

DUNE STALKER

Medium-Size Outsider (Evil, Fire)

Hit Dice: 6d8+12 (39 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 16 (+1 Dex, +5 natural)

Attacks: 2 claws +8 melee

Damage: Claw 1d4+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Sonic blast, kiss of death

Special Qualities: Damage reduction 15/+1, SR 17, improved tracking, darkvision 60 ft

Saves: Fort +7, Ref +6, Will +7

Abilities: Str 12, Dex 13, Con 14, Int 14, Wis 14, Cha 14

Skills: Climb +8, Escape Artist +8, Hide +9, Knowledge (any one) +8, Listen +10, Move Silently +7, Search +10, Spot +11

Feats: Improved Initiative, Weapon Focus (claw)

Climate/Terrain: Any warm land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 7-10 HD (Medium-size); 11-18 HD (Large)

A vile naked humanoid in appearance, bony, and with long sharp fingers and clawed toes, the dune stalker roams the Material Plane in response to summons from evil spellcasters. The dune stalker originates from the Para-Elemental Plane of Magma.

Dune stalkers speak Common, Ignan and Auran.

COMBAT

The dune stalker begins combat using its sonic blast by taking in a large amount of dry, hot air and then expelling it with tremendous pressure through its nasal passages.

At close range, the dune stalker will attempt to deliver a kiss of death to whichever target within melee range is most identifiable as good.

This is accomplished when the dune stalker places its lips in direct contact with the bare skin of its victim, and makes a sonic blast attack.

Sonic Blast (Su): 2d6 points of damage and deafness for 1d10 rounds, 60 feet, once per round; Will save (DC 15).

Kiss of Death (Su): By making a melee touch attack against an opponent's exposed flesh and simultaneously using its sonic blast, the dune stalker sets up intense sonic vibrations in its target that causes death unless a Will save (DC 15) is made.

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage.

The Dune Stalker first appeared in the 1e FF (1981).