

You are a wandering disturbance, a wide-eyed exhalation of ruin and mirth. You are fascinated by trinkets and treasures. Nothing entertains you more than mortal emotions. You do not age, and your visage wavers and warps with your inscrutable desires.

Imps have the power Fairy Magic and roll 1d6 each time the power is successfully used to determine what the result is.

FAIRY MAGIC

1 D8 goblins (MB p.58) dig their way up from the floor attacking enemies and allies alike.

2 Everyone within eyesight falls asleep for one day and their hair grows incredibly long.

3 D2 1- You shrink to the size of a mouse 2- You grow to the size of a house

4 A shrill whistle plays a shaky tune. All who hear it dance for 1d4 days

5 Creates a stick hut large enough to house the fairy and friends. Lasts for 1d6 days before it grows legs and walks away.

6 Choose one living thing. It is now dead. Choose one inanimate thing. It is now alive.

BEGIN WITH

Normal starting gear and roll one fairy treasure (Fairyland p.18)

D100 1-seeds 2-twigs 3-fungii 4-silver 5-teeth 6-boots & 1d4 omens

HP: Toughness + d6

ORIGIN D6

1 You are a twisted bit of mandrake root, bathed in milk and nurtured with human blood. In time you grew to resemble a mortal child, but your appetite for blood never diminished.

2 You crawled out of a crack in the earth, covered with mud and pitch. You have no other memories.

3 Your family detests you because you refuse to wear shoes. Having lived in the woods for a decade, you no longer resemble your former self. The townsfolk tell stories about you to keep the children fearfully well-behaved.

4 All the other imps were obsessed with training for their future employment, but you have never been able to find peace with the idea of labor. To wander is to be free.

5 You have convinced your village that you are a friendly and helpful dog, but the ruse is wearing thin.

6 You were imprisoned in a sorcerer's ring for the past 156 years. The crystalline walls shattered, setting you free. You carry a fond memory of dancing upon your captor's headless corpse.

BILTIES

CREATURE OF THE MOON

3d6+4 Presence

WILDSONG OF THE AIRYWAY

3d6+2 Agility

EPHEMERAL FORM

Distribute -5 among any stats except Presence

FAIRY GLAMOUR: Roll 5d6 for Appearance, can change with D12 once per day (p.12 Fairyland)





Compatible with
MÖRK BORG

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