



Monster of the Week

# The Mahaha

A NEW MONSTER FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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## The Monster of the Week

The Monster of the Week product line takes its inspiration from the television trope of the same name: a convention by which a weekly television production might introduce a new freak, villain, or beastie in every episode, allowing the episode's themes and topics to revolve around the latest "big bad." Monster of the Week aims to arm GMs with creatures and villains perfect for such a role. Whether you're looking to populate a memorable encounter or a villainous story arc, our Monster of the Week is made for maximum creep-factor and memorable "wow" power!

Within this installment's pages you will find the true and terrible description of the mahaha – a shaggy, mountain-dwelling creature not dissimilar to a yeti or sasquatch, and yet far more unnerving than either... for the mahaha leaves its victims with a macabre calling card: a signature smile, twisted and frozen upon the faces of those unfortunate enough to succumb to the monster's claws. Called by names like "the tickler," or "the smiling man," few creatures make for more unsettling foes. Derived from real-world Inuit myth, these terrors of the tundra are presented within these pages in the spirit of the original aboriginal legends. Read on, but take care, lest you crack a smile or let slip a chuckle. You wouldn't want to do that...

### The Mahaha

*A shaggy creature stands upright like a man, covered head to toe in frost-caked fur. Its frightful face grins a maniac smile while its wicked claws twitch nervously.*

#### MAHAHA

CR 6

**XP** 2,400; **CE** Large monstrous humanoid

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

#### DEFENSE

**AC** 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

**hp** 68 (8d10+24)

**Fort** +4, **Ref** +9, **Will** +3

**Resist** cold 10

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +12 (1d6+4), bite +11 (1d6+4)

**Special Attacks** frozen caress, hideous glee

**Spell-Like Abilities** (CL 8th, concentration +11) constant—*endure elements*, *tongues*

#### STATISTICS

**Str** 19, **Dex** 16, **Con** 14, **Int** 9, **Wis** 5, **Cha** 16

**Base Atk** +8; **CMB** +13 (+15 grapple); **CMD** 26 (28 vs. grapple)

**Feats** Improved Grapple, Improved Unarmed Strike, Toughness, Weapon Focus (claw)

**Skills** Climb +12, Intimidate +12, Perception +5, Survival +8

**Languages** Aklo, Common

**SQ** foolish

#### ECOLOGY

**Environment** cold mountains

**Organization** solitary

**Treasure** standard

#### SPECIAL ABILITIES

**Foolish (Ex)** A mahaha takes a -4 penalty on Sense Motive skill checks, and a creature that attempts to deceive a mahaha with a Bluff skill check never takes a penalty for telling an unlikely or far-fetched lie. Attempting to convince a mahaha to believe the impossible still incurs a -10 penalty, but not the usual -20 penalty that would normally apply to such a deception.

**Frozen Caress (Su)** A mahaha can use its rigid claws to caress a creature that it is grappling as a standard action. The mahaha may attempt to maintain the grapple as a part of this action. The feeling of the mahaha's caress is a curious sensation, akin to tickling or itching. Victims affected by this touch often feel no pain at all, dying with laughter as the tickling turns to scratching and then to clawing. A creature touched in this way must succeed on a Fortitude saving throw (DC 17) or be fatigued – beset by a chill akin to hypothermia. A creature so affected feels warm and giddy, not cold, and takes a -2 penalty on saving throws against the mahaha's hideous glee ability for 24 hours. The saving throw is Charisma-based.





**Hideous Glee (Su)** A mahaha can spend a full-round action laughing with hideous glee. The mahaha may attempt to maintain a grapple as a part of this action, but can take no other actions while laughing. A living creature within 30 ft. that hears the mahaha laugh must succeed on a Will saving throw (DC 17) or be affected by *hideous laughter* for 1d3 rounds. A creature that can hear the mahaha but not see it gains a +5 bonus on this saving throw, and creatures may choose to avert their eyes in order to

gain this bonus, similar to the way that a creature may avert its eyes from a gaze attack. The saving throw is Charisma-based.

This rarely-glimpsed monster lives a reclusive life on lonely mountaintops in the frozen tundra. Thought to be connected to the legend of the wendigo, a mahaha is a creature driven mad by isolation, and by the unspeakable savageness of the arctic. Some scholars of mythology and legend believe that the mahaha is more a spirit than a man or beast: creatures descended from entities



hailing from the darkest reaches of the multiverse – perhaps the same realms from which the terrible wendigo are said to be driven from. Another theory postulates that mahaha were men once, mountain hermits who succumbed to the terrible psychosis associated with wendigo encounters, left manic and mutated by the experience.

Whatever the truth, one thing is certain: the mahaha are cannibals – eaters of men, and gleefully so, and equally willing to dine on their own kind. In fact, a mahaha loathes nothing more than another of its own. Stranger and more unsettling still, the mahaha also seem associated in some way with avalanches, and are often reported picking through the aftermath of arctic landslides, looking for survivors upon which to dine. Curiously, mahaha are reluctant to feast on the flesh of the dead, preferring live flesh to a frozen carcass. What’s more, a mahaha is thought to “season” the flesh of its victims with laughter, grinning and tickling and smiling as it kills, infecting its prey with a supernatural giddiness accompanied by mad glee and terrible laughter. In the accursed regions that the mahaha call home, no sound can instill more terror into the heart of an arctic explorer than the sound of laughter echoing across the tundra.

Fortunately for explorers everywhere, the insane and violent cheer of the mahaha contributes to its greatest weakness: foolishness and folly, bordering on crazed idiocy. Additionally, mahaha are known to toy with their prey before descending with claws and teeth, often inadvertently affording a potential victim valuable time with which to concoct a ploy or deception to use against the monster.

## BLUFFING VS.

### MAHAHA FOOLISHNESS

A mahaha’s foolishness can be a serious weakness, and clever exploitation of this vulnerability may allow even low-level parties to survive an encounter with one. A GM who intends to use a mahaha against a party of 3rd-level characters or lower should give the PCs ample opportunity to learn about the creature’s foolish nature through Knowledge checks, research, or the assistance of NPC sages and scholars. The mahaha’s foolishness is typically the first piece of relevant information learned with a successful Knowledge (nature) check. A DC 16 check is usually sufficient to learn the mahaha’s weakness. Overcoming such a serious physical threat by exploiting a vulnerability which is almost entirely dependent on the cleverness and ingenuity of the players can be a tremendously satisfying experience, and one that your players will remember long after the adventure is over.

That said, be careful to consider the rules and modifiers applicable to the Bluff skill when determining what sort of trick a mahaha might succumb to. Simply awarding a victory when the PCs put forward their deception is likely to subtract from your players’ sense of accomplishment, not add to it. Below you will find a handy table summarizing the usual modifiers that apply when using the Bluff skill to tell a lie, along with the modifiers as adjusted by the mahaha’s foolish ability.

Circumstances of Bluff	Standard Modifier	Modifier vs. Mahaha
The target wants to believe you	+5	+5
The lie is believable	+0	+0
The lie is unlikely	–5	+0
The lie is far-fetched	–10	+0
The lie is impossible	–20	–10
The target is drunk or impaired	+5	+5
You possess convincing proof	up to +10	up to +10



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