DESERT WALKER

Medium • Undead • Neutral Evil



Armor Class 12
Initiative +0 (10)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

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

Senses darkvision 60 ft.. passive Perception 10
Languages -
CR 2 (XP 450; PB +2)

Dusty End. When the desert walker dies, its body explodes into a cloud of dust that heavily obscures the area in a 5-foot emanation originating from the desert walker for 1 minute or until it is dispersed by a strong wind (such as one created by *gust of wind*).

ACTIONS

Withering Claws. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 16 (3d8 + 3) necrotic damage and the target is grappled (escape DC 13).

Desiccate. *Constitution Saving Throw:* DC 12, one creature within 15 feet of the desert walker that it can see. *Failure:* The target becomes dehydrated until it uses an action to drink water. A dehydrated creature can't regain hit points except by magical means and has disadvantage on Constitution checks and saving throws. If a dehydrated creature becomes dehydrated again before this effect ends, it gains one level of exhaustion.

REACTIONS

Drink the Healing. *Trigger:* A creature grappled by the desert walker regains hit points. *Response:* The creature regains only half as many hit points, and the desert walker regains the same amount of hit points.

DESERT WALKER — WEAKER



Armor Class 11
Initiative +0 (10)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Senses darkvision 60 ft.. passive Perception 10
Languages -
CR 1/4 (XP 50; PB +2)

Dusty End. When the desert walker dies, its body explodes into a cloud of dust that heavily obscures the area in a 5-foot emanation originating from the desert walker for 1 minute or until it is dispersed by a strong wind (such as one created by *gust of wind*).

ACTIONS

Withering Claws. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) necrotic damage and the target is grappled (escape DC 12).

Desiccate. *Constitution Saving Throw:* DC 11, one creature within 15 feet of the desert walker that it can see. *Failure:* The target becomes dehydrated until it uses an action to drink water. A dehydrated creature can't regain hit points except by magical means and has disadvantage on Constitution checks and saving throws. If a dehydrated creature becomes dehydrated again before this effect ends, it gains one level of exhaustion.

REACTIONS

Drink the Healing. *Trigger:* A creature grappled by the desert walker regains hit points. *Response:* The creature regains only half as many hit points, and the desert walker regains the same amount of hit points.

DESERT WALKER — STRONGER



Armor Class 13
Initiative +1 (11)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Senses darkvision 60 ft.. passive Perception 11
Languages -
CR 5 (XP 1,800; PB +3)

Dusty End. When the desert walker dies, its body explodes into a cloud of dust that heavily obscures the area in a 5-foot emanation originating from the desert walker for 1 minute or until it is dispersed by a strong wind (such as one created by *gust of wind*).

ACTIONS

Multiattack. The desert walker makes two Withering Claw attacks. It can replace of these attacks with a use of Dissicate

Withering Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 17 (3d8 + 4) necrotic damage and the target is grappled (escape DC 13).

Desiccate. *Constitution Saving Throw:* DC 14, one creature within 15 feet of the desert walker that it can see. *Failure:* The target becomes dehydrated until it uses an action to drink water. A dehydrated creature can't regain hit points except by magical means and has disadvantage on Constitution checks and saving throws. If a dehydrated creature becomes dehydrated again before this effect ends, it gains one level of exhaustion.

REACTIONS

Drink the Healing. *Trigger:* A creature grappled by the desert walker regains hit points. *Response:* The creature regains only half as many hit points, and the desert walker regains the same amount of hit points.