

INVISIBLE STALKER

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AC	HP	SPEED
20	5	6'
	(16d8 + 32)	50' Fly (hover)
ACTIONS		

+6

2d6 + 3¹⁰ × 1

slam (5', b)

STR
+3¹⁶

DEX
+4¹⁹

CON
+2¹⁴

INT
+0¹⁰

WIS
+2¹⁵

CHA
+0¹¹

Invisibility

The stalker is invisible.

Faultless Tracker.

The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

MEDIUM ELEMENTAL, N

SKILLS Perception +8, Stealth +10

RESIST Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

IMMUNE Poison, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

SENSE Darkvision 60', Pass Perception 18

LANG Auran, Understands Common But Doesn't Speak It

CR(XP) 6 (2,300 XP)

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