



IMP

A RACE OF LESSER INFERNALS STARVED FOR DOMINANCE AND POWER.

By Christopher Zito



BITE SIZED DEVILRY

Devils revel to see mortals slowly lose their humanity and persuade them into their own ranks, to corrupt mortals to become apart of demonic society is the pinnacle of achievement for any infernal being worth their own weight in evil. However with their rise to power in the infernal hierarchy, why spend countless hours on petty droll such as corrupting a farmer who commits' an act of murder or some would-be wizard looking for quick and easy power through dealings?

This sort of low level job was then given to the weakest of the infernals, the Imps, often thrust upon mortals as assistants and slowly but surely lure the mortal it is in service to down a darker path. Normally, Imps are no bigger then a house cat, fluttering about their mortal "masters" sporting small fangs, bat like wings and a protruding stinger on the end of their tail. While an Imp may gain some joy in turning a mortal into a functional member of infernal society, there is a sour feeling to this as they are seen as mere pawns by their true infernal masters and even the mortals they are serving.

An Imp's true desire is to escape their station in life and ascend to a greater form, a more powerful demon and gain the respect they deserve, but what if this process is too slow? An Imp may grow in size and power but still lack the respect or the greater form as dictated by law of Infernal Promotion, so one has to imagine with all these promises of more and no real gain, when does it stop? When is the final straw broken for an Imp's patience for real power?

PROMOTION!? WHAT FOR?

Imps can be seen as punchlines by any mage worth their own merit in casting a fireball or two and the Imp's servitude can be held in accountability so long as the wizard does not brush with death. Even if the mage dies what's stopping a higher ranking devil to simply toss the Imp aside to a new master? An Imp's deeds can grant them a "Promotion", an acumination of mass, power and magic that can grant them physical boons. If an Imp's greed was particularly impressive and was able to hoard large amounts of wealth, their master could see fit that their power is worth turning them into a Barbed Devil, or if the Imp's love for torture was neigh insatiable a promotion to a Spined Devil would be in order. However why would a devil in a higher state of power care for such accomplishments? Imps are beneath them, so back to their jobs of being under not only the devil's thumb, but some mortal who they are trying to wrestle with for their souls.

Clearly from a devil's perspective unless the Imp's deeds align with their own goals or the goals of Infernal society, then there is no reason to even worry about such rise in rank, so simply let them serve in these small and insignificant states for all eternity for all the devil is concerned with. Most Imps are in no position to argue this fate and simple continue to amass deeds, souls and power to one day join the ranks of their infernal brethren. However some Imps with the knowledge and experience they have by serving under multiple masters will one day simply believe their station in life is beneath them and put their power to the test wither their mortal or infernal masters would care to facilitate or not.

FAMILIARS UNCHAINED

Enough is enough, an Imp's patience can no longer be tested, they crave freedom from their repetitive and meaningless stations. With enough time and power amassed a Imp's physical size can alter and their rebellion from servitude can rival the mortal master they serve. Maybe even with enough power living amongst the mortals the Imp can also obtain enough power to break their bonds from their infernal masters and become their own kind of devil, there are stories of mortals prevailing over devils and demons, so how hard could it possibly be?

Imp's may either break their bonds of servitude from a mortal by killing them, working with them to create a deal for freedom or even in rare cases form an actual kinship and relationship with the mortal they are tied to. As such Imp adventurers are rare but shows testament to the Imp's capability that adventuring guilds may fancy the idea of a small infernal in their ranks. They are sneaky, mischievous and can acuminate many fiendish abilities over time, some even gain small samples of power from their long overdue infernal promotions, talents any thieves or assassin guild would find commendable and useful.

With enough time, trust and even love, an Imp may join in physical union with a mortal creature sharing a bond to create Material-born Imps, an idea that some holy orders find appalling. Infernals are dangerous enough when they attempt to invade the material realm, but to fathom the idea that Imps born of the Material my be slain but simply return to the Material rather then the Hells that spawned them is a apocalyptic scenario most clerics and priests dare not allow to pass. Dispite this belief, the death of a Material-born Imp is the same as any other mortal and it's body would simply perish as any other mortal's does.



IMP TRAITS

Your Imp character will have the following features.

Ability Score Increase. Your Charisma score increases by 2 and your Dexterity score increases by 1.

Age. Imps typically have no discernable age as the nature of life cycle depends on promotion or demotion of power. Imps born on the Material Planes mature around age 14 and due to their growth in power can live to 200.

Alignment. Often Imps are lawful and evil. However depending on their time served under a former master, their alignments can vary but this is a rare occurrence.

Size. Imps are normally tiny, no bigger than the palm of a humanoid creature's hand. However due to accumulated power, Imps can have expanded height. Imps are Small varying from 2'2 - 3'11 feet tall.

Speed. Your base walking speed is 25 feet.

Clumsy Flight. You have a pair of wings upon your back, granting you a 30ft flying speed. However on the end of your turn you will return to the ground if you end your movement within the air.

Superior Darkvision. You have 120ft of Darkvision.

Hellish Resistance. You have resistance to fire damage.

Barbed Tail. You have a barbed stinger at the end of your tail. You have a natural Stinger attack that deals 1d4 Piercing damage with Finesse.

Languages. Imps can read, write and speak Common and Infernal.

DEMOTED IMP VARIANTS

The prospect of a Devil's promotions and demotions can lead to various ways to flavor an Imp character's backstory. Imps are a step below lesser devils in terms of power and rank, however some Imps can retain their form but gain small snippets of power from forms they cannot properly obtain, due to losing their ability to gain an infernal promotion as per normal. Perhaps your Imp character was once a Lesser Devil who had recently been demoted to a lesser form and now seeks to regain it's former glory, or the Imp has lost it's memory of it's former life and slowly regains it's memories as it uses it's powers common Imps lack. Or maybe you were killed by a band of adventurers and now you are reduced to this weaker form.

DEMOTED IMP TRAITS

Your Demoted Imp character will have the following features.

Ability Score Increase. Your Charisma score increases by 2.

Size. Demoted Imps were once Lesser Devils that have been demoted of their powers and have shrunk into a less powerful form. While dwarfed in size a Demoted Imp still retains physical attributes of their promoted selves, as such Demoted Imps are Small varying from 2'2 - 3'11 feet tall.

Speed. Your base walking speed is 25 feet.

Languages. Imps can read, write and speak Common and Infernal.

Subraces. You must choose one of the following Subraces for your Demoted Imps character; *Abishai*, *Barbazu*, *Hamatula*, *Osyluth*, or *Spinagon*.



ABISHAI (DRAGON DEVIL) TRAITS

Devils that served under the dragon queen Tiamat do her bidding while harnessing the draconic might of their mistress. While within the 9 Hells an Abishai's main task was to safeguard, escort and torture newly captive mortals for other devils to process. Your Abishai Demoted Imp character will be have the following features.

Ability Score Increase. Your Strength score increases by 1.

Darkvision. You have 30ft of Darkvision.

Clumsy Flight. You have a pair of wings upon your back, granting you a 30ft flying speed. However on the end of your turn you will return to the ground if you end your movement within the air.

Barbed Tail. You have a barbed stinger at the end of your tail. You have a natural Stinger attack that deals 1d4 Piercing damage with Finesse.

Tiamat's Children. You gain a Dragonborn's *Draconic Ancestry*, *Breath Weapon* and *Draconic Resistance* racial features, however you may only choose from Chromatic dragons for your Ancestry. You may choose from the following colors; *Black*, *Blue*, *Green*, *Red*, or *White*.

Extra Language. Abishai Imps can read, write and speak Draconic.



BARBAZU (BEARDED DEVIL) TRAITS

Bearded Devils are considered one of the most cruel and bloodthirsty of the Lesser Devils driven by an unshakable urge to destroy other creatures. They are also one of the more vile and disease ridden of the Lesser Devils that often use their tendrils to maim and infect their victims with "Devil Chills" while on the offensive. Your Barbazu Demoted Imp character will be have the following features.

Ability Score Increase. Your Strength score increases by 1.

Darkvision. You have 30ft of Darkvision.

Minor Flight. You have a pair of leathery wings upon your back, granting you a 15ft flying speed. However on the end of your turn you will return to the ground if you end your movement within the air.

Bearded Stingers. You either possess barbed flail like tendrils on your head, face, or the end of your tail. You have a natural Stinger attack that deals 2d4 Piercing damage with Finesse.

If you successfully hit a creature with your stinger attack, as a reaction you can force the creature to make a Constitution saving throw vs 8 + proficiency your Constitution modifier. On failure the creature gains the Poisoned status effect. You may attempt to poison a creature again after a short or long rest.

Grasping Tendrils. You may use your tendrils to grapple creatures up to one size larger than yourself.

Poison Resistance. You have resistance to poison damage. You also have advantage on saving throws to resist gaining disease and the poisoned status effect.



HAMATULA (BARBED DEVIL) TRAITS

Barbed Devils are known for their overwhelming greed, often on the prowl to gather any material wealth into their possession, this can range from objects to even creatures. Barbed Devils will approach a creature, thrust themselves upon the victim and skewer them with their barbed flesh. Your Hamatula Demoted Imp character will have the following features.

Ability Score Increase. Your Constitution score increases by 1.

Darkvision. You have 30ft of Darkvision.

Barbed Tail. You have a barbed stinger at the end of your tail. You have a natural Stinger attack that deals 1d4 Piercing damage with Finesse.

Barbed Hide. You can extend the barbs on your hide to grow out and protect yourself. As a bonus action, you gain +2 AC until the end of your next turn. You have a number of uses of Barbed Hide up to your Dexterity modifier. After a short or long rest you regain all expended uses of Barbed Hide.

Piercing Grasp. If you successfully grapple a creature, the grappled creature takes 1d8 + your Strength modifier in Piercing damage at the start of its turn. If a creature is grappling you, the creature takes 1d8 + your Strength modifier in Piercing damage at the end of its turn.

Hellish Resistance. You have resistance to fire damage.



OSYLUTH (BONE DEVIL) TRAITS

Bone Devils by nature are sadistic, they enjoy the pain and anguish inflicted upon mortals and are driven by their fury towards other beings besides themselves. Bone Devils will use their tails to inject strength draining poison and lash at their victims with their claws. Your Osyluth Demoted Imp character will have the following features.

Ability Score Increase. Your Dexterity score increases by 1.

Greater Darkvision. You have 60ft of Darkvision.

Powerful Build. Your mass is stockier and heavier than most other Imps. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Minor Flight. You have a pair of translucent insect-like wings upon your back, granting you a 15ft flying speed. However on the end of your turn you will return to the ground if you end your movement within the air.

Boney Stinger. You either possess barbed flail-like tendrils on your body or the end of your tail. You have a natural Stinger attack that deals 1d6 Piercing damage with Finesse.

If you successfully hit a creature with your stinger attack, as a reaction you can force the creature to make a Constitution saving throw vs 8 + proficiency + your Constitution modifier. On failure the creature has disadvantage to all Strength-based checks for one hour. You may attempt to poison a creature again after a short or long rest.



SPINAGON (SPINED DEVIL) TRAITS

Spined Devils are the smallest of the Lesser Devils, often found flying in packs finding safety in numbers. They are known for their need to torture mortals by using their sharp talons, spined wings and tails to pierce and rend flesh. Your Spinagon Demoted Imp character will have the following features.

Ability Score Increase. Your Dexterity score increases by 1.

Greater Darkvision. You have 60ft of Darkvision.

Clumsy Flight. You have a pair of wings upon your back, granting you a 30ft flying speed. However on the end of your turn you will return to the ground if you end your movement within the air.

Spined Tail. You have a row of spined barbed that lace along your tail. You have a natural Stinger attack that deals 1d6 Piercing damage + your Dexterity modifier in Fire damage with Finesse.

Strangle. You may use your tail to rake and grapple creatures up to one size larger than yourself. If you successfully grapple a creature it takes 1d6 Piercing + your Strength modifier in damage at the start of its turn.

Flyby. Using your flying speed to move away from an creature's melee range does not provoke an Attack of Opportunity.



ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

TRUE FLIGHT

(Prerequisite: Imp Race, Dexterity 13 or Higher)

You gain +1 Dexterity and you no longer are required to land on the ground at the end of your turn while airborne.

DEVIL SIGHT

(Prerequisite: Imp Race, Constitution 13 or Higher)

You now can see through magical Darkness and now have advantage against spell effects that alter your sight.

STINGER POISON

(Prerequisite: Imp Race, Constitution 13 or Higher)

Your tail now has a poison effect that you can inject into the flesh of your targets, you must choose which effect your poison applies; Paralyzed or Poison. On a successful hit of your Stinger attack, as a bonus action you may force the target to make a Constitution vs 8 + Proficiency + your Strength modifier. On failure, your poison's effect takes hold of the target. The effect persists until the start of the target's next turn where it may roll a saving throw to break free of the poison's effects.

IMPROVED STINGER

(Prerequisite: Imp or Demoted Imp Race, Strength 13 or Higher)

Your Stinger attack now deals 1d6 Piercing + Finesse. If your tail attack currently deals 1d6 Piercing, it instead does 1d8 Piercing + Finesse. On a successful hit, once per short rest as a bonus action you may force the target of your Stinger attack to make a Constitution vs 8 + Proficiency + your Strength modifier. On failure the target takes an extra 1d6 Poison damage.

SNEAKY

(Prerequisite: Imp or Demoted Imp Race, Dexterity 13 or Higher)

You gain proficiency in either Stealth or Sleight of Hand. If you already have proficiency in any of the listed skills you may still choose it and instead add double your proficiency to the skill.

ARCANA KNOWLEDGE

(Prerequisite: Imp or Demoted Imp Race, Intelligence 13 or Higher)

You gain proficiency in either Arcane, History, or Religion. If you already have proficiency in any of the listed skills you may still choose it and instead add double your proficiency to the skill.

MINION CONTRACT

(Prerequisite: Imp or Demoted Imp Race, Intelligence 13 or Higher)

Once per day you may create a contract with an willing creature via written, material or arcane agreement. During the contract's daily duration as an action you can teleport to your contracted creature, know of their exact location at any given time so long as they are on the same plane of existence, and while within 5ft of the contracted creature you and the creature gain advantage to all melee attack rolls so long as one of you is not incapacitated.



FIRE BREATH

(Prerequisite: Imp Race or Demoted Imp Race, Charisma 13 or Higher)

You gain the cantrip Fire Bolt using Charisma for spellcasting. At 3rd level you also gain the ability to cast the spell *Fireball* without the use of components using Charisma for spellcasting. You may cast *Fireball* again after a long rest.

INVISIBILITY

(Prerequisite: Imp or Demoted Imp Race, Charisma 13 or Higher)

You may cast Invisibility using Charisma for spellcasting without the use of spell components up to your Charisma modifier times per long rest. All expended uses of Invisibility return after a long rest.

SILVER TONGUE

(Prerequisite: Imp or Demoted Imp Race, Charisma 13 or Higher)

You gain proficiency in both Deception and Persuasion. If you already have proficiency in any of the listed skills you may add double your proficiency to the skill.

MAGICAL RESISTANCE

(Prerequisite: Imp or Demoted Imp Race, Charisma 15 or Higher)

You have advantage to all saving throws against magical effects.

SHAPECHANGE

(Prerequisite: Imp or Demoted Imp Race, Charisma 15 or Higher)

As an action you may Shapechange into the form of a Bat, Rat, Raven or Spider. You may return to your true form as a bonus action. You may Shapechange again after a long rest.

CREDITS

ART CREDITS: ORDER OF APPERANCE

COVER

[Volessus](#)

PAGE 1

[Nisnow](#)

PAGE 2

[Stacey Lenaghan](#)

PAGE 3

[BrachyZoid](#)

PAGE 3

[Caitlin Cox](#)

PAGE 4

[Systemrecoded](#)

PAGE 4 & 6

[Jason "VexVersion" Mitchell](#)

PAGE 5

[Ultrabub](#)

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AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTABLES,
TWITTER, AND THE KOBOLD DEN
DISCORD.

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REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE,
STOCKLEY PARK, UXBIDGE, MIDDLESEX, UB11 1ET, UK.

[EVERINGOT ALMANAC](#)
[PATREON](#)



PATREON CREDITS

TASKMASTERS

pr0bait | Randy Goudreau | Alpha8087 | PKMN Peeps | Maverick_Mentation | Damien Harris | Navek42 | Scorch56. | Knyteshade | Kevin Reynolds | alex d schriner | John Beckelhymer | Jason Kitson | Seth Whitehair-Hardyway

HATCHLING/ROOK/ADVENTURER

Slyfirefox | Arthor Whitewood | Kameron Pocus | Marcel Speissegger | Brent Bond | Achillius | Matthew Maldonado | Giltone | Duvi0 | Boss Moogle | OwlFluffs | rafael teran | Typhlosion | Tyson A Duster | Sky Smith | Conner Wright | Ray Coleman | Hyruke | That\$hitter | Geoffery Wolfe | Gold_Dragon | Saiyanfox10 | Tristan Bradley | pikafan003 | Doogler93 | Reyes | Aaric Borst | Bel Mason | John Payne | Joe Dabrowski | The Casualest | Travis Newcomb | Andrew Leavens | Chilly Lich | Rio Greeley | Rezmus | John Paul Pierce | William Vincent | Le Birb | Bronx Childers | Zied Catoon | Keri | Nik Walz | CrimsonChaos | Gemini Maxxim | J.p. Rubin | N. T. portant | edge foxs | Maxwell Christy | dawn533k3r | Gently | Crescent Quill | DctrSwiss | Nenza Strittki | Archive the Mad Monk | S L Hall | TheZanic | Jordan Ranger | Theropod Art | TwofacedShip | Dakota Warcup | Mohammed Alhamdan | Gunmetal The Immortal | Sergio Reyes | Chibi Biscuit | ClockworkShrew | TheMusicReborn | Killian Spradlin | CombatMagi | Ethan Miljus | Anthony Socha | Zachary Hanson | Simminglugubrious | Matthew Rizk | Jaryn Schaffer | Icedemon565 | Matt DiVenere | Taboo | Ashlee Lewis | Travis Laake | Joseph Miller | Ka3mon | TheThreadWeaver | Skyblaze71325 | Tito Velasquez | Stephanie Shinkle | Dzib | GrayBeast | Kalenidus | LazyBunn | Devin Roll | Ty2bp