DUNE STALKER

Large • Monstrosity • Unaligned



Armor Class 14 **Initiative** +0 (10)
Hit Points 59 (7d10 + 21)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +4, Stealth +4
Condition Immunities blinded, deafened
Senses blindsight 10 ft., tremorsense 120 ft. passive Perception 12
Languages -
CR 3 (XP 700; PB +2)

ACTIONS

Bite. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 21 (5d6 + 4) piercing damage. If the dune stalker has advantage on the attack roll, the attack deals an additional 7 (2d6) piercing damage.

Sand Spit. *Strength Saving Throw:* DC 13, one creature within 30 feet that the dune stalker can see. *Failure:* 13 (3d8) bludgeoning damage, and the target is pushed 5 feet and knocked prone. *Success:* Half damage.

BONUS ACTIONS

Quicksand (Recharges after a Rest). The dune stalker creates a 15-foot-radius area of quicksand on the ground centered on a point within 30 feet of it. The area must consist of sand or similar loose material. It becomes difficult terrain for creatures without burrowing speed. A creature without burrowing speed that ends its turn inside the area becomes restrained until it or a creature within 5 feet of it frees the target with a successful DC 13 Strength check.

DUNE STALKER — WEAKER



Armor Class 13 **Initiative** +0 (10)
Hit Points 22 (3d10 + 6)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +2
Condition Immunities blinded, deafened
Senses blindsight 10 ft., tremorsense 120 ft. passive Perception 12
Languages -
CR 1/2 (XP 100; PB +2)

ACTIONS

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage. If the dune stalker has advantage on the attack roll, the attack deals an additional 3 (1d6) piercing damage.

Sand Spit. *Strength Saving Throw:* DC 12, one creature within 30 feet that the dune stalker can see. *Failure:* 4 (1d8) bludgeoning damage, and the target is pushed 5 feet and knocked prone. *Success:* Half damage.

BONUS ACTIONS

Quicksand (Recharges after a Rest). The dune stalker creates a 10-foot-radius area of quicksand on the ground centered on a point within 30 feet of it. The area must consist of sand or similar loose material. It becomes difficult terrain for creatures without burrowing speed. A creature without burrowing speed that ends its turn inside the area becomes restrained until it or a creature within 5 feet of it frees the target with a successful DC 12 Strength check.

DUNE STALKER — STRONGER



Armor Class 15
Initiative +1 (11)
Hit Points 95 (10d10 + 40)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +7, Stealth +7
Condition Immunities blinded, deafened
Senses blindsight 10 ft., tremorsense 120 ft. passive Perception 17
Languages -
CR 6 (XP 2,300; PB +3)

ACTIONS

Bite. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 38 (6d10 + 5) piercing damage. If the dune stalker has advantage on the attack roll, the attack deals an additional 9 (2d8) piercing damage.

Sand Spit. *Strength Saving Throw:* DC 15, one creature within 30 feet that the dune stalker can see. *Failure:* 27 (6d8) bludgeoning damage, and the target is pushed 5 feet and knocked prone. *Success:* Half damage.

BONUS ACTIONS

Quicksand (Recharges after a Rest). The dune stalker creates a 20-foot-radius area of quicksand on the ground centered on a point within 30 feet of it. The area must consist of sand or similar loose material. It becomes difficult terrain for creatures without burrowing speed. A creature without burrowing speed that ends its turn inside the area becomes restrained until it or a creature within 5 feet of it frees the target with a successful DC 15 Strength check.