

SAND GOLEM

Commonly found in the lairs of desert-dwelling wizards and spellcasters, sand golems are designed to blend into their environments. These highly stealthy golems are often formed into beast shapes such as lions or scorpions at their creator's whim.

These golems are made from amorphous, living sand infused with magic that ties them to their creator and independent intelligence. When a sand golem's creator dies, the magic animating it remains, but it becomes wild and uncontrollable with no purpose.

Stealth Golem. Due to its innate camouflage abilities and intelligence, sand golems are used as scouts or other stealthy purposes. You never know if a pile of sand is just what it appears to be, or if it's a sand golem laying in wait.

Liquid Sand. Researchers and archaeologists prefer to use sand golems for hunting relics in collapsed ruins because of their ability to squeeze through the smallest of spaces.

Regeneration. Whenever a sand golem is injured, it can repair itself automatically by remaining in contact with a body of sand or earth. This is only stopped if the golem is struck by lightning, turning its form into brittle glass.

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SAND GOLEM

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	1 (-5)

Damage Vulnerabilities lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the language of its creator but can't speak

Challenge 6 (2,300 XP)

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

Desert Camouflage. The golem has advantage on Dexterity (Stealth) checks made to hide in Desert terrain.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

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

Regeneration. The golem regains 10 hit points at the start of its turn if it has at least 1 hit point and is in contact with earth or sand. If the golem takes lightning damage, this trait doesn't function at the start of the golem's next turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The golem makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the golem uses its Engulf on it.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Engulf. The golem engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the golem's turns or take 14 (2d8 + 5) bludgeoning damage. If the golem moves, the engulfed target moves with it. The golem can have only one creature engulfed at a time.