

*This nine-foot humanoid creature seems to be made entirely of dark sand which flows and ripples unnaturally over its body, forming short-lived spines, horns, and waves. These little sculptures melt away almost immediately, some of them falling to the ground and becoming small piles of living sand that flow back towards the whole.*

Sand devils are hateful and sly. They can flow through cracks as small as a single grain of sand, given time. Their normal shape is a featureless humanoid and they use the living sand of their own bodies as weapons.

## SAND DEVIL (SABALA)

LEVEL 10 CONTROLLER

Large Elemental Humanoid (devil, shapechanger)


XP 500

**Initiative** +5      **Senses** Perception +10; darkvision



**HP** 108; **Bloodied** 54

**AC:** 23; **Fortitude** 23, **Reflex** 24, **Will** 21

**Speed** 8

 **Slam** (standard; at-will)

Reach 2; +15 vs. AC; 2d6+5 damage, and ongoing 5 damage (save ends).

 **Sand Blast** (Standard; recharge )

Close blast 3; +12 vs. Fortitude; 1D8+5 damage, ongoing 5 damage and target is blind (save ends both).

### Living Sand

All successful attacks by a sand devil deal ongoing 5 damage (save ends).

### Flowing Form (move; at will)

The sand devil shifts 4 squares.

**Alignment** Evil      **Languages** Common, Supernal

**Str** 21 (+10)      **Dex** 14 (+7)      **Wis** 10 (+5)

**Con** 20 (+10)      **Int** 9 (+4)      **Cha** 12 (+6)

## SAND DEVIL TACTICS

Sand devils love torturing mortals, and position themselves with flowing form to sand blast as many enemies as possible, cackling in gravelly voices as their living sand slowly tears their enemies from the inside. Sand devils do not feel pain, but they realize that enough damage to their bodies will cause them to permanently lose their forms, so when threatened (bloodied), it isn't unusual for a sand devil to flee under the cover of a parting sand blast.

## SAND DEVIL LORE

A character knows the following information with a successful Religion check.

**DC 15:** While weak in comparison to many devils, the sand devil (also known as sabalas) is an agile combatant that loves to deposit the living sand of its body into the wounds of its enemies, where it continues to tear away with the will of its master.

**DC 20:** Sand devils can unleash a powerful sand blast that tears flesh, blinds, and then continues eating its targets from within. While they don't feel pain, sand devils are mindful that enough damage will cause them to lose their form. They are known to escape under cover of their sand blast if badly injured, and will seek revenge.



## ENCOUNTER GROUPS

While sand devils make excellent solo assassins since they can get to many places that others cannot, they are still most often encountered in groups so they can strike from behind their allies.

### **Level 6 Encounter (XP 1,289)**

- ✦ 1 sand devil (level 10 controller)
- ✦ 2 imps (level 3 lurker)
- ✦ 1 ogre savage (level 8 brute)
- ✦ 3 legion devil grunts (level 6 minion)

### **Level 10 Encounter (XP 2,700)**

- ✦ 1 sand devil (level 10 controller)
- ✦ 1 chain devil (level 11 Skirmisher)
- ✦ 2 bearded devils (level 13 soldier)

### **Level 12 Encounter (XP 3,600)**

- ✦ 2 sand devils (level 10 controller)
- ✦ 4 legion devil hellguards (level 11 minion)
- ✦ 1 succubus (level 9 controller)
- ✦ 2 bearded devils (level 13 soldier)