

SAND SKELETON

Medium elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Resistances lightning, thunder, piercing and slashing from nonmagical sources

Damage Immunities poison

Condition Immunities exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 11

Languages understands all languages it knew in life plus Auran but can't speak.

Challenge 3 (700 XP)

Air Shield. Breezes and gusts of wind constantly swirl around the sand skeleton in unpredictable patterns. Ranged weapon attacks against the sand skeleton are made with disadvantage.

Innate Spellcasting The sand skeleton's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks.) It can innately cast the following spells, requiring no material components:

2/day: *fog cloud*

1/day: *gust of wind*

ACTIONS

Multiattack. The sand skeleton makes two slam attacks.

Sand Spray (Recharge 5-6). The sand skeleton violently sprays sand in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the target takes 14 (4d6) bludgeoning damage and is blinded for 1 minute. On a successful saving throw, the target takes half damage and is not blinded. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Slam. Melee Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) bludgeoning damage.



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