

INVISIBLE STALKER

Level 10 Lurker

Medium elemental humanoid (air)

XP 500

HP 81; Bloodied 40

Initiative +14

AC 22; Fortitude 22; Reflex 21; Will 20

Perception +9

Speed 6, fly 12

TRAITS

Blustery Invisibility

The invisible stalker is invisible but is surrounded by blowing winds and debris. Despite its invisibility, enemies may attack it as if it merely had concealment (but see also *Still Winds*). The invisible stalker has combat advantage against creatures that cannot detect invisible creatures, so it usually gains a +2 bonus on attack rolls.

STANDARD ACTIONS

(mbasic) Invisible Strike * At Will

Attack: Melee 1 (one creature); +14 vs. AC.

Hit: 2d8+9 damage.

(m) Unseen Strangulation * Recharge when the invisible stalker uses *Still Winds*

Requirement: The invisible stalker must have used *Still Winds* on its previous turn.

Attack: Melee 1 (one creature); +12 vs. Fortitude.

Hit: 2d10+8 damage and the target is grabbed (Escape DC x). Until it escapes the grab, it takes ongoing 10 damage.

(close) Forceful Gust * Recharge 6

Attack: Close blast 6 (creatures in blast); +13 vs. Reflex.

Hit: 3d6+5 damage and the target is pushed 3 squares and knocked prone.

Miss: The target is pushed 1 square.

Still Winds * At Will

Effect: The invisible stalker stills the winds that surround it. Until the end of its next turn, enemies treat it as if it were fully invisible.

Skills Stealth +15

Str 23 **Dex** 20 **Wis** 18

Con 15 **Int** 7 **Cha** 8

Alignment unaligned

Languages Primordial