

## Duggley Bug

Medium unique Beast.

AC 17 (Natural armour) See below for note on shield.

HP 90 (12d8 + 36)

Speed 30

S	D	C	I	W	Ch
17	18	16	8	10	14
+3	+4	+2	-1	0	+2

## Senses

Dark vision

Tremor sense

## Languages

Blackcountry Duggley dialect.

## Actions

Melee weapon attacks.

3 attacks per round per weapon.

+3 Longsword +10 1d8 +6

+3 dagger +10 1d4 + 6 melee

+ 11 1d4 + 7 thrown. Range20/60 dagger returns as a free action.

## Unarmed strike

Strikes as a +3 magical weapon

+11 1d8 +6 per strike.

up to 4 arms can strike for 3 attacks each.

## Notes

Duggleys shield does not affect his AC but if in use will give advantage against any attack against which he is aware of. Note that tremor sense will warn of invisible or stealthed enemys.