

Bugbear Strangler

CR 4

Male Bugbear Rogue 2

CE Medium Humanoid (Goblinoid)

Initiative: +3; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 20, **Flat-Footed:** 17, **Touch:** 13

(+4 armor, +3 DEX, +3 natural)

HP: 32 (3d8+6 plus 2d6+4)

Fort: +3, **Ref:** +10, **Will:** +1

DR: None

SR: None

Resistances: None

Immunities: None

Defensive Abilities: Evasion, Trap Sense +1

Offense

Speed: 30 ft.

Melee: Garrote +7 (1d4+1 plus strangle 20/x4) or Dagger +6 (1d4+1 19-20/x2)

Ranged: Dagger +6 (1d4+1 19-20/x2)

Special Abilities: Predatory Eye, Sneak Attack +1d6, Strangle

Statistics

STR 12 (+1)

DEX 17 (+3)

CON 14 (+2)

INT 10 (+0)

WIS 7 (-2)

CHA 9 (-1)

Base Attack +3; **Grapple** +8; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -2 (-2 armor)

Feats: Improved Grapple^B, Iron Will, Weapon Finesse

Skills: Bluff +7 (+8 ranks, -1 cha), Escape Artist +9 (+8 ranks, +3 dex, -2 armor), Hide +9 (+8 ranks, +3 dex, -2 armor), Listen +6 (+8 ranks, -2 wis), Move Silently +13 (+8 ranks, +3 dex, +4 racial, -2 armor), Spot +6 (+8 ranks, -2 wis), Tumble +9 (+8 ranks, +3 dex, -2 armor), Use Rope +11 (+8 ranks, +3 dex)

Languages: Common, Goblin

SQ: Trapfinding

Combat Gear: None

Other Gear: Chain shirt, masterwork garrote and 3 daggers

Flavor

Environment: Temperate Mountains

Organization: Solitary, pair, or assassin band (1d4+1 bugbear stranglers and 2d4 bugbear warriors)

Treasure: Standard

The bugbear standing before you wears dark clothing and carries a garrote, his eyes carry the hardness of a trained killer.

Bugbear stranglers take pride in their race's penchant for stealth and are more than happy staying in the background of a battle and only striking when absolutely necessary. Unlike most bugbears, the strangler has perfected his skill at remaining undetected and prides himself on his ability to get behind a target and render them lifeless without trouble.

Like most members of their species, bugbear stranglers speak their own language and common. Bugbear stranglers with high intelligence also typically speak giant.

Ability Information

Body Shield (Ex): If a bugbear strangler is attacked in melee he may choose to cause an adjacent dazed creature to take any inflicted damage instead of himself. Using this ability is an immediate action.

Evasion (Ex): If you make a successful reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if you are wearing light armor or no armor. You do not gain the benefit of evasion if you are helpless.

Predatory Eye (Ex): As a standard action, a bugbear warrior 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.

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

Sneak Attack +1d6: Your attacks deal extra damage any time her target would be denied a dexterity bonus to AC, or when the rogue

flanks her target. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Strangle (Ex): Any time a bugbear strangler deals damage with his garrote his opponent must succeed on a DC 16 reflex save or become dazed and take 1d6 points of damage. In addition, the bugbear strangler may choose to convert any subdual damage dealt with a garrote into lethal slashing damage. The save DC is dexterity based.

Trapfinding: You can use the search skill to locate traps when the task has a DC higher than 20. You may also use disable device to disarm magical traps. If you beat a trap's disable device DC by 10 or more you (and your party) may bypass the trap without disarming it.

Trap Sense +1 (Ex): You gain a +1 bonus to reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Lore

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

DC 15 This is a bugbear strangler, a member of the bugbear species that has been trained to silently kill its foes when they aren't paying attention. This reveals all goblinoid traits.

DC 20 Bugbear stranglers have been taught to kill using the garrote, a weapon of strangulation. It is unwise to allow oneself to be caught unaware by a bugbear strangler.

DC 25 Bugbear stranglers are capable of using opponents that they are strangling as living shields.

New Weapon: Garrote

The garrote is a simple piece of thick twine or wire wrapped around two handles that allow the wielder a good grip upon a target that they wish to strangle. Garrotes may be used in conjunction with the weapon finesse feat.

Type: Simple

Cost: 3 gold pieces

Damage (S/M/L): 1d3 / 1d4 / 1d6

Critical Threat/Multiplier: 20/x4

Range: Melee

Damage Type: Slashing; all damage dealt by a garrote is treated as subdual damage.