EXECUTIONER’S HOOD

Tiny Aberration
Hit Dice: 2d8+2 (11 hp)
Initiative: +0 (Dex)
Speed: 10 ft, climb 5 ft
AC: 14 (+2 size, +2 natural)
Attacks: Slam +0 melee
Damage: Slam 1d4-1
Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft
Special Attacks: Improved grab, squeeze, suffocation
Special Qualities: Host, alcohol vulnerability, sleep immunity, darkvision 60 ft
Saves: Fort +1, Ref +0, Will +4
Abilities: Str 8, Dex 10, Con 12, Int 4, Wis 12, Cha 10
Skills: Climb +9, Listen +6, Spot +6
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Tiny); 5-6 HD (Small)

The executioner’s hood is a bag-like monster that resembles an actual executioner’s hood. The hood is about one inch thick, two feet in diameter, and is dull black. There are two eyeholes that actually can be used to see into or out of its cavity.

COMBAT
The executioner’s hood clings to the ceiling, waiting for its prey to pass under it. When prey passes by, the hood drops, and attempts to engulf the victim’s head.

**Improved Grab (Ex):** To use this ability, the executioner’s hood must hit a Medium-size or smaller creature with its slam attack. If it gets a hold it squeezes its foe.

**Squeeze (Ex):** An executioner’s hood that gets a hold on an opponent automatically deals slam damage and suffocates its foe.

**Suffocation (Ex):** An executioner’s hood that gets a hold wraps itself around the creature’s head as a standard action, dealing suffocation damage each round the hold is maintained.

A creature can hold its breath for a number of rounds equal to twice its Constitution score. After this period of time, the creature must succeed at a Constitution check (DC 10) each round (the DC increases by +1 for each success). On a failed roll, the victim falls unconscious (0 hp). In the following round, the victim drops to –1 hit points and is dying. In the third round, the victim suffocates.

**Host (Ex):** An executioner hood that envelopes a creature’s head attaches many small fibrous strands to its victim. Damage suffered by the executioner’s hood from spells or weapons deals an equal amount of damage to its victim.

**Sleep Immunity (Ex):** Executioner’s hoods are immune to *sleep* effects.

**Alcohol Vulnerability (Ex):** An executioner’s hood is vulnerable wine, ale, brandy, or any other alcoholic drink. Each quart poured on the hood deals 1 point of damage. After the hood has taken 4 points of
damage, it releases its hold on its opponent and drops to the floor.

The Executioner’s Hood first appeared in the 1e MM II (Gary Gygax, 1983).