

FACELESS RIPPER

Medium • Construct • Chaotic Evil

Armor Class 14

Initiative +1 (12)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	8 (-1)	9 (-1)	8 (-1)

Skills Athletics +5, Acrobatics +3, Deception +1, Medicine +1, Perception +1, Sleight of Hand +3

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages native language of the face worn

CR 2 (XP 450; PB +2)



Disguise. If the ripper is adequately disguised and wears a face, any creature that hasn't observed the ripper act from a distance of 10 feet or closer must succeed on a DC 15 Intelligence (Investigation) check to discern that the ripper is not a member of the race it is disguising itself as.

False Appearance. If the ripper is motionless and doesn't wear a face at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ripper move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the ripper is an animate mannequin.

Stolen Faces. When first encountered, the ripper has 1d4 + 2 random faces it can use. It can speak the native language of that race and sound like a person of that race. It can take 10 minutes of time to remove the face from a dead Humanoid. At the GM's option, the ripper may have other faces at its disposal, but their effect should be no stronger than the ones listed below.

- **Dwarven Face.** The ripper gains 10 temporary hit points, once per day.
- **Human Face.** The ripper gains two skill proficiencies.
- **Elven Face.** The ripper increases its movement speed by 10 feet.
- **Goblin Face.** As a bonus action, the ripper can take the Hide or Disengage action.

- **Tiefling Face.** The ripper casts *hellish rebuke* in response to the spell's trigger (DC 13), once per day.

- **Gnomish Face.** The ripper gains advantage on Intelligence, Wisdom, and Charisma saving throws.

- **Orc Face.** As a bonus, the ripper can move up its speed toward a hostile creature.

- **Sahuagin Face.** The ripper gains advantage on attack rolls against creatures that don't have all their hit points.

ACTIONS

Multiattack. The ripper makes two Claw attacks.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage.

Adjust. The ripper adjusts its frame by collapsing or expanding its body to fit a Small or Medium-sized Humanoid of a specific race.

BONUS ACTIONS

Switch Face. The ripper removes a face or replaces it with a different one in its possession.

FACELESS RIPPER — WEAKER

Armor Class 13

Initiative +1 (12)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	11 (+0)	8 (-1)	9 (-1)	8 (-1)

Skills Athletics +4, Acrobatics +2, Deception +1

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 9

Languages native language of the face worn

CR 1/4 (XP 50; PB +2)



Disguise. If the ripper is adequately disguised and wears a face, any creature that hasn't observed the ripper act from a distance of 10 feet or closer must succeed on a DC 15 Intelligence (Investigation) check to discern that the ripper is not a member of the race it is disguising itself as.

False Appearance. If the ripper is motionless and doesn't wear a face at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ripper move or act, that creature must succeed on a DC 12 Intelligence (Investigation) check to discern that the ripper is an animate mannequin.

Stolen Faces. When first encountered, the ripper has 1d3 + 1 random faces it can use. It can speak the native language of that race and sound like a person of that race. It can take 10 minutes of time to remove the face from a dead Humanoid. At the GM's option, the ripper may have other faces at its disposal, but their effect should be no stronger than the ones listed below.

- **Dwarven Face.** The ripper gains 5 temporary hit points, once per day.
- **Human Face.** The ripper gains two skill proficiencies.
- **Elven Face.** The ripper increases its movement speed by 10 feet.
- **Goblin Face.** As a bonus action, the ripper can take the Hide or Disengage action.

FACELESS RIPPER — STRONGER

Armor Class 15

Hit Points 84 (13d8 + 26)

Speed 30 ft.

Initiative +1 (12)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	9 (-1)	8 (-1)

Skills Athletics +7, Acrobatics +5, Deception +2, Medicine +2, Perception +2, Sleight of Hand +5

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 12

Languages native language of the face worn

CR 5 (XP 1,100; PB +3)

- **Tiefling Face.** The ripper casts *hellish rebuke* in response to the spell's trigger (DC 12), once per day.
- **Gnomish Face.** The ripper gains advantage on Intelligence, Wisdom, and Charisma saving throws.
- **Orc Face.** As a bonus, the ripper can move up its speed toward a hostile creature.
- **Sahuagin Face.** The ripper gains advantage on attack rolls against creatures that don't have all their hit points.

ACTIONS

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage.

Adjust. The ripper adjusts its frame by collapsing or expanding its body to fit a Small or Medium-sized Humanoid of a specific race.

BONUS ACTIONS

Switch Face. The ripper removes a face or replaces it with a different one in its possession.



Disguise. If the ripper is adequately disguised and wears a face, any creature that hasn't observed the ripper act from a distance of 10 feet or closer must succeed on a DC 15 Intelligence (Investigation) check to discern that the ripper is not a member of the race it is disguising itself as.

False Appearance. If the ripper is motionless and doesn't wear a face at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ripper move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the ripper is an animate mannequin.

Stolen Faces. When first encountered, the ripper has 1d4 + 3 random faces it can use. It can speak the native language of that race and sound like a person of that race. It can take 10 minutes of time to remove the face from a dead Humanoid. At the GM's option, the ripper may have other faces at its disposal, but their effect should be no stronger than the ones listed below.

- **Dwarven Face.** The ripper gains 10 temporary hit points, once per day.
- **Human Face.** The ripper gains two skill proficiencies.
- **Elven Face.** The ripper increases its movement speed by 10 feet.
- **Goblin Face.** As a bonus action, the ripper can take the Hide or Disengage action.

- **Tiefling Face.** The ripper casts *hellish rebuke* in response to the spell's trigger (DC 15), once per day.
- **Gnomish Face.** The ripper gains advantage on Intelligence, Wisdom, and Charisma saving throws.
- **Orc Face.** As a bonus, the ripper can move up its speed toward a hostile creature.
- **Sahuagin Face.** The ripper gains advantage on attack rolls against creatures that don't have all their hit points.

ACTIONS

Multiattack. The ripper makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 17 (3d8 + 4) slashing damage.

Adjust. The ripper adjusts its frame by collapsing or expanding its body to fit a Small or Medium-sized Humanoid of a specific race.

BONUS ACTIONS

Switch Face. The ripper removes a face or replaces it with a different one in its possession.