BOGGLE

“Boggle comes and boggle goes,
Steals your rings and stamps your toes.
Turn around the compass rose,
Where it went to, no one knows.”
—Fallcrest children’s rhyme

Boggles skirt the borders of civilization, creeping between shadows and squeezing through shortcuts in space to trick and to steal from mortals. They have a malicious sense of humor and enjoy tricks that torment others.

Children sometimes tell of “bogeymen” that follow them, lurking in the corners of their vision only to vanish when confronted. Parents dismiss such stories as phantoms of an overactive imagination—until the boggle snatches the child away.

Misshapen Interlopers: Boggles are native to the Feywild. They are common ancestors of goblins and of the Shadowfells’ dimension-hopping banderhobbs (Monster Manual 3), but are as similar to those creatures as humans are to apes. Although diminutive, boggles are able to extend their reach a considerable distance, and over the years, their ability to bend space and grasp across dimensions has stretched them somehow, making them adept at trickery. A boggle lopes with a hunched gait, dragging its knuckles along the ground as it moves.

Boggles migrate to the world wherever they discover a fey crossing, seeking the limitless entertainment provided by the world’s easily beguiled mortals. They are able to fold space over short distances and spy on mortals through the dimensional windows they create. They might pass through the resulting portal or reach across with their long arms, in search of items to filch or victims to terrify.

Malicious Tricksters: Boggles go out of their way to torment or vex people. A boggle might spoil milk, strip the sheets from beds, tie shoes together, or set stocks aflame. It might disassemble armor and hide the pieces, or switch new weapons with old, rusty ones. It might pound at the inside of a closet door, hurl an object against a wall, or grab at sleepers from beneath their beds. It might even swaddle a wild animal cub like a baby and swap it for a sleeping infant—then lurk nearby to delight in the parents’ horror. Sometimes a boggle volunteers to act as a humble guide for travelers or explorers, then leads them into an ambush or a harrier by a stronger or more clever creature.

Boggles panic when caught, and they sweat profusely in the presence of other creatures. Boggle sweat is a viscous, slick, fire-resistant substance, and a boggle will often leave traces of it wherever it goes, like the slime trail of a slug. For those who know what to look for when strange happenings are afoot, traces of boggle sweat will reveal that a boggle is present.

**Boggle Sight Stealer Level 3 Lurker**

Small fey humanoid XP 150

HP 37; Bloodied 18
AC 17, Fortitude 15, Reflex 17, Will 13
Speed 6, climb 6
Resist 5 fire

**Traits**

- **Dimensional Window**
  - The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.

**Standard Actions**

- **Claw** At-Will
  - Attack: Melee 2 (one creature); +8 vs. AC
  - Hit: 2d6 + 4 damage.

- **Neck Bite** At-Will
  - Attack: Melee 2 (one creature grabbed by the boggle); +6 vs. Reflex
  - Hit: 4d6 + 8 damage.
  - Miss: Half damage.

- **Peek-a-Boo Trick** (teleportation) At-Will
  - Requirement: The boggle must have no creature grabbed.
  - Attack: Ranged 10 (one creature); +6 vs. Reflex
  - Hit: The boggle teleports the target to an unoccupied square within 2 squares of the boggle, and the target is grabbed (escape DC 13). The target is blinded until the grab ends. The boggle must remain within 2 squares of the target for the grab to persist.

**Move Actions**

- **Dimension Hop** (teleportation) At-Will
  - Effect: The boggle teleports up to 3 squares.

- **Triggered Actions**

  - **Face Rip** (teleportation) Encounter
    - Trigger: A creature grabbed by the boggle escapes the grab.
    - Effect (Immediate Reaction): Melee 2 (triggering creature). The target takes 1d8 + 5 damage, and the boggle teleports up to 3 squares.

**Skills**

- Athletics +8, Stealth +11, Thievery +11
- Str 15 (+3), Dex 20 (+6), Wis 14 (+3)
- Con 13 (+2), Int 5 (-2), Cha 6 (+1)

**Alignment** evil

**Languages** Common, Goblin
**Boggle Blink Trickster**  
**Level 4 Artillery**  
Small fey humanoid  
XP 175

- **HP**: 43; Bloodied 21
- **Initiative**: +7
- **AC**: 18, Fortitude 16, Reflex 18, Will 14
- **Speed**: 6, climb 6
- **Resist**: 5 fire

**Traits**

- **Dimensional Window**: The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.

**Standard Actions**

- **Dimension Claw**  
  **At-Will**  
  **Attack**: Melee 10 (one creature); +11 vs. AC  
  **Hit**: 2d6 + 5 damage.

- **Double Diversion Trick**  
  **At-Will**  
  **Effect**: The boggle uses dimension claw twice.

**Move Actions**

- **Dimension Hop**  
  **At-Will**  
  **Effect**: The boggle teleports up to 3 squares.

**Triggered Actions**

- **Teleport Trick**  
  **Teleportation**  
  **Effect**: The boggle teleports up to 3 squares.

**Skills**

- Athletics +9  
- Stealth +12  
- Thievery +12

**Alignment**: Evil

**Languages**: Common, Goblin

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**Boggle Body Snatcher**  
**Level 5 Controller**  
Small fey humanoid  
XP 200

- **HP**: 61; Bloodied 30
- **Initiative**: +7
- **AC**: 19, Fortitude 17, Reflex 19, Will 15
- **Speed**: 6, climb 6
- **Resist**: 5 fire

**Traits**

- **Dimensional Window**: The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.

**Standard Actions**

- **Claw**  
  **At-Will**  
  **Attack**: Melee 2 (one creature); +10 vs. AC  
  **Hit**: 2d6 + 6 damage.

- **Body Snatch**  
  **Charm**  
  **Recharge**: when first bloodied  
  **Effect**: The boggle is removed from play, and the target gains a +2 bonus to attack rolls and damage rolls. When the effect ends, the boggle returns to play in an unoccupied space of its choice within 5 squares of the target.

**Move Actions**

- **Dimension Hop**  
  **Teleportation**  
  **Effect**: The boggle teleports up to 3 squares.

**Triggered Actions**

- **Chase Trick**  
  **Charm**  
  **Recharge**: when first bloodied  
  **Effect**: The boggle’s current square is greased until the end of the encounter. Whenever any creature other than a boggle willingly enters the greased square, it falls prone.

**Skills**

- Athletics +9, Stealth +12, Thievery +12
- **Alignment**: Evil
- **Languages**: Common, Goblin