damage reduction.	
Alternate Form (Young Giant Spider) [Paizo Publishing, LLC - Princes of Darkness, Book of the Damned, Volume 1] The Imp can assume the form of young giant spider as if using beast shape III.	
Bonus Tricks [Paizo Publishing, LLC - Princes of Darkness, Book of the Damned, Volume 1] The Imp Companion has 4 other choices of bonus tricks. It can choose one alternate form, spell-like ability or telepathy per trick.	
Darkvision (Ex) [Bestiary] Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Detect Good (Sp) [Bestiary 2, p.266] You can Detect Good, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.	
Detect Magic (Sp) [Bestiary 2, p.266] You detect magical auras, as per the spell Detect Magic, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.	
Devotion (Ex) [Paizo Publishing, LLC - Core Rulebook, p.53] An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.	
Evasion (Ex) [Paizo Publishing, LLC - Core Rulebook] You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Immunity to Fire (Ex) [Bestiary, p.301] You never take fire damage.	
Immunity to Poison (Ex) [Bestiary, p.301] You never take poison damage.	
Link (Su) [Paizo Publishing, LLC - Princes of Darkness, Book of the Damned, Volume 1] The diabolist has an empathic link with her imp to a 1 mile distance. The diabolist can communicate emphatically with the imp, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The diabolist has the same connection to an item or place that her imp does.	
Resistance to Acid (Ex) [Bestiary, p.303] You may ignore 10 points of Acid damage each time you take acid damage.	
Resistance to Cold (Ex) [Bestiary, p.303] You may ignore 10 points of Cold damage each time you take cold damage.	
See in Darkness (Su) [Paizo Publishing, LLC - Core Rulebook, p.311] Devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.	
Share Spells [Paizo Publishing, LLC - Princes of Darkness, Book of the Damned, Volume 1] The diabolist may cast a spell with a target of "You" on her imp (as a touch spell) instead of on herself. A diabolist may cast spells on her imp even if the spells do not normally affect creatures of the imp's type (outsider).	
Telepathy (Su) [Bestiary, p.305] You can mentally communicate with any other creature within 50 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.	

Feats	
Ability Focus (Poison ~ Imp Companion)	[Bestiary, p.314]
+2 to the DC for all saving throws against one special attack on which the creature focuses.	
Additional Traits	[Paizo Publishing, LLC - Advanced Player's Guide, p.150]
You have more traits than normal	
Skill Focus (Use Magic Device)	[Paizo Publishing, LLC - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Weapon Finesse	[Paizo Publishing, LLC - Core Rulebook, p.136]
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.	
Multiattack	[Bestiary, p.315]
This creature is particularly skilled at making attacks with its natural weapons.	

PROFICIENCIES

TEMPLATES

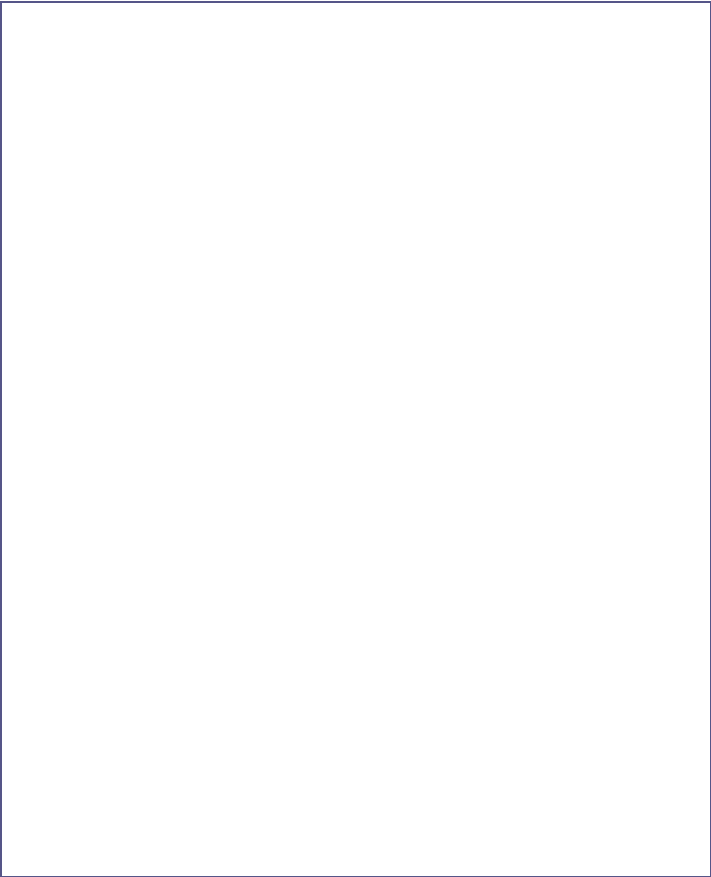
Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/> Augury		1 minute	Instantaneous	Personal	V, S, M, F	CR: p.245
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.						
<input type="checkbox"/> Commune (six questions)		10 minutes	12 rounds	Personal	V, S, M, DF	B1: p.257
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 12	<i>Concentration:</i> +0
<i>Effect:</i> You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no.						
At Will Detect Good		1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S, DF	CR: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> You can sense the presence of good.						
At Will Detect Magic		1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	CR: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> You detect magical auras.						
At Will Doom	DC: 10, Will negates	1 standard action	6 minutes	Medium (160 ft.)	V, S, DF	CR: p.274
<i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.						
<input type="checkbox"/> Floating Disk		1 standard action	6 hours	Close (40 ft.)	V, S, M	CR: p.284
<i>School:</i> Evocation [Force]	<i>SR:</i> No	<i>Target:</i> 3-ft.-diameter disk of force			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> You create a slightly concave, circular plane of force that follows you about and carries loads for you.						
<input type="checkbox"/> Identify		1 standard action	18 rounds [D]	60 ft.	V, S, M	CR: p.299
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession.						
At Will Invisibility (self only)	DC: 10, Will negates (harmless) or Will negates (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	B1: p.139
<i>School:</i> Illusion (Glamour)	<i>SR:</i> Yes (harmless) or yes (harmless, object)	<i>Target:</i> You or a creature or object weighing no more than 600 lbs.			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> The creature or object touched becomes invisible.						
<input type="checkbox"/> Suggestion	DC: 15, Will negates	1 standard action	6 hours or until completed	Close (40 ft.)	V, M	CR: p.350
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 6	<i>Concentration:</i> +0
<i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity.						
* =Domain/Speciality Spell						

Innate

- ☐ Augury (DC:)
- ☐ Commune (six questions)
(DC:)
- At Will Detect Good (DC:)
- At Will Detect Magic (DC:)
- At Will Doom (DC:10)
 - ☐ Floating Disk (DC:)
 - ☐ Identify (DC:)
- At Will Invisibility (self only)
(DC:10)
- ☐ Suggestion (DC:15)

Mxyzptlk- Imp Companion of Saenvan



Imp
RACE
0
AGE
Male
GENDER
Darkvision (60 ft.)
VISION
Lawful Evil
ALIGNMENT
Right
DOMINANT HAND
0' 0"
HEIGHT
0 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: