THANOK

The desert comes alive to reveal Thanok, a giant beast of living sand.

AC: 9 No. Appearing: 1
HD: 20** Save As: Fighter: 15
Move: 60'(20') Morale: 12
Attacks: 1 club/ throw sand Treasure Type: H + Heart Gem
Damage: 3d8 / special Alignment: Chaotic

Special Abilities:

Throw Sand: Can spray sand in a 40' long, 10' wide cone. Save vs Breath or be blinded 1d4 rounds.

Split Off Corrupted Sands: on a critical hit/max damage, Thanok loses a further 1 HD as his body splits off, creating a corrupted sand. If Thanok is reduced to 0 HD, his Heart Gem is shattered, and the corrupted sands die along with him.

Heart Gem is worth 10,000gp if recovered in tact. Detects as evil and magical!

Corrupted Sand

AC: 9 No. Appearing: Special
HD: 1 Save As: Fighter: 1
Move: 60'(20') Morale: 12
Attacks: 1 club/ throw sand Treasure Type: Nil
Damage: 1d6 Alignment: Neutral