

BLADE STALKER

1,800 XP TOTAL

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Point 93 (11d8+44)

Speed 35 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	21 (+5)	19 (+4)	9 (-1)	13 (+1)	7 (-2)

Skills Athletics +6, Perception +7, Stealth +11

Senses darkvision 60 ft., passive Perception 17

Damage Resistances bludgeoning, slashing, and piercing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, restrained

Languages Deep Speech

Challenge 5 (1,800 xp)

One With The Shadows. The blade stalker has advantage on Dexterity (Stealth) checks. It can use the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The blade stalker deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The blade stalker makes two attacks with its blade.

Blade. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 12 (2d6+5) slashing damage.

TACTICS

Before Combat The blade stalker enjoys killing, and makes a sport of it. Sometimes it will kill the weak in plain sight, just to incite fear. Sometimes it will kill the strong in the dead of night, to ensure it has no opposition as it slowly whittles away at a community. A blade stalker will spend time studying its prey, and is likely to know the routines of the people it will attack.

During Combat The blade stalker strikes to instill dread, and retreats at every available moment to strike from the shadows again.



Morale The blade stalker knows no fear, but can get rankled if it thinks a murder is not going as planned. It will flee the scene if it is unlikely to carry out its murder cleanly and quickly. If cornered, it will fight to the death, give up the pretense of stealth, and laugh well after it is dead unless its head is removed.

Blade stalkers are a menace to the lands of Khrota, they stalk the night with relative impunity. These terrible creatures are thought to have once been humans, cursed and mutated to feel pain at all times except when killing. The rumors persist, and attempts to capture a blade stalker and reverse these changes have all met with failure. It is a forgone conclusion that a blade stalker is merely a remorseless death bringer, neither capable nor deserving of mercy.

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