

Bugbear Headreaver

CR 6

Male Bugbear Fighter 4

CE Medium Humanoid (Goblinoid)

Initiative: +4; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 20, **Flat-Footed:** 20, **Touch:** 10

(+7 armor, +3 natural)

HP: 61 (3d8+9 plus 4d10+12)

DR: None

Fort: +8, **Ref:** +4, **Will:** +4

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Speed: 20 ft. (30 ft. out of half-plate)

Melee: Masterwork Greataxe +12 (1d12+8 20/x3)

Special Abilities: Predatory Eye, Reaver's Prize

Statistics

STR 18 (+4)

DEX 11 (+0)

CON 16 (+3)

INT 10 (+0)

WIS 11 (+0)

CHA 12 (+1)

Base Attack +6; **Grapple** +10; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -7 (-7 armor, -0 shield)

Feats: Cleave, Improved Initiative, Iron Will, Power Attack, Weapon

Focus (Greataxe), Weapon Specialization (Greataxe)

Skills: Intimidate +11 (+10 ranks, +1 cha), Move Silently +7 (+10 ranks, +4 racial, -7 armor)

Languages: Common, Goblin

SQ: None

Combat Gear: None

Other Gear: Masterwork greataxe, half-plate

General Information

Environment: Temperate Mountains

Organization: Solitary, band (2d6+4)

Treasure: Standard

A heavily armored bugbear marches towards you, it carries a large gleaming axe that is spattered with what you assume is dried blood. In one of its hands the beast carries a severed head, and several more hang from its belt.

Every race needs its executioners, even the brutal bugbears. While most bugbears have no compunctions about killing should the need arise (or should they be taken by boredom), the bugbear headreaver goes out of its way to hunt and kill any creature it believes to be lesser than itself. After killing foes, the headreaver then typically removes its head and carries it until it rots away.

Like most bugbears, the headreaver speaks common and goblin so that it may better converse with its foes before it slaughters them.

Ability Information

Predatory Eye (Ex): As a standard action, a bugbear headreaver may make an attack against an opponent he flanks. If this attack hits it deals an additional 1d6 points of damage. The bugbear warrior must wait 1 round between uses of this ability.

Reaver's Prize (Ex): Whenever the bugbear headreaver drops a foe (typically by dropping it to less than 0 hit points), the bugbear headreaver deals 1d6 points of additional damage (no save) and gains an additional standard action for the round.

Skills: Bugbears have a +4 racial bonus on move silently checks.

Lore

A successful knowledge (local) check will reveal the following information about a bugbear headreaver:

DC 17 This is a bugbear headreaver; they are known to keep grizzly trophies from those they defeat in battle. This reveals all humanoid traits.

DC 22 Bugbear headreavers are trained to butcher their foes even after they have incapacitated them; doing so actually seems to empower the headreaver.