

FOUR HORSEMEN PRESENT

MONSTERS UNDER THE BED

Running games for children is often more difficult than it sounds, but can be an incredibly rewarding experience. Roleplaying games in general and the *Pathfinder Roleplaying Game* specifically, are amazing tools for teaching children valuable teamwork, arithmetic, problem solving, and critical thinking skills. Unfortunately, few games are created with children in mind. The vast majority of monsters available for the Pathfinder RPG are terrifying foes for *adults* and few responsible parents would set a mohrg or succubus against players under the age of eight. Beyond that, the base game assumes a foe is generally defeated through battle, which isn't always the best lesson for impressionable young minds.

Monsters Under the Bed is here to help! The Four Horsemen believe RPGs should be enjoyed by gamers of all ages. So we've put together templates to make all existing monsters more child-friendly and specific creatures crafted with younger players in mind. We also provide plot hooks for each template and monster, to help spark ideas for family-friendly adventures!

TEMPLATES

Each of the following easy-to-use templates is designed to transform common monsters into challenges more appropriate for children. Most include a downgrade to the monster's power, and/or the addition of weaknesses that allow non-violent options for conflict resolution.

BABY MONSTER

This giant crying baby looks like it could be carved from solid stone.

BABY STONE GIANT

CR 5

XP 1,600

N Small humanoid (giant)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 54 (12d8)

Fort +8, **Ref** +6, **Will** +7; -4 vs. sleep

Defensive Abilities adorable (DC 18), improved rock catching*

Weaknesses dependent, drowsy, imprint

OFFENSE

Speed 5 ft.

Melee 2 slams +14 (1d4+4)

Ranged rock +13/+8 (1d4+4)

Special Attacks rock throwing (180 ft.)*

STATISTICS

Str 19, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +9; **CMB** +12; **CMD** 24

Feats Power Attack

Skills Stealth +18 (+26 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages none

ECOLOGY

Environment temperate mountains

Organization solitary

Treasure none

*=stone giant ability

Few monsters are born fully-grown. Most go through near-helpless childhoods where they must be cared for by parents. However, baby monsters can still pose significant threats, especially since they might have a monster's power without an adult's control.

ORPHAN OF STONE

While ascending a mountain, the PCs hear a sound like the scraping of metal on rock. They find a crying stone giant baby, stuck in mud, with her parents nowhere to be found. The child forms an attachment to the group, and is helpless without constant aid. Unfortunately, her wailing is not just ear-splitting, but the echoing sound through the mountains draws dangerous threats. Worse, the toddler's strength is absurd, and potentially dangerous even to those caring for it. Can the PCs return her to her people, or was she abandoned for a reason?

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CREATING A BABY MONSTER

“Baby monster” is an inherited template that can be added to any living, corporeal creature. A baby creature retains the base creature’s statistics and special abilities except as noted here.

CR: –3.

Alignment: Neutral. A creature with alignment subtypes retains these subtypes, with a neutral alignment.

Armor Class: Natural armor reduced by –6 (minimum 0).

Size: The creature’s size is reduced by two categories.

Defenses/Qualities: The creature retains all defensive abilities and gains the following.

Adorable (Ex): Babies of almost any species are cute, making it difficult for even the vilest villain to raise a hand against them. Any creature attempting to attack or harm a baby monster must succeed on a Will save (DC 10 + 1/2 the baby monster’s HD + baby monster’s Charisma modifier). If the save fails, the attacker is unable to follow through with the attack, that part of its action is lost, and it can’t directly attack the baby monster for 1 round. Creatures harmed by a baby monster are immune to this ability for 24 hours. Failing the save by 5 or more affects the attacker with the equivalent of a *charm monster* effect until the attacker is harmed by the baby monster (caster level equals baby monster’s HD). This is a non-magical mind-affecting effect, which cannot be dispelled or suppressed by an antimagic field. Creatures with a good alignment take a –4 penalty to their save.

Speed: The base creature’s land speed is reduced to 5 feet if Medium-sized or smaller after size adjustment, or 10 feet if Large-sized or larger. Any other movement types are retained, but reduced to a maximum of 5 feet regardless of the creature’s size. A creature with a fly speed has a maneuverability of “clumsy.”

Weakness: A baby monster gains the following.

Dependent (Ex): The creature is not really capable of taking care of itself, and requires near-constant attention. For creatures with the same creature type as the baby, this is a DC 10

Heal check, equivalent to long-term care, and requires at least 8 hours (although these hours do not need to be consecutive). For any other creature type, this is a Heal check with a DC equal to 15 + the baby monster’s CR. If the baby monster does not receive care in the form of a successful check in a 24 hour period it must succeed at a Constitution check (DC 10, +1 for each previous check) each hour thereafter or take 1d6 nonlethal damage as the starvation and thirst rules (see *Pathfinder Roleplaying Game: Core Rulebook* for details). This damage cannot be recovered until a creature succeeds on a Heal check to care for the baby monster.

Drowsy (Ex): A baby monster takes a –4 penalty to saves against sleep effects. Base creatures immune to sleep do not gain this weakness.

Imprint (Ex): The baby monster becomes charmed (as *charm monster* spell) by any creature that succeeds on a Heal check to care for it per the dependent flaw (no save). This is a non-magical mind-affecting effect, which cannot be dispelled or suppressed by an antimagic field. This effect persists for 24 hours.

Feats: The creature may have no more than one feat.

Languages: The base creature loses the ability to speak or understand any language.

Abilities: –8 Strength, –8 Con, +4 Cha; the base creature’s Intelligence ability score is reduced to 2.

TOY

The ridiculously big lumbering hulk looks built from brightly painted wood and ceramic, with a puffy face and wide mouth full of ill-fitting teeth.

TOY OGRE

CR 4

XP 1,200

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision, Perception +5

DEFENSE

AC 14, touch 8, flat-footed 18 (–1 Dex, +6 natural, –1 size)

hp 48 (4d8+30)

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Fort +3, Ref +0, Will +3

DR 5/adamantine; Immune construct traits

Weaknesses fragile

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+9 nonlethal) or slam +4 (1d6 +9)

Space 10 ft.; Reach 10 ft.

Special Abilities bardic performance 12 rounds/day (distraction, fascinate [DC 12]), cheap, feign mind (Sense Motive DC 14)

STATISTICS

Str 23, Dex 8, Con —, Int —, Wis 10, Cha 7

Base Atk +3; CMB +10; CMD 19

Skills Perform (comedy, dance) +5

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure none

The magical art of construct crafting is often used to create powerful guardians, immortal servants, or dangerous weapons. However, the same talents can be turned to the creation of whimsical creatures meant to delight and entertain. Construct toys can take any shape, and while all might be turned toward more violent ends, that was seldom the original intent of their creators.

TROJAN OGRE

The great toy ogre was a recent gift to the royal court from a neighboring kingdom. A wondrous source of entertainment, the construct ogre's bumbling dances and endless supply of deadpan jokes delights adults and children alike. None realize a hollow cavity conceals the construct's halfling creator, who uses the toy to gain access to valuables and secrets carelessly spoken within the unintelligent ogre's presence. When jewelry and magical items start going missing, the children of the court are the first ones blamed.

CREATING A TOY

"Toy" is an inherited template that can be added to any creature. A toy creature retains the base creature's statistics and special abilities except as noted here.

CR: +1 for non-construct base creatures; +0 for construct base creatures.

Alignment: Neutral.

Armor Class: Non-construct base creatures gain a +1 bonus to natural armor.

Creature Type: The creature's type changes to construct. Do not recalculate HD, BAB, or saves. The creature loses its Constitution modifier to hit points, but gains bonus hit points as a construct of its size.

Defenses/Qualities: The creature gains darkvision 60 ft., low-light vision, construct immunities, and DR 5/adamantine.

Special Abilities: A toy gains the following.

Cheap (Ex): Toy constructs are cheaper to construct using the Craft Construct feat than more violent contemporaries. A toy's price is equal to its final CR squared multiplied by 400 gp instead of 500 gp as a normal construct (see *Pathfinder Roleplaying Game: Ultimate Magic* for details on creating constructs).

Feign Mind (Ex): While mindless, toys are generally created to be interactive enough to pretend at Intelligence. Every toy speaks and understands one language (usually Common). While the toy creature lacks an Intelligence ability score, it retains its Charisma ability score. The toy can hold a simple (mostly one-sided) conversation with preprogrammed responses, but it is not capable of independent thought. Any creature engaging the toy in conversation is permitted a Sense Motive check (DC 10 + the construct's CR) to detect its lack of a mind.

Entertaining (Ex): The base creature gains Perform as a class skill and adds ranks to all Perform skills equal to its Hit Dice. A toy can use the distraction and fascinate bardic performance abilities as a bard with a level equal to its Hit Dice.

Weakness: A toy gains the following.

Fragile (Ex): Toys are more fragile than most constructs. A toy is subject to critical hits, massive

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damage, and precision damage, even if the base creature is normally immune. Whenever the toy takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The creature remains immune to other sources of the stunned condition.

Safety (Ex): A toy's natural attacks deal non-lethal damage. If ordered, a toy can attack for lethal damage at a -4 penalty.

Melee: The creature loses any weapon proficiencies, but gains a natural slam attack for a creature of its size.

Abilities: +2 Str; Constitution and Intelligence ability scores of —.

WEAKENED

This creature resembles a lanky reddish-brown wolf with wide and fear-filled red eyes.

WEAKENED HELL HOUND CR 1

XP 400

LE Medium outsider (evil, extraplanar, fire, lawful)

Init +5; **Senses** darkvision 60 ft., scent; Perception +7

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1

Immune fire

Weaknesses cowardly, vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks breath weapon* (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7; **Racial Modifiers** +5 Stealth

Languages Infernal (cannot speak)

ECOLOGY

Environment any (Hell)

Organization solitary

Treasure incidental

*=hell hound ability

Not every monster is a vicious beast willing to face down all threats to the death. Weakened monsters have a glaring personality flaw that undercuts even the most terrifying attributes, allowing them to be overcome without having to resort to murder. Perhaps the mighty lion is actually a coward, the terrifying mantichore is a big crybaby, or the ancient dragon can be turned into a laughing wreck with a well-placed pun.

COWARDLY HELLHOUND

Always the runt of his litter, Avrack only survived to adulthood by fleeing every challenge and any threat. Summoned by a conjurer hoping for a hellish ally, Avrack ran away at the first sign of real danger. Now free within the mortal world, he's doing everything he can to survive, which mostly means scavenging or occasionally creeping into a village at night to grab one of the smaller and less scary-looking sheep. Unfortunately, the hellhound looks exactly as frightening as his more fearsome brethren. The villager's paranoia reaches a fever-pitch, as they imagine armies of devils at their doorstep. Everyone's worst enemy becomes their own fear, and only the PCs stand a chance of de-escalating the panic.

CREATING A WEAKENED

"Weakened" is an acquired or inherited template that can be added to any creature (except as noted below) with an Intelligence score of 5 or higher. A weakened creature retains all of the base creature's statistics and special abilities.

CR: -1. While the weaknesses gained by a weakened creature reduce its overall threat, it is recommended that PCs overcoming a weakened creature gain experience as if its CR had not been reduced.

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Weakness: A weakened creature gains one of the following weaknesses.

Caregiver (Ex): The caregiver is a parent, with hardwired instincts preventing it from harming those that appear childlike. Whenever the caregiver creature has line of sight to a target that is either two size categories smaller or has the young creature simple template (see the *Pathfinder Roleplaying Game: Bestiary* for details), it must succeed on a Will save or be affected by the equivalent of a *charm monster* effect. The DC of the Will save to negate is equal to $10 + 1/2$ the caregiver creature's HD + caregiver creature's Charisma modifier. This is a non-magical effect, which cannot be dispelled or suppressed by an antimagic field. Use the caregiver creature's Hit Dice as its caster level. This version of the weakened template cannot be applied to a base creature that is immune to charm or mind-affecting effects.

Comedic (Ex): The comedic creature is a prankster with a bad case of the giggles, which can cause it to break into hysterical laughter at even the stupidest jokes. Any opponent can target the comedic creature with the equivalent of a *hideous laughter* spell as a standard action using the opponent's Hit Dice as its caster level. The DC of the Will save to negate is equal to $10 + 1/2$ the opposing creature's HD + opposing creature's Charisma modifier. The comedic creature does not gain a bonus on its saving throw if the opposing creature's type is different. This is a language-dependent mind-affecting compulsion effect. This version of the weakened template cannot be applied to a base creature that is immune to compulsion or mind-affecting effects.

Controlled (Ex): A controlled creature is not a master of its destiny, and doesn't *really* want to be antagonistic to anyone. Whether due to blackmail, magical control, or simply being a born follower, it is subject to orders from a superior it doesn't much care for. While it might still attack if commanded, it is far easier to reason with than most. A controlled creature usually has a starting attitude of indifferent (per the Diplomacy skill). Any creature can attempt to improve a controlled creature's attitude using conversation as a full-round action, even in combat. Creatures that have harmed or threatened a controlled creature or

its allies take a -5 penalty to Diplomacy checks against it.

Cowardly (Ex): The cowardly creature has a deep yellow streak, and is easily scared although it might try to pretend otherwise. The creature takes a -4 morale penalty to saves against fear effects. It always count as smaller than other creatures for the purposes of the Intimidate skill (giving Intimidating creatures a +4 bonus and the cowardly creature a -4 to Intimidate checks). Using the Intimidate skill to demoralize the cowardly creature lasts for a 1 minute plus 1 minute for every 5 by which the Intimidate DC is beaten. Multiple uses of the Intimidate skill to demoralize can either increase the duration of demoralize or cause stronger fear conditions (shaken to frightened, frightened to panicked). This version of the weakened template cannot be applied to a base creature that is immune to fear or mind-affecting effects.

Crazy (Ex): The crazy creature is unhinged in a kooky, chaotic, and somewhat goofy manner, rendering it not overly capable of tactical planning. The crazy creature takes a -4 penalty to all Wisdom-based skill checks and Will saves. At the beginning of each turn the crazy creature is engaged in combat, it must succeed on a Will save (DC $10 + 1/2$ the crazy creature's HD + creature's Charisma modifier) or be confused for 1 round (as the *confusion* spell). This version of the weakened template cannot be applied to a base creature that is immune to confusion or mind-affecting effects.

Crybaby (Ex): The crybaby creature has really sensitive skin, feels pain more than most, or else just reacts really poorly to being thwarted. The creature takes a -4 morale penalty to pain effects. Whenever the creature takes damage from any source (including non-lethal damage) it must succeed on a Will save (DC $10 + 1/2$ the crybaby creature's HD + creature's Constitution modifier). On a failed save, the creature is nauseated for 1 round. On a successful save, the creature is instead sickened for 1 round. Whenever the creature is reduced to 1/2 or less of its maximum hit points it becomes sickened and must save each round or be nauseated. This is a pain effect. This version of the weakened template cannot be applied to a base creature that is immune to pain effects or critical hits and precision damage.

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MONSTERS

Each of the following monsters is specifically crafted to be used in a game with children. Even if they are not appropriate for every GM's game, they illustrate good examples of appropriate creatures to use. Each carries a hint of the whimsical or ridiculous, and each represents a challenge that might be best overcome without necessarily resorting to violence. In the right situation, each lends itself well to providing teaching moments.

CLOSET CREEPER

The impossibly gangly pale person's arms and legs are thin as twigs. They attach to a tiny torso and small head with wide-eyes full of fear.

CLOSET CREEPER

CR 3

XP 800

CN Large fey

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +9

DEFENSE

AC 15, touch 11, flat-footed 13; (+2 Dex, +4 natural, -1 size)

hp 27 (5d6+10)

Fort +3, **Ref** +6, **Will** +5

Defensive Abilities chameleon

Weakness scared

OFFENSE

Speed 30 ft., climb 15 ft.

Melee 2 slams +5 (1d4+4 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks creepy

Spell-Like Abilities (CL 5)

At will—*dimension door* (see below)

STATISTICS

Str 19, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 19

Feats Lunge, **Skill Focus** (Intimidate), **Skill Focus** (Stealth)



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Skills Climb +12, Escape Artist +10, Intimidate +11, Perception +9, Stealth +9

SQ compression

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Chameleon (Su) The closet creeper is constantly invisible (as the *invisibility* spell) as long as it remains unmoving for at least 1 round. Taking any physical action negates the invisibility until the closet creeper returns to a motionless state.

Creepy (Ex) The closet creeper is just weird and eerie in spite of its best efforts. It has unsettling movements, a spooky voice, and a tendency to sneak up behind people. The closet creeper gains Intimidate as a class skill, but cannot make Charisma-based skill checks except for Intimidate. Any time it has an opportunity to make an Intimidate skill check outside of combat, the closet creeper must do so (usually after 1 minute of conversation). While in combat, the closet creeper may use the Intimidate skill to demoralize as a move equivalent action.

Scared (Ex) Closet creepers are afraid of most other creatures, relying on stealth and surprise in all situations. When in combat against any creature of Small or larger size, the closet creeper gains the shaken condition. It must succeed on a DC 14 Will save each round it remains in combat against a Medium-sized creature or gain the frightened condition. Fighting any Large or larger creature causes the closet creeper to gain the panicked condition (no save). The save DC is Constitution-based.

Spell-Like Ability (Sp) A closet creeper can teleport (as the *dimension door*) spell at will between any two known locations. It can only use this ability if both locations are not visually observed by any living creatures. It may teleport other creatures with this ability, but only if they are unconscious or otherwise cannot see the fey.

The closet creeper is a lonely creature, usually too frightened to have any friends or loved ones.

They are known for sneaking into homes to hide under beds, dressers, or in closets to spy on families and children. However, closet creepers are rarely malicious. This sort of observation is the only way the creeper can feel a sense of connection. Unfortunately, some can go too far, trying to kidnap children they unintentionally frighten while trying to be friendly.

CREEPY SAVIOR

Bek the closet creeper inhabits the Morrowridge Institute for Adventurous Youths. The school is a popular and prestigious academy for the children of adventurers. Unfortunately, the dark sorceress Fevral (an old enemy of many of the parents) has replaced the headmistress while her allies keep the adults distracted. She is using her stolen position and influence to control the other professors, in the hope of brainwashing the next generation of heroes. There is a single variable the villainous mastermind hasn't accounted for—Bek. Watching from the academy's nooks and crannies, he's become aware of her dark designs. Fearing for the children more than his own safety, he's decided to bravely attempt to warn them before it is too late. Sadly for both Bek and the children, the poor monster's help is likely to be misunderstood.

GOLEM, CANDY

The tall sliding figure is composed of thousands of hard candy and taffy pieces all melted together.

CANDY GOLEM

CR 5

XP 1,600

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +5, **Will** +2

Defensive Abilities sticky; **DR** 5/adamantine; **Immune** construct traits, magic

Weaknesses chewy

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OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 slams +10 (1d6+4 plus attach)

Ranged taffy +9 (see below)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 23

ECOLOGY

Environment any

Organization solitary or cluster (2–4)

Treasure none

SPECIAL ABILITIES

Chewy (Su) The candy golem is vulnerable to being eaten. Any creature within reach can make a free bite attack at the golem as a natural attack once per round. The bite damage is appropriate for a creature of the attacker's size. A creature that already possesses a bite attack deals damage to the candy golem as if it was one size category larger. Any bite attacks penetrate the candy golem's damage reduction as if it were adamantine and is immune to the sticky ability.

Immunity to Magic (Ex) A candy golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals acid or fire damage slows a candy golem (as the *slow* spell) for 2d6 rounds (no save). However, the DC of its sticky ability is increased by +2 (DC 15) for the duration.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A candy golem gets no saving throw against attacks that deal cold damage.
- A *shatter* spell stops a candy golem from moving and eliminates its damage reduction for 1 round.

Sticky (Ex) Whenever a creature successfully attacks the candy golem with an unarmed or natural attack, they become stuck to the golem (as the attach ability) if they fail a DC 13 Reflex save. When a creature successfully attacks the golem with a melee weapon, the weapon becomes disarmed and attached to the golem on a failed save. The weapon can be retrieved from the golem with a successful disarm combat maneuver. The save DC is Constitution-based.

Taffy (Su) A candy golem can fire sticky strings of taffy as a ranged touch attack at creatures with a range increment of 30 feet. This otherwise acts as a tanglefoot bag.

Golem crafters with a taste for the whimsical sometimes construct golems from collected pieces of expensive candy. The colorful and delicious creatures are also sometimes purchased by wealthy doting aristocrats desiring a tasty guardian for a spoiled child.

SWEET REVENGE

Marigus the Magnificent has been foiled for the last time! Too long has he been mocked and derided by ignorant small-minded lunkheads! How *dare* the generals have the temerity to call his masterful candy golems “dumb” and “not scary”! They are sheer unadulterated genius—a peerless unflinching warrior that can even act as *supplies* for hungry accompanying soldiers! He'll show them... he'll show all of them! Soon his confectionary constructs shall march upon their foolish fortifications, and make them eat their words!

CONSTRUCTION

A candy golem's body must be sculpted from 200 pounds of expensive hard and soft candies worth 500 gp.

CANDY GOLEM

CL 7th; **Price** 12,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *create food and water*, creator must be caster level 7th; **Skill** Craft (cooking) or Craft (sculptures) DC 17; **Cost** 6,250 gp

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GREMLIN, BOOGREL

The ugly roly-poly little creature wears bright colors and clown-like makeup.

BOOGREL GREMLIN

CR 1

XP 400

CN Tiny fey

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size)

hp 11 (2d6+4)

Fort +2, **Ref** +4, **Will** +4

DR 5/cold iron; **Immune** falling damage, nonlethal damage

OFFENSE

Speed 20 ft., climb 20 ft.

Melee +1 *merciful mallet* +2 (1d6–2 plus 1d6 nonlethal)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 1st; concentration +1)

At will—*ghost sound* (DC 10), *mage hand*, *open/close*

1/day—*grease* (DC 11), *hold portal*

STATISTICS

Str 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 8

Feats Catch Off-Guard

Skills Craft (traps) +6, Disable Device +3, Escape Artist +6, Perception +6, Perform (comedy) +5, Sleight of Hand +6, Stealth +14

Languages Common, Sylvan

ECOLOGY

Environment any urban

Organization solitary, pair, mob (3–12), or infestation (13–20)

Treasure standard

SPECIAL ABILITIES

Laughter (Ex) Boogrel gremlins live for immature jokes and slapstick humor. Whenever a boogrel

gremlin witnesses a creature fail a save against a trap it has created, become knocked prone, or take nonlethal or falling damage, it must succeed on a DC 11 Will save or fall prone with laughter (as the *hideous laughter* spell) for 1 round. Additionally, a creature with the Perform (comedy) skill can force any observing boogrel gremlins to make a Will save with a DC 15 check. The save DC is Charisma-based.

Mallet (Su) Each boogrel gremlin possesses an oversized mallet that deals damage as a +1 *merciful warhammer* wielded by a Small creature. The gremlin stores and retrieves the mallet magically, drawing or sheathing it as a free action. The mallet has hardness 6 and 3 hit points. If its mallet is destroyed, the gremlin must save versus the laughter weakness and cannot summon a new mallet for 24 hours. The mallet disappears if dropped, stolen, or if the boogrel is killed.

Prankster (Su) A boogrel gremlin can create minor traps with amazing speed. When using the Craft (traps) skill to create a mechanical trap of CR 1 or less, the boogrel creates the trap on a successful check after only one minute of work. A team of six boogrel gremlins can construct a mechanical trap of CR 1 or less as a full round action. Boogrels generally jury-rig traps from whatever materials they can scavenge. Boogrel gremlins do not require gold to make these traps, merely time.

Boogrels are less malicious than most gremlins, but can become far more frustrating. The miniscule pranksters love waiting until humanoids are asleep before turning surroundings into a trap-filled funhouse. While victims almost never become worse off than battered and bruised, the chaos sown by the

PRANKING PRINCES

The king's son is a giant brat. Entitled, haughty, and sullen, he is untouchable by subjects who fear the day he might ascend to the throne. The prince's doting parents are blind to his poisonous personality, but the king's advisors, wizards, and generals are not. Hatching a scheme, they send their children in secret to meet with fey allies. They hope some enchantment might cure the prince of his temper tantrums and immature arrogance, before he becomes a ruthless tyrant. However, the fey's solution is not quite what they expect. The children must work with a team of giggling boogrels to teach their prince humility, humor, and friendship without pushing him into a violent rage.

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little creatures is rarely appreciated. Even when forced to defend themselves with magical mallets, the boogrel can barely contain their amusement. A creature with a good sense of slapstick humor can find it easy to befriend boogrels, simply by laughing along, or even surprising them with new jokes.

targets in a 30-ft. line). This trap deals no damage unless creatures are hurled into a hole or pit (for falling damage), which may require an increase in the trap's CR.

BOOGREL TRAPS

The following are examples of the sort of traps commonly constructed by boogrel gremlins.

BOOGREL BOMB CR 1

Type mechanical; Perception DC 10; Disable Device DC 20

EFFECTS

Trigger location; Reset none

Effect alchemical effect (as *glitterdust*, DC 13 Will save negates blindness only); multiple targets (all targets in a 10-ft.-radius spread).

BOOGREL BUCKET CR 1/4

Type mechanical; Perception DC 10; Disable Device DC 10

EFFECTS

Trigger location; Reset manual

Effect A bucket, barrel, or other container drops a liquid onto a 5-ft-square; DC 15 Reflex avoids. Boogrels usually fill the container with paint or dye. Angered boogrels might instead use curdled milk or pickle brine which requires a DC 12 Fortitude save to resist being sickened for 1 minute.

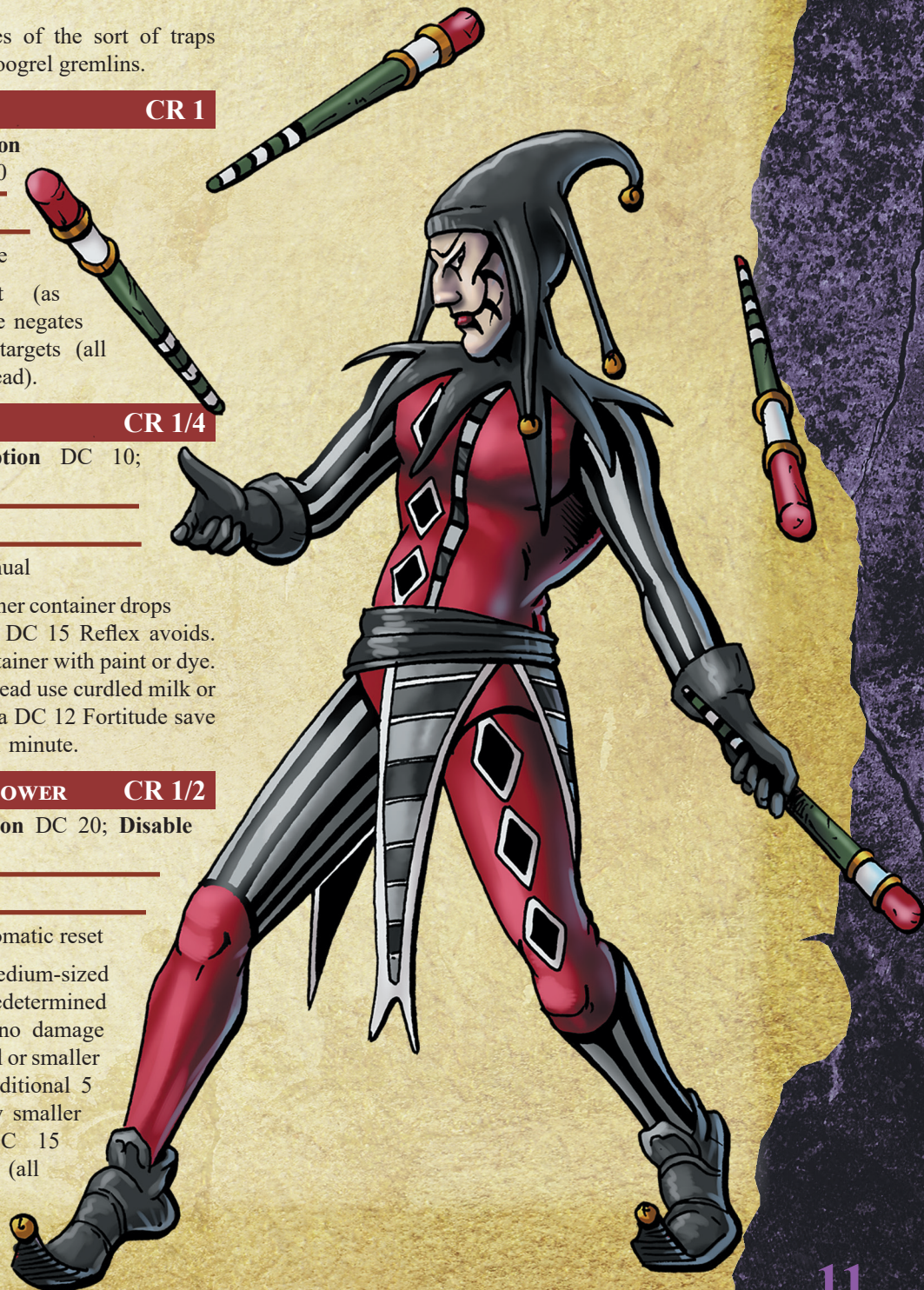
BOOGREL PERSONTHROWER CR 1/2

Type mechanical; Perception DC 20; Disable Device DC 10

EFFECTS

Trigger location; Reset automatic reset

Effect Springs hurl a Medium-sized creature 5 feet in a predetermined direction where they take no damage but are knocked prone; Small or smaller creatures are thrown an additional 5 feet for every size category smaller than Medium (Reflex DC 15 negates); multiple targets (all



FOUR HORSEMEN PRESENT

HAUNTED HOUSE

The ominous looking crumbling mansion looks almost like a face, with shuttered windows for eyes and large double-doors for a mouth.

HAUNTED HOUSE

CR 10

XP 9,600

CN Colossal aberration (shapechanger)

Init +1; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 24, touch 1, flat-footed 24 (–3 Dex, +25 natural, –8 size)

hp 127 (15d8+60)

Fort +9, **Ref** +2, **Will** +10

DR 5/adamantine; **Immune** acid

OFFENSE

Speed 5 ft.

Melee tentacle +13 (2d8+15 plus adhesive)

Space 50 ft.; **Reach** 30 ft.

Special Attacks constrict (slam, 2d8+15), swallow whole (no damage, AC 22, 12 hp)

Spell-Like Abilities (CL 15, concentration +15)

At will—*major image* (DC 18), *shadow conjuration* (DC 19), *shadow evocation* (DC 20)

3/day—empowered *shadow evocation* (DC 20)

STATISTICS

Str 31, **Dex** 4, **Con** 19, **Int** 20, **Wis** 13, **Cha** 20

Base Atk +11; **CMB** +29; **CMD** 36 (can't be tripped)

Feats Catch Off-Guard, Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell-Like Ability (*shadow evocation*), Improved Initiative, Intimidating Prowess, Master Craftsman, Skill Focus (Intimidation)

Skills Bluff +20, Craft (armor, carpentry, clothing, jewelry, stonemasonry, traps, weapons) +15, Disguise +8 (+28 when mimicking objects), Intimidate +23, Perception +14; **Racial Modifiers** +20 Disguise when mimicking buildings and objects

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling

SQ mimic building

ECOLOGY

Environment any

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Adhesive (Ex) A haunted house exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered haunted house automatically grapples any creature it hits with its tentacle attack. Opponents so grappled cannot get free while the haunted house is alive without removing the adhesive first. Strong alcohol or *universal solvent* dissolves the adhesive, but the haunted house can still grapple normally. A haunted house can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Mimic Building (Ex) A haunted house can assume the general shape of any Colossal-sized building, such as a mansion or small fort. Within its interior, it can form its body into any general Large-sized or smaller objects, such as massive chests, stout beds, or doors. The creature cannot substantially alter its size, though. A haunted house's body is hard and

MILLER'S MANSION

Ela Miller's estate has stood abandoned for decades after the wealthy (but slightly crazy) alchemist blew her lab to kingdom come. Her remaining family has sent a string of brave souls to try claiming the property, all fleeing from the "ghost" of Ela Miller. However, the local children love Old Miller's Mansion. World-weary teens tell thrilling stories to innocent youngsters of spending a whole night in the crumbling ruin, and actually seeing ghosts! Many carry good luck charms proving their courage during the right of passage. Children dare each other to risk the haunted house, with groups that go in often becoming friends for life. Unfortunately, the Miller family has spent a fortune on confused paladins and clueless clerics attempting failed exorcisms. Soon, the Millers aim to sell the property at a loss, and the new owner plans on burning the place to the ground. The haunted house doesn't understand the danger it is in. It might come down to the town's children to solve the mystery and save the strange magical building.

MONSTERS UNDER THE BED

has a rough texture, no matter what appearance it might present. A creature may attempt a Perception check opposed by the haunted house's Disguise check to notice flaws or oddities showing the object or building seems alive and not what it appears. The haunted house gains a +20 racial bonus on Disguise checks when imitating an object or building in this manner, but touching an object created by the haunted house negates this bonus. Disguise is a class skill for a haunted house.

Spell-Like Abilities (Sp) A haunted houses' spell-like abilities only function inside the haunted house, and cannot cross its "threshold."

Swallow Whole (Ex) Most of the interior of a haunted house is empty rooms, although it often fills these rooms with creepy settings using the mimic building ability. It can swallow whole (as the universal monster ability) any grappled creature (usually through a door or window). The haunted houses' swallow whole ability deals no damage, but creatures trapped within the house are subject to its spell-like abilities and tentacle attacks until they

escape. Escaping the haunted house uses the rules for the swallow whole ability, however the haunted house applies its damage reduction to any attack taken by creatures within it.

A haunted house is what happens when the same alchemical or magical accidents that might produce mimics happen on a much larger scale. The entire building gains a strange awareness and abilities over the course of years. With slow patient incremental changes, the house might make itself over into a completely different structure with humanoids walking past each day, none the wiser.

While no haunted house is inherently evil, they are naturally prone to boredom, and love to play creepy tricks on people for fun. The houses can go to elaborate ends to lure creatures into entering willingly, but love it best when children try to test their bravery against the creepy old house. A master of deception, illusion, and slow exciting scares, the haunted house is careful to not do much more than give everyone a spooky story. Most even create magical trinkets as a reward to especially entertaining people, or as a lure to encourage bravery.



FOUR HORSEMEN PRESENT

WHITE HAG

This little floating woman wears stereotypical witches garb in colors of white and pink, waving around a flowery wand throwing off sparks of magic.

WHITE HAG

CR 7

XP 3,200

CG Small monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)

hp 85 (9d10+9)

Fort +7, **Ref** +10, **Will** +6

SR 18

OFFENSE

Speed 20 ft., fly 60 ft.

Ranged *magic wand* +13 ranged touch (5d6 force plus knockback)

Special Attacks detect thoughts

Spell-Like Abilities (CL 9th, concentration +13)

Constant—*fly*

At will—*magic missile*, *sleep* (DC 15), *minor creation*, *unseen servant*

1/day—*lesser geas* (DC 18), *limited wish* (DC 21)

STATISTICS

Str 8, **Dex** 19, **Con** 18, **Int** 9, **Wis** 7, **Cha** 18

Base Atk +9; **CMB** +12; **CMD** 21

Feats Agile Maneuvers, Combat Casting, Improved Initiative, Improved Iron Will, Iron Will

Skills Fly +22, Perception +10, Stealth +20

Languages Common, Elven, Sylvan

SQ coven

ECOLOGY

Environment any

Organization solitary or coven (3 white hags)

Treasure standard

SPECIAL ABILITIES

Detect Thoughts (Su) A white hag can detect thoughts as per the spell of the same name (CL 9th). She can suppress or resume this ability as a free action. When a white hag uses this ability, it always functions as if she had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

Gullible (Ex) A white hag is incapable of noticing deception. Any Bluff check made against her is automatically considered to be successful (as if she failed her opposed Sense Motive check). This includes even far-fetched or impossible lies, some lies however are so improbable that a Bluff check isn't even allowed. Likewise, irrefutable proof cannot be argued against. In these cases the white hag is able to recognize a lie for what it is. Although even then, she is likely to believe the liar is merely confused or mistaken.

Magic Wand (Su) A white hag is capable of crafting a *magic wand*. The wand can deal force damage as a ranged touch attack (range increment 30 feet). A creature damaged by this effect is subject to a free bull rush combat maneuver using the white hag's combat maneuver bonus. A white hag who loses her wand cannot use any of her spell-like abilities and cannot contribute to coven spell-like abilities. *Magic wands* have no power in the hands of a creature other than the white hag. The white hag can create a new *magic wand* with 1 hour of effort if her current one is lost or destroyed. A white hag's *magic wand* has hardness 2 and 10 hit points.

Most people believe all hags are ugly old evil creatures, who use eldritch power to suit their own desires. While this is generally true, the white hag refutes those stereotypes (and actually takes offense at being called a "hag"). Empowered by forces of goodness, light, and hope, white hags are everything their cousins are not. However, their saccharine sweetness, noble can-do attitudes, and stubborn optimism can sometimes make them *more* dangerous than their selfish kin.

White hags have difficulty thinking beyond the obvious, or recognizing that sometimes problems are more complex than right or wrong. To a white hag, every setback is an opportunity, all heroes can do no wrong, and every bad guy is just an earnest heartfelt plea away from redemption.

MONSTERS UNDER THE BED

White hags always assume the best out of everyone, even the most dastardly villains or unrepentant monsters. Thus, they are incredibly naïve and easily manipulated by evils they can't quite comprehend. Worse, white hags *love* to meddle in mortal affairs, but usually have zero ability to tell a good idea from a bad one. Covens often sweep in on a whim, throw a bunch of power around, and conclude they saved the day. They then depart with a sense of accomplishment... even though they might make things far worse.

WHITE HAG COVENS

A hag coven containing a white hag loses access to the *animate dead*, *baleful polymorph*, *blight* and *bestow curse* spell-like abilities. Instead they gain access to the *daylight*, *major creation*, *fabricate*, and *remove curse* spell-like abilities. When all three hags of the coven are within 10 feet of each other, the other hags gain the detect thoughts and spell resistance abilities of the white hag.

However, white hags only rarely work with hags of different types, usually only in cases of extraordinary manipulation on the part of the evil hags.

CAREFUL WISHES

A coven of white hags has concluded the only reason why mortals do bad things is because they are unhappy. The absolute best way to make someone happy, of course, is to give them exactly what they want! So the coven is flying around town, granting wishes, and then departing, confident that everything must surely turn out for the best! Unfortunately, this is throwing the village into absolute chaos as people's stray desires, prayers, and whims become reality. Somehow, the hags must be convinced to stop, or else their do-gooding might tear the town apart.



FOUR HORSEMEN PRESENT

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MONSTERS UNDER THE BED

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