

IMP

Among fiends, imps are the most unpredictably adaptable. Found throughout the fiend-dominated Heavens, as well as throughout the Multiverse on unsavory errands from more powerful fiends, imps are the weakest of their kind. Imps are frequently bullied by their mightier kin, used as servants or trained in skills like hewry, smithing, tanning, weaving and carpentry, crafting the bulk of the armors, shields and weapons that the more powerful fiends wield. They are also tasked with enchanting objects with magic, especially potions. In reality, the fiendish armies would be better served by relying on fiends with sharper factual minds rather than intuitive minds for these tasks, but nevertheless the role of the artisans fell to the imps. Anytime a corrupt mortal summons a fiend for service, an imp will likely appear, as other fiends are better able to resist the call. For themselves, imps are surprisingly strong willed and have a deep sense of their own value, even if they disregard the value of other lives. They may appear submissive, but if they ever see the opportunity to undermine their masters, they will not hesitate... yet will not take unnecessary risks, for time is on their side.

- Manipulator imps are dastardly fiends who sow mistrust and betrayal, tormenting mortals and ruining their relationships, hiding in darkness and whispering deceit, or using technically accurate information for evil purposes. Small and smart, they have lizard-like forms blended with snakes, with one horned head and fanged mouths, two lanky arms with deft hands and curled claws, two nimble legs and one spine-lined tail, as well as two reptilian wings. Their scales range from chalky white to dark brown to deep green. Like spitting cobras, they can flare skin along the sides of their heads and spit venom to disable victims.
- Tormentor imps are mean fiends who enjoy inflicting pain, rooted in their deep personal insecurity that causes them to want to take power over others in order to make up for what they lack. With their acute instincts and ability to sense what others are feeling, they excel at identifying weaknesses and taking advantage. Like their smaller manipulator kin, they have reptilian characteristics, though they also have insectoid features. With one crocodilian head adorned with antennae and multiple eye-clusters, they have four arms and two legs lined with mantid-like spines, four locust-like wings, as well as scorpion-like tails ending in stingers.

IMP TRAITS
Class: fiend
Origin: Iicensae or Dubog or Baelfyr
Sapience: moral-agent Lifeweaves: <i>laxful-wicked-inward, lawful-wicked-inward, lashful-wicked-inward</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning ½×½×½ to Helming 2×2×3
Role: magician Creature Knowledge: <ul style="list-style-type: none"> • General: <i>farlore</i> (sta) DR 17 • Specific: <i>farlore</i> (adv) DR 34
Roottrait Points: 3+[4×(tier-1)] Attack Roottraits: <ul style="list-style-type: none"> • Physical Strikes/Harm: Smt/Lth [manipulator] or Smt/Brw [tormentor] • Magical Strikes/Harm: Smt/Wis
Augmentations/Lifeskills: Nml +5, Mfl +5; hasten +4; physical strikes +1, physical harm +1; magical strikes +4, magical harm +4; <i>barter</i> +0 (train: sta); <i>brew</i> +3 (train: imp); <i>chip</i> +0 (train: sta); <i>clout</i> +4 (train: imp); <i>deepfare</i> +0 (train: sta); <i>farlore</i> +1 (train: imp); <i>heed</i> +3 (train: imp); <i>hew</i> +0 (train: sta); <i>landfare</i> +0 (train: sta); <i>look</i> +3 (train: imp); <i>lurk</i> +5 (train: imp); <i>mingle</i> +1 (train: sta); <i>nighlore</i> +1 (train: sta); <i>seafare</i> +0 (train: sta); <i>search</i> +2 (train: imp); <i>smith</i> +0 (train: sta); <i>taw</i> +0 (train: sta); <i>trick</i> +2 (train: imp); <i>tumble</i> +1 (train: imp); <i>weave</i> +0 (train: sta); <i>wile</i> +0 (train: sta); <i>writ</i> +1 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • Food: [(1d4)×cubes] meals; <i>cook</i> (adv) DR 43 <i>diseased</i> (apex) • Water: [(1d2)×cubes] meals; <i>mash</i> (adv) DR 40 <i>poisoned</i> (apex) • Bones: [(1d6)×cubes] golds; <i>hew</i> (imp) DR 17 • Fangs, Claws, Horns, Spines: [(2d4)×cubes] golds; <i>hew</i> (imp) DR 23 • Hides, Pelts: [(1d4)×cubes] golds; <i>taw</i> (imp) DR 19 • Scales, Shells: [(2d4)×cubes] golds; <i>hew</i> (imp) DR 26
Lair Treasure: <ul style="list-style-type: none"> • Mundane: modest • Magical: modest

ALPENGARD | MONSTER STATISTICS

MANIPULATOR IMP
Tier: Dawning
Lifeview: <i>lawful-wicked-inward</i>
Languages: Common, Fiend, Genie, Archon, Purgatorial
Shape: ½×½×1
Size Modifier: +2
Mass Modifier: ±0
Speed: walk 4; fly 9
Roottraits: Brw 0; Lth 1; Smt 1; Wis 1; Glt 0
Hasten: 5
Defenses: Nml 20; Ftl 12; Mfl 18
Grit: 4+2d8 [13]
Pneuma: 2
Harm Yields: <u>susceptible</u> <i>whelm, flare, frost, shake, logos, charis, hallow</i> ; <u>vulnerable</u> <i>gleam 4, shock 1</i> ; <u>resistant</u> <i>wreck 2, gloom 6, rasp 1, rot 3</i> ; <u>immune</u> <i>chaos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>nauseated, retched, poisoned, diseased, charmed, enthralled, confused, deranged</i>
Lifeskills: <i>barter +1 (sta); brew +5 (imp); chip +1 (sta); clout +5 (imp); deepfare +1 (sta); dive +0 (sta); farlore +2 (imp); heed +5 (imp); hew +1 (sta); landfare +1 (sta); look +5 (imp); lurk +7 (imp); mingle +1 (sta); nighlore +2 (sta); seafare +0 (sta); search +4 (imp); smith +1 (sta); taw +1 (sta); toil +0 (sta); trick +4 (imp); tumble +3 (imp); weave +1 (sta); wile +0 (sta); writ +2 (sta)</i>
ATTACKS AND POWERS
Innate Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 0; strike +2; <i>wreck (rend-stab)</i> harm 1d2 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore (1d2)</i> or <i>rend (1d2)</i> • 2 Claws: targeted melee 0; strike +2; <i>wreck (rend-stab)</i> harm 1d2+1 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>gore (1d2)</i> or <i>rend (1d2)</i> • 1 Tail: targeted melee 0; strike +2; <i>wreck (beat-rend)</i> harm 1d4 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>squash (1d2)</i> or <i>rend (1d2)</i>
Venomspit – 1 strike; assail Nml [adjuvant; 1 pneuma]: targeted ranged 3; strike +2; <i>rot</i> harm 1d2 plus <i>heinous</i> harm 1d2 plus engage target in CBrwC/CLthC; if target fails, it is <i>blinded</i> and <i>stifled</i> (1d4+2 rounds)
Arcane Shadowsmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +5; <i>gloom</i> harm 1d10+5 plus <i>heinous</i> harm 1d2
Arcane Poisonray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +5; <i>rot</i> harm 1d8+4 plus <i>heinous</i> harm 1d2
Arcane Acidspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +5; <i>wreck (stab)</i> harm 1d6+1 plus <i>rasp</i> harm 1d6+1 plus <i>heinous</i> harm 1d2 Option [adjuvant; 2 pneuma]: <i>combine</i>
Monster and Mortal Powers: <i>ability substitution (Smt); arcane omen; arcane radiance; arcane shadow; arcane shroudbright; arcane sigil; baleful hex (misfortune); charming gaze; deceiving distortion; grappling – standard; illusory mendacity; magic channeling; magic countering; magic deciphering; magic sensing</i>
Ascension-Point Value: 22

TORMENTOR IMP
Tier: Honing
Lifeview: <i>lawful-wicked-inward</i>
Languages: Common, Fiend, Genie, Archon, Purgatorial, Faerie, Giant, Primal
Shape: 2×1×3
Size Modifier: –1
Mass Modifier: +3
Speed: walk 16; fly 19
Roottraits: Brw 4; Lth 2; Smt 4; Wis 8; Glt 1
Hasten: 8
Defenses: Nml 28; Ftl 22; Mfl 31
Grit: 95+10d8 [140]
Pneuma: 11
Harm Yields: <u>susceptible</u> <i>whelm, flare, frost, shake, chaos, charis, hallow</i> ; <u>vulnerable</u> <i>gloom 2, shock 3</i> ; <u>resistant</u> <i>wreck 4, gleam 8, rasp 3, rot 6</i> ; <u>immune</u> <i>logos, hubris, heinous</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled, confused, deranged</i>
Lifeskills: <i>barter +4 (sta); brew +12 (imp); chip +6 (imp); clout +8 (imp); deepfare +10 (sta); dive +5 (sta); farlore +5 (imp); heed +12 (imp); hew +7 (imp); landfare +10 (sta); look +12 (imp); lurk +12 (imp); mingle +4 (sta); nighlore +9 (sta); seafare +3 (sta); search +11 (imp); smith +7 (imp); taw +11 (imp); toil +4 (sta); trick +5 (imp); tumble +6 (imp); weave +9 (sta); wile +5 (sta); writ +6 (sta)</i>
ATTACKS AND POWERS
Innate Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 2; strike +9; <i>wreck (rend-stab)</i> harm 1d10+1 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d6)</i> or <i>gore (1d6)</i> • 4 Claws: targeted melee 2; strike +9; <i>wreck (rend-stab)</i> harm 2d6+1 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash (1d6)</i> or <i>gore (1d6)</i> Option [adjuvant; 1 pneuma]: <i>agonize</i> • 1 Tail: targeted melee 3; strike +9; <i>wreck (beat-stab)</i> harm 1d6+1d4+2 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>squash (1d6)</i> or <i>gore (1d6)</i> Option [adjuvant; 1 pneuma]: <i>agonize</i> Option [adjuvant; 1 pneuma]: <i>poison (greater)</i>
Arcane Gleamsmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 2; strike +12; <i>gleam</i> harm 1d10+8 plus <i>heinous</i> harm 1d4
Arcane Thunderray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +12; <i>shake</i> harm 1d8+6 plus <i>heinous</i> harm 1d4
Arcane Poisonspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +12; <i>wreck (stab)</i> harm 1d6+2 plus <i>rot</i> harm 1d6+1 plus <i>heinous</i> harm 1d4 Option [adjuvant; 2 pneuma]: <i>combine</i>
Arcane Acidsphere – 1 zone 6×6×6; assail Ftl [utilization; 2 pneuma]: blast area ranged 30; strike +12; <i>rasp</i> harm 1d6+2 plus <i>heinous</i> harm 1d4
Arcane Snowwall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +12; <i>frost</i> harm 1d4+4 plus <i>heinous</i> harm 1d4 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Monster and Mortal Powers: <i>ability substitution (Smt); arcane omen; arcane radiance; arcane shadow; arcane shroudbright; arcane sigil; baleful hex (debilitation, misfortune, sorrow); charming gaze; deceiving distortion; diminish light; grappling – improved; illusory mendacity; magic channeling; magic countering; magic deciphering; magic sensing; spiked ground; wall of brilliance</i>
Ascension-Point Value: 30