

**Sand Form (Su)****Sandman**

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)****Sandman**

A creature struck by a sandman's slam attack must succeed on a DC 14 (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)****Sandman**

A sandman radiates a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 14 (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.

**Earth Mastery (Ex)****Sandman (Elemental Form)**

An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

**Poison (Ex)****Amphisbaena**

Bite—injury; save Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.

**Split (Su)****Amphisbaena**

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 re-grow the lost portion over the course of 1d3 weeks.

**Bleeding Attack\* (Ex): (+3)****Kura Shehr**

A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.