

BUGBEAR

Also Known As: Giant Goblin, Bogeyman, Goblilbear, Great Goblin

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Bugbears are huge brutes with bone crushing weapons and the temperament and bloodlust of a rutting grizzly sow. They're mean-spirited bastards who fight with no regard towards honor or cause. I've never seen a bugbear who didn't see (or smell) me first and attempt to do me in. In fact, by the time you detect one in the bush, lying low behind some rocks or creeping in the underbrush by the edge of your camp, you can be sure he has sized you up, and that he and his comrades have already decided how they are going to divvy up your goods. Once you've seen one it's too late. You're in for a bad time and a fight's about to be on.

Now there are those folk who will tell you they are slow-thinkers. Don't you believe it. Their minds are constantly being honed for one thing — battle.

When they aren't fighting at any given moment they are thinking, planning or looking for the next fight. Not to mention these voracious carnivores are known man-eaters. One of the reasons they are so feared is because they are constantly looking to feed their appetites.

They love the ambush and sneak attack, and are expert at setting bait traps. Back during my days as a village provider in the Masau Hills, a pair of bugbears snatched a small lad when he wandered too close to the forest's edge. One blink and he was gone without a sound.

We tracked those goblilbears for the better part of two days before we realized the tables had turned and we ourselves had become the prey. After leading us to a ravine where over a dozen of their brethren lay waiting, we found ourselves fighting for our lives.

In the end, the child (along with four of my comrades-in-arm) were lost. The monsters took their bodies from the field of battle and later butchered and ate them. — 3

Members of this evil race resemble large versions of their smaller goblin cousins. Massive shoulders, large animalistic ears and a nose with a prominent bridge give them a different silhouette and facial features vaguely reminiscent of those of a black bear.

Such a visage, when taken together with their large size and lumbering ursine gait, makes the origins of their namesake quite obvious. Their long arms extend almost to their knees and dangle just off the ground when they shuffle along. These frighteningly powerful arms end in massive, thick hands with long, sausage-thick fingers, which in turn end in jagged filthy nails. These nails are long enough to damage foes if a bugbear

had a mind to claw (which they seldom do purposely excepting for a near-perfect defense in which case they can inflict 2d4p+4 damage).

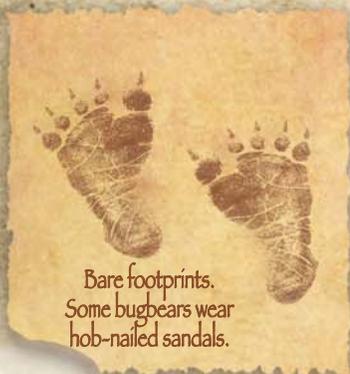
Bugbears are massively built. While their 6- to 7-foot height makes them shorter than gnoles and only slightly taller than most humans, their burly frame carries a beefy 350 pounds or so of bulk. Females are slightly shorter (3 to 4 inches) and about 50 pounds lighter on average. Dark fur covers their body and ranges in color from various browns and dark reds to black.

Despite their prodigious size and lumbering gait, bugbears are not slow by any means; in fact, they are quite nimble and



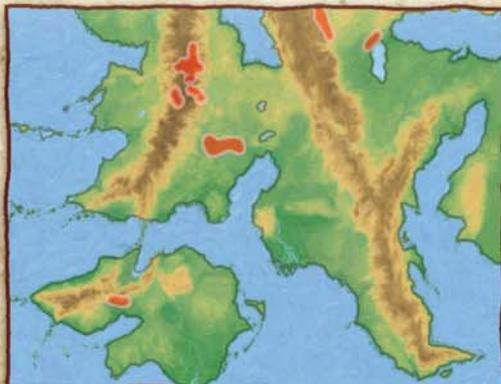
Bugbears prefer large, battering, bone crushing weapons they can put their large muscular frames and weight behind.

SIGN/TRACKS

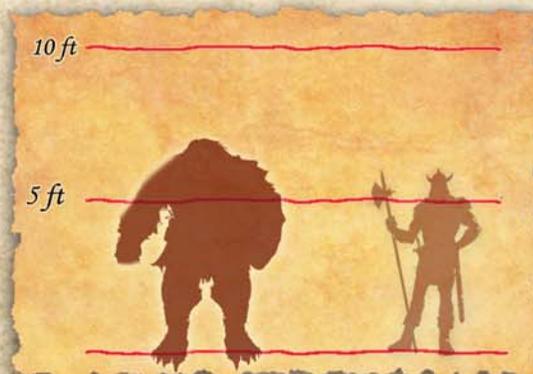


Bare footprints. Some bugbears wear hob-nailed sandals.

RANGE ON TELLENE



SIZE COMPARISON



just as fast as humans. Their thick hide gives them an impressive Damage Reduction 3 even without armor.

These large, sturdy, solid monsters make formidable opponents. Their stocky build and large size makes them tough to knock-back. Despite their size, they are stealthy hunters (possessing a mastery of 50 in both Hiding and Sneaking) and have excellent senses of hearing and olfaction, making them tough to surprise (Listening 40% and an Observation of 50%, with a 1-point bonus to Initiative and one initiative die lower than called for in any situation).

Further, their lanky appendages provide plenty of reach to strike ahead of most foes (+1 foot reach added to weapon length). They are a stout and hearty race, with plenty of Hit Points to withstand even mighty blows, and a very solid threshold of pain and resulting save, should an adversary manage to land a powerful hit.

Ferocious in battle, the bugbear weapon of choice tends to be large crushing and physically imposing weapons, like the morningstar, mace, halberd, great axe and maul. That said they do employ the breadth of available weaponry.

Their weapons are taken from fallen foes as bugbears do not inconvenience themselves with designing or making their own tools; why do so when there are ample quantities available for the taking amongst the other, smaller races?

Bugbears are large enough to wield most two-handed weapons in one massive paw, allowing shield use with all weaponry save pole-arms, bows and crossbows. They like to utilize ranged weapons to soften up their foes, especially from ambush. Their favorites are hurled weapons like axes, clubs, javelins, hammers and so on, which they can lob for full Strength effect without the need to jog, or with an additional +2 Damage with the benefit of momentum gained from a jog. They can even hurl larger pole arms such as spears if balanced appropriately, but must jog forward while throwing for the full effect.

As to shields, bugbears can deploy any size from Medium to Body with ease (smaller shields can be strapped to their arm and used as a buckler and bucklers are too tiny and produce little effect). They do not wear armor of the standard variety. Sometimes they adorn themselves with thick hides and furs, or have their slaves fashion leather or studded leather armors for them, but most often they tie together bits and pieces from various armors to provide protection.

For example, a bugbear might bear a suit of human-sized chainmail over their chest and torso, tied in the back, in order to gain chainmail protection for the front. They may tie two large shields 'sandwich style' on their front and back, gaining protection equivalent to plate on both sides. They supplement other bits and pieces of things to cover the knees or other exposed areas. While it looks disheveled, years of experience has created a rather effective methodology behind this odd practice. On average, bugbears have a Damage Reduction increase from 3 to 6 thanks to these protections. Note also that some of the smaller females can actually wear larger human-sized armors as they were designed to be used.

BUGBEAR

HIT POINTS:	32+3d8
SIZE/WEIGHT:	L/350 lbs.
TENACITY:	Steady
INTELLIGENCE:	Average
FATIGUE FACTOR:	-5/-4

SPEED	INIT
10	-1
ATTACK	DMG REDUCTION
+7	6
DEFENSE	DAMAGE
0	8
by weapon +1 foot REACH	by weapon +4 DAMAGE TOP SAVE

MOVEMENT

CRAWL:	2½
WALK:	5
JOG:	10
RUN:	15
SPRINT:	20

ATTACK:

Damage by weapon with +4 bonus (e.g. 2d8p+4 morning stars); Often harass foes with fusillade of hurled weapons prior to melee.

SAVES

PHYSICAL:	+7
MENTAL:	+7
DODGE:	+7

SPECIAL: Utilize one initiative die lower & -1 to that roll; Shield use (e.g., medium shields increase Defense from 0 to +6); Body armor provides 6 DR (unarmored bugbears have 3 DR); Hiding 50%, Listening 40%, Observation 50%, Sneaking 50%.

GENERAL INFO

ACTIVITY CYCLE:	Nocturnal
NO. APPEARING:	1-4 (hunters); 3d4p (warband); 4d12p (clan)
% CHANCE IN LAIR:	25%
FREQUENCY:	Infrequent
ALIGNMENT:	Chaotic Evil
VISION TYPE:	Low Light Vision
AWARENESS/SENSES:	Keen sight, smell, and hearing ¹
HABITAT:	Any, but common to forest caves ²
DIET:	Carnivorous
ORGANIZATION:	Clan ³
CLIMATE/TERRAIN:	Any ⁴

YIELD

MEDICINAL:	nil
SPELL COMPONENTS:	nil
HIDE/TROPHY:	other humanoids sometimes carry bugbear thumbs as trophies to demonstrate their battle prowess.
TREASURE:	varies ⁵
EDIBLE:	yes, but you'd have to be desperate (or a troll) to eat it.
OTHER:	bugbears are trophy takers, and lairs are often filled with kills and loot taken from their victims.
EXPERIENCE POINT VALUE:	175

Every warband has a leader with at least 49 Hit Points and an extra +1 to Attack, Defense and Damage along with better armor affording a +1 to Damage Reduction.

Overall numbers include one such leader for every 10 bugbears. If 25 or more are encountered, there is also a chief with 56+d8 Hit Points, and an extra +2 to Attack, Defense and Damage along with better armor affording a +2 to Damage Reduction. Besides the chief, there will also be two sub-chiefs with leader stats and an additional +1 (for a total of +2 in one of the four mentioned statistics).

Clerics and shamans are fairly rare, generally only serving in a cloistered capacity and never leaving the lair on raids. Each tribe has but a 35% chance of having a shaman of this type and 25% of shamans also have some mage ability. Their levels of spellcasting ability are not substantial, only d10p-4 for clerical and d10p-6 in mage (negative and zero rounding to 1st).

While not extremely intelligent, they are not dumb, and are perhaps best characterized as cunning and clever. They put these traits to use tormenting those weaker than themselves – a category into which most sapient races fall. Like their smaller goblin cousins, they revel in torture, doing so for the mere enjoyment and rarely to extract information or confession, but rather just to hear the agonizing cries of another. Bugbears eat any type of meat, but vastly prefer to eat sentient races over say, venison.

Sages disagree as to whether it is the taste of the meat itself or the notion of eating a self-aware being that bugbears find most appealing. Although, the bugbear penchant for taking trophies from victims and their obvious delight associated with this act as well as the pride in which they display them indicates that the latter may well be the case. Prizes include very personal items like skulls, scalps, ears, fingers, hands and so on, as well as other items such as clothing, weapons, armors and additional treasures. Larger items taken from pillaging raids are also cherished, for example, whole pieces of furniture or mantles and so on, even a front door (and associated frame) yanked from a plundered house.

Although reasonably intelligent, bugbears are not industrious and are content to live in caves, abandoned areas and ruins. If not readily available, these creatures have no qualms about finding a nice location and then murdering the current owners and moving in. Sometimes, a bugbear tribe will simply move into a goblin warren, for instance, proclaim it theirs and lord over the little deviants. While intolerable for the goblins, this is a great solution for the bugbears who not only gain a nice lair, but also a large cadre of slaves. Most other potential slave-races seek to avoid this situation and mount a defense against the bugbears for as long as possible.

Home taking such as this seldom lasts in civilized lands, as overrunning a human settlement (for example) generally invites the ire of a larger military than the bugbears are equipped to handle. In these latter instances, the bugbears sneak away in the night, carrying whatever loot they can manage.

While energetic and enthusiastic in battle, bugbears are indolent when it comes to things like mining, chores and constructive efforts. They are a raider society living off the fruits of the races that they bully or conquer. They are strong and can mine reasonably well, but do not unless forced by a powerful leader or the promise of some great end in short sight. That said, they are adaptable and survive well within the Netherdeep, in surface caves or living in the open lands. Bugbears can survive and indeed thrive in any climate, including both sultry and wintry conditions.

Bugbears care little for beauty or personal hygiene. They dress in flea-ridden and lice infested hides as long as the clothing is warm or can turn a blade. They never willingly bathe, but are good swimmers and have no fear of the water (and, in fact, greatly enjoy salmon and trout, which they are adept at catching with their clawed hands).

Bugbears tend to bully other humanoids unless their victims have sufficient numbers to make it dangerous, or at least thorny enough to make the attempt not worth the effort. Bugbears do show some friendliness toward goblins (and hobgoblins to a lesser extent) over the other races and sometimes cooperate with them. They dislike gnoles and consider them their nearest natural competitors. Bugbears view halflings and gnomes as little more than food and hardly even notice the various fairie-kin. They hate elves of all types (including grel) and attack them on sight. Bugbears have a fondness for elf-flesh and rarely capture them, preferring to eat them raw just after the battle.

Combat/Tactics:

Bugbears use their great stealth to lay in wait and ambush their prey or to sneak into an enemy camp, home, lair, etc, and attack with surprise. They prefer to begin an assault with a surprise ranged attack, typically using hurled weapons, although they can also use bows and crossbows to dangerous effect. After the initial barrage, they will savagely charge in, seeking to scatter their opponents with massive blows and sheer ferocity, eliminating the possibility of organized resistance.

Bugbears will seek to isolate opponents so that two of them can pulverize a victim and then quickly move to the next. The idea is to quickly neutralize enemies with grievous wounds and then overwhelm any more powerful survivors with sheer numbers. If forced to flee, bugbears always scatter in different directions, meeting up later at a designated rendezvous point, far from their lair. From here they either mount a counter-assault or head back to their domicile.

Habitat/Society:

Bugbears can be found in any climate and are equally at home above or below ground. Their favorite dwellings are natural caves in forested areas not far from human populations (especially large populations with plenty of infants available). Otherwise, they inhabit homes (above or below ground) previously created by other races.

Bugbears live in a disorganized society where the strongest rule the weak. The chieftain will always be the strongest, wildest and most underhanded. The chieftain's position is under constant threat from rivals seeking to murder him and seize control for themselves. These rivals may be sub-chiefs or younger, foolish bugbears. As chief, his challenge is to supplicate his sub-chiefs and make life easy enough for them to enjoy the status quo, but not so easy as to appear weak. Further, the chief's power only extends to his immediate presence as bugbears are generally an unruly, chaotic lot.

Females make up a solid 50% of the population of the tribe. They fight with -2 to Damage and only d8 (instead of 3d8) for Hit Points relative to the larger males. While they are not liberated by any means, females can exercise great control over the males through sexual relations (or rather, lack thereof) and manipulation of rival males.

Bugbears have an average lifespan of about 60 years, but replenishing numbers is a difficult task as they reproduce slowly. While females comprise a solid 50% of their population, they have a difficult time reproducing. Females refuse relations when not in heat and only enter heat under odd circumstances. Females become fertile only after consuming an infant or small child (of any race) and then only for three days. Thus, males interested in copulation, will enter villages or farmhouses and whisk away small children from basins. Because of this, in human lands, bugbears are sometimes known as bogeymen and many a children's tale centers around these stealthy fiends.

A bugbear's gestation period is 7 months, although the infant mortality rate is around 40%, factoring thefts from rival male specimens. Those surviving infancy have a 70% chance of surviving to adulthood with sexual maturity arriving around 12 years of age. Young comprise only 20% of a tribe's numbers. Half the young fight only if cornered (using goblin statistics), while the other half fight as bugbear adults but with only 20+d8 Hit Points and a 3-point penalty to Attack, Damage and Defense.

Bugbears speak their own guttural language as well as Goblin and Hobgoblin. Some 50% percent of them can speak Orcish and 10% might speak a language of another nearby tribe, be it human, humanoid or demi-human.

A bugbear lair typically has slaves equal to 10% to 30% of the adult bugbear population. These slaves provide a source of labor as well as fresh food.

Ecology:

Bugbears sit at the apex of the food chain. While ogres and giants are larger and stronger, they lack the numbers to affect more than individual tribes in specific locations. Only humans, hobgoblins and grevans have strength and numbers sufficient to challenge and drive them from an area, and the former two lack the physical prowess to defeat bugbears in an even fight. And given the bugbear capabilities for stealth and guerilla warfare, they can seldom be driven away by a large determined force. A band of bugbears considers every living

thing to be a possible food source with larger creatures taken individually by a group working in concert and smaller creatures slaughtered on a whim.

Luckily, bugbears are incapable of raising large numbers due to their slow birth rate and odd mating requirements and even when many bands have come together, after any major, pitched battle, any sorts of serious losses set them back for generations. Thus, even where very active, they are merely a nuisance and not a threat to the more populous races such as humans, demi-humans and the larger humanoids.

Religion:

Bugbears are quite superstitious and almost without exception pay homage to one god or another depending on the circumstances in which the bugbear needs or desires aid. Shamans tend to favor the Creator of Strife or the Confuser of Ways, but occasionally worship the Prince of Terror or Seller of Souls. Bugbears often pay homage to the Battle Rager before an impending battle. That said, the average bugbear is not very religious and while he may mumble off a prayer in the hopes of gaining some benefit on whatever endeavor on which he is about to embark, he freely ignores shamans and would openly revolt if forced to perform any sort of formal services (or even attend).

On Tellene:

Bugbears live in all climes and can be found raiding in numbers in almost any sparsely-populated area. They live on the outskirts of human society, but also on the fringe of dwarven, elven or humanoid societies. Many tribes live near Ul-Karg and Norga-Krangrel, preying on the hobgoblins for loot and gear. Several large clans roam the Wild Lands, the deserts and wastes and so on. Even Slen has a bugbear nuisance with which it must deal. Grevans love to fight bugbears, considering them worthy opponents, but call their tactics cowardly, especially when they steal from their camps and refuse to engage directly.

¹**Awareness/Senses:** Bugbears see well in dimly lit conditions, but cannot see in the dark. They have a well-developed sense of smell and excellent hearing.

²**Habitat:** Direct sunlight does not bother them and they are well-suited to living conditions both above and below ground.

³**Organization:** Bugbears are organized by clans, each with a chieftain and several sub-chiefs. Leadership goes to the most powerful, but their exercisable power extends only to the end of their weapon (or the speed at which they can catch another). Sometimes clans will band together into larger groups for the purpose of warring on other races, but they generally stick to their own area.

⁴**Climate/Terrain:** Highly adaptable, bugbears live in every climate from tropical to arctic, above ground, in caves and in the Netherdeep as well.

⁵**Treasure:** Bugbears carry 3d12p trade coins, 3d8 cp, 2d6p sp and d4p-3 gp each (treat negatives as zero). Bugbear lairs can contain vast amounts of wealth in the form of precious metals, gems, jewelry, arms and armors, works of art, furnishings, livestock and anything that can be pillaged from the surrounding lands and neighboring communities.