Sandling

Large Elemental
Hit Dice: 4d8+4 (22 hp)
Initiative: +1 (Dex)
Speed: 30 ft, burrow 20 ft
AC: 16 (-1 size, +7 natural)
Attacks: Pseudopod +5 melee
Damage: Pseudopod 1d8+3
Face/Reach: 5 ft by 10 ft/5 ft
Special Qualities: Elemental, vulnerability to water
Saves: Fort +5, Ref +2, Will +1
Abilities: Str 17, Dex 13, Con 13, Int 4, Wis 11, Cha 11
Skills: Listen +4, Spot +4
Feats: Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-9 HD (Large); 10-12 HD (Huge)

Sandlings are creatures from the Elemental Plane of Earth. A sandling in its natural form resembles a pile of sand. When threatened, it takes the form of a 10-foot tall snake-like creature.

Combat
Sandlings are not aggressive, but will attack if provoked. A sandling attacks by slashing with a pseudopod it forms from its body. A favored tactic of the sandling is to lie dormant against the ground and lash out when an opponent passes over it.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Elementals have no clear front or back and therefore cannot be flanked. Elementals have darkvision with a range of 60 feet.

Vulnerability to Water (Ex): If a sandling is hit by at least 10 gallons of water it acts as if affected by a slow spell for 1d6+2 rounds.