**#5-12 Destiny of the Sands P1:**

**A Bitter Bargain**

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**SANDMAN CR 3**NE Medium outsider (earth, elemental, extraplanar)
**Init** +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7
**Aura** sleep (20 ft., DC 14)
**DEFENSE**
**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
**hp** 30 (4d10+8)
**Fort** +6, **Ref** +5, **Will** +3
**Defensive** **Abilities** amorphous; **DR** 10/bludgeoning; **Immune** elemental traits
**OFFENSE**
**Speed** 30 ft., burrow 30 ft.
**Melee** slam +6 (1d6+3 plus sleep)
**STATISTICS**
**Str** 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10
**Base** **Atk** +4; **CMB** +6; **CMD** 17
**Feats** Improved Initiative, Iron Will
**Skills** Acrobatics +8, Climb +9, Knowledge (planes) +7, Perception +7, Sense Motive +7, Stealth +8 (+12 in sand); **Racial Modifiers** +4 Stealth in sand
**Languages** Terran
**SQ** compression, sand form
**SPECIAL ABILITIES**
**Sand Form (Su)** As a standard action, a sandman can cause its humanoid form to collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. The sandman retains its compression and sleep aura abilities when in sand form, but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid weapon blows.
**Sleep (Su)** A creature struck by a sandman's slam attack must succeed on a DC 14 Will save or immediately fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. The save DC is Constitution-based.
**Sleep Aura (Su)** A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 14 Will save or fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours. The save DC is Constitution-based.

**ADVANCED SANDMAN CR 4**NE Medium outsider (earth, elemental, extraplanar)
**Init** +7; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +9
**Aura** sleep (20 ft., DC 16)
**DEFENSE**
**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
**hp** 38 (4d10+16)
**Fort** +8, **Ref** +7, **Will** +5
**Defensive** **Abilities** amorphous; **DR** 10/bludgeoning; **Immune** elemental traits
**OFFENSE**
**Speed** 30 ft., burrow 30 ft.
**Melee** slam +8 (1d6+5 plus sleep)
**STATISTICS**
**Str** 18, **Dex** 17, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14
**Base** **Atk** +4; **CMB** +8; **CMD** 21
**Feats** Improved Initiative, Iron Will
**Skills** Acrobatics +10, Climb +11, Knowledge (planes) +9, Perception +9, Sense Motive +9, Stealth +10 (+14 in sand); **Racial Modifiers** +4 Stealth in sand
**Languages** Terran
**SQ** compression, sand form
**SPECIAL ABILITIES**
**Sand Form (Su)** As a standard action, a sandman can cause its humanoid form to collapse into a pile of animated sand. In this form, treat the sandman as if it were a Small earth elemental made out of sand. The sandman retains its compression and sleep aura abilities when in sand form, but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid weapon blows.
**Sleep (Su)** A creature struck by a sandman's slam attack must succeed on a DC 16 Will save or immediately fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. The save DC is Constitution-based.
**Sleep Aura (Su)** A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 16 Will save or fall asleep, as if affected by a sleep spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. A creature that successfully saves is immune to that sandman's sleep aura for 24 hours. The save DC is Constitution-based.

**HIRED THUGS (Sickened) (subtier 1-2) CR ½**Human rogue 1
N Medium humanoid (human)
**Init** +1; **Senses** Perception +2
**DEFENSE**
**AC** 15, touch 13, flatfooted 12 (+2 armor, +3 Dex)
**hp** 13 each (1d8+5)
**Fort** -1, **Ref** +3, **Will** -2
**OFFENSE**
**Speed** 30 ft.
**Melee** sap +0 (1d6+2 nonlethal) or
 dagger +0 (1d4+2/19–20)
**Ranged** dagger +1 (1d4+2/19–20)
**Special** **Attacks** sneak attack +1d6
**STATISTICS**
**Str** 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8
**Base** **Atk** +0; **CMB** +0; **CMD** 15
**Feats** Sap AdeptUC, Toughness
**Skills** Acrobatics +5, Appraise +3, Climb +4, Disable Device +5, Escape Artist +5, Heal +2, Intimidate +1, Knowledge (local) +3, Perception +2, Sleight of Hand +5, Stealth +5
**Languages** Common, Kelish, Osiriani
**SQ** trapfinding +1
**Combat Gear** *potion of cure light wounds*, tanglefoot bag, bag of caltrops; **Other Gear** leather armor, sap, dagger, thieves’ tools, 23 gp

**HIRED THUGS (Sickened) (subtier 4-5) CR 2**Male human rogue 3
N Medium humanoid (human)
**Init** +5; **Senses** Perception +5
**DEFENSE**
**AC** 16, touch 13, flatfooted 13 (+3 armor, +3 Dex)
**hp** 26 each (3d8+9)
**Fort** +0, **Ref** +4, **Will** -1
**Defensive** **Abilities** evasion, trap sense +1
**OFFENSE**
**Speed** 30 ft.
**Melee** mwk sap +4 (1d6+2 nonlethal) or
 mwk dagger +4 (1d4+2/19–20)
**Ranged** mwk dagger +4 (1d4+2/19–20)
**Special** **Attacks** sneak attack +2d6
**STATISTICS**
**Str** 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8
**Base Atk** +2; **CMB** +2; **CMD** 17
**Feats** Improved Initiative, Sap AdeptUC, Toughness, Weapon Finesse
**Skills** Acrobatics +7, Appraise +5, Climb +6, Disable Device +9, Escape Artist +7, Heal +4, Intimidate +3, Knowledge (local) +5, Perception +4, Stealth +7
**Languages** Common, Kelish, Osiriani
**SQ** rogue talents (finesse rogue), trapfinding +1
**Combat Gear** *potions of cure light wounds* (2), *potion of blur*, bag of caltrops, tanglefoot bag; **Other Gear** mwk studded leather armor, mwk sap, mwk dagger, dagger, mwk thieves tools, 83 gp

**VENOMOUS SNAKE CR 1**N Medium animal
**Init** +5; **Senses** low-light vision, scent; Perception +9
**DEFENSE
AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)
**hp** 13 (2d8+4)
**Fort** +5, **Ref** +4, **Will** +1
**OFFENSE**
**Speed** 20 ft., climb 20 ft., swim 20 ft.
**Melee** bite +2 (1d4–1 plus poison)
**STATISTICS**
**Str** 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2
**Base Atk** +1; **CMB** +0; **CMD** 11 (can't be tripped)
**Feats** Improved Initiative, Weapon FinesseB
**Skills** Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity
**SPECIAL ABILITIES**
**Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

**AMPHISBAENA CR 4**N Large magical beast
**Init** +2; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; Perception +11
**DEFENSE**
**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
**hp** 45 (6d10+12)
**Fort** +6, **Ref** +7, **Will** +3
**Defensive Abilities** split; **Immune** petrification; **Resist** cold 10
**OFFENSE**
**Speed** 20 ft., climb 20 ft., swim 20 ft.
**Melee** 2 bites +8 (1d8+2 plus poison)
**Space** 10 ft.; **Reach** 5 ft.
**STATISTICS**
**Str** 14, **Dex** 15, **Con** 13, **Int** 2, W**i**s 13, **Cha** 4
**Base** **Atk** +6; **CMB** +9; **CMD** 21 (can't be tripped)
**Feats** Skill Focus (Stealth), Toughness, Weapon Focus (bite)
**Skills** Acrobatics +10 (+6 jump), Climb +10, Perception +11, Stealth +11, Swim +10; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth
**SPECIAL ABILITIES**
**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.
**Split (Su)** An amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena's current hit points (rounded down) after the damage from the critical hit is applied. Once split, an amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two creatures' hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of 1d3 weeks.

**ADVANCED VENOMOUS SNAKE CR 2**N Medium animal
**Init** +7; **Senses** low-light vision, scent; Perception +11
**DEFENSE
AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
**hp** 17 (2d8+8)
**Fort** +7, **Ref** +6, **Will** +3
**OFFENSE**
**Speed** 20 ft., climb 20 ft., swim 20 ft.
**Melee** bite +4 (1d4+1 plus poison)
**STATISTICS**
**Str** 12, **Dex** 17, **Con** 18, **Int** 1, **Wis** 17, **Cha** 6
**Base Atk** +1; **CMB** +2; **CMD** 15 (can't be tripped)
**Feats** Improved Initiative, Weapon FinesseB
**Skills** Acrobatics +11, Climb +11, Perception +11, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity
**SPECIAL ABILITIES**
**Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

**ADVANCED AMPHISBAENA CR 5**N Large magical beast
**Init** +4; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; Perception +13
**DEFENSE**
**AC** 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)
**hp** 57 (6d10+24)
**Fort** +8, **Ref** +9, **Will** +5
**Defensive Abilities** split; **Immune** petrification; **Resist** cold 10
**OFFENSE**
**Speed** 20 ft., climb 20 ft., swim 20 ft.
**Melee** 2 bites +10 (1d8+4 plus poison)
**Space** 10 ft.; **Reach** 5 ft.
**STATISTICS**
**Str** 18, **Dex** 19, **Con** 17, **Int** 2, **Wis** 17, **Cha** 8
**Base** **Atk** +6; **CMB** +11; **CMD** 25 (can't be tripped)
**Feats** Skill Focus (Stealth), Toughness, Weapon Focus (bite)
**Skills** Acrobatics +12 (+8 jump), Climb +12, Perception +13, Stealth +13, Swim +12; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth
**SPECIAL ABILITIES**
**Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.
**Split (Su)** An amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena's current hit points (rounded down) after the damage from the critical hit is applied. Once split, an amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two creatures' hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of 1d3 weeks.