



BUGBEAR KAGAN

Kagans are to Garrish bugbears as knights are to Pressonian nobles. Each representing one of the six clans of Loqosa, these towering goblinoids swear their lives to the Gray Banner and offer their name to the hobgoblin queen, Glonkad the Unkillable. If Glonkad accepts the gift of their name, she grants them a Life Quest. Typically, a Life Quest involves fulfilling a series of dangerous missions or causing havoc in the name of the Gray Banner. Until the Life Quest is completed, the bugbear kagan remains nameless; without a name, the bugbear cannot pass into the afterlife.

Kagan Nicknames. Because the kagans are without their true names, most are granted nicknames by their respective clans. Usually, these nicknames are indicative of the kagan's quest, but might sometimes simply be a moniker that befits the kagan's personality. For example, Elfskinner was a famous kagan known for his love of flaying captured Olyothyrians.

Six Clans of Loqosa. Most Garrish bugbears hail from the goblinoid town of Loqosa, one of Gar Wabrizz's oldest settlements following the Return to the Sun. Loqosa is divided into six distinct clans: Fare, Gob, Meimei, Turbl-tod, Vind, and Waag. Loqosa means "six-fingered paw" in Goblin. As such, each clan considers itself a "qosa", or claw. While separate in their own right, each claw is part of the same paw and much more dangerous together. However, an old bugbear idiom goes: a paw only needs five claws to be dangerous and even less when holding a weapon. Thus, the six qosas constantly fight for dominance over all of the clans.

BUGBEAR KAGAN

Medium humanoid (goblinoid), chaotic evil

Armor Class 15

Hit Points 102 (12d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	8 (-1)	8 (-1)	8 (-1)

Saving Throws Str +7, Con +5

Skills Stealth +9

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Reckless. At the start of its turn, the bugbear can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Unarmored Defense. So long as the bugbear is wearing no armor, it adds its Constitution modifier to its AC. It can still wield a shield and again this benefit.

Actions

Multiattack. The bugbear makes two attacks with its handaxes.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage when wielded as a melee weapon, or 6 (1d6 + 4) slashing damage when wielded as a ranged weapon.

Bugbear art by Fat Goblin Games.