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4e player's guide

Hruggek.[1][3][7][8]
Grankhul[9]
Darkvision,[1][3][4]
low-light vision[2]
Common, Goblin[1][3][4][2]
Mountains,[3]
underground[5]
250–350 lb (110–160 kg)[10]
Yellow to reddish brown[6]
Yellow, orange, red, brown, greenish white[6]
Large, hairy, wedge-shaped ears, heightened sense of smell, tough hide, claws, strong but nimble
Bugbears were a massive humanoid race distantly related to, but larger and stronger than, goblins and hobgoblins.[10]
Description[]
Bugbears resembled hairy, feral goblins standing 7 feet (2.1 meters) tall. They took their name from their noses and claws, which were similar to those of bears.[11] Their claws were not long and sharp enough to be used as weapons, so bugbears often armored and armed themselves with a variety of purloined gear.[3] which was normally second-rate and in poor repair.[10]
Personality[]
Bugbears, like other goblinoids, had a reputation for being dim-witted and brutish. This claim was not unfounded, and like their kin bugbears had easily provoked tempers and were prone to rages. Few bugbears overcame this flaw and their culture's brutal nature.[12]
Many bugbears were chaotic evil in alignment, favoring stealth and surprising their opponents.[10]
Bugbear heroes, though rare, were heard of and could acquire significant renown if successful. Often the motivation for this change of heart came from the rewards earned from virtue, which in the long term were more pleasing than the short-term pleasures of evil behaviors.[12]
Combat[]
Balsag and his two giant rats standing guard in an underground chamber near Thundertree.
Society[]
Bugbears were often found in the company of other goblinoids, particularly goblins, since tribes made up mostly of hobgoblins and bugbears tended to be wiped out quickly by other races as a precaution.[12]
Some bugbears also operated independently, though tribes ruled by hobgoblins were better organized and less savage. This was in part because bugbears had little patience for diplomacy or negotiation, preferring violent solutions to conflicts unless obviously overpowered.[12]
Religion[]
Bugbears once had their own pantheon, led by Hruggek. Bugbears often decapitated their enemies as a way to honor Hruggek, who was said to do the same.[2]
From the Spellplague to the Second Sundering, the power of Hruggek was diminished and the god served as an exarch of Bane, the god of tyranny.[13]
However, after the Second Sundering, bugbears began to follow bugbear-specific deities such as Hruggek once more.[9]
Other bugbear deities included Grankhul, the bugbear deity of hunting, senses, stealth, and surprise:[14][15] and Skiggarett. Local pantheons often included a god of earth, a god of fertility, and a god of death.[16]
Language[]
Like many goblinoids, bugbears spoke the Goblin language.[10]
Biology[]
Unlike most creatures, bugbears were particularly susceptible to the effects of Bowen's flowers, which would knock them out within minutes.[17]
History[]
Many scholars of the late 14th century DR believed that bugbears and goblins were both bred by the hobgoblins as slave races, with bugbears serving as elite soldiers.[2]
Nine bugbears working for the Xanathar Thieves' Guild dwelt upon the Dungeon Level of Undermountain.[18]
Four bugbears working for Yek dwelt in the Arcane Chambers Level of Undermountain, as well as twenty bugbears who served the Xanathar Thieves' Guild.[19]
Eight bugbears dwelt in Azrok's Hold, on the Sargauth Level of Undermountain.[20]
Notable Bugbears[]
Appendix[]
One useful trick: if ye face bugbears who have severed heads on spikes as trophies, cast a spell to make the heads speak. After that, ye can cozen the bugbears into doing almost anything.
Appearances[]
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Connections[]
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A paladin and her symbolic winged helm
A paladin was a holy crusader, sworn to an oath to promote and fight for their beliefs and values. As paragons of their beliefs, paladins were granted the ability to wield divine magic by deities or similar powers.[12]
So long as a paladin stayed true to their oath, they retained the ability to wield these powers.[13]
The life of a paladin more commonly attracted good persons to it than those with malice in their heart, but evil paladins were not unheard of.[14]
Culture[]
The defining characteristic of a paladin was their oath, which most frequently called upon a paladin to battle the forces of evil and to defend justice wherever they could. Precisely how a paladin defined these values differed from one paladin to another and some swore their oath as a form of religious devotion, dedicating themselves to the values of a particular god. Others, however, simply held themselves to a particularly powerful sense of right and wrong, which was in of itself enough to attract the favor of the divine.[14]
Evil paladins sometimes served as champions of primordial or fiends, committing atrocities like the sacrifice of sapients in exchange for unholy power.[15][16]
All paladins, regardless of whom they served and how they acted, were expected to serve as sworn defenders of their beliefs, smiting those who would debase or devalue them.[17]
Lawful or good individuals were more likely to feel the call to serve as a paladin than others, making most paladins lawful good.[18]
As a result, most commoners viewed the paladin to be, by default, lawful good, though this was not necessarily true.[19]
Paladins who did worship good or lawful gods tended towards the worship of deities such as Azuth, [20] Bahamut,[21] Chauntea or her aspect Yondalla, Helm, Ilmater, Kelemvor, Mystra, Jergal, Lathander, Moradin,[20] Re-Horakhty,[21] Sune, Torm, or Tyr.[20]
All paladins adhered to a code of conduct of some sort,[14], though the strictures of their oath often differed significantly from one paladin to another.[22]
It was from this code that paladins derived their nature as the purist champions of whatever cause they served.[18]
Few paladins truly "chose" their career and for many becoming a paladin was more like answering a call to destiny, sometimes quite literally from a god or angel.
A rare few felt compelled to the paladin's path since their early youth, as though sent into the world with a divine purpose.[23]
It was often said that becoming a paladin was something that was either within one's nature or not and though an individual could reject the divine call that beckoned them, no one could become a paladin who did not have the necessary conviction.
Most people who did feel the compulsion to become a paladin began their training early in life, often as adolescents.
Many were squires to more experienced paladins, training for years before they came into their own as champions of their cause.
Others heard or answered the call only late in life, after having pursued a different career.[18]
possibly in response to a terrible catastrophe like the destruction of their home.
Precisely how a paladin defined these values differed from one paladin to another and some swore their oath as a form of religious devotion, dedicating themselves to the values of a particular god.
Others, however, simply held themselves to a particularly powerful sense of right and wrong, which was in of itself enough to attract the favor of the divine.
[19]
Some paladins also had access to special variations of Channel Divinity dependent on the specific god they worshipped, with a paladin of Bahamut and one of Oghma having different abilities.[28]
A human paladin and his mount.
In battle paladins were exceptionally good combatants, equivalent in power to fighters or swordsmen, trained in the use of all forms of armor and all melee weapons.
Like fighters, paladins trained themselves to master a particular fighting style, such as the use of armor, dueling with one weapon, fighting with a great weapon, or shielding allies from harm.
With additional training, paladins could learn to attack more quickly, again much like fighters.
Paladins could combine their martial and divine abilities for a powerful effect, expending some of their divine power to enhance an attack with a divine smite that channeled positive energy into the attack, an ability which improved as a paladin grew more powerful.[29]
Some paladins could also use similar, less powerful attacks known as strikes.
Most if not all strikes and smites required a paladin to be wielding a weapon when casting.[30]
Paladins could also use their divine power to protect their allies, scorching foes who attacked their companions with radiant power that interfered with an enemy's attacks.[31]
Paladins were also trained in healing, though to a lesser extent than clerics.
All paladins possessed an ability known as Lay on Hands, which instantly healed the minor wounds of a comrade and helped them get back on their feet.
Their connection to the divine also gave them immunity to practically all disease and allowed them to exude aura of courage and protection them and allied creatures immune to the fear and more resistant to the effects of mental or physical stress.
The most experienced paladins could also use their divine magic to dispel the effect of any spell on themselves or another creature up to a number of times per day dependent upon their conviction and personal magnetism.[29]
Many paladins had other abilities to aid them in their journey.
Many good paladins, for instance, had the capacity to detect evil within their presence.
It was also traditional for paladins to be trained in riding and several paladins owned mounts who were gifted with sapience and supernatural strength as a boon by the paladin's divine patron.[32]
A dwarven paladin of Moradin about to defend herself against a pair of orcs.
All of these abilities were granted at the behest of the paladin's patrons.
If a paladin violated the code of conduct laid down by his or her patron, then they could be deprived of their divine abilities, particularly if they showed no sign of repentance.
Once "fallen," a paladin could not regain their abilities without appealing to their patron and atoning for their "sins" in an appropriate manner.
More minor transgressions could be forgiven through acts of atonement such as an all-night vigil of prayer or fasting.[13]
Paladin Oaths[]
All paladins swore a series of vows binding them to a particular ethos or set of beliefs that would guide their actions.
The most important of these vows, taken after a paladin had some experience fighting and traveling under their belt, were known as a paladin's oath and were the final capstone to all their prior preparations.
The edicts of this oath differed significantly from one oath to the next, but some of the most commonly sworn oaths are listed below.[27]
Oath of the Ancients[]
A paladin taking to the Mantle of the Ancients
Strongly associated with both druids and elves, the Oath of the Ancients was a promise to defend the natural world and all of its creatures against the forces of death and decay.
Paladins who swore the Oath of the Ancients — commonly known as fey knights, green knights, or horned knights — were commonly morally sound, ethically ambiguous, caring less for abstract principles like honor or freedom and more for deeply resonant sentiments like joy, kindness, and beauty.
Above all else, paladins that took the Oath of Ancients valued the preservation of life.[33]
It's four main tenets were:
Kindle the Light. Perform acts of kindness and compassion to inspire hope in those that may otherwise become despondent.[34]
Shelter the Light. Cultivate goodness, beauty, and jubilation in the surrounding world, and remain a bulwark against the evilness of the world that may threaten it.[34]
Preserve Your Own Light. Take time to partake in the joys of life to ensure you can safeguard it for others.[34]
Be the Light. Share your inner spark and exemplify bravery in all your deeds, so that you may serve as an inspiration to those that have succumbed to hopelessness.[34]
For their devotion, paladins sworn to the Oath of the Ancients were granted a number of potent boons.
These paladins tended to possess the least common sense, perhaps because they were so sure of their role and their god's commandments.
Protecting paladins favored one-handed melee weapons used in concert with a shield, preferably a heavy one, which lowered their capacity for damage while bolstering their defense.[31]
Virtuous Paladin[]
While most paladins saw themselves as the champions of their faith through the way in which they acted, virtuous paladins believe it was just as important that a paladin look to inspire others to similar degrees of piety.
Virtuous paladins used their holy symbols far more often than other paladins and worked to protect the faithful while also preserving their own lives.
Unlike other paladins, virtuous paladins often used ranged attacks alongside melee ones.
For virtuous paladins, a shield and melee weapon were the most common arms, though paladins more often preferred to hone their willpower or mental facilities than to train their physical power, though strength remained an important part of their livelihood.[31]
Notable Paladins[]
Perhaps the best known paladin of Toril was Gareth Dragonsbane, who later went on to become the king of Damara, as well as the renowned Piergeiron Paladinson, an Open Lord of Waterdeep.
Scyllus Darkhope and Aribeth de Tylmarande were infamous examples of fallen paladins, both formerly of Tyr, with Scyllus becoming a paladin of Bane instead.[citation needed]
Lorn Piergeiron of Waterdeep, avowed paladin of Tyr
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Gallery[]
Further Reading[]
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