

LURKER

Medium • Fey • Lawful Evil

Armor Class 14

Initiative +4 (14)

Hit Points 45 (7d8 + 14)

Speed 30 ft.



STR

9 (-1)

DEX

15 (+2)

CON

14 (+2)

INT

8 (-1)

WIS

14 (+2)

CHA

9 (-1)

Saving Throws Wis +4

Skills Perception +6, Stealth +6

Condition Immunities exhaustion

Senses truesight 60 ft., passive Perception 16

Languages -

CR 2 (XP 450; PB +2)

Ominous Invisibility. The lurker is permanently invisible, and no creature other than the Humanoid targeted by its Stalking trait can perceive it (through normal or magical means). If the lurker attacks or if its prey manages to perceive it through normal or magical means, this trait doesn't function as long as its prey is alive.

Stalking. *Charisma Saving Throw:* DC 12, one Humanoid within 30 feet of the lurker that it can see. *Failure:* The lurker stalks the target, stays within 30 feet of the target at all times, and can't use this ability again until it or the target dies. Once per day, the target can make a Wisdom (Perception) check contested by the lurker's Dexterity (Stealth) check to try to perceive it. If the target can see invisible creatures, it automatically perceives the lurker. While being stalked this way, the target is overcome with paranoia and gains disadvantage on checks and saving throws. When the target finishes a long rest, it is targeted by the following effect. *Wisdom Saving Throw:* DC 12. *Failure:* The target gains no benefit from that long rest and instead gains one level of exhaustion.

Unusual Nature. The lurker doesn't require sleep.

ACTIONS

Multiattack. The lurker makes two Claw attacks.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage.

BONUS ACTIONS

Eerie Melody (1/Day). *Wisdom Saving Throw:* DC 12, the stalked target, provided it is not deafened. *Failure:* The target becomes frightened until the end of its next turn. While frightened, the target is also paralyzed.

Lurker's Step. The lurker teleports to a space within 30 feet of the stalked target where it can see it.

LURKER — WEAKER

Armor Class 12

Initiative +2 (15)

Hit Points 58 (9d8 + 18)

Speed 30 ft.



STR

9 (-1)

DEX

15 (+2)

CON

14 (+2)

INT

8 (-1)

WIS

10 (+0)

CHA

11 (+0)

Saving Throws Wis +2, Cha +2

Skills Stealth +6

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages -

CR 1/4 (XP 50, PB +2)

LURKER — STRONGER

Armor Class 16

Initiative +6 (16)

Hit Points 120 (16d8 + 48)

Speed 30 ft.



STR

9 (-1)

DEX

17 (+3)

CON

16 (+3)

INT

8 (-1)

WIS

16 (+3)

CHA

9 (-1)

Saving Throws Wis +6

Skills Perception +9, Stealth +9

Condition Immunities exhaustion

Senses truesight 60 ft., passive Perception 19

Languages -

CR 5 (XP 1,800; PB +3)

Ominous Invisibility. The lurker is permanently invisible, and no creature other than the Humanoid targeted by its Stalking trait can perceive it (through normal or magical means). If the lurker attacks or if its prey manages to perceive it through normal or magical means, this trait doesn't function as long as its prey is alive.

Stalking. *Charisma Saving Throw:* DC 14, one Humanoid within 30 feet of the lurker that it can see. *Failure:* The lurker stalks the target, stays within 30 feet of the target at all times, and can't use this ability again until it or the target dies. While being stalked this way, the target is overcome with paranoia and gains disadvantage on checks and saving throws. *Success:* The target becomes immune to this effect of all lurkers permanently.

When the affected target finishes a long rest, it is targeted by the following effect. *Wisdom Saving Throw:* DC 14. *Failure:* The target gains no benefit from that long rest and instead gains one level of exhaustion. Once per day, the target can make a Wisdom (Perception) check contested by the lurker's Dexterity (Stealth) check to try to perceive it. If the target can see invisible creatures, it automatically perceives the lurker.

Unusual Nature. The lurker doesn't require sleep.

ACTIONS

Multiattack. The lurker makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage plus 9 (2d8) psychic damage.

BONUS ACTIONS

Eerie Melody (1/Day). *Wisdom Saving Throw:* DC 14, the stalked target, provided it is not deafened. *Failure:* The target becomes frightened until the end of its next turn. While frightened, the target is also paralyzed.

Lurker's Step. The lurker teleports to a space within 30 feet of the stalked target where it can see it.