



ART BY SVERKER CASILLIO

Faceless

A Faceless is a creature of the deep, created by gods whose scope lies beyond our understanding. These aberrations disguise themselves as pets, friends or even loved ones, and strike when their target's resistance is weakest.

A faceless is often a gift to devoted cultists worshipping those abyssal gods. It is sent to them after a ritual sacrifice, to help them further their goal and bring about the return of those entities that lie in wait, trapped at the bottom of the ocean.

PATREON | MONKEYDM

FACELESS

Medium aberration (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	12 (+1)	17 (+3)

Skills Deception +7, Insight +3, Persuasion +5

Condition Immunities blinded, charmed

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal

Challenge 4 (1,100 XP)

Ambusher. The faceless has advantage on attack rolls against any creature it has surprised.

Amphibious. The faceless can breathe air and water.

Deepsteel Sensitivity. If the faceless comes in contact with deepsteel, it can't use its soul disguise ability (or revert to its true form if already transformed) or kiss of death until the end of its next turn.

Soul Disguise. The faceless can use a soul it has harvested as an action. If it does so, it magically polymorphs into a copy of the creature. It now look like the dead creature, but healthy and alive. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or as a bonus action.

While in the disguise, it gains access to all the memories (including languages) of that creature. The faceless keeps its abilities, actions and alignment in this form.

Surprise Attack. If the faceless surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The faceless makes two slam attacks, one of which it can replace with its kiss of death, if it has access to it.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Kiss of Death (Recharge 4-6). The faceless embraces a creature within 5 feet of it, attempting to drain their soul. The target must succeed on a DC 13 Constitution saving throw taking 28 (8d6) necrotic damage on a failure, or half as much on a success, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

REACTIONS

Soul Harvest. When the faceless kills a Small or Medium sized creature, it can absorb the target's soul with its reaction. It retains this soul until it dies. The faceless can capture up to 3 souls with that ability. If it absorbs more beyond that, it choose a soul to discard.

IF A FACELESS HAS BEEN
SPOTTED IN YOUR TOWN,
DO NOT TRUST ANYONE,
NOT EVEN YOUR DOG.