

#5-12 Destiny of the Sands P1: A Bitter Bargain

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GA PFS

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 Adept^{UC}, 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 Adept^{UC}, 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 Finesse^B**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* 1d2Con; *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, **Wis** 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 Finesse^B**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.