INAISIBLE STALKER

INVISIBLE STALKER

\mathbf{AC}	HP	SPEED
20	5	6'
	(16d8 + 32)	50' Fly (hover)

ACTIONS



$2d6 + 3^{10} \times 1$

slam (5', b)

STR +3 16 DEX +4 19 CON +2 14 INT

 $+0^{10}$

WIS

 $+2^{15}$

CHA

 $+0^{11}$

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

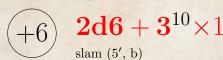
Doesn't Speak It

CR(XP) 6 (2,300 XP)

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