

BUGBEAR

Medium Humanoid (Goblinoid)

Hit Dice: 3d8+3 (16 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 17 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 16

Base Attack/Grapple: +2/+4

Attack: Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)

Full Attack: Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +2, Ref +4, Will +1

Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9

Skills: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4

Feats: Alertness, Weapon Focus (morningstar)

Environment: Temperate mountains

Organization: Solitary, gang (2–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

This muscular, savage humanoid stands 7 feet tall. Coarse hair covers most of its body. Its mouth is full of long, sharp fangs, and its nose is much like that of a bear.

The biggest and strongest of the goblinoids, bugbears are more aggressive than their smaller relatives. They live by hunting any creature weaker than themselves.

The bugbear's nose is the cause of its name, though the creature is not related to bears. Its hide and sharp claws also resemble those of bears. A bugbear's hands are far more dexterous than a bear's paws, however, and its claws are too small to make effective weapons.

Bugbears speak Goblin and Common.

COMBAT

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements. Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

BUGBEAR SOCIETY

Bugbears prefer to dwell in temperate, mountainous regions with many caves, living in small tribal units. A single bugbear, usually the biggest and meanest, leads each tribe. A tribe has as many young as it has adults. Children do not join the adults in the hunt, but they will fight to protect themselves or their lairs.

Bugbears have only two genuine goals in life: food and treasure. Prey and intruders are considered a valuable source of both. These extremely greedy creatures prize anything shiny, including arms and armor. They never miss an opportunity to increase their hoards through theft, plunder, and ambush. On rare occasions they parley with other beings if they believe something can be gained, but they are not skilled negotiators, losing their patience quickly if such encounters run overlong.

They are sometimes found commanding goblins and hobgoblins, whom they bully mercilessly.

Bugbears survive primarily by hunting, and they eat whatever they can bring down. Any creature is a legitimate source of food, including monsters and even their own smaller kin. When game is scarce, bugbears turn to raiding and ambush to fill their stewpots.

Most bugbears revere a deity named Hruggek, who delights in ambushes followed by furious combat.

BUGBEARS AS CHARACTERS

Most bugbear leaders are fighters or fighter/rogues. Bugbear clerics worship Hruggek and can choose any two of the following domains: Chaos, Evil, Trickery, and War.

Bugbear characters possess the following racial traits.

— +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.

—Medium size.

—A bugbear's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Racial Hit Dice: A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.

—Racial Skills: A bugbear's humanoid levels give it skill points equal to 6 \square (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.

—Racial Feats: A bugbear's humanoid levels give it two feats.

— +3 natural armor bonus.

— +4 racial bonus on Move Silently checks.

—Automatic Languages: Common, Goblin. Bonus Languages:

Draconic, Elven, Giant, Gnoll, Orc.

—Favored Class: Rogue.

—Level adjustment +1.

