

N	LARGE	CONSTRUCT	CONSTRUCT	UNDEAD
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**Perception** +18; darkvision, tremorsense (imprecise) 90 feet

**Languages** Thassilonian (cannot speak)

**Skills** Stealth +18

**Str** +6, **Dex** +1, **Con** +3, **Int** -4, **Wis** +0, **Cha** -2

**AC** 27; **Fort** +15, **Ref** +21, **Will** +15

**HP** 151; **Immunities** Construct traits; **Resistances** Cold 10, Physical 5 (except adamantine)

**Dread Visage** (aura, emotion, fear, mental) All creatures within 30 feet that can see a skull ripper must make a DC26 Will save at the start of their turn in order to avoid becoming frightened. If the victim recognizes any of the heads affixed to the skull ripper's body as having once belonged to friends or allies, that victim takes a -4 penalty on the save.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is fleeing for 1 round and frightened 3.

A creature that succeeds at the save is immune to the dread visage of that particular skull ripper for 24 hours or until a new skull is added to its stinger if sooner.

**Speed** 25 feet, climb 20 feet

**Melee** ♦ claw +19, **Damage** 2d6+9 slashing

**Melee** ♦ sting +19 (plus Giant Scorpion Venom), **Damage** 2d6+9 piercing

**Constrict** ♦ Damage 1d6+6

**Behead** ♦ (dying) Constricting a dying creature increases its dying level by 1. If this takes it to dying 4 the grabbed victim's head is removed. This is also the fate of any creature left behind after combat. These skulls will then be impaled on the tail of the skull ripper, held in place by barbed serrations.

**Attack of opportunity** 🔄

This chittering, scorpion-shaped monstrosity appears to be made of a hideous mix of chitinous limbs and human skulls.