

Medium Monstrosity, Typically Chaotic Neutral

Armor Class	Hit Points	Speed	Challenge	PB	
14	18 (4d8)	30 ft.	1/2 (100 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	10 (+0)	10 (+0)	7 (-2)	1 (-5)

Saving Throws Con +2

Skills Stealth +8

Condition Imm. blinded

Senses darkvision 120 ft., passive Perception 8

Languages understands Common but can't speak

Fallible Invisibility. The skulk is invisible. This invisibility can be circumvented by three things:
Charnel Candles. The skulk appears as a dim, translucent form in the light of a candle made of fat rendered from a corpse whose identity is unknown.
Children. Humanoid children, aged 10 and under, can see through this invisibility.
Reflective Surfaces. The skulk appears as a drab, smoothskinned biped if its reflection can be seen in a mirror or on another surface.
Trackless. The skulk leaves no tracks to indicate where it has been or where it's headed.

ACTIONS

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 3 (1d6) necrotic damage.