



“Moth” © deviantArt user Muchinery, accessed at her gallery [here](#)

[Why the booka missed the boat getting into the Tome of Horrors, while various atomies, brownies, buckawns and killimoulis made the cut is beyond me. Maybe because the original booka had zero ability to do damage. Maybe it was their [original illustration](#), which feels vaguely like an antisemitic caricature. Since they have moth wings and live in attics, I amped up the moth aspects in my version.]

## **Booka**

### **CR 1 CG Fey**

*This tiny person stands no more than a foot high. Moth-like wings grow from their back, and their body is covered in a layer of insulating fluff.*

Bookas, also known as moth fairies or rafter fairies, are small house spirits of eaves, lofts and other raised spaces. They spend most of their time invisible and dozing, enjoying the warmth of a house. Unless the occupants of their house are wicked, they will assist their cohabitants by sweeping, pest control and doing other minor chores. Especially favored hosts will be given gifts of fine silk, which the bookas naturally secrete and use to make ropes and clothing. Like many house spirits, they have a complicated relationship to gifts—they happily accept food, but payments of gold are seen as insulting and will prompt them to leave. On rare occasions when bookas are not found in a humanoid dwelling, they can be found in caves in areas of geothermal activity like geysers and volcanoes. Bookas hate the cold.

A booka will gladly antagonize mean or cruel homeowners with scary noises, eerie lights and by moving objects. Their activities can be mistaken for poltergeist infestation. When in combat, bookas make use of their inherent silk to make long, strong ropes to trip, disarm and bind foes, leaving them humiliated but alive. If they need to do real damage, they rely on telekinetically thrown items and long knives made from scavenged iron. The only enemies a booka will automatically treat with deadly violence are gremlins—bookas often attempt to buy, trade for or steal cold iron weapons to fight gremlins with, even though these also cause the bookas discomfort.

A booka stands between six inches and one foot tall, and weighs between two and five pounds.

## **Booka CR 1**

**XP 400**

CG Tiny fey

**Init** +3; **Senses** low-light vision, Perception +5, scent

Defense

**AC** 16, touch 15, flat-footed 13 (+2 size, +3 Dex, +1 natural)

**hp** 9 (2d6+2)

**Fort** +1, **Ref** +6, **Will** +3

**DR** 3/cold iron; **SR** 12

**Weakness** light sensitivity, vulnerability to cold

Offense

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** short sword +6 (1d3-1/19-20) or silk whip +7 (1d2-1 nonlethal)

**Space** 2 ½ ft.; **Reach** 0 ft. (10 ft. with silk whip)

**Spell-like Abilities** CL 2<sup>nd</sup>, concentration +4

At will—*dancing lights*, *ghost sound* (DC 12), *invisibility*, *prestidigitation*

3/day—*cause fear* (DC 13), *daze* (DC 12), *telekinetic projectile* (+6 ranged)

1/day—*bane* (DC 13), *bless*, *snare* (DC 14)

Statistics

**Str** 9, **Dex** 17, **Con** 12, **Int** 14, **Wis** 11, **Cha** 14

**Base Atk** +1; **CMB** +2; **CMD** 10

**Feats** Weapon Finesse

**Skills** Acrobatics +8, Bluff +7, Diplomacy +7, Escape Artist +8, Fly +19, Knowledge (local) +7, Perception +5, Sense Motive +5, Stealth +15

**Languages** Common, Gnome, Sylvan

Ecology

**Environment** underground and urban

**Organization** solitary, pair, family (3-6) or clan (7-28)

**Treasure** standard

Special Abilities

**Silk Whip (Ex)** A booka carries a length of fine silk that it can use as a whip. It does not provoke attacks of opportunity for using this whip in melee, or for making trip or disarm attempts with the whip. This whip has hardness 1 and 5 hp—if it is destroyed, the booka can craft a new one with an hour of work.