

SKULL RIPPER

GUARDIAN OF THE DEAD 10

RARE**CN****LARGE****CONSTRUCT****UNDEAD**

Perception +19; darkvision, tremorsense (imprecise) 90 feet

Languages Thassilonian (cannot speak)

Skills Athletics +22, Stealth +19

Str +7, **Dex** +1, **Con** +3, **Int** -3, **Wis** +0, **Cha** +0

AC 29; **Fort** +22, **Ref** +19, **Will** +16; +1 status bonus to all saves vs magic

HP 175; **Immunities** bleed, death effects, disease, healing, necromancy, nonlethal attacks, poison, doomed, drained, fatigued, paralyzed, sickened, unconscious; **Resistances** Physical 10 (except adamantine)

Dread Visage (visual, emotion, fear, mental) All creatures within 30 feet that can see a skull ripper must make a DC27 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 -2 circumstance 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 frightened 4.

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.

Attack of opportunity  Stinger Only

Speed 30 feet, climb 30 feet

Melee  pincer +22 (agile, reach 10 feet), **Damage** 2d10+11 slashing plus grab

Melee  sting +22 (reach 10 feet), **Damage** 2d6+10 piercing plus Skull Ripper Venom

Constrict  Damage 1d10+11 slashing, DC 27, plus Behead

Behead A grabbed creature that is reduced to zero hit points or dying must make a DC 27 Fortitude save or have its head removed. At dying 4 head removal is automatic. This is also the fate of any creature left behind after combat. After combat these skulls will be impaled on the stinger of the skull ripper, held in place by barbed serrations.

Skull Ripper Venom Saving Throw DC 27 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and clumsy 1 (1 round); **Stage 2** 2d10 poison damage and clumsy 1 (1 round); **Stage 3** 2d10 poison damage and clumsy 2 (1 round)

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