

# GLD15 Quasit CR0-20

By Dan Hass



Quasits are a versatile creature for DMs and players as familiars, villains, minions, messengers, guides, and a host of plot devices. Presented here are variants of the quasit appropriate for any tier of play.

## Contents

Supplement Summary .....	2
Using this Supplement.....	2
CR0 Non-Resistant .....	3
CR1/8 Low Dex .....	3
CR1/4 Minor Poison .....	3
CR1/2 Full Dex.....	3
CR2 Sorcerous.....	4
CR3 Subtle.....	4
CR4 Luck Bending .....	5
CR5 Dominating.....	5
CR6 True Seeing.....	6
CR7 Controlling .....	6
CR8 Stunning.....	7
CR9 Gating .....	7
CR10 Bombarding.....	8
CR11 Fireballing.....	8
CR12 Scroll-Using.....	9
CR13 Cold.....	9
CR14 Super-Dex .....	10
CR15 Poisoning .....	10
CR16 Flying .....	11
CR17 Upcasting .....	11
CR18 Charismatic .....	12
CR19 Injured .....	12
CR20 Recovered.....	13

Thanks to the many people who have helped me make this possible. Here are some.	
Editing	Jeremy Esch
Cover Art	Fernando Olmedo ( <a href="#">his work</a> )

## GLD15 Quasit CR0-20

By Dan Hass

## Supplement Summary

*GLD15 Quasit CR0-20* is a 5th Edition supplement designed for <general purpose>. It requires a *Player's Handbook*® (PHB), a *Monster Manual*® (MM), and a *Dungeon Master's Guide*® (DMG).

As the title suggests, this supplement presents the **quasit** (MM p.63) scaled down to a CR0 creature and scaled up to CR20. It follows the guidelines for modifying a monster as described in the *DMG* beginning on p.273. Additionally, it addresses the holistic approaches to CR based on the *MM* p.9 and the encounter guidelines from the *DMG* p.82.

## Using this Supplement

There are 24 stat blocks for the **quasit**. The stat blocks use the CR1 *MM* entry as a

foundation, and references only the differences between the version presented in this supplement and the *MM* version. For example, across all CRs, the **quasit** has the same **Shapechanger** trait.

### Scaling Notes

- **Undocumented Penalty.** The CR1 Quasit has an undocumented -1 penalty to its attack roll. We are carrying that forward to CR1, and then "correcting" it above CR1.
- **Spell selection.** Usually, when a creature is a spell caster, the DM can choose different spells off the same spell list without worrying about CR changes, but with our quasit, the spells are carefully selected to ensure proper CR scaling, and substitutions are not expected.

## GLD15 Quasit CR0-20

By Dan Hass

PREVIEW

## CR0 Non-Resistant

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	7	
	x2	Multiple resistances
	x1.25	Scare
11	16	CR 0
To hit	Dmg	Note
+0	3	CR 0

## Non-Resistant Quasit

Armor Class 11

Hit Points 7 (3d4)

DEX 13 (+1)

Challenge 0 (10 XP)

**Magic Resistance.** Remove this trait**Non-Proficient.** The quasit is not proficient in its weapon attacks.

## Actions

**Claws (Bite in Beast Form).** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage, and the target must succeed on a DC10 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

*Scare & Poison*

We are deciding to treat the quasit's **Scare** like **Frightful Presence**. Imposing the poisoned condition with no associated damage does not affect CR. (We can confirm this by examining the **homunculus** – *MM* 188.)

## CR1/8 Low Dex

CR calculations (Defensive; Offensive)		
AC	HP	Note
11	7	
	x2	Multiple resistances
	x1.25	Scare
+2		Magic resistance
13	16	CR 1/8
To hit	Dmg	Note
+2	3	CR 1/8

## Low Dex Quasit

Armor Class 11

Hit Points 7 (3d4)

DEX 13 (+1)

Challenge 1/8 (25 XP)

## Actions

**Claws (Bite in Beast Form).** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage, and the target must succeed on a DC10 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

## CR1/4 Minor Poison

CR calculations (Defensive; Offensive)		
AC	HP	Note
12	7	
	x2	Multiple resistances
	x1.25	Scare
+2		Magic resistance
14	16	CR 1/8
To hit	Dmg	Note
+3	6	CR 1/2

## Minor Poison Quasit

Armor Class 12

DEX 15 (+2)

Hit Points 7 (3d4)

Challenge 1/4 (50 XP)

## Actions

**Claws (Bite in Beast Form).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed on a DC10 Constitution saving throw or take 2 (1d4) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

## CR1/2 Full Dex

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	7	
	x2	Multiple resistances
	x1.25	Scare
+2		Magic resistance
15	16	CR 1/4
To hit	Dmg	Note
+3	6	CR 1/2

## Full Dex Quasit

Hit Points 7 (3d4)

Challenge 1/2 (100 XP)

## Actions

**Claws (Bite in Beast Form).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed on a DC10 Constitution saving throw or take 2 (1d4) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

*CR1/2?*

With Defensive CR of 1/4, we could increase the poison so that the quasit has an offensive CR of 1, but this would be identical to the CR1 even though the math would indicate a CR 1/2. We want a version of quasit between CR 1/4 and CR 1, so we keep the lesser poison.

## GLD15 Quasit CR0-20

By Dan Hass

## CR2 Sorcerous

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	27	
	x2	Multiple resistances
	x1.25	Scare
+2		Magic resistance
+3		<i>shield</i>
18	56	CR 2
To hit	Dmg	Note
+5	14	

**Sorcerous Quasit****Hit Points** 27 (7d4+7)

CON 13 (+1); CHA 17 (+3)

**Challenge** 2 (450 XP)**Font of Magic (2 points).** Per PHB 101.**Spellcasting.** The quasit is a 2<sup>nd</sup> level spellcaster. Charisma is its spellcasting ability (DC13 spell saves, +5 to hit). It knows the following spells:Cantrips (at will): *firebolt, mage hand, message, minor illusion*1<sup>st</sup> level (3 slots): *feather fall, magic missile, shield***Tides of Chaos.** Per PHB 103.**Wild Magic Surge.** Per PHB 103.**Actions****Multiattack.** The quasit can use its scare and then makes a claw (bite) attack.**Claws (Bite in Beast Form).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC11 Constitution saving throw or take 9 (2d8) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.**Scare.** As a red dragon's (MM 97) **Frightful Presence** with a DC13 Wisdom save (instead of a DC21).**Shield?**

*Shield* is a very powerful 1<sup>st</sup> level spell. Deciding how to score it regarding CR can be challenging. In this instance, we are presuming that *shield* will be successfully cast twice in the first three rounds for a total +10 to AC, which equates to +3 AC per round.

## CR3 Subtle

CR calculations (Defensive; Offensive)		
AC	HP	Note
13	35	
	x2	Multiple resistances
	x1.25	Scare
+2		Magic resistance
+3		<i>shield</i>
18	79	CR 3
To hit	Dmg	Note
+5	14	
	+11	2 quickened 3 <sup>rd</sup> level <i>magic missile</i>
+5	25	CR 3

**Subtle Quasit****Armor Class** 13**Hit Points** 35 (10d4+10)

CON 13 (+1); CHA 19 (+4)

**Challenge** 3 (700 XP)**Flexible Casting.** Per PHB 101.**Font of Magic (5 points).** Per PHB 101.**Metamagic.** Quicken Spell, Subtle Spell**Spellcasting.** The quasit is a 5<sup>th</sup> level spellcaster. Charisma is its spellcasting ability (DC14 spell saves, +6 to hit). It knows the following spells:Cantrips (at will): *firebolt, mage hand, message, minor illusion, prestidigitation*1<sup>st</sup> level (4 slots): *feather fall, magic missile, shield*2<sup>nd</sup> level (3 slots): *blindness/deafness, hold person*3<sup>rd</sup> level (2 slots): *counterspell***Tides of Chaos.** Per PHB 103.**Wild Magic Surge.** Per PHB 103.**Actions****Multiattack.** The quasit can use its scare and then makes a claw (bite) attack.**Claws (Bite in Beast Form).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC11 Constitution saving throw or take 9 (2d8) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.**Scare.** As a red dragon's (MM 97) **Frightful Presence** with a DC14 Wisdom save (instead of a DC21).**Spell Selection**

We are careful to choose spells that do not impose conditions without actually dealing damage or which make the quasit more robust (*counterspell*) without increasing hit points or AC (except the aforementioned *shield*).