

Sandman

Medium, Fey, Chaotic Neutral

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ARMOR CLASS

15

HIT POINTS

78 (12d8 + 24)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+3
Saving Throws	Cha +5, Dex +5
Skills	Stealth +5, Deception +5
Damage Resistances	Psychic
Condition Immunities	Charmed
Senses	Darkvision 60 ft.; Passive Perception 12
Passive Perception	12
Languages	Common, Sylvan

STR

8

-1

DEX

16

+3

CON

14

+2

INT

13

+1

WIS

14

+2

CHA

16

+3

Traits

Dream-Dust Body. The sandman can move through a space as narrow as 1 inch wide without squeezing if the space contains sand, dust, ash, or loose soil.

Sleepwalker Step. The sandman has Advantage on Dexterity (Stealth) checks against creatures that are asleep, charmed, or frightened.

Actions

Multiattack. The sandman makes two Dust Lash attacks.

Dust Lash. Melee Spell Attack: +5, reach 10 ft. Hit: 10 (2d6 + 3) Psychic damage.

Borrowed Drowsiness (Recharge 5-6). Wisdom Saving Throw: creatures in a 20-foot Cone. Failure: 21 (6d6) Psychic damage and the target speed is halved until the end of its next turn. Success: Half damage.

Bonus Actions

Slip into Dust. The sandman takes the Hide action if it is in dim light, darkness, dust, fog, or sand.

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