

IMPLACABLE KILLER

Medium construct, neutral evil

Armor Class 14

Hit Points 127 (15d8 + 60)

Speed 30 ft., climb 10 ft.

STR
18 (+4)

DEX
18 (+4)

CON
18 (+4)

INT
18 (+4)

WIS
14 (+2)

CHA
8 (-1)

Saving Throws Str +9, Dex +9, Int +9

Skills Acrobatics +9, Athletics +9, Deception +9, History +9, Investigation +9, Perception +12, Sleight of Hand +9, Stealth +9

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 22

Languages Common

Challenge 13 (10,000 XP)

Impostor. The Killer is able to unerringly mimic another person's speech, writing, and behavior, as long as he has spent at least three hours studying these three components of the person's behavior. The ruse is indiscernable to the casual observer, and the Killer has advantage on any Charisma (Deception) checks made to avoid detection.

Master of Disguises. The Killer has advantage on any Charisma (Deception) checks made to disguise himself in the garb of a character he has already killed or incapacitated. Additionally, it takes the Killer only 1d4 rounds to change into the clothes of a character he has already killed or incapacitated.

Poisoner. The Implacable Killer's weapon of choice is poison, for its subtlety. He does not use poisoned weapons like many typical assassins, but instead prefers to maneuver himself into a position where he can poison a target's food or drink. His favorite ingested poisons are Midnight Tears and Torpor. The Killer has advantage on Sleight of Hand rolls to poison someone's food or drink.

ACTIONS

Multiattack. The Killer attacks three times with unarmed combat, or makes three attacks with his ICA Silverballer.

Garrote. *Melee Weapon Attack:* +9 to hit, one target that is surprised, reach 5 ft. Hit: 14 (2d10 + 4) slashing damage and the target is grappled (Escape DC 17). Every round he has the victim grappled, the Killer can continue strangling the victim/sawing off the victim's head for 34 (6d10 + 4) slashing damage. When the Killer slays a target with the garrote, he can use a bonus action to move himself and the corpse up to 10' in any direction.

Neck Snap. The Killer can only use this action on a target it has grappled. The victim must make a DC 17 Strength save or suffer 100 untyped damage. If the victim fails the save, the victim takes no damage.

Pacification. The Killer can only use this action on a target it has grappled. The target must make a DC 17 Constitution save or immediately fall unconscious. The target's hit points are unchanged, it just gains the unconscious condition.

Silenced ICA Silverballer. Silenced ICA Silverballer. *Ranged Weapon Attack:* +10 to hit, one target, range: 30/120. Hit: 16 (4d8) piercing damage. The Killer must use a bonus action to reload for every 7 shots taken.

Unarmed Combat. Unarmed Combat. *Melee Weapon Attack.* +9 to hit, one target, reach: 5 ft. Damage: 9 (1d10 + 4) bludgeoning, plus any of the following effects per attack: target must succeed a DC 17 Strength saving throw or be disarmed, target must make a DC 17 Strength check or be knocked prone, target must succeed a DC 17 Strength saving throw or be pushed up to 15 feet away from the Killer, or the target is grappled (Escape DC 17; the Killer can only grapple one creature at a time and can only attack the creature he has grappled).

REACTIONS

Brutal Hand-to-Hand. If attacked in melee combat, the Killer can respond immediately with unarmed combat if at least one arm is free. He makes one unarmed combat attack.