

# Risen from the Sands

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## Free RPG Day Module Stat Blocks

This document contains stat blocks not  
included in the module

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## MIMIC

CR 4

XP 1,200

N Medium **aberration** (shapechanger)

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +11

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### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 52 (7d8+21)

**Fort** +5, **Ref** +5, **Will** +6

**Immune** acid

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### OFFENSE

**Speed** 10 ft.

**Melee** slam +10 (1d8+6 **plus adhesive**)

**Special Attacks** **constrict** (slam, 1d8+6)

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### STATISTICS

**Str** 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 20 (can't be tripped)

**Feats** **Improved Initiative**, **Lightning Reflexes**, **Skill Focus** (Perception), **Weapon Focus** (slam)

**Skills** **Climb** +14, **Disguise** +10 (+30 when mimicking objects), **Knowledge** (dungeoneering) +10, **Perception** +14;

**Racial Modifiers** +20 **Disguise** when mimicking objects

**Languages** Common

**SQ** **mimic object**

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### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** incidental

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### SPECIAL ABILITIES

**Adhesive (Ex)** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Mimic Object (Ex)** A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on **Disguise** checks when imitating an object in this manner. **Disguise** is always a class skill for a mimic.

**Constrict (Ex)** A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

## ROYAL HUNTSMAN

CR 2

### XP 600

Male Human skeletal champion warrior 1

NE Medium **undead**

**Init** +5; **Senses** **darkvision 60 ft.**; **Perception** +6

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### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

**hp** 17 (3 HD; 2d8+1d10+3)

**Fort** +3 **Ref** +1 **Will** +3; **channel resistance** +4

**DR** 5/**bludgeoning**;

**Immune** **cold, undead traits**

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### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19–20)

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### STATISTICS

**Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** **Cleave**, **Improved Initiative**<sup>B</sup>, **Power Attack** (-1 Attack, +2 Damage), **Weapon Focus** (longsword)

**Skills** **Intimidate** +7, **Perception** +6, **Stealth** –1

**Treasure** standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

**Undead Traits (Ex)** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to **ability drain**, energy drain, or nonlethal damage. Undead are immune to **damage** or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

#### **Cleave (Combat)**

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. **If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first a** and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

#### **Power Attack (Combat)**

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls

**SKELETAL ARCHERS (6)**

**CR 1/3**

**XP 135**

NE Medium [undead](#)

**Init** +6; **Senses** [darkvision 60 ft.](#); **Perception** +0

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**DEFENSE**

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**DR** [5/bludgeoning](#);

**Immune** [cold](#), [undead traits](#)

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**OFFENSE**

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

**Ranged** shortbow +2 (1d6/x3)

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**STATISTICS**

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** [Improved Initiative](#)<sup>B</sup>

**Gear** broken chain shirt, broken scimitar, shortbow and 20 arrows

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**ECOLOGY**

**Environment** any

**Organization** any

**Treasure** none

**Undead Traits (Ex)** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to [ability drain](#), energy drain, or nonlethal damage. Undead are immune to [damage](#) or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

**MEDIUM AIR ELEMENTAL**

**CR 3**

**XP 800**

N Medium **outsider** (air, elemental, extraplanar)

**Init** +9; **Senses** **darkvision 60 ft.**; **Perception** +7

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**DEFENSE**

**AC** 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +9, **Will** +1

**Defensive Abilities** **air mastery**;

**Immune** **elemental traits**

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**OFFENSE**

**Speed** fly 100 ft. (perfect)

**Melee** slam +9 (1d6+3)

**Special Attacks** **whirlwind** 2 rounds (DC 14 reflex)

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**STATISTICS**

**Str** 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 22

**Feats** **Dodge**, **Flyby Attack**, **Improved Initiative<sup>B</sup>**, **Weapon Finesse<sup>B</sup>**

**Skills** **Acrobatics** +11, **Escape Artist** +9, **Fly** +17, **Knowledge (planes +1)**, **Perception** +7, **Stealth** +10

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**SPECIAL ABILITIES**

**Air Mastery (Ex)** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su)** Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

**Elemental Subtype:** An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

#### **Dodge (Combat)**

- Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.
- **Prerequisite:** Dex 13.
- **Benefit:** You gain a +1 **dodge bonus** to your **AC**. A condition that makes you lose your **Dex** bonus to **AC** also makes you lose the benefits of this feat.

#### **Flyby Attack**

- **Benefit:** When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

**MEDIUM EARTH ELEMENTAL**

**CR 3**

**XP 800**

N Medium **outsider** (earth, elemental, extraplanar)

**Init** –1; **Senses** **darkvision 60 ft.**, **tremorsense 60 ft.**; **Perception** +7

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**DEFENSE**

**AC** 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +0, **Will** +4

**Immune** **elemental traits**

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**OFFENSE**

**Speed** 20 ft., burrow 20 ft., **earth glide**

**Melee** slam +9 (1d8+7)

**Special Attacks** **earth mastery**

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**STATISTICS**

**Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 18

**Feats** **Cleave**, **Improved Bull Rush**<sup>B</sup>, **Power Attack**

**Skills** **Appraise** +1, **Climb** +10, **Knowledge** (dungeoneering) +2, **Knowledge** (planes) +2, **Perception** +7, **Stealth** +3

**Elemental Subtype:** An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

**Cleave (Combat)**

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. **If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first a** and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

**Power Attack (Combat)**

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls

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### **SPECIAL ABILITIES**

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**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A [\*move earth\*](#) spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** 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.)

### MEDIUM FIRE ELEMENTALCR 3

**XP 800**

N Medium [outsider](#) (elemental, extraplanar, fire)

**Init** +7; **Senses** [darkvision 60 ft.](#); **Perception** +7

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#### DEFENSE

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**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +1

**Immune** [elemental traits](#), [fire](#)

**Weaknesses** [vulnerability to cold](#)

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#### OFFENSE

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**Speed** 50 ft.

**Melee** slam +7 (1d6+1 [plus burn](#))

**Special Attacks** [burn](#) (1d6, DC 14 Reflex)

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#### STATISTICS

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**Str** 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** [Dodge](#), [Improved Initiative](#)<sup>B</sup>, [Mobility](#), [Weapon Finesse](#)<sup>B</sup>

**Skills** [Acrobatics](#) +8, [Climb](#) +5, [Escape Artist](#) +8, [Intimidate](#) +5, [Knowledge](#) (planes) +1, [Perception](#) +7

**Elemental Subtype:** An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

#### Mobility (Combat)

**Benefit:** You get a +4 [dodge bonus](#) to [Armor Class](#) against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your [Dexterity](#) bonus to [Armor Class](#) (if any) also makes you lose [dodge bonuses](#).

[Dodge bonuses](#) stack with each other, unlike most types of bonuses.

## MEDIUM WATER ELEMENTAL

CR 3

XP 800

N Medium [outsider](#) (elemental, extraplanar, water)

Init +1; Senses [darkvision 60 ft.](#); Perception +5

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### 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](#)

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### OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +7 (1d8+4)

Special Attacks [drench](#), [vortex](#) (DC 15), [water mastery](#)

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### 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

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### SPECIAL ABILITIES

**Drench (Ex)** The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as [dispel magic](#) (caster level equals elemental's HD).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the [whirlwind special attack](#), but can only form underwater and cannot leave the water.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, 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.

#### **Cleave (Combat)**

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. [If you hit, you deal damage normally and can make an additional attack \(using your full base attack bonus\) against a foe that is adjacent to the first a](#)nd also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

#### **Power Attack (Combat)**

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls

**Elemental Subtype:** An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

**PHAROAH SEKH-PA-MEFER III**

**CR 5**

**XP 1,600**

LE Medium Mummy **undead**

**Init** +0; **Senses** **darkvision 60 ft.**; **Perception** +16

**Aura** **despair** (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

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**DEFENSE**

**AC** 20, touch 10, flat-footed 20 (+10 natural)

**hp** 60 (8d8+24)

**Fort** +4, **Ref** +2, **Will** +8

**DR** 5/—; **Immune** **undead traits**

**Weaknesses** **vulnerable to fire**

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**OFFENSE**

**Speed** 20 ft.

**Melee** slam +14 (1d8+10 plus **mummy rot**)

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**STATISTICS**

**Str** 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

**Base Atk** +6; **CMB** +13; **CMD** 23

**Feats** **Power Attack**, **Toughness**, **Skill Focus (Perception)**, **Weapon Focus (slam)**

**Skills** **Perception** +16, **Stealth** +11

**Languages** Common

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**SPECIAL ABILITIES**

**Despair (Su)** All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

**Mummy Rot (Su)** Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

**Power Attack (Combat)**

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls

**Undead Traits (Ex)** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to [ability drain](#), energy drain, or nonlethal damage. Undead are immune to [damage](#) or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.