Quasit

Tiny fiend

AC: 13
HP: 7
Speed: 40 ft.
CR: 1

STR 5 · DEX 17 · CON 10 · INT 7 · WIS 10 · CHA 10

Claw (Bite in Beast Form). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Scare. One creature of the quasit's choice within 20 ft. of it must succeed on a DC 10

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