

# SANDMAN

## CREATURE 3

**NE****MEDIUM****ELEMENTAL****EARTH**

Converted by VaranSL

**Perception** +10; darkvision, tremorsense 30 feet

**Languages** Terran

**Skills** Acrobatics +8, Athletics +11, Stealth +10 (+12 to Hide in sand)

**Str** +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +3, **Cha** +0

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**AC** 16; **Fort** +12, **Ref** +6, **Will** +8

**HP** 44; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** piercing 3, slashing 3

**Sleep Aura** (aura, enchantment, incapacitation, primal, sleep) 30 feet. Enemies that start their turn in the area or enter it must attempt a DC 18 Will save. On a failure, they fall unconscious for 1d6 rounds, or 1 minute on a critical failure. Regardless of the result, a creature is then temporarily immune to the sandman's sleep aura for 24 hours.

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**Speed** 25 feet, burrow 25 feet

**Melee** ♦ slam +11 [+6/+1] (magical), **Damage** 1d8+6 bludgeoning plus Sleep

**Change Shape** ♦ (primal, concentrate, polymorph, transmutation) The sandman can take on the form of a pile of animated sand. In this form, it becomes small. This transformation doesn't change their Speed or the attack and damage bonuses of their Strikes, but does removing their resistance to piercing and slashing damage. While in this form, the sandman has an automatic result of 32 on Deception checks and DCs to pass as inanimate sand and can Hide even if it doesn't have cover so long as it is on sandy surfaces.

**Sleep** (enchantment, incapacitation, primal, sleep) A creature hit by the sandman's Strike must succeed at a DC 18 Will save or fall unconscious for 1d6 rounds, or 1 minute on a critical failure.

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This humanoid-shaped elemental has the power to send its foes to sleep by casting dust into their eyes. Some believe that sandmen can't speak, though that isn't true, they simply are reserved.