Destiny of Sands – Part 2

Monster Stat blocks for Tiers 4-5

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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 4-5

**Advanced Gnolls** (3)

CE Medium humanoid (gnoll)

Init +2; Senses darkvision 60 ft.; Perception +4

**DEFENSE**

AC 19, touch 12, flat-footed 19 (+2 armor, +3 natural, +2 shield)

hp 15 (2d8+2)

Fort +6, Ref +2, Will +2

**OFFENSE**

Speed 30 ft.

Melee spear +5 (1d8+5/×3)

Ranged spear +3 (1d8+4/×3)

**STATISTICS**

Str 19, Dex 14, Con 17, Int 12, Wis 15, Cha 12

Base Atk +1; CMB +5; CMD 17

Feats Power Attack

Skills Perception +4

Languages Gnoll

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

**Dust Digger**

N Large aberration

Init +4; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +5

**DEFENSE**

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 42 (5d8+20)

Fort +5, Ref +1, Will +4

**OFFENSE**

Speed 10 ft., burrow 20 ft.

Melee bite +5 (1d8+3 plus grab), 5 tentacles +3 (1d4+1 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks sinkhole, swallow whole (2d8+4 bludgeoning, AC 13, 4 hp)

**STATISTICS**

Str 17, Dex 11, Con 18, Int 2, Wis 11, Cha 10

Base Atk +3; CMB +7; CMD 17

Feats Improved Initiative, Multiattack, Skill Focus (Stealth)

Skills Perception +5, Stealth +5 (+13 in ambush); Racial Modifiers +8 Stealth in ambush

Treasure none

**SPECIAL ABILITIES**

**Sinkhole** (Ex) A dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk into a square it threatens, it can deflate its body as an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who were standing in the dust digger’s reach must make a DC 15 Reflex save or become entangled as long as they remain in the dust digger’s reach. All creatures who were standing at least partially in the dust digger’s actual space must make a DC 15 Reflex save or become entangled and fall prone—if such a creature makes this save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The save DC is Strength-based.

B3. The Courtyard – (Tier 4-5)

**Advanced Plague Zombies** (3)

NE Medium undead

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

**DEFENSE**

AC 16, touch 12, flat-footed 14 (+4 natural)

hp 16 (2d8+7)

Fort +0, Ref +2, Will +5

Immune undead traits

**OFFENSE**

Speed 30 ft.

Melee slam +6 (1d6+6)

Special Attacks: Death Burst, Disease

**STATISTICS**

Str 21, Dex 14, Con —, Int —, Wis 14, Cha 14

Base Atk +1; CMB +6; CMD 18

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 13); 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.

**CARRION GOLEM**

N Medium construct

Init +1; Senses blindsense 10 ft., darkvision 60 ft., low-light vision; Perception +0

Aura foul stench (DC 12, 1 round)

**DEFENSE**

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

hp 42 (4d10+20) Fort +1, Ref +2, Will +1

DR 5/bludgeoning or slashing; Immune construct traits, magic

**OFFENSE**

Speed 30 ft. Melee 2 slams +7 (1d8+3 plus disease)

Special Attacks plague carrier

**STATISTICS**

Str 17, Dex 12, Con —, Int —, Wis 11, Cha 1

Base Atk +4; CMB +7; CMD 18

Treasure none

**SPECIAL ABILITIES**

**Foul Stench** (Ex) This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

**Immune to Magic** (Ex) A carrion golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• Gentle repose causes a carrion golem to become stiff and helpless for 1d4 rounds if it fails a Will save against the spell.

• Animate dead causes the various parts of the golem’s body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).

• Any magical attack that deals cold or fire damage slows a carrion golem (as the slow spell) for 2d6 rounds (no save).

• Any magical attack that deals electricity damage hastes a carrion golem (as the haste spell) for 2d6 rounds.

**Plague Carrier** (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus.

Filth Fever: Slam—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

B7. The Fountain Room (Tier 4-5)

**ADVANCED MEDIUM WATER ELEMENTAL** CR 3

N Medium outsider (elemental, extraplanar, water)

Init +3; Senses darkvision 60 ft.; Perception +7

**DEFENSE**

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 38 (4d10+16)

Fort +8, Ref +7, Will +3

Immune elemental traits

**OFFENSE**

Speed 20 ft., swim 90 ft.

Melee slam +9 (1d8+6)

Special Attacks drench, vortex (DC 17), water mastery

**STATISTICS**

Str 20, Dex 16, Con 19, Int 8, Wis 15, Cha 15

Base Atk +4; CMB +9; CMD 22

Feats Cleave, Power Attack

Skills Acrobatics +8, Escape Artist +8, Knowledge (planes) +4, Perception +7, Stealth +8, Swim +18

**CARYATID COLUMN** CR 3

XP 800

N Medium construct

Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

**DEFENSE**

AC 14, touch 9, flat-footed 14 (–1 Dex, +5 natural)

hp 36 (3d10+20)

Fort +1, Ref +0, Will +1

DR 5/—; Immune construct traits, magic

Defensive Abilities shatter weapons

**OFFENSE**

Speed 20 ft.

+1 dragon bane scimitar +8 (1d6+5/18–20)

**STATISTICS**

Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +3; CMB +7; CMD 16 (cannot be disarmed)

**SQ** statue

**SPECIAL ABILITIES**

**Immunity to Magic** (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A transmute rock to mud spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.

• Transmute mud to rock immediately heals any and all damage currently suffered by a caryatid column.

• A stone to flesh spell does not actually change the column’s structure but negates its damage reduction and immunity to magic for 1 round.

**Shatter Weapons** (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon’s hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

**Statue** (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

B12. Gathering Hall (Tier 4-5)

**YJALK** CR 4

M human barbarian 5

N Medium humanoid (human)

Init +1; Senses Perception +9

**DEFENSE**

AC 17, touch 10, flat-footed 15 (+7 armor, +1 Dex, +1 dodge, –2 rage)

hp 63 (5d12+25)

Fort +9, Ref +3, Will +5

Defensive Abilities improved uncanny dodge, trap sense +1

**OFFENSE**

Speed 30 ft.

Melee mwk greatsword +12 (2d6+9/19–20)

Ranged mwk shortbow +7 (1d6/×3)

Special Attacks rage (14 rounds/day), rage powers (powerful blow, quick reflexes)

**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 20 or fewer hit points but only if he’s not already engaged in melee combat with the enemy. If Yjalk has 20 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 19, touch 12, flat-footed 17; hp 53; Fort +7, Will +3; mwk greatsword +10 (2d6+6/19–20); Str 18, Con 14; CMB +9; Skills Climb +9, Swim +9.

**STATISTICS**

Str 22, Dex 13, Con 18, Int 10, Wis 12, Cha 8

Base Atk +5; CMB +11; CMD 21

Feats Cleave, Dodge, Mobility, Power Attack

Skills Climb +11, Perception +9, Profession (sailor) +6, Survival +9, Swim +11

Languages Common, Skald

SQ fast movement

Combat Gear +1 arrows (5), oil of magic weapon, potions of cure light wounds (2), holy water; Other Gear +1 breastplate, mwk greatsword, mwk shortbow with 20 arrows, cloak of resistance +1, sunrod (2), 10 gp

**Signe**

CN female local celebrity

Init +1; Senses Perception +4

**DEFENSE**

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 20 (3d8+3)

Fort +2, Ref +4, Will +3; +4 vs. bardic performance, language-dependent, and sonic

**OFFENSE**

Speed 30 ft.

Melee mwk dagger +4 (1d4–1/19–20)

Ranged dagger +3 (1d4–1/19–20)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +5)

1st (4/day)—charm person (DC 14), cure light wounds (DC 13), hypnotism (DC 14), sleep (DC 14)

0 (at will)—daze (DC 13), detect magic, light, lullaby (DC 13), mage hand, resistance

**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 8, Dex 13, Con 12, Int 14, Wis 10, Cha 15

Base Atk +2; CMB +1; CMD 12

Feats Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse

Skills Appraise +6, Bluff +11, Diplomacy +8, Disguise +8, Intimidate +6, Knowledge (arcana, nobility) +7, Knowledge (local) +9, Perception +4, Perform (act, dance) +8, Perform (sing) +7, Sense Motive +5, Spellcraft +8

Languages Common, Elven, Infernal

**SQ** bardic knowledge +1, versatile performance (act)

Combat Gear potion of invisibility; Other Gear masterwork dagger, bracers of armor +1, 48 gp

**Crew Member** (3)

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 4-5)

**Sage of Plagues**

**Mythic allip** (Pathfinder RPG Bestiary 3 12, Pathfinder RPG Mythic Adventures 226)

CE Medium undead (incorporeal, mythic)

Init +5/–15, dual initiative (MA); Senses darkvision 60 ft.; Perception +7

Aura babble (60 ft., DC 16)

**DEFENSE**

AC 15, touch 15, flat-footed 14 (+4 deflection, +1 Dex)

hp 50 (4d8+32)

Fort +5, Ref +4, Will +4

Defensive Abilities channel resistance +2, incorporeal, poisonous blood (insanity mist); Immune undead traits

**OFFENSE**

Speed fly 30 ft. (perfect)

Melee incorporeal touch +4 (1d4 Wisdom damage)

Special Attacks babble, mythic powerMA (2/day, surge +1d6), simple divine spellcastingMA, touch of insanity

Spell-Like Abilities (CL 4th; concentration +8)

1/day⎯bane (DC 15), bestow curse (DC 17), disfiguring touchUM (DC 16), inflict moderate wounds (DC 16)

**TACTICS**

During Combat The Sage of Plagues begins combat by debilitating one or more enemies with a spell-like ability and then attacks anyone holding a shard of the shattered ruby or a nearby foe. So long as it has spell-like abilities remaining, the Sage of Plagues alternates between using those and its maddening touch. It prefers to use bestow curse and disfiguring touch on creatures it knows can hurt it, and it saves inflict moderate wounds to heal itself. It pursues fleeing enemies but does not go outside.

Morale The sage fights until destroyed.

**STATISTICS**

Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18

Base Atk +3; CMB +4; CMD 18

Feats Improved Initiative, Lightning ReflexesM

Skills Fly +16, Intimidate +11, Perception +7, Stealth +8

Languages Aklo, Common

**SQ** madness

**SPECIAL ABILITIES**

**Poisonous Blood** (Ex) Any creature that confirms a critical hit against the allip with a piercing or slashing melee weapon breaks off a piece of its mad essence. Melee weapons with reach don’t endanger their users in this way. The attacker briefly becomes enveloped by a cloud of insanity mist (inhaled; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d3 Wis; cure 1 save).

**CARRION GOLEM**

N Medium construct

Init +1; Senses blindsense 10 ft., darkvision 60 ft., low-light vision; Perception +0

Aura foul stench (DC 12, 1 round)

**DEFENSE**

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

hp 42 (4d10+20) Fort +1, Ref +2, Will +1

DR 5/bludgeoning or slashing; Immune construct traits, magic

**OFFENSE**

Speed 30 ft. Melee 2 slams +7 (1d8+3 plus disease)

Special Attacks plague carrier

**STATISTICS**

Str 17, Dex 12, Con —, Int —, Wis 11, Cha 1

Base Atk +4; CMB +7; CMD 18

Treasure none

**SPECIAL ABILITIES**

**Foul Stench** (Ex) This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

Immune to Magic (Ex) A carrion golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• Gentle repose causes a carrion golem to become stiff and helpless for 1d4 rounds if it fails a Will save against the spell.

• Animate dead causes the various parts of the golem’s body to shudder and tear, dealing 1d6 points of damage per caster level to the golem (no save).

• Any magical attack that deals cold or fire damage slows a carrion golem (as the slow spell) for 2d6 rounds (no save).

• Any magical attack that deals electricity damage hastes a carrion golem (as the haste spell) for 2d6 rounds.

**Plague Carrier** (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus.

Filth Fever: Slam—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.