

Blind Stalker

Large Aberration

Hit Dice:	8d8+48 (80 hp)
Initiative:	+8 (Dex + Improved initiative)
Speed:	40 ft.
AC:	21 (-1 size, +4 Dex, +8 Natural)
Attacks:	2 claws +14 melee, bite +12 melee
Damage:	Claw 1d10+6, bite 1d8+6
Face/Reach:	5 ft. by 5 ft./ 10 ft.
Special Attacks:	Rend
Special Qualities:	Blindsight, Scent
Saves:	Fort +12, Ref +6, Will +2
Abilities:	Str 23, Dex 18, Con 22, Int 7, Wis 11, Cha 13
Skills:	Climb +15, Hide +12, Listen +10, Spot +12, Wilderness Lore +16
Feats:	Combat Reflexes, Improved Initiative

Climate/Terrain:	Any Underground
Organization:	Solitary or pack (5-20)
Challenge Rating:	9
Treasure:	None
Alignment:	Always Chaotic Evil
Advancement:	8-15 (Large) 16-24 (Huge)

Description

The Blind Stalker is an unseeing, subterranean dog-like creature that is commonly used by the more intelligent denizens of the underdark for tracking and slaughtering of prey. They are just as adept above ground as below, but they are usually not encountered above the surface unless they have been tamed by a sentient being, and sent to the task of hunting down someone or something.

It is a large creature protected by an exoskeleton that ranges from a blackish green to shades of gray. They have elongated snouts, and they rely on both an internal sonar system, as well as a keen sense of smell. When they are in tracking mode, it is common to be able to hear them sniffing rapidly to try and catch a scent. Blind Stalkers prefer to eat uncooked red meat.



Artwork by Tim O'Brien

Combat

Because they rely on sonar and scent, they suffer no penalties in darkness. If silence is cast, it will function as blindness, and they will lose their blindsight bonus, and suffer a -4 to armor class and attacks. Blind Stalkers attack anything that enters their territory. Their attack methods operate differently when hunting in packs than when they are alone. In packs, they will usually examine the landscape, searching for an area that provides cover. Usually the largest male will flush the prey out into the open, then it will force the creature through the area where the others lie in wait so they can pounce.

When alone, the Blind Stalker will use stealth and tracking to get as close to their prey as possible. It will then spring into action once it believes that it is close enough to be able to catch it.

Rend (ex): A Blind Stalker that hits with both claw attacks as well as the bite latches onto the opponents body and tears the flesh. This attack automatically deals an additional 2d8+9 points of damage.

Blind Stalker Social Order

When tamed, Blind Stalkers are usually found in groups no larger than 3. In the wild they form packs that will get as large as 15+ members. The packs are dominated by an alpha male, alpha female, beta male, beta female, then the rest of the pack will be subordinate to the top four members.