



SANDEWORN

Sandsworn hail from an ancient desert civilization long since lost to time. The powerful sorcerers of this civilization created them as a means of protection and labor. They were imbued with magic that allowed them to manipulate sand and shape it into whatever form they desired, including their own bodies. They built the massive pyramids and temples of the civilization and were tasked as guardians to protect the treasures and secrets within their secret vaults.

But as the civilization fell, so too did the control the sorcerers had over the Sandsworn. Without their creators to guide them, the Sandsworn began to wander the desert, searching for a new purpose. They became nomadic creatures, traveling from place to place in search of food and water. They've become solitary creatures who rarely form social bonds beyond their kind. Some still haunt the ruins of their ancestors, seeking meaning in continued protection of ancient treasures.

Shapechangers. Sandsworn can mimic the appearance of other creatures and objects, making them excellent at camouflage and surprise attacks.

Long Memories. Sandsworn share memories passed down from the civilization that created them, and can provide valuable information if convinced to share it.

SANDEWORN

Medium monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +7, Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities blinded, exhaustion, frightened, paralyzed, poisoned, prone

Senses tremorsense 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

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

Sand Arsenal. The sandsworn can use its action to create weapons out of its sandy body, such as a longsword or spear. The weapon replaces the sandsworn's Slam and deals the expected damage type for that weapon. The weapon disappears if it leaves the sandsworn's hand or if the sandsworn reverts to its true form.

Shapechanger. The sandsworn can use its action to polymorph into a creature or object, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Weapons. The sandsworn's weapon attacks are magical.

ACTIONS

Multiattack. The sandsworn makes two melee attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Sandstorm (Recharge 5-6). The sandsworn creates a 20-foot radius sandstorm centered on itself. Creatures within the area must succeed on a DC 15 Dexterity saving throw, taking 22 (4d8 + 4) bludgeoning damage and be blinded for 1 minute on a failed save, or half as much damage and not being blinded on a successful one.