



Quasit – Knowledge(The Planes) DC13

- In its natural form, a quasit stands about 1½ feet tall and weighs about 8 pounds. Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and invisibility to get within reach, then try to scuttle away. When retreating, they use their cause fear ability to deter pursuit. A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction. Quasits speak Common and Abyssal.
- Type: Tiny Outsider (Chaotic, Extraplanar, Evil)
- Weapons: 2 Claws(poison) and Bite
- Special Qualities: Alternate form, DR 5/Cold Iron or Good, Darkvision 60 ft., Fast Healing 2, Immunity to poison, Resistance to fire 10
- Special Attacks: Poison, Spell-like abilities

Poison (Ex): Injury, Average to Tough Fortitude save, initial damage Dex, secondary damage Dex.

Spell-Like Abilities: At will - detect good, detect magic, and invisibility(self only); 1/day - cause fear(as the spell, except that its area is a 30-foot radius from the quasit). Once per week a quasit can use commune to ask six questions.

Alternate Form(Su): A quasit can assume another form at will as a standard action. Each quasit can assume one or two forms from the following list: bat, Small or Medium monstrous centipede, toad, and wolf.