

# BUGBEAR CHIEF CR 3



## BUGBEAR CHIEF

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

**Skills** Intimidation +2, Stealth +6, Survival +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

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

**Heart of Hruggok.** The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

**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.

### ACTIONS

**Multiattack.** The bugbear makes two melee attacks.

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

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