Destiny of Sands – Part 2

Monster Stat blocks for Tiers 1-2

Hosted on PFSPrep.com

This is the first stat block page that I’ve put together, so hopefully everything looks good. I’m not very good at formatting, but if someone wants to take this information and make it looking better, feel free! If you have any questions, feel free to e-mail me: ShevdenDR@gmail.com

The Oasis - Tier 1-2

**Gnolls** (3)

CE Medium humanoid (gnoll)

Init +0; Senses darkvision 60 ft.; Perception +2

**DEFENSE**

AC 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)

hp 11 (2d8+2)

Fort +4, Ref +0, Will +0

**OFFENSE**

Speed 30 ft.

Melee spear +3 (1d8+3/×3)

Ranged spear +1 (1d8+2/×3)

**STATISTICS**

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Base Atk +1; CMB +3; CMD 13

Feats Power Attack

Skills Perception +2

Languages Gnoll

Treasure NPC Gear (leather armor, heavy wooden shield, battleaxe, longbow with 20 arrows, other treasure)

B3. The Courtyard – (Tier 1-2)

**Plague Zombies** (4)

NE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +0

**DEFENSE**

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

Immune undead traits

**OFFENSE**

Speed 30 ft.

Melee slam +4 (1d6+4)

Special Attacks: Death Burst, Disease

**STATISTICS**

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness

Special Qualities staggered

Treasure none

**Death Burst** (Ex): When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

**Disease** (Su): The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

**Zombie rot**: slam; save Fort DC = 10 + 1/2 the zombie’s Hit Dice + the zombie’s Cha modifier (DC 11); onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.

B7. The Fountain Room (Tiers 1-2)

**Medium Water Elemental** CR 3

XP 800

N Medium outsider (elemental, extraplanar, water)

Init +1; Senses darkvision 60 ft.; Perception +5

**DEFENSE**

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 30 (4d10+8)

Fort +6, Ref +5, Will +1

Immune elemental traits

**OFFENSE**

Speed 20 ft., swim 90 ft.

Melee slam +7 (1d8+4)

Special Attacks drench, vortex (DC 15), water mastery

**STATISTICS**

Str 16, Dex 12, Con 15, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +7; CMD 18

Feats Cleave, Power Attack

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16

B12. Gathering Hall (Tier 1-2)

**YJALK** CR 1

Male human barbarian 2

N Medium humanoid (human)

Init +1; Senses Perception +6

**DEFENSE**

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, –2 rage)

hp 28 (2d12+10)

Fort +7, Ref +1, Will +3

Defensive Abilities uncanny dodge

**OFFENSE**

Speed 30 ft.

Melee mwk greatsword +8 (2d6+7)

Ranged shortbow +3 (1d6/×3)

Special Attacks rage (8 rounds/day), rage powers (powerful blow)

**TACTICS**

During Combat Yjalk directs his crew to attack any spellcasters and challenges the

strongest-looking PC to face him. He begins raging and strikes with Power Attack and powerful blow to end the fight quickly. He uses his oil of magic weapon only if he cannot consistently hit an opponent.

Morale Yjalk drinks a potion of cure light wounds if he has 12 or fewer hit points but only if he’s not already engaged in melee combat with the enemy. If Yjalk has 12 or fewer hit points and has only one ally remaining, he orders a fighting retreat.

Base Statistics When not raging, Yjalk’s statistics are AC 17, touch 11, flat-footed 16; hp 24; Fort +5, Will +1; Melee mwk greatsword +5 (2d6+4/19-20); Str 17, Con 14; CMB +5; Skills Climb +4, Swim +4.

**STATISTICS**

Str 21, Dex 13, Con 18, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +7; CMD 16

Feats Cleave, Power Attack

Skills Climb +6, Perception +6, Profession (sailor) +3, Survival +6, Swim +6

Languages Common, Skald

SQ fast movement

Combat Gear oil of magic weapon, potions of cure light wounds (2), acid, holy water; Other Gear breastplate, mwk greatsword, shortbow with 20 arrows, sunrod, 12 gp

**Signe**

CN Female Tavern Singer

Init +2; Senses low-light vision; Perception +5

**DEFENSE**

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 9 (1d8+1) Fort +1, Ref +4, Will +1; +2 vs. enchantments Immune sleep

**OFFENSE**

Speed 30 ft.

Melee rapier +2 (1d6/18–20)

Ranged shortbow +2 (1d6/×3)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—grease, hideous laughter (DC 14)

0 (at will)—dancing lights, ghost sound (DC 13), message, prestidigitation

During Combat Signe supports Yjalk and the crew with bardic performance and disables opponents attacking Yjalk with her spells. She heals Yjalk if he appears badly injured.

**STATISTICS**

Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 17

Base Atk +0; CMB +0; CMD 12

Feats Skill Focus (Perform [wind]), Weapon Finesse

Skills Bluff +7, Diplomacy +7, Perception +5, Perform (wind) +12, Sense Motive +3, Sleight of Hand +6, Stealth +5, Use Magic Device +7

Languages Common, Elven

SQ bardic knowledge +1, elf blood

Combat Gear potions of cure light wounds (2), alchemist’s fire, sunrod, tanglefoot bag, thunderstone; Other Gear studded leather, rapier, shortbow with 20 arrows, masterwork flute, 13 gp

**Crew Member**

N Human Fighter 1

Init +2; Senses Perception +2

**DEFENSE**

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 14 (1d10+4) Fort +3, Ref +2, Will +3

**OFFENSE**

Speed 30 ft.

Melee longsword +4 (1d8+3/19–20) or cold iron dagger +4 (1d4+3/19–20)

Ranged heavy crossbow +3 (1d10/19–20)

During Combat The crew member follows Yjalk’s directions about whom to attack, staying at range if possible. He drinks his potion of cure light wounds if reduced to 7 or fewer hit points.

**STATISTICS**

Str 17, Dex 14, Con 12, Int 8, Wis 13, Cha 10

Base Atk +1; CMB +4; CMD 16

Feats Iron Will, Power Attack, Toughness

Skills Heal +2, Perception +2, Survival +5

Languages Common

Combat Gear potion of cure light wounds, alchemist’s fire, holy water, oil (2), healer’s kit (2 uses remaining); Other Gear breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

B12. Gathering Hall – Part 2 (Tier 1-2)

**Sage of Plagues**

**Allip**

CE Medium undead (incorporeal)

Init +5; Senses darkvision 60 ft.; Perception +7

Aura babble (60 ft., DC 15)

**DEFENSE**

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 30 (4d8+12)

Fort +4, Ref +4, Will +4

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

**OFFENSE**

Speed fly 30 ft. (perfect)

Melee incorporeal touch +4 (1d4 Wisdom damage)

Special Attacks babble, touch of insanity

**STATISTICS**

Str —, Dex 12, Con —, Int 11, Wis 11, Cha 16

Base Atk +3; CMB +4; CMD 17

Feats Improved Initiative, Lightning Reflexes Skills Fly +16, Intimidate +10, Perception +7, Stealth +8

Languages Aklo, Common

**SQ** madness

During Combat The sage focuses its attacks on anyone holding shards of the ruby jewel before attacking a nearby living creature. It pursues fleeing opponents but does not go outside.

Morale The sage fights until destroyed.

**SPECIAL ABILITIES**

**Babble** (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip’s babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charismabased.

**Madness** (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

**Plague Zombie**

NE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +0

**DEFENSE**

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

Immune undead traits

**OFFENSE**

Speed 30 ft.

Melee slam +4 (1d6+4)

Special Attacks: Death Burst, Disease

**STATISTICS**

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness

Special Qualities staggered

Treasure none

**Death Burst** (Ex): When a plague zombie dies, it explodes in a burst of decay. All creatures adjacent to the plague zombie are exposed to its plague as if struck by a slam attack and must make a Fortitude save or contract zombie rot.

**Disease** (Su): The slam attack—as well as any other natural attacks—of a plague zombie carries the zombie rot disease.

**Zombie rot**: slam; save Fort DC = 10 + 1/2 the zombie’s Hit Dice + the zombie’s Cha modifier (DC 11); onset 1d4 days; frequency 1/day; effect 1d2 Con, this damage cannot be healed while the creature is infected; cure 2 consecutive saves. Anyone who dies while infected rises as a plague zombie in 2d6 hours.