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# Sandmasker

## Introduction

This is Pathfinder compatible version a menace from Creature Collection and Creature Collection Revised.

In addition to canonical abilities, the creature has been somewhat improved with corrupted version of monk abilities to further emphasize its monkish heritage.

In case of any legal or rule issues with this write-up, please notify me, the author, at [ruemere@gmail.com](mailto:ruemere@gmail.com).

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## Pathfinder Compatible

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# Sandmasker

*This large creature possesses upper body of a humanoid and lower part that of a scorpion. Its body is covered in sandblasted chitinous plating, while its face and arms bear the color of grey stone. Pupilless eyes glare at you menacingly, while large lance points at your heart.*

Names: Esteemed Stalker, Proficient Hunter, Fast Tracker, Smooth Runner, Promising Strider.

**Sandmasker** CR 7

XP 3,200

LE Large monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +19

## DEFENSE

**AC** 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

**hp** 78 (12d10+12)

**Fort** +5, **Ref** +9, **Will** +12

**Defensive Abilities** Fire Resistance 5; SR 18

## OFFENSE

**Speed** 40 ft.

**Melee** (while capturing prey) [primary] 2 claws +15 (1d6+4 plus grab), [primary] sting +15 (1d6+4 plus poison)

**Melee** (while fighting to kill) [primary] medium lance +15/+10/+5 (1d8+6/reach, x3), [secondary] 2 claws +13 (1d6+2 plus grab), [secondary] sting +13 (1d6+2 plus poison)

**Space** 10 ft.; **Reach** 10 ft. (claws and sting only), 10 ft. only (medium lance), 5 ft. otherwise

**Spell-Like Abilities** (CL 10th)

1/day – major image (DC 15)

2/day – mirror image

## STATISTICS

**Str** 19, **Dex** 12, **Con** 13, **Int** 18, **Wis** 14, **Cha** 15

**Base Atk** +12; **CMB** +17 (+21 to start and maintain grapple); **CMD** 28 (36 vs trip)

**Feats** Alertness (already included), Improved Initiative, Multiattack, Run, Power Attack (attack: -4, damage [primary lance] +12 / [primary claws and sting] +8 / [secondary claws and sting] +4), Iron Will (already included)

**Skills** Acrobatics +16, Bluff +8, Diplomacy +8, Climb +19, Craft (Weapons) +13, Handle Animal +8, Intimidate +11, Perception +19, Sense Motive +8, Stealth +12, Survival +17

**Languages** Common, Terran

**SQ** High Jump (Ex), Poison (Ex), Proficient Kidnapper (Ex), Sandrunner (Ex), Undersized Weapons (Ex)

## ECOLOGY

**Environment** warm desert, plains, hills

**Organization** solitary, nomadic band (2–12, plus 1–4 medium or giant scorpions, plus 1–4 slaves) or settled community (8–64, plus 2–12 medium or giant scorpions, plus 8–20 slaves, plus 1–4 record keepers).

**Treasure** Standard (plus weapon)

## SPECIAL ABILITIES

**High Jump (Ex)** Racial bonus equal to hitdice total to Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, a sandmasker always counts as having a running start when making jump checks using Acrobatics. Three time per day as a swift action, the creature gains a +40 bonus on Acrobatics checks made to jump for 1 round.

**Poison (Ex)** Sting – injury or contact; save Fort DC 17; frequency 1/round. for 1 round.; effect paralysis 1d4 rounds; cure 1 save. The save DC is Constitution-based.

**Proficient Kidnapper (Ex)** While under light load (for Strength of 19 the limit is 696 lbs.: 116 lbs. base, x2 for size Large, x3 for multiple pairs of legs) and while using claws to grapple a creature of at least one size smaller, a sandmasker can use run or move actions as normal. Additionally, action required to maintain a grapple is a free action, attacking grappled target with sting requires only a swift action.

**Sandrunner (Ex)** Sandmasker legs allow it to ignore difficult terrain penalties caused by sand, swamp, rubble.

**Undersized Weapons (Ex)** Although a sandmasker is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most sandmaskers).

## TACTICS

**Before combat** Sandmaskers use mirror images and position themselves in such a way as to jump into melee. If acting as a part of a force, Sandmaskers dedicate a small portion of their troops to produce illusions in order to distract opponents during combat (usually by multiplying their numbers, creating and then controlling illusionary giant scorpions or by hiding or introducing terrain obstacles).

**During combat** Sandmasker single out monks or least melee proficient opponents, attack to grapple and then move away stinging prey repeatedly. If acting as a part of a force, a dedicated team uses illusions to distract and demoralize enemies shortly before breaking off and running. In general, Sandmaskers seek to kidnap opponents to consume them elsewhere.

**Morale** Sandmasker will break off and run as soon as some prey is secured (by this or different individual). It will fight to the death if cornered or it believes its opponent to be a martial artist or a member of clergy or a monk.

#### HISTORY, CULTURE, ORGANIZATION

Appropriate skills to learn about Sandmaskers are Knowledge (History), Knowledge (Local) and Knowledge (Religion). Base DC is 10 (to find out about Sandmaskers presence in any region) and 22 (10 + default CR) to find detailed information.

Sandmaskers are thought to be a result of a dying curse spoken by a heretic. The father of Sandmaskers was a member of a powerful monastic order, however his views upon religious dogma were different from accepted canon and he was subsequently banished along with like-minded students..

Despite that, he still held on to belief, that one's perfection can be attained first by learning from lesser, non-sentient beings (animals, insects), and then, when his views grew extreme, he became convinced that a fusion of human mind and select aspects of beast, would result in creation of a perfect entity.

Bitter and ostracized, the monk turned to dark arts in further pursuit of enlightenment. His growing reputation and power drew attention of former superiors, who dispatched messengers to try to steer him away from his path, however it ended in a disaster and massacre of heretic's followers. The monk used his own life to bring back his former associates, however his hatred and passion both twisted their bodies and minds.

Bestial shadows of former selves, they live and prosper in small hidden communities, following weird customs and, from time to time, emerging from wilderness in brief and bloody crusades against representatives of religious organizations.

Despite their fall, Sandmaskers still retain bits and pieces of their history, and any sufficiently large community designates most honored members as Record Keepers, who are tasked with maintaining their history through oral tradition, mostly chants and songs.

During frequent gatherings, all members repeat words of Record Keepers in order to memorize both their knowledge and to retain their sanity – a Sandmasker who

fails to attend gatherings, often become more bestial as a result, losing access to spell-like abilities (decrease CR by 1). Such degenerate individuals are often ritually executed and eaten during gathering.

#### SANDMASKER VARIANTS

The following Sandmasker variants exist:

Record Keeper: Advanced Sandmasker (+1 CR).

The Fallen: Sandmasker without spell-like abilities (-1 CR).

The Crusader: Sandmasker with 1-5 Ranger levels (Favored enemy: any sentient race).

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