**Sandman**

The sandmen are an order of mages from the burning wastes, one of the most desolate deserts in the known world. Surrounded by an endless sea of sand, they learn to utilize what is available, and are marked by their extensive use of sand-based magic.

When you select this track, choose your highest Spellcasting Ability Modifier (SAM), or if you do not have a SAM, your Intelligence, Wisdom, or Charisma modifier. This becomes your Track

Ability Modifier (TAM) for this track. The save DC for abilities under this track is equal to 10 + ½

your character level + your Track Ability Modifier.

Circle 1 - SandspraySLA: You learn to conjure a blast of sand, which you launch into your foe’s eyes.As a standard action, one opponent within [Close] range is take your KOM in damage for each circle of this track you possess and is [Blinded] for 1 [Round]. A fortitude save negates the [Blinded] effect

Circle 2- Quicksand SLA: Once per [Encounter], as a standard action, you cause an area of ground to dissolve into quicksand. This creates an area of 1 10ft square per circle of this track which can be placed adjacent to each other within [Medium] range. This area counts as difficult terrain, and any creature entering the area or starting their turn in it must make a reflex save or become [Entangled] for as long as they are in the area. If a creature starts their turn within the quicksand while [Entangled], they must make a fortitude save or also be [Slowed] while they remain in the area. If a creature starts their turn within the quicksand while [Slowed], they must make a fortitude save or also be [Checked] while they remain within the quicksand. Any creature who is [Entangled], [Slowed], or [Checked] by the effect is mired and cannot begin [Flying]. This is a [Ground] effect and lasts till the end of the [Encounter].

Circle 3- To Sand SLA: Once per [Encounter], as a swift action, you can produce one of the following effects:

Disarm: You can cause a weapon within [Medium] range to dissolve into sand. The wielder of the weapon may make a will save to negate this effect. If they fail their save, they may not wield the weapon. Weapons will reform at the end of the [Encounter].

Discorporate: You turn part of your opponent’s body into sand. They take your level in damage, have their speed reduced by 20ft, and suffer a -1 penalty to attack and AC. A successful will save negates this effect. All effects of this end at the end of the [Encounter]

Unfoot: You turn the ground under your opponent’s feet to sand. They are [Prone] and [Flat footed]. A successful reflex save negates this effect

Circle 4- Sandcastle SLA: As a standard action once per [Encounter], you can conjure a wall of sand across the battlefield.If there would be no creature occupying a square in the resulting area, you may create a line with a length of 10 ft per level originating from target square within [Medium] range, which lasts for the remainder of the [Encounter]. It blocks line of sight and effect, but a creature may remove all squares within their [Melee] range as a standard action.

Circle 5- Sand attunement: You become more in tune with sand, allowing you to amplify your existing abilities.

Sandblast SU: You can create a much larger blast of sand than before. Sandspray can now effect all targets within a wedge 25ft + 5ft/ 2 levels long.

One with Sand SU: You are not affected by Quicksand and may pass through Sandcastle.

Circle 6- Sand form SLA: As a standard action once per [Encounter], you can turn your body into sand. You gain [Resistance] to all damage and attacks against you have a 20% [Miss chance]. This lasts till the end of the [Encounter]

Circle 7 - Sandstorm SLA: As a standard action once per [Encounter], you create a powerful sandstorm extending out to [Medium] range around you. All allies within the area are [Fully Concealed] as the sands obscure their vision. At the beginning of their turn, or the first time they enter the area in a [Round], opponents in the area take half your level in damage and gain [Bleeding] as the sand strips their flesh away, and are [Slowed] for one [Round]. A fortitude save negates the [Slowed] condition. This effect lasts till the end of the [Encounter]