

# Verronian Imp

Version 1.00 (August 2022)

<https://www.dndbeyond.com/monsters/2804483-verronian-imp>

*Tiny Fiend (Devil), Lawful Evil*

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**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

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**Skills** [Deception](#) +4, [Insight](#) +3, [Persuasion](#) +4, [Stealth](#) +5

**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Damage Immunities** Fire, Poison

**Condition Immunities** [Poisoned](#)

**Senses** [Darkvision](#) 120 ft., Passive Perception 11

**Languages** Common, Infernal

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

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**Devil's Sight.** Magical darkness doesn't impede the imp's [darkvision](#).

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## Actions

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**Bite .** *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Skewer.** *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (1d6) poison damage on a failed save, or half as much damage on a successful one.