### Imp, Grinning

**LE Small Outsider (Evil, Extraplanar, Lawful)**

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

**Defense**

- **AC:** 17, **Flat-Footed:** 13
  - (+4 dexterity, +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**

- **Base Attack** +3; Grapple +0; **Space/Reach:** 5 ft. / 5 ft.
- **Speed:** 20 ft., fly 30 ft. (good)
- **Melee:** Bite +7 (1d3+1) or Tail Sting +6 (1d4+1 plus poison)
- **Special Abilities:** Poison

**Tactics**

**During Combat:** 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.

**Morale:** Grinning imps are incredibly cowardly creatures and flee from combat if reduced to fewer than 10 hit points.

**Statistics**

<table>
<thead>
<tr>
<th>STR</th>
<th>12 (+1)</th>
<th>DEX</th>
<th>18 (+4)</th>
<th>CON</th>
<th>12 (+1)</th>
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</thead>
<tbody>
<tr>
<td>INT</td>
<td>14 (+2)</td>
<td>WIS</td>
<td>14 (+2)</td>
<td>CHA</td>
<td>16 (+3)</td>
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**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 wis), Tumble +10 (6 ranks, +4 dex)

**Languages:** Infernal

**SQ:** Outsider Traits

**Combat Gear:** None

**Other Gear:** None

**Ecology**

- **Environment:** A lawful-aligned evil plane
- **Organization:** Solitary, pair, swarm (3-12), or brood (2-24)
- **Treasure:** None

**Special Abilities**

- **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.

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

**Lore**

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

**DC 13** This small 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.

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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.

The stingers of grinning imps carry deadly venom, though even master poisoners have found no way to successfully harvest it for their own use.