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[Commissioned by [@justicegundam82](#). This conversion was done to match the CR of the original, not its actual power level. The 3.5 version is in every way superior to a CR 2 bugbear, yet is a CR 1. Yes, there is some power creep in D&D 3.5, and in PFRPG 1e as well. But a 60 foot move speed and Spring Attack as a bonus feat is defense enough. Have your ranged weapons handy for this one.]

Varag

CR 1 NE Humanoid

This tall, loping creature has pointed ears, a pug nose and a mouth full of short tusks. Its arms and legs are long, and it carries in one hand a savage-looking scimitar.

Varags are a subspecies of goblinoids with a feral and lupine aspect. They are the product of an ancient fleshwarping ritual, mixing hobgoblin with dire wolf bloodlines to create a fast and intelligent source of strike troops. The intelligence was not as successfully conferred as the speed—varags are simple-minded and live much as animals do when left to their own devices.

Varag society is similar to that of wolves, with a single reproducing couple accompanied by adult children and various relatives. They are nomadic, roaming across wide distances in search of food. Their behavior tends towards bursts of frenzied activity when hunting, followed by several days spent resting, playing, scrapping with each other and gorging themselves on their kills. They do not make shelters on their own, preferring to sleep in scratched-out burrows. Weapons are for the most part scavenged, and metal weapons are highly prized. As such, varags hunt other humanoids whenever possible, and impressive feats of bravery or savagery are rewarded with social status.

Varags are sometimes used by hobgoblins as scouts and skirmishers. They are most useful for their blinding speed, but maintaining that capacity requires large amounts of food supplies. Varags dislike armor and are unskilled with ranged weapons, but may use both if tutored by hobgoblins. Hobgoblins tend to treat varags well in order to maintain their allegiances, viewing them as other species might treat a prized horse or hunting dog. Few varags have complaints about this relationship, as it results in gifts of weapons and jewelry, and increased breeding success for varags outside their typical hierarchy.

A varag is tall but lanky, standing more than six feet tall but weighing less than two hundred pounds.

Varag CR 1

XP 400

NE Medium humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft., Perception +1, scent

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (3d8)

Fort +1, **Ref** +5, **Will** +1

Weakness ravenous

Offense

Speed 60 ft.

Melee scimitar +4 (1d6+3/x18-20)

Statistics

Str 15, **Dex** 15, **Con** 11, **Int** 4, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 16

Feats Improved Initiative, Run, Spring Attack (B)

Skills Perception +1, Stealth +7, Survival +4 (+9 tracking by scent); **Racial Modifiers** +4 Stealth, +4 Survival when tracking by scent

Languages Goblin

SQ fast stealth, melee training

Ecology

Environment any hills

Organization solitary, gang (2-6) or pack (7-22 plus 1 3rd level ranger per 10 individuals)

Treasure incidental

Special Abilities

Fast Stealth (Ex) A varag can move its full speed without penalty when using the Stealth skill.

Melee Training (Ex) A varag is proficient with all martial melee weapons.

Ravenous (Ex) A varag that consumes less than three times the amount of food typically required by a Medium creature suffers a -30 ft. penalty to its speed until it is sufficiently fed.