



COIN TRICKS

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COIN TRICKS

Most recent issues of *13th Age Monthly* stick closely to a single theme. This month's theme is coin tricks, and instead of a single central concept that gets explored in detail, we're presenting a variety of plots, monsters, and possible histories.

The material that follows supplements the Coins of the Empire section on page 56 of the *13th Age* core rulebook. For clarity's sake, and because Rob isn't fond of paraphrasing in bits and pieces, we're reprinting that section here at the start.

COINS OF THE EMPIRE

So long as the symbol of the Emperor appears on one side, each of the Seven Cities has the right to stamp its own platinum, gold, silver, and copper coins. Axis and Glitterhaegen can be counted on to exercise this right fully; the other cities care less about their coinage, though it amuses the Blue to circulate coins from Drakkenhall.

It's generally understood that one city's coin is as good as another's, though trade disputes and people looking to start fights might complicate that. Sometimes knowing what type of coinage someone is carrying can yield clues to where they've been and who they have been dealing with. . . .

The most common coins stamped by cities other than Axis are standard gold pieces. Gold pieces from Axis are often referred to as imperials, or 'imps' by those showing disrespect. Gold pieces from Glitterhaegen are called glits. Newport contributes gold pieces commonly referred to as nupes, while gold pieces from Santa Cora are saints. No one uses slang for gold pieces from Horizon, probably because of lingering suspicions that disrespecting money from the wizards' city might trigger hidden booby traps. Draks from Drakkenhall are disrespected in parts of the Empire, but that doesn't mean they aren't accepted. Concord coins are rare enough that there isn't any slang for them, mostly because Concord is comfortable using anyone's coins as well as towers and trines (see below).

Occasionally one of the cities will make special alloys and coins that are worth 5 gp or even 5 pp apiece. They're too rare to have slang names.

Towers: *Dwarven gold pieces are square with grooved edges. They get their name from the fact that they stack perfectly, though obviously not with anyone else's gold coins. To start a fight with a dwarf in a tavern, knock over the tower one of them has stacked beside their ale. Sometimes that takes some doing; dwarven coins seem to want to stay stacked instead of falling over. It's not unheard of to find ancient dwarven treasure troves where the coins are still stacked into perfect towers. Elves joke that it's not the fact that dragons steal dwarven gold that bothers the dwarves so much, but the fact that the dwarves' towers get knocked down and scattered throughout the hoard.*

Trines: *Elves often use beautiful coins that meld gold, silver, and platinum. They're almost universally accepted to have a value of 3 gp. You'll generally find more and more*

trines the closer you get to Concord and the Queen's Wood. Only the very wealthy and those looking to make a point carry nothing but trines.

LICH KING

Let's start with an icon who wasn't given a nod in the core book. Our tricks for the Lich King involve:

- A couple alternatives for the long-lost currency of the Wizard King's empire.
- Ghoul-stamped coins.
- The coin zombie, a zombie variant that feeds off key flaws in human psychology.



ORIGINAL GOLD

Once upon a time, before the Dragon Empire, when the Lich King was the Wizard King, he controlled his own empire's coinage.

We've deliberately said as little as possible about those days. Here are a few thoughts on that long-vanished history as it might have involved interesting coins.

A natural coinage: Start with a premise that may or may not be true: when the Wizard King was in charge, there were no other icons, not really. The other powerful figures of the world weren't icons yet. The Dragon Empire, as defined by the rule of the Emperor and the power of other icons, *may* be interwoven with the power of all the icons. The Emperor's imperials, stamped with his symbol, are part of the new magical order, where icon symbols stamp the power of the icons upon the world.

If this is true, the empire of the Wizard King was something else. The coins used in that kingdom may not have had any particular mark associated with the Wizard King. Coins from the Wizard King's world might have had a wide variety of looks, denominations, and characteristics. They weren't trying to reinforce a specific magical order, though they may have had other purposes.

This could be why no one seems to know the symbol of the Wizard King. Not only was it not stamped on coins, it didn't exist. The Wizard King didn't need an icon symbol. The old coins that you find in a crypt, living dungeon, or coin zombie (we'll get to that!) might just be from the days before the Dragon Empire. Maybe someone in the campaign world claims to be certain, or maybe nobody cares yet.

A war of symbols: Alternatively, you could decide that you want the Wizard King's ancient coins to be stamped with recognizable symbols. Citizens of the Empire would have a method of demonstrating their loyalty by melting that trash down, while followers of the Lich King would have ambiguous symbols of past glory and the terrible fall.

It's pretty clear that the Lich King no longer gathers power from the ancient symbol of the Wizard King. He has moved into a new state of existence that has its own mark of power.

One interesting plotline connected to ancient Wizard King coins would be to have a new magician attempting to collect as many as possible. If the Lich King can't connect to the power of the ancient Wizard King symbol any longer, perhaps a new magician can push their way to iconic status by harvesting scraps of magic and exploiting holes in the defenses that were aimed at someone else.

GHOUL-STAMPING

In many campaigns, the Lich King isn't sane/organized enough to be running his own mint in the Necropolis or distributing coin stamps to cultists. We tend to imagine that one of the weaknesses of the Lich King's organizations is that they don't care enough about money—the touch of undeath shifts perspectives and it's difficult to remember forces other than fear that motivate living creatures.

But that doesn't mean that all undead ignore coins and the ubiquitous symbol of the Emperor on nearly all the Empire's money. We've become fond of the image of ghouls wearing strings of imperial coins with the centers punched out to destroy the symbol of the Emperor.

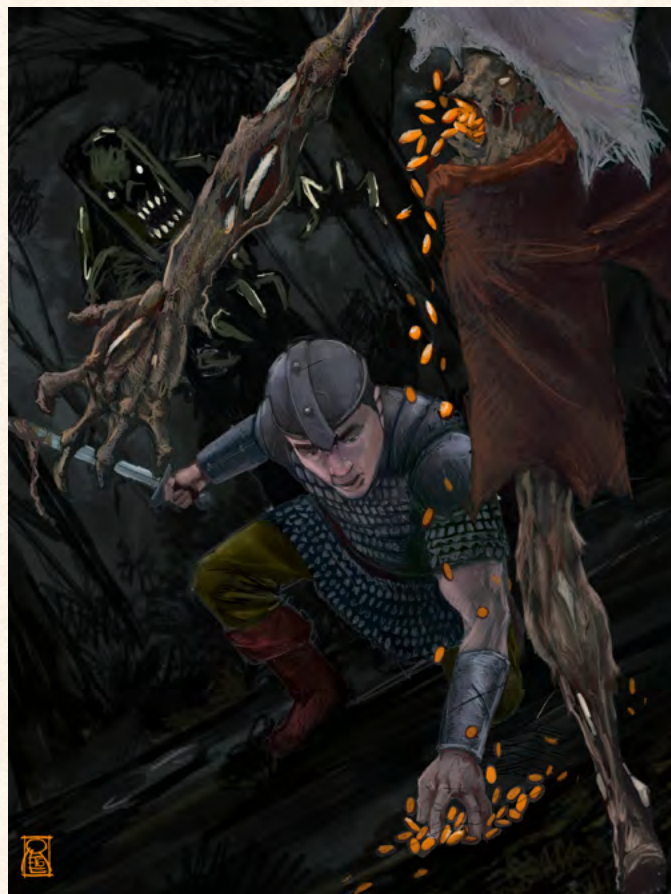
The practice might have started in a living dungeon or it might have started on Omen. It's also exactly the type of toadying stunt a member of the Undying Peerage (*13th Age Bestiary*, page 134) would come up with. Ghouls may not be responsible for any of the coin-stamping, but the liches don't want to call attention to themselves, and the fact that ghouls seem to enjoy wearing the coin cords has made the name stick.

If the idea spreads, more and more coins that come into contact with sentient or semi-sentient undead get mutilated. Some are worn on cords; others just get dumped, along with the waste bits that hold the Emperor's symbol, which the undead probably dispose of in as nasty a way as they can come up with.

In some human cities, ghouled-stamped coins are viewed as cursed. They have to be melted down, and are probably worth a third of their normal value at most. Places that accept ghouled-stamped coins generally consider them to be worth half their normal value, and call them *ghost coins*, leaving ghouls out of it. If you're in some weird city that accepts ghouled-stamped coins at full value, splash some holy water on your face and prepare for the worst, you're among cultists!

In Rob's game, the Lich King doesn't have anything directly to do with ghouled-stamping. It's beneath him. He didn't start it and he doesn't encourage his direct followers to practice it. But he's somewhat flattered that it has taken off on its own. If he ever gains the upper hand in his struggle to take an empire, his currency would now be much more likely to feature a hole in the middle.

And having now thought about the subject, we're increasingly amused thinking about what a mint run by undead would look like! For another day.



COIN ZOMBIES

Given the lengthy history of necromancy, there has been ample time to tinker with possible solutions to the art's most fundamental problems.

So, dear necromancer, here's the problem on today's agenda: zombies are slow. You create or summon a horde of zombies, you turn them loose, and way too many people manage to just run away. You can use strategy and tactics to surround people with zombies, but you're a necromancer, not a commander—if it can't be done with twisty necromantic magic it just doesn't have that corpse-flesh appeal.

So here's what you, or someone like you, engineered: zombies that are full of slightly enchanted coins. When the zombie falls, so do the coins, exiting the corpse, scattering about, and compelling the weak-minded to fall to their knees grubbing for precious gold. Or copper. Whatever.

Combine a small expenditure of coins with an enchantment based on mortal greed, and you've got a zombie that magically convinces its targets to stick around and be eaten! They're most effective when mixed with other zombies who can concentrate entirely on eating the weak-minded fools.

If your PCs are the types who count every coin, feel free to let them collect coins of various denominations that add up to 1d4 gp per coin zombie after the fight, or 1d20 gp per jackpot zombie.

If innocent bystanders and NPCs ended up getting nabbed by the jackpot or sticking around to pocket coins, subtract a few from the loot. If your PCs are the type to track down every last coin . . . (*insert GM stage whisper*), you could curse the

coins. They did fall out of a zombie's guts, so they were cursed to begin with.

You want the coins to be ghoul-stamped? No problem. You want the coins to maybe come from the age of the Wizard King? Sure, why not drop that time bomb from out of time on the PCs for the low price of a zombie mob?

Details, details: Maybe one of your PCs will notice that the coin zombies aren't vulnerable to holy damage. Please encourage them to make up the worst possible explanation for this inexplicable lack of a weakness. *Something* must be going on!

Jackpot zombie?: We admit that that this name is right on the edge. Maybe when the monster shows up with more detail in a proper bestiary it will have a better name, or perhaps feedback will reveal that people like it being silly.

COIN ZOMBIE

We're not sure where you got the idea that treasure falling out of dead monsters was a good thing, but it wasn't from this booby-trapped horror.

2nd level mook [UNDEAD]

Initiative: +2

Greedy claw +7 vs. AC—3 damage

C: Lethal jackpot +7 vs. MD (1d3 nearby enemies/ bystanders)—3 ongoing psychic damage, and if the target moves while taking that damage, it can only move to the jangling pile of coins that fell out of the zombie's crumbling body to cause this attack.

Limited use: 1/battle per coin zombie mook, when that zombie drops to 0 hit points.

Headshot: A critical hit against a coin zombie cancels one mook's *lethal jackpot* ability that turn, though if the crit eliminates more than one coin zombie, others will still trigger their own lethal jackpots.

Nicer Special for any coin or jackpot zombie

If you're feeling merciful, say that a PC can use a quick action to pocket some of the coins and grants a +2 bonus to the save against the ongoing psychic damage from the *lethal jackpot* attack.

AC 17
PD 12
MD 16

HP 8 (mook)

Mook: Kill one coin zombie mook for every 8 damage you deal to the mob.

JACKPOT ZOMBIE

Here in zombie land, jackpot hits you.

5th level mook [UNDEAD]

Initiative: +5

Greedy claw +10 vs. AC—10 damage

C: Lethal jackpot +10 vs. MD (1d3 nearby enemies/ bystanders)—10 ongoing psychic damage, and if the target moves while taking that damage, it can only move to the jangling pile of coins that fell out of the zombie's crumbling body to cause this attack.

Limited use: 1/battle per jackpot zombie mook, when that zombie drops to 0 hit points.

Headshot: A critical hit against a jackpot zombie cancels one mook's *lethal jackpot* ability that turn, though if the crit eliminates more than one coin zombie, others will still trigger their own lethal jackpots.

AC 20
PD 15
MD 19

HP 16 (mook)

Mook: Kill one jackpot zombie mook for every 16 damage you deal to the mob.



EMPEROR

The Emperor's coins are everywhere. But there's a strange alternative source of currency in the Empire that the Emperor has nothing to do with and can't do much to control: living dungeons.

It's part of the ecological package that living dungeons are full of monsters, traps, and treasure. Some of the coins that surface in living dungeons appear to be imperials. Many others were not created in the Dragon Empire. Do they come from anywhere other than the insane magic that creates/spawns/assembles living dungeons?

Maybe that's for you to decide! You may or may not care much about the specific possibilities of coins created by insane magical processes, but we figure that one of the icons should care.

It could be the Dwarf King, but he has enough of a grip on actual treasure, the stuff that's brought out of the earth, that he might not care. We think it could be the Emperor who cares about collecting samples of all the various coinages that surface in living dungeons.

We're not going to nail down his motives, but consider this: if part of the Emperor's iconic magic comes from stamping his symbol on each imperial, could there be echoes of other empires, other worlds, in the coins brought up from living dungeons?

We think so. At this point in the 13th age, many of the coins found in living dungeons appear to be from alternate versions of the Empire. Like shadows dancing on the cave wall, the coins show worlds that would be, except that the Emperor maintains his hold on the throne. Adventurers who can unearth entirely new strains of coins from living dungeons help the Emperor map the worlds he'd like to prevent. Or, if it's regicide that's called for, an enemy icon is competing for the coins to map a world without this Emperor. . . .

Living dungeon coin collector just became a background to reckon with!



DWARF KING

Dwarven tower coins that stack are the cover models this month. They're simultaneously appearing as part of the *13th Age Coins and Icon Tokens* Kickstarter from Campaign Coins that's running for two weeks starting in May 2016. If you're reading this later, you'll be able to buy the dwarven towers and icon tiles the old-fashioned way, direct from Campaign Coins or Pelgrane Press online or at a convention.

In a perfect world, I'd have created a fascinating game to play with dwarven tower coins. But I'm a perfectionist, and the game I noodled on isn't good enough to live up to the world and how cool these coins are, so instead of a solid game you or your player characters can play, for now we'll have to settle for notes on how dwarves use their money.

Tower thump, a drinking game: You'll have noted that knocking over a dwarf's tower of coins is a deadly insult. You'll also have noticed that people who go into taverns, stack their money on the table next to their ale mugs, and hope that someone bumps into their stack of money, which for no good reason is sitting on the table waiting to be stolen or better yet bumped into



. . . well, I'm getting a bit breathless, but this alignment sounds to me like drunken-violent or dwarven-psychotic!

Anyway, it's only a deadly insult if a non-dwarf stranger knocks over a dwarf's stack of tower coins. Dwarven pals knock each other's towers over all the time. In fact they make a game of it. A drinking game, of course.

The game is that everybody stacks their coins beside their mugs, then holds onto their mugs without touching the table. The first player pounds the table as hard as they can, trying to get one or more coins from at least one tower to jump into a mug. If they fail, they have to drink a mug. If they succeed, everyone else drinks a mug.

The coin dominations are referred to as the soldier, the captain, and the general. A soldier into a mug wins the round. If you can get a captain to fly into a mug, the player whose mug you scored in has to pick up your tab for the night. If you can get a heavy old general to fly into a mug, everyone else is buying you drinks for the next month.

Other rules are improvised according to the degree of drunkenness of the players, the intimidation factor of the dwarf proposing the new rule, the degree of bounciness of the table, and the likelihood that one or more players are managing to cheat by holding the table or throwing other players off balance.

One unique human: If you're one of those humans whose One Unique Thing is "I'm the only human raised as a dwarf and accepted as a full member of dwarf society," then you can play this game. Otherwise, as a human, keep your distance or prepare to brawl.

DIABOLIST

Everyone knows the slang term for gold pieces minted by the Dragon Empire, and it's so much quicker to say *imps* than *imperial*s that high born speakers use the slang without thinking.

Or rather, until *recently* they used the slang without thinking. New developments in terrible magical puns have made using the slang just a tiny bit risky. Not risqué. Risky.

Strange *imperial*s have begun appearing across the Dragon Empire. They're real enough; if they're forgeries, they're perfectly legitimate entirely-gold forgeries. People don't quite know what to call them, and have settled on the euphemistic 'new imps',



which gets around the problem of speaking anything that might be misconstrued as a demon's name.

That's the problem, you see. New imps are somehow simultaneously normal-seeming gold coins *and* bat-winged demons devoted to chaos and destruction.

MINTING THE IMPS

We'll get to the 'what is this doing to the world and the PCs' section in a few paragraphs. First let's look at possible origin stories. Use the story or stories you like or make up your own.

HELLHOLE GOLD

What happens to gold when it goes into a hellhole? One possibility is that some of the gold that the Crusader and other adventurers brought out of hellholes isn't like all the other gold in the world. (In this context, the Crusader looks a lot like an adventurer, mucking with forces not entirely in his control.)

The gold went to hell, and now it wants to go back! The new imps didn't manifest until quite a while after the liberation of First Triumph. It's extremely difficult to perceive the demon within the coin and even the Crusader was fooled. Whoops.

In this scenario, the Diabolist is probably the ultimate villain, having a long-delayed and highly gratifying laugh at everyone else's expense.

CURSE OF THE RED DRAGON

If you've read the *13th Age Bestiary* entry on red dragons, you know they hear their treasure as a great song. They get very angry when their treasure is stolen and the song is no longer the same. It's a bit of a long shot, but if your campaign is all about the Three and involves multiple interactions with cunning red dragons, it could be that they, and not the Diabolist, are the originators of the curse.

A GIFT FROM THE PUNISHERS

There's something about wizardly magic that summons puns. If you decide that the new imps of your campaign started as the result of a wizardly pun gone bad, you can also decide on the history of the current batch of wizard punsters.

The pun magic may have started as a teaching exercise or competition challenge where a master set her students the task

of only using magic associated with clever wordplay. Or perhaps it began as a form of intellectual snobbery—one mage proving to the world that he was more linguistically accomplished than his rivals; or, conversely, the exact opposite—a mage reveling in lowbrow entendres of both the single and double variety.

When they weren't busy turning gangs of snot-nosed pickpockets into sea urchins, these mages apparently fiddled with the low-hanging fruit: imps.

Honestly, if the wizard in your current campaign is an overly enthusiastic punster, consider making *them* the source of the plague of impish imperials. Some people have room for more than *One Unique Thing!*

NEW IMP TRICKS

We've thought of several ways the new imps might be getting used. In the half-designed spirit of the *13th Age* world, we're presenting a couple of our ideas. There is room for more.

SNEAKY THIEVES

If one of your coins winks at you, consider your next options carefully. If you pretend not to notice, despite being certain that something is amiss, you'll find that the coin will have brought you several new coins the next night. And will wink again.

The new coins aren't anything special. They don't wink. They don't gather more coins every night. They don't work better if you hum tiny minor songs to the Diabolist, the songs that your parents told you to never think about, much less hum. They especially don't seem happier if set in a small bowl of blood. Sometimes the coins it brings back seem to have blood on them already, or other bits of what were probably people, but at this point you really don't care, do you, if you ever even pretended to care.

If other people didn't want to be killed and robbed by a demon imp, they should have gotten their own special coin.

Player character relevance: Well, let's hope that the 'you' in this story isn't one of the player characters. If we're wrong about that, please indulge yourself when you hammer the PCs with the consequences.

Anyway, what's most likely in this version of the story is that the PCs get robbed by the new imp. They begin suffering resource drain. Maybe they figure it out, maybe not. Eventually they get attacked by a whole pack of new imps, because new imps are smart enough not to fight fair, particularly not when it's a fight they're starting.

Alternatively, the PCs track down some of their vanished money, and find the blood bowl shrine. Yuck.

CULT DESTRUCTION

The coins are being distributed by Diabolist cultists. The coins 'wake up' and transform into monsters when they're in position to do a great deal of damage or when they can help guide greater demons to juicy targets.

Player character relevance: Looting Diabolist strongholds becomes dicey. When the PCs get hold of coins they shouldn't have, use the *like a bad penny* mechanic from the new imp stat

block each battle, but as a hard save (16+) for the new imp to appear in the middle of a fight instead of a normal save. It will happen eventually. . . .

TIPPING THE ECONOMY

It takes a lot to make people scared of money. But if enough people can actually be frightened into thinking twice about accepting gold from strangers, the Empire will be significantly weakened. (Or alternatively, the demand for dwarven towers and elven trines and alternate means of exchanging wealth will go way up! Surely neither the Dwarf King nor the Elf Queen would be so evil. But maybe one of their ambitious advisers would be. . . .)

Player character relevance: On the grandest scale, a villain may be attempting to destabilize the Dragon Empire's economy. As the story of new imps spreads, an already weakened Empire might lose its last few infrastructure hit points by losing its reliable economy. Before things get to that stage, some campaigns might enjoy portraying the Emperor's efforts to keep a lid on the story. This could be a storyline that tests whether the Emperor is a heroic icon or deeply ambiguous, and the PCs with him.

Suspects for deep economic sabotage might go beyond the Diabolist to the Lich King and the Three. If coins from Drakkenhall never seem to be affected by the curse, the Blue is either somehow involved or being framed!

COCKING A SNOOK

Rob didn't know this charming British expression; thank you, Lynne. It's about thumbing one's nose and showing contempt, and there's the possibility that this isn't anything like a serious attempt at destruction. Petty mayhem, a bit of blood, some chaos. Nothing that grand, because come on, they're *imps*.

The new imps' actions might just be down to devilment. The Diabolist and her cultists are making a point to the Crusader, something along the lines of, "We can go anywhere we want and there's nothing you can do about it." Of course this begs an awesome and completely destructive over-reaction from the Crusader, particularly if people start thinking he's at fault for not being careful about loot he removed from First Triumph.

Player character relevance: Stop the Crusader's overreaction, seek vengeance afterward, or help him go over the top.

PROTECTION FROM IMPS!

Maybe this is mostly a scam! Maybe there are a couple dozen new imps loose in the world, just enough that the PCs get to encounter them, but not so many that there's any real threat to all but a handful of people.

If your campaign could use a mystery that's somewhat less than full blown but also different than it first appears, you could choose the big-con option. It's not the fact of some new imps' existence that's significant, it's that their alleged existence is proving incredibly useful to the Empire's most cunning criminals.

There are several variations on the scam. In the most common one, the target is contacted and informed that their treasure vault/laboratory/private artifact museum has been salted with '*imps*.' (It hasn't, obviously, or this wouldn't be a scam, now would it?) Unless the victim hands over the specified



ransom, then the coins will transform and the imps will barricade the marked location in order to destroy it with glee. So pay up soon, or, well, shame about all that lovely stuff you used to own.

A watered-down version of the con merely has the coins cursed, with the exact nature of the misfortune carefully tailored to fit the current target. In this version, the ransom must still be paid, or not only will this poor sap suffer the consequences, but so will everyone they have financial dealings with. Unless bought off, the jinx spreads (allegedly, we hasten to remind you) to any coin that's been in contact with the cursed *imp*. Using these coins passes said curse on to whoever handles the money in future, and so on, and so forth.

Player character relevance: Actually you can use this new imp scam even in a campaign where the demons are a big threat. Just because the age is crashing to a lethal end doesn't mean criminals aren't going to scam! Player characters accustomed to finding demons behind every door and every possessed bureaucrat may be thrown just a touch off their game when demons fail to appear and it's all about the coins.

This type of plot works best involving NPCs the PCs already know, either as gullible marks who need help or as scoundrels who hear of the PCs exploits and realize there is money to be made.

THE STRANGE ESCAPE

There is one final potential explanation for the coins: maybe it's all a very clever escape plot. Perhaps, back in a forgotten age, the Archmage captured a huge gaggle of imps and bound them to his

will. To pay off their debt to the Empire, the imps were forced to work in the Emperor's mint, churning out the coins that more or less bear their name.

After centuries, these imps managed to transform a small number of their kin into coins, sneaking them out with the regular currency shipments. Every now and again, when they think no one is paying attention, another batch makes its escape, hence the periodic appearance of transforming coin stories and the dubious scams associated with them.

It's not like these imps deserve any special sympathy. They've been enslaved to create something instead of free to destroy. It's been a fine system. But now that it's breaking down, the Archmage is distracted . . . does he even remember who he has staffing the mint?

THE NEW IMP

The stats below should help with plotlines that bring actual demons into it. Treat any transformations from coin to new imp as free. Once the new imp is out of the coin, it takes longer to go back, usually an out of combat event.

NEW IMP

Calling even the smallest demons by name is a bad idea, and it appears that these things are properly named 'coin imps.' Everyone who wants to keep hold of their soul uses the euphemism. Looks like the necromancer and diabolist can go ahead and call them whatever they like.

2nd level spoiler [DEMON]

Initiative: +7

Greedy claws +7 vs. AC—7 damage

Natural even hit: Roll 2d20 to determine what percentage of the gold or other coinage the target is carrying is magically sucked to wherever the new imp stores treasure. Getting it back? Only if you find its lair.

R: Jet of vile fluids +7 vs. PD—7 acid damage

Natural 16+: The new imp can now use its *like a bad penny* ability later this battle. Every additional 16+ the new imp rolls with *jet of vile fluids* adds +5 (cumulative) to any save it makes with *like a bad penny*.

Golden curse: Whenever a creature attacks the imp and rolls a natural 1–5, that creature is dazed until the end of its next turn while it vomits gold coins that will later turn out to have belonged to one of the PCs.

Flight: Clunky and spastic flight, but flight nonetheless.

Like a bad penny: Secretly roll a hard save (16+) when the new imp drops to 0 hit points. If the save succeeds, the new imp magically transforms into a golden coin hidden somewhere in its enemies' stuff. The next time that enemy enters a battle, secretly roll a normal save. If the save succeeds, the new imp teleports into the battle at the end of the first or second round of combat, rolling initiative for an action in the next turn

with a +5 initiative bonus. Keep rolling until the new imp has returned to attack the PCs once. You should probably not allow new imps returned by this ability to keep coming back indefinitely, but maybe you'll want the PCs to burn an icon relationship advantage to prevent it!

Limited use: 1/battle as a free action, but only if it has been triggered earlier by *jet of vile fluids* attack.

AC 19

PD 12

MD 16

HP 30

SMUG & WELL-FED NEW IMP

Biggest imp you've ever seen. Evil pays.

5th level spoiler [DEMON]

Initiative: +10

Greedy claws +10 vs. AC—17 damage

Natural even hit: Roll 2d20 to determine what percentage of the gold or other coinage the target is carrying is magically sucked to wherever the new imp stores treasure. Getting it back? Only if you find its lair.

R: Jet of vile fluids +10 vs. PD—17 acid damage

Natural 16+: The new imp can now use its *like a bad penny* ability later this battle. Every additional 16+ the new imp rolls with *jet of vile fluids* adds +5 (cumulative) to any save it makes with *like a bad penny*.

Golden curse: Whenever a creature attacks the imp and rolls a natural 1–5, that creature is dazed until the end of its next turn while it vomits gold coins that will later turn out to have belonged to one of the PCs.

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Limited use: 1/battle as a free action, but only if it has been triggered earlier by *jet of vile fluids* attack.

AC 22

PD 15

MD 19

HP 66