

Tatter Boggle

Level 3 Artillery (Leader)

Tiny Fey Humanoid

XP 150

Initiative +7

Senses Dark Vision, Perception +8

HP 37; **Bloodied** 18

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 15

Immune Cold; **Vulnerable** 5 Radiant

Speed 6, Burrow 3

Action Points 0

Venomous Bite (standard; at-will) ♦ **Poison**

Melee, +5 vs. AC, 2 points of ongoing poison damage (save ends)

Hurl Rotten Potato (standard; at-will) ♦ **Poison, Weapon**

Ranged 10/20; +8 vs. AC; 1d6 +6 poison plus 2 points of ongoing poison damage (save ends)

Sink Hole (standard; encounter) ♦ **Reliable**

Ranged 10, +8 vs. Reflex, 1d4 +3 damage plus immobilized (save ends)

Burrowing Escape (immediate interrupt; recharge 5, 6) ♦ **Teleportation**

If the boggle is in contact with the earth, it can escape damage from an area attack effect.

Ruined Harvest (aura 10) ♦ **Zone**

Up to 3 beetle allies within 10 squares can shift 1 square as a free action

Alignment Unaligned

Skills Stealth +14, Acrobatics +14, History +12

Str 13 (1) **Dex** 20 (5) **Con** 13 (1)

Int 18 (4) **Wis** 13 (1) **Cha** 13 (1)

Equipment: Delving Cloth Armor (potato sack)



Tatter Boggles are pale colorless fey that live in abandoned potato fields. They have long black hair, bony faces, and recessed eyes. The fey collects lost belongings and the rubbish of nearby villages to decorate its lair.

Tatter Boggle Lore

A character knows the following information with a successful Nature Check.

DC 15: Tatter Boggles will attack any intruder into their fields unless offered a gift of candy or milk.

DC 20: Tatter Boggles are well versed in local history and have an encyclopedic knowledge of everyone who was born or died near their territory

DC 25: Tatter Boggles are immune to cold attacks and vulnerable to radiant attacks. Tatter Boggles often raise giant beetles as companions and defenders.

DC 30: The potato bag cloth armor the Tatter Boggle wears is "dungeon delver" armor.

Tatter Boggle Tactics

A tatter boggle will attack first with its sink hole ability and then pelt the victim with rotten potatoes. If immobilized or "bloodied" the tatter boggle will attempt to escape the encounter with a "Fey Step" teleport followed by a stealth check to hide. Giant Beetle allies are always sent in first and backed up by the ranged attacks of the tatter boggle.

Adventure Hooks

Outside of combat, the tatter boggle may be consulted on matters of local history given that it is "immortal" and has an interest in human affairs. It may also be consulted about more powerful fey in the area or the whereabouts of a lost item or buried treasure.