

Imp, Grinning

CR 2

LE Small Outsider (Evil, Extraplanar, Lawful)

Initiative: +8; **Senses:** Darkvision 60 ft.

Defense

AC: 17, **Flat-Footed:** 13, **Touch:** 15

(+4 DEX, +2 natural, +1 size)

HP: 16 (3d8+3)

DR: 5/good or silver

Fort: +4, **Ref:** +7, **Will:** +5

SR: None

Resistances: Fire 5

Immunities: Poison

Defensive Abilities: Vanish

Offense

Speed: 20 ft., fly 30 ft. (good)

Melee: Bite +7 (1d3+1) or Tail Sting +6 (1d4+1 plus poison)

Special Abilities: Poison

Statistics

STR 12 (+1)

DEX 18 (+4)

CON 12 (+1)

INT 14 (+2)

WIS 14 (+2)

CHA 16 (+3)

Base Attack +3; **Grapple** +0; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Improved Initiative, Weapon Focus (Bite)

Skills: Balance +10 (6 ranks, +4 dex), Bluff +9 (6 ranks, +3 cha), Climb +7 (6 ranks, +1 str), Escape Artist +10 (6 ranks, +4 dex), Hide +14 (6 ranks, +4 size, +4 dex), Listen +8 (6 ranks, +2 wis), Move Silently +10 (6 ranks, +4 dex), Search +8 (6 ranks, +2 int), Spot +8 (6 ranks, +2 wis), Tumble +10 (6 ranks, +4 dex)

Languages: Infernal

SQ: Outsider Traits

Combat Gear: None

Other Gear: None

General Information

Environment: A lawful-aligned evil plane

Organization: Solitary, pair, swarm (3-12), or brood (2-24)

Treasure: None

A small red-skinned winged creature with a very large head sits ahead of you. Upon seeing you it begins gibbering loudly and it opens its over-large maw only to reveal rows upon rows of likely razor sharp teeth; its tail flicks around behind it, revealing a wickedly barbed stinger.

The story behind the grinning imp's existence is an odd one; typically when the weakest of souls are finally dragged screaming into the hells they take one of two forms, either that of the lemure, or that of a soul worm – a 'resource' of sorts used by greater devils. After a brief stint in the form of a lemure, powerful evil souls slowly ascend in ranks and shift forms into more powerful forms of devils; most often, the form taken after the lemure is that of the imp.

Several species of imps are known to exist, the grinning imp is one of such species; where a typical imp relies upon its stinger to do battle, the grinning imp is blessed (if one can be blessed as a devil) with a large maw filled with small dagger-like teeth that it uses to bite and tear at foes. In addition, grinning imps have the ability to vanish from sight for small periods of time.

In combat, grinning imps try to swarm a foe if possible; if now, they attempt to flank their enemies as best their tiny forms allow, often using their vanish ability to safely move past guarded areas with ease. Their stingers also carry deadly venom, though even master poisoners have found no way to successfully harvest it for their own use.

Grinning imps speak Infernal and are subservient to greater devils of almost all sorts.

Ability Information

Poison (Ex): Injury; fortitude DC 12, initial damage 1d4 con, secondary damage 2d4 con. The save DC is constitution-based.

Vanish (Su): As a standard action, the grinning imp may render itself temporarily invisible. The grinning imp is treated as if under the effects of an *invisibility* spell with a caster level of 3. Unlike a normal *invisibility* spell this ability only lasts until the end of the grinning imp's next turn.

Lore

A successful knowledge (the planes) check will reveal the following information about a grinning imp:

DC 13 This tiny creature is a grinning imp, one of the weakest of all devils; they prefer swarming their opponents, beating them down under sheer force of numbers. This reveals all outsider traits.

DC 18 Grinning imps carry a deadly toxin in their tails that is capable of swiftly killing those of lesser constitution.

DC 23 A grinning imp can render itself temporarily invisible; while annoying, this ability has a very short duration and the imps often use it to flee from dangerous combat.