

# THE FALSE FACE

For most people just another urban legend, for others their damnation – invisible to the eye, this creepy critter feeds on mishaps of others. Thus, the false face is irresistibly drawn to pulsating districts of big cities as such places prove to be perfect hunting grounds: be it on the bustling marketplace searching for failing negotiations or among drunken tavern dwellers challenging each other for trials of strength and skill. Unfortunately, armor proves to be useless against the false face’s dangerously twisted laughter and giggling. Only visible while it is upset, this mischievous creature uses its big false eyes and mouth as a deterrent to distract from its real one-eyed face sitting right on its “nose”.

## FALSE FACE

*Tiny aberration, chaotic evil*

**Armor Class** 13  
**Hit Points** 12 (5d4)  
**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	11 (+1)	7 (-2)	9 (-1)	16 (+3)

**Skills** Stealth +5  
**Damage Vulnerabilities** psychic  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** darkvision 30 ft., passive Perception 9  
**Languages** Common, Deep Speech  
**Challenge** 1/2 (100 XP)

**Invisibility.** The false face is invisible.  
**Scary McScareface.** If a creature succeeds on an ability check while within 15 feet of the false face, the false face becomes visible and hisses jealously until the start of its next turn. In addition, each non-undead creature within 30 feet of the false face that can see or hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the start of the false face’s next turn.

### REACTIONS

**Malicious Laughter.** If a creature fails an ability check while within 15 feet of the false face, the false face can emit unsettling chuckling and giggling noises only audible to that creature. If the creature can hear the laughter, it takes 5 (1d4 + 3) psychic damage.

