DUNEMANCER

Small or Medium • Humanoid • Any Alignment



Armor Class 16
Initiative +3 (13)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Skills Perception +3, Survival +3
Gear arcane focus
Senses tremorsense 30 ft., passive Perception 13
Languages Common, Primordial
CR 4 (XP 1,100; PB +2)

Sand Walker. The dunemancer ignores difficult terrain caused by sand and can move across loose sand without sinking into it.

ACTIONS

Multiattack. The dunemancer makes two Sand Burst attacks.

Sand Burst. *Melee or Ranged Spell Attack:* +5, reach 5 ft. or range 60 ft. *Hit:* 14 (2d10 + 3) bludgeoning damage. If the target is Large or smaller, it is subjected to the following effect. *Strength Saving Throw:* DC 13. *Failure:* The target is knocked prone.

Spellcasting. The dunemancer casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

> At will: *mage armor* (included in AC)*, mage hand, thaumaturgy*
>
> 2/day: *dust devil, tide wave* (manifests as a wave of sand)*, wall of sand*
>
> 1/day: *move earth*

REACTIONS

Quicksand. *Trigger:* A Large or smaller creature within 60 feet standing on sand or similar ground that the dunemancer can see is knocked prone. *Response - Strength Saving Throw:* DC 13. *Failure:* The target's speed is reduced to 0 until it takes an action to free itself.

Sand Barrier (2/Day). The dunemancer casts *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

DUNEMANCER — WEAKER



Armor Class 15
Initiative +2 (12)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	14 (+2)

Skills Perception +2, Survival +2
Gear arcane focus
Senses tremorsense 30 ft., passive Perception 12
Languages Common, Primordial
CR 1 (XP 200; PB +2)

Sand Walker. The dunemancer ignores difficult terrain caused by sand and can move across loose sand without sinking into it.

ACTIONS

Sand Burst. *Melee or Ranged Spell Attack:* +4, reach 5 ft. or range 60 ft. *Hit:* 11 (2d8 + 2) bludgeoning damage. If the target is Large or smaller, it is subjected to the following effect. *Strength Saving Throw:* DC 12. *Failure:* The target is knocked prone.

Spellcasting. The dunemancer casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12):

> At will: *mage armor* (included in AC)*, mage hand, thaumaturgy*
>
> 1/day: *dust devil, tide wave* (manifests as a wave of sand)*, wall of sand*

REACTIONS

Quicksand. *Trigger:* A Large or smaller creature within 60 feet standing on sand or similar ground that the dunemancer can see is knocked prone. *Response - Strength Saving Throw:* DC 12. *Failure:* The target's speed is reduced to 0 until it takes an action to free itself.

Sand Barrier (1/Day). The dunemancer casts *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

DUNEMANCER — STRONGER

Armor Class 17 **Initiative** +4 (14)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	13 (+1)	15 (+2)	18 (+4)

Skills Perception +5, Survival +5
Gear arcane focus
Senses tremorsense 60 ft., passive Perception 15
Languages Common, Primordial
CR 7 (XP 2,900; PB +3)



Sand Walker. The dunemancer ignores difficult terrain caused by sand and can move across loose sand without sinking into it.

ACTIONS

Multiattack. The dunemancer makes two Sand Burst attacks.

Sand Burst. *Melee or Ranged Spell Attack:* +7, reach 5 ft. or range 60 ft. *Hit:* 23 (3d12 + 4) bludgeoning damage. If the target is Large or smaller, it is subjected to the following effect. *Strength Saving Throw:* DC 15. *Failure:* The target is knocked prone.

Spellcasting. The dunemancer casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

> At will: *mage armor* (included in AC)*, mage hand, thaumaturgy*
>
> 2/day: *dust devil, tide wave* (manifests as a wave of sand)*, wall of sand*
>
> 1/day: *move earth*

REACTIONS

Quicksand. *Trigger:* A Large or smaller creature within 60 feet standing on sand or similar ground that the dunemancer can see is knocked prone. *Response - Strength Saving Throw:* DC 15. *Failure:* The target's speed is reduced to 0 until it takes an action to free itself.

Sand Barrier (3/Day). The dunemancer casts *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.