

# Invisible Stalker

March 8, 2023



Medium elemental, neutral

**Armor Class** 14

**Hit Points** 104 (16d8 + 32)

**Speed** 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

**Saving Throws**

**Skills** Perception +8, Stealth +10

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Auran, understands Common but doesn't speak it

**Challenge** 6 (2300 XP)

**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.

## Actions

**Multiattack.** The stalker makes two slam attacks.

**Slam.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.  
Hit: 10 (2d6 + 3) bludgeoning damage.