BUCKAWN

Small Fey
Hit Dice: 1d6 (3 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 20 ft
AC: 17 (+1 size, +4 Dex, +2 natural)
Attacks: Dagger +0 melee; or dart +4 ranged
Damage: Dagger 1d4; or dart 1d4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, poison use
Special Qualities: SR 12, scent, low-light vision
Saves: Fort +0, Ref +6, Will +3
Abilities: Str 11, Dex 18, Con 11, Int 12, Wis 13, Cha 16
Skills: Bluff +7, Escape Artist +8, Hide +14, Jump +4, Listen +7, Move Silently +10, Search +5, Sense Motive +5, Spot +7
Feats: Alertness, Improved Initiative

Climate/Terrain: Temperate forests
Organization: Gang (2-4), band (6-11), or tribe (12-20)
Challenge Rating: 2
Treasure: No coins; no goods; 50% items
Alignment: Always neutral
Advancement: 2-3 HD (Small)

Buckawn are relatives of the brownie (q.v.). They are less friendly and far trickier than their distant cousins. Buckawn shun contact with most other races, including other fey creatures.

Buckawn stand about 2 feet tall and have dark skin and hair. Their eyes are green or brown. They tend to dress in russets and greens.

Buckawn speak Common and Sylvan.

COMBAT
Buckawn favor daggers and darts in combat. They readily use poisoned blades when confronted with a tough opponent or one they don’t particularly care for.

Spell-Like Abilities: At will—change self, dancing lights, entangle, invisibility (self only), pass without trace, and summon swarm. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13 + spell level).

Poison Use: Buckawn never risk accidentally poisoning themselves when applying poison to a blade. They favor deathblade poison.

Skills: Buckawns receive a +2 racial bonus to Hide, Listen, Move Silently, and Spot checks.

The Buckawn first appeared in the 1e MM (Gary Gygax, 1983).