

Buggy Bugeye

Every goblin is afraid of dogs, horses, and Buggy. Before coming to the tribe he was the pet of a group of ogre, who poked out his left eye with a stick for fun. Buggy soon met a magic centipede that taught him magic and now lives curled up in his empty eye socket. All the other goblins totally believe his story and are terrified of his magic centipede eye!

Buggy Bugeyee

Male goblin witch 1

NE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft., Perception +2

DEFENSES

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 9 (1d8+1)

Fort +1, Ref +2, Will +4

OFFENSE

Speed 30 ft.

Melee dagger -1 (1d3-2/19-20)

Special Attacks hex (evil eye, 30 ft. range, -2 to AC, ability checks, attack rolls, saving throws, or skill checks for 5 rounds, Will DC 14 reduces to 1 round)

Spells Prepared (CL 1st, concentration +3)

1st—burning hands (DC 13), sleep (DC 13)

0—detect poison, resistance, touch of fatigue

STATISTICS

Str 6, Dex 14, Con 12, Int 15, Wis 14, Cha 11

Base Atk +0; CMB -3; CMD 9

Feat Ability Focus (evil eye)

Skills Intimidate +4, Knowledge (arcana) +6,

Stealth +10, Use Magic Device +4

Languages giant, goblin, orc

Combat Gear wand of shocking grasp (CL 1st, 4 charges)

Other Gear slightly bent dagger, bugeye (centipede that

lives in Buggy's right eye socket), magic sticks,

jar of blood pickled mushrooms (2 days food),

more magic sticks, 1 PP

Advantageous Distraction

Like most goblins, you're easily distracted. Unlike most goblins, though, you have a knack for being distracted at the right time, especially when it comes to avoiding pain. Once per day as a swift action, you can be momentarily distracted in combat—ducking an axe swing to inspect a toadstool, or stooping behind a tree to lick some bark and accidentally avoiding an arrow, and so on.

When you activate this ability, you gain a +2 dodge bonus to your AC for 1 round.



Boo goes the Bug
All the Gobs jump high!
Buggy-Bug got the Power
Living in my Eye!