

XP 25,600

Male imp sorcerer 4/rogue 3/arcane trickster 5  
LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +9; **Senses** darkvision 60 ft., *detect good*,  
*detect magic*, see in darkness; Perception +6

#### DEFENSE

**AC** 24, touch 19, flat-footed 17 (+4 armor, +1  
deflection, +5 Dex, +1 dodge, +1 natural, +2 size)

**hp** 120 (15 HD; 9d6+3d8+3d10+49); fast healing 2

**Fort** +7, **Ref** +16, **Will** +11

**Defensive Abilities** evasion, trap sense +1; **DR**  
5/good or silver; **Immune** fire, poison; **Resist**  
acid 10, cold 10

#### OFFENSE

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** sting +18 (1d4+2 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** sneak attack +4d6

**Spell-Like Abilities** (CL 6th)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

**Sorcerer Spells Known** (CL 9th)

4th (5/day)—*charm monster* (DC 19), *wall of  
fire* (DC 19)

3rd (7/day)—*fireball* (DC 18), *hold person* (DC  
18), *vampiric touch*

2nd (7/day)—*acid arrow*, *alter self*,  
*blindness/deafness* (DC 17), *touch of idiocy*

1st (8/day)—*burning hands* (DC 16), *charm  
person* (DC 16), *mage armor*\*, *magic missile*,

*protection from good*<sup>B</sup>, *unseen servant*

0 (at will)—*acid splash*, *arcane mark*, *bleed*,  
*dancing lights*, *ghost sound*, *mage hand*,

*message*, *prestidigitation*

**Bloodline** infernal

\*Cast before combat begins

#### STATISTICS

**Str** 12, **Dex** 23, **Con** 14, **Int** 13, **Wis** 10, **Cha** 20

**Base Atk** +9; **CMB** +12; **CMD** 24

**Feats** Arcane Strike, Combat Casting, Deceitful,  
Dodge, Eschew Materials, Flyby Attack,

Improved Initiative, Toughness, Weapon Finesse

**Skills** Acrobatics +12, Bluff +13, Disguise +7, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +6, Spellcraft +7

**Languages** Common, Infernal

**SQ** cantrips, change shape (boar, giant spider, rat, or raven, *beast shape I*)

**Gear** *amulet of mighty fists* +1, *belt of physical might* +2 (Dex/Con), *headband of alluring charisma* +2, *ring of protection* +1