

NYTHR SKULKER

Medium • Aberration • Chaotic Evil

Armor Class 13

Initiative +3 (13)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Athletics +5, Acrobatics +5, Perception +6

Condition Immunities charmed, frightened

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 16

Languages understands Deep Speech but can't speak

CR 2 (XP 450; PB +2)



Bloodied - Wounded Eyes. While bloodied, the skulker becomes blinded, can't use its Wandering Eye, and its Otherworldly Perception trait stops functioning.

Limited Magic Immunity. The skulker can't be affected or detected by cantrips unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Otherworldly Perception. The skulker can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Unusual Nature. The skulker doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The skulker makes two Claw attacks.

Claw. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

View Insanity. Wisdom Saving Throw: DC 12, one creature within 30 feet of the skulker that it can see. *Failure:* The creature becomes blinded. While blinded this way, the target can still see the skulker as normal and takes 4 (1d8) psychic damage at the start of each of its turns. The effect ends when the skulker can no longer see the target.

Wandering Eye (Recharges after a Rest). The skulker casts *arcane eye*. When doing so, the eye is visible and can be destroyed (AC 13, HP 1).

NYTHR SKULKER — WEAKER

Armor Class 12

Initiative +2 (12)

Hit Points 18 (4d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	8 (-1)	12 (+1)	10 (+0)

Skills Perception +3

Condition Immunities charmed, frightened

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 13

Languages understands Deep Speech but can't speak

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



Bloodied - Wounded Eyes. While bloodied, the skulker becomes blinded, can't use its Wandering Eye, and its Otherworldly Perception trait stops functioning.

Otherworldly Perception. The skulker can sense the presence of any creature within 20 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Unusual Nature. The skulker doesn't require air, food, drink, or sleep.

ACTIONS

Claw. Melee Weapon Attack: +4, reach 5 ft. *Hit:* 4 (1d4 + 2) slashing damage.

View Insanity (Recharges after a Rest). Wisdom Saving Throw: DC 11, one creature within 10 feet of the skulker that it can see. *Failure:* The creature becomes blinded. While blinded this way, the target can still see the skulker as normal and takes 2 (1d4) psychic damage at the start of each of its turns. The effect ends when the skulker can no longer see the target.

Wandering Eye (1/Day). The skulker casts *arcane eye*. When doing so, the eye is visible and can be destroyed (AC 12, HP 1).

NYTHR SKULKER — STRONGER

Armor Class 15

Initiative +4 (14)

Hit Points 97 (15d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	8 (-1)	16 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3

Skills Athletics +7, Acrobatics +7, Perception +9

Condition Immunities charmed, frightened

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 19

Languages understands Deep Speech but can't speak

CR 5 (XP 1.800; PB +3)



Bloodied - Wounded Eyes. While bloodied, the skulker becomes blinded, can't use its Wandering Eye, and its Otherworldly Perception trait stops functioning.

Limited Magic Immunity. The skulker can't be affected or detected by spells of level 1 or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Otherworldly Perception. The skulker can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Unusual Nature. The skulker doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The skulker makes two Claw attacks.

Claw. Melee Weapon Attack: +7, reach 5 ft. *Hit:* 13 (2d8 + 4) slashing damage.

View Insanity. Wisdom Saving Throw: DC 14, one creature within 30 feet of the skulker that it can see. *Failure:* The creature becomes blinded. While blinded this way, the target can still see the skulker as normal and takes 11 (2d10) psychic damage at the start of each of its turns. The effect ends when the skulker can no longer see the target.

Wandering Eye (Recharges after a Rest). The skulker casts *arcane eye*. When doing so, the eye is visible and can be destroyed (AC 14, HP 1).