

INVISIBLE STALKER

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

+6 **2d6 + 3¹⁰ × 1**

slam (5', b)

STR +3 ¹⁶	Invisibility The stalker is invisible.
DEX +4 ¹⁹	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.
CON +2 ¹⁴	
INT +0 ¹⁰	
WIS +2 ¹⁵	
CHA +0 ¹¹	

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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