

BUBGHIA: THE HUNTERS IN FORESTS

Appearing: 4-7 (20-30)

HD: 2 (commoner) to 7 (hunter)

AC: 7 [12] (unarmored)

Attacks: 1 (melee, ranged, or spell)

DMG: +3 to hit and damage with ranged weapon, unarmored 2d3, grappling 25% better

Save: HD = Thief save level

Morale: 8

Speed: 1/3 faster than unencumbered human

Alignment: Neutral, but good

Immune: Nature based malicious spells

Special: Can cast Cleric spells as a Cleric level 3 – HD, but at least 1st level spells as 1st level Cleric

Bubghia are peace-loving hunters and collectors, who live deep in the forests. They are exceptional hunters and always will find something to eat; berries, mushrooms, grubs, lichen...

They prefer to use ranged weapons like spears and bows, which are always exceptional work (+2 weapons). Their ranged skills have no match, as they get total of +5 to hit with ranged weapons. They are also known for their close combat techniques.

Their body looks like a slim frog standing almost 7 feet high. Their body is brown or gray but in their back grows a green bristle. Their head looks something between a horse and a lizard. Their eyes are black but gentle and intelligent. Their feelers, sprouting from behind their ears, are long and sophisticated.

Their food is delicious and nourishing. Eating a meal of their food will provide 1d3 more HP when resting. Their rations also heal 1 HP when digested.

Weapons and armor made of only the best of the ingredients found in the forest are perfect for bubghia, but a little different for other races, who haven't learned their techniques in early age. Others than bubghia only get +1 from their weapons.

Armors (-2 AC [+2 AC]) give +2 (+10%) to hiding and stealthy actions in forests. The armors are also unencumbering for bubghia and for other races only weight half of leather armor.

Clerical spells they get from their god, Ormarwx, they worship. Ormarwx is told to be stalking the deepest parts of the spirit forests and those who ever see him with their own eyes, will immediately turn into forest spirits themselves. Some seek this, some are afraid of it.

Their language is rich and quite complicated to learn, as they can say everything they need to say during that day in the morning, with only one word. Their feelers do help with it, as they are semi-telepathic and can see enough in the future to know what to say still without a power to interfere it. They are decent in elvish dialects, know some dwarvish but hate common and human languages, thinking them as too simple, and refuse to learn those.

When dying they are very careful to recite the right poems to please Ormarwx, so they can return into the forest as spirits. Some day the spirits will be re-born as new baby-bubghia. If the poems are not spoken or whispered at the doors of death, bubghia believe their soul is lost and they will born as imps instead. The imps that stalk the darkest parts of the forests, where the daylight cannot penetrate through.

If you make a friend of a bubghia, you will have a loyal friend for life. Not only you have a skillful companion, but also insightful company.