

# Horn of the Loyal Sands

Once a day while in the Kaprelan desert, this horn may be sounded to summon 1d4+2 level four dustform human fighters armed with great scimitars, as specified below, for ten minutes. These summoned constructs appear from the nearest patch of sand large enough to emerge from. They understand Common and obey the horn-blower's commands, though a cleric of Chahu, the Kaprelan goddess of the desert sands, may take control of them instead on a successful [turning check](#).

Dustform Human Fighter 4  
Size/Type: Medium Construct  
Hit Dice: 4d10 (22 hp)  
Initiative: -1 (-1 dex)  
Speed: 30 ft. (6 squares)  
Armor Class: 14 (-1 dex, +5 natural), touch 9, flat-footed 14  
Base Attack/Grapple: +4/+6  
Attack: great scimitar +7 (1d8+4, 18-20/x2) or slam +6 (1d6+2)  
Full Attack: great scimitar +7 (1d8+4, 18-20/x2) and slam +1 (1d6+2)  
Space/Reach: 5 ft/5 ft  
Special Attacks: breath weapon, power attack, cleave  
Special Qualities: blindsight, construct traits, bludgeoning weakness, damage reduction 5/magic  
Saves: Fort +2, Ref +1, Will +7  
Abilities: Str 14, Dex 8, Con -, Int -, Wis 10, Cha 10  
Skills: intimidate +7, jump +6, climb +5  
+8 to hide in sandy environments  
Feats: Exotic Weapon Proficiency (Great Scimitar), Power Attack, Cleave, Weapon Focus (Great Scimitar), Weapon Specialization (Great Scimitar)  
Alignment: Lawful Neutral  
Languages: Common

**Breath Weapon (Su):** As a standard action every 2d4 rounds, this dustform fighter can spew out a 10-foot cone of dust and sand. The cone deals 2d6 points of damage, and creatures within the area can make DC12 Reflex saves for half damage.

**Blindsight (Ex):** Dustform creatures are blind, but they can sense all creatures within 60 feet as a sighted creature would by detecting subtle vibrations in the air around them. Beyond that range, they treat all targets as having total concealment.

**Construct Traits:** Constructs have immunity to poison, sleep, paralysis, stunning, and mind-affecting spells and abilities. They are not subject to extra damage from critical hits or flanking. In addition, a dustform creature cannot be polymorphed into a nondustform creature.

**Damage Reduction (Su):** Dustform creatures have damage reduction 5/magic. A dustform creature's own natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Dustform creatures have one fatal weakness. A critical hit with a bludgeoning weapon forces the dustform creature to make a Will save to remain cohesive; otherwise it dissolves into lifeless dust again. The DC for the Will save is equal to 10 + damage dealt.