SAND ELEMENTAL

Huge • Elemental • Neutral



Armor Class 14
Initiative +0 (10)
Hit Points 136 (13d12 + 52)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	7 (-2)	10 (+0)	8 (-1)

Skills Stealth +3
Damage Resistances fire
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 10
Languages Primordial (Terran)
CR 8 (XP 3,900; PB +3)

Amorphous. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Loose Sand. The ground in a 10-foot emanation originating from the elemental is difficult terrain for creatures of its choice.

Sand Glide. The elemental can burrow through nonmagical sand without disturbing the material it moves through.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Slam attacks and uses its Sinkhole once. If both attacks hit the same target, the target is knocked prone.

Slam. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 24 (3d12 + 5) bludgeoning damage.

Sinkhole. *Strength Saving Throw:* DC 16, each creature in a 20-foot-radius sphere centered on a point on the ground within 90 feet of the elemental that it can see. *Failure:* The target's speed is reduced to 0 until the end of its next turn.

BONUS ACTIONS

Bury. *Strength Saving Throw:* DC 16, one prone creature on the ground within 10 feet of the elemental. *Failure:* The target is blinded and restrained. It gains full cover and starts suffocating. The target or a creature within 5 feet can take an action to end the effect with a successful DC 16 Strength (Athletics) check.

SAND ELEMENTAL — WEAKER



Armor Class 13
Initiative +0 (10)
Hit Points 85 (9d12 + 27)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	7 (-2)	8 (-1)	8 (-1)

Skills Stealth +3
Damage Resistances fire
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 10
Languages Primordial (Terran)
CR 5 (XP 1,800; PB +3)

Amorphous. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Loose Sand. The ground in a 10-foot emanation originating from the elemental is difficult terrain for creatures of its choice.

Sand Glide. The elemental can burrow through nonmagical sand without disturbing the material it moves through.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Slam attacks and uses its Sinkhole once. If both attacks hit the same target, the target is knocked prone.

Slam. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 17 (2d12 + 4) bludgeoning damage.

Sinkhole. *Strength Saving Throw:* DC 15, each creature in a 20-foot-radius sphere centered on a point on the ground within 90 feet of the elemental that it can see. *Failure:* The target's speed is reduced to 0 until the end of its next turn.

BONUS ACTIONS

Bury. *Strength Saving Throw:* DC 15, one prone creature on the ground within 10 feet of the elemental. *Failure:* The target is blinded and restrained. It gains full cover and starts suffocating. The target or a creature within 5 feet can take an action to end the effect with a successful DC 15 Strength (Athletics) check.

SAND ELEMENTAL — STRONGER



Armor Class 15 **Initiative** +1 (11)
Hit Points 184 (16d12 + 80)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	7 (-2)	12 (+1)	8 (-1)

Skills Stealth +5
Damage Resistances fire
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious
Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 11
Languages Primordial (Terran)
CR 11 (XP 7,200; PB +4)

Amorphous. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Loose Sand. The ground in a 10-foot emanation originating from the elemental is difficult terrain for creatures of its choice.

Sand Glide. The elemental can burrow through nonmagical sand without disturbing the material it moves through.

Unusual Nature. The elemental doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The elemental makes two Slam attacks and uses its Sinkhole once. If both attacks hit the same target, the target is knocked prone.

Slam. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 32 (4d12 + 6) bludgeoning damage.

Sinkhole. *Strength Saving Throw:* DC 18, each creature in a 20-foot-radius sphere centered on a point on the ground within 90 feet of the elemental that it can see. *Failure:* The target's speed is reduced to 0 until the end of its next turn.

BONUS ACTIONS

Bury. *Strength Saving Throw:* DC 18, one prone creature on the ground within 10 feet of the elemental. *Failure:* The target is blinded and restrained. It gains full cover and starts suffocating. The target or a creature within 5 feet can take an action to end the effect with a successful DC 18 Strength (Athletics) check.