

### Bugbear Racial Traits:

- +4 Strength, +1 Dexterity, +2 Constitution, -1 Intelligence, -2 Charisma.
- Medium sized: Bugbears have no special bonuses or penalties due to their size.
- Bugbear land speed is 30 ft.
- Darkvision 60 feet
- Scent:  
This [extraordinary ability](#) lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or [troglodyte](#) stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a [move action](#). If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the [Track](#) feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the [Track](#) feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base [Survival](#) DC to track becomes 20 rather than 10.

- Proficient with all simple weapons and the goblin stick ([Races of Faerun](#), pp. 154). Proficient with light armor and shields.
- +1 Racial Hit Points per Level
- Racial skill bonuses: Climb +1, Hide +2 & Move Silently +3
- Racial Feats: Weapon Focus & Alertness
- Favored Class: Rogue.

#### Barbarian Class Features:

- **Fast Movement (Ex):** A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.
- **Illiteracy:** Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.
- **Rage (Ex):** A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 [morale bonus](#) on [Will saves](#), but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for [Balance](#), [Escape Artist](#), [Intimidate](#), and [Ride](#)), the [Concentration](#) skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a [command word](#), a [spell trigger](#) (such as a wand), or [spell completion](#) (such as a scroll) to function. He can use any feat he has except [Combat Expertise](#), item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes [fatigued](#) (-2 penalty to Strength, -2 penalty to Dexterity, can't [charge](#) or [run](#)) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation [no longer applies](#)). A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

## **Hruggek:**

Deity of Violence and Combat. His symbol is a morningstar.

Hruggek appears as a huge, powerful bugbear, twelve feet tall. He has great fangs and clawed hands and feet, and wields a ten-foot long morningstar.

### **Relationships**

Other gods worshipped or feared by the bugbears include Grankhul, the god of hunting, senses, and surprise; Stalker, the god of darkness and death; and Skiggaret the god of fear. Hruggek and the other gods of his pantheon have an understanding - they don't act contrary to his interests, and in return he leaves them alone. He has a slight alliance with the goblin god Khurgorbaeyag, and urges him to work against Maglubiyet, chief of the goblin gods. He doesn't get along with Bargrivyek, who seeks to unite the goblins and hobgoblins, something Hruggek sees as dangerous. He urges Maglubiyet to act against Bargrivyek, and thereby he attempts to keep the goblin pantheon divided, and less of a threat to him.

Meriadar is particularly opposed to the gods of the bugbears, including Hruggek.

### **Realm**

Hruggek's cave in Hruggekolohek, his realm in the second layer of Pandemonium, Cocytus, is surrounded by severed heads of various races, which continually cry his praises or beg for mercy, and gift him with powers against their respective peoples. Hruggek didn't make the heads - they were already there when he arrived, remnants of more ancient gods who carved the plane's tunnels.

Hruggekolohek is unusually honeycombed and filled with many standing pools, interspersed with bones and garbage. These pools are magically heated, and various forms of pallid, grublike life grow within them. The petitioners congregate in villages on the banks of these pools, often hunting the sickly pond creatures.

### **Dogma**

Hruggek delights in savage combat, but he believes his people are too small in numbers to make mass warfare practical. Instead, he urges that stealth and wiles be used to pick off foes in small groups.

### **Worshippers**

Hruggek's worshippers are the warriors of their bands, who use stealth and wiles rather than mass combat to achieve their goals.

### **Clergy**

Hruggek's priests dress in black and wear skulls on their heads. They're warriors and leaders, and keep an eye on the priests of other bugbear deities. They cooperate casually with the priests of Khurgorbaeyag. Hruggek will occasionally send his priests omens in the form of gruesome utterances from severed heads. Their favored weapon is the morningstar.

### **Temples**

Temples to Hruggek take the form of halls built in natural caves.

### **Holy days and rituals**

Sacrifices of blood are made to Hruggek once a month, when Luna is full