

# BOGGART

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## Small Aberration (Air)

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +4 (Dex)

**Speed:** 20 ft

**AC:** 20 (+1 size, +4 Dex, +5 natural)

**Attacks:** Slam +5 melee

**Damage:** Slam 1d3+1 and 2d6 electricity

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Confusion, electricity, electrical discharge, feed

**Special Qualities:** Alternate form, detect thoughts, invisibility, spell immunity, darkvision 60 ft

**Saves:** Fort +3, Ref +6, Will +6

**Abilities:** Str 12, Dex 19, Con 13, Int 14, Wis 12, Cha 11

**Skills:** Bluff +8, Hide +16, Listen +12, Search +9, Sense Motive +8, Spot +12

**Feats:** Alertness, Blind-Fight, Dodge

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**Climate/Terrain:** Any marsh

**Organization:** Solitary, pair, or pack (2-5)

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 7-12 HD (Small)

The boggart is the immature form of a will-o-wisp. It appears as a small humanoid, such as a goblin, gnome, halfling, or norker, or will-o-wisp. It usually appears in humanoid form to lure its victims to their death.

## COMBAT

The boggart begins melee using its *confusion* ability. It then uses its electrical attack against its foes while changing forms as it wishes. If reduced to 5 or less hit points, the boggart will try to escape by changing to its will-o-wisp form and moving across grounds its enemies cannot traverse.

**Confusion (Su):** 1/day; screeching, 30-foot spread; Will save (DC 13) or *confused* for 6 rounds. This ability replicates the spell of the same name. Each additional boggart within 30 feet that screeches adds +1 to the DC.

**Electricity (Su):** Touch; 2d6 points of electrical damage. A creature touched receives a Fortitude save (DC 14) for half damage.

**Electrical Discharge (Su):** 10 feet, no range increment, line of electricity from its hands, once every 1d4 rounds, 2d6 points of electrical damage; Reflex save (DC 14) for half.

**Feed (Su):** When a boggart slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. For every 8 HD or levels a boggart consumes, it gains 1 Hit Die. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

**Alternate Form (Su):** The boggart's natural form is that of a small will-o-wisp. In will-o-wisp form it retains its ability scores, detect thoughts, invisibility and spell immunity, but cannot use its electrical attacks or confusion ability. The boggart's AC increases to 24 in will-o-

wisp form.

Its other form is that of a small humanoid. In humanoid form, the boggart gains all the abilities of the form (for example, a boggart in dwarf form has dwarven racial traits). The boggart keeps its ability scores and all of its powers in humanoid form.

The boggart can assume either form as a standard action, but cannot maintain either longer than 10 rounds. A change in form cannot be dispelled, nor does the boggart revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid form.

**Invisibility (Sp):** Maximum of 10 minutes/day in any form. While invisible it can use its confusion ability without becoming visible.

**Detect Thoughts (Su):** A boggart can continuously detect thoughts as the spell cast by an 8th-level sorcerer. It can suppress or resume this ability as a free action.

**Spell Immunity (Ex):** Boggarts are immune to all spells save *magic missile*, *maze*, *magic circle against evil*, *magic circle against chaos*, *protection from chaos*, and *protection from evil*.

The Boggart first appeared in the 1e *MM II* (Gary Gygax, 1983).