DUALINK

Xer’sai Caller

Monster



Runeterra Edition

Xer'sai Caller

Medium monstrosity, unaligned

Armor Class: 13 (natural armour)
Hit Points: 46 (8d8 + 16)
Speed: 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Saving Throws: Dex +4, Wis +3
Skills: Perception +4
Senses: Tremorsense 60 ft., passive Perception 14
Languages: -
Challenge: 4 (1,100 XP)

Tremorsense. The Xer'sai Caller can detect and pinpoint the location of creatures and objects in contact with the ground within 60 feet. This sense does not function if the Caller is not in contact with the ground.

Pack Tactics. The Caller has advantage on attack rolls against a creature if at least one of the Caller's allies is within 5 feet of the creature and not incapacitated.

Burrowed Defense. While burrowed, the Caller has advantage on Dexterity saving throws, and ranged attack rolls against it are made with disadvantage.

Burrowed Ambush. If the Caller moves at least 10 feet straight toward a creature while burrowed and then hits it with a Claw attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Support the Hatchlings. When a Xer'sai Hatchling within 30 feet of the Caller makes an attack roll, the Caller can use its reaction to grant the Hatchling advantage on the roll.



Call for Reinforcements (1/Day). When reduced to 15 hit points or fewer, the Caller emits a piercing screech. Roll a d6 to determine the response:

- 1–3: 1d4 Xer'sai Hatchlings arrive within 1d4 rounds.
- 4–6: 1 Xer'sai Dunebreaker arrives within 1d4 rounds.

Actions

Multiattack. The Caller makes two attacks: one with its Claws and one with its Spined Tail.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Spined Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 10 (2d8 + 2) piercing damage.

Tail Sweep (Recharge 5–6). *Melee Weapon Attack:* +4 to hit, reach 10 ft., all creatures in a 10-foot radius. Hit: 8 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Bonus Actions

Burrow Escape. The Caller burrows up to 20 feet without provoking opportunity attacks.

Rally the Hatchlings. The Caller lets out a short, encouraging screech. All Xer'sai Hatchlings within 30 feet gain temporary hit points equal to the Caller's Constitution modifier (+2) until the start of the Caller's next turn.

Distracting Screech. The Caller emits a sharp, distracting noise. One creature within 30 feet must succeed on a DC 13 Wisdom saving throw or have disadvantage on its next attack roll.

Special Weakness

Resonance Vulnerability

Discovery Mechanism. A DC 15 Intelligence (Nature) or Wisdom (Survival) check reveals the Caller's carapace subtly vibrates in response to loud sounds.

Consequence. If hit by Thunder damage or a DC 15 Charisma (Performance) check mimicking its screech it loses it's Tremorsense for 1d4-1 (minmum of 1) rounds and burrowed Callers instantly surface.

Behavior

Xer'sai Callers act as the eyes and ears of their kin. They prioritize protecting nearby Xer'sai Hatchlings, staying close to ensure their survival. While not particularly powerful themselves, Callers are highly strategic, burrowing to avoid combat and shouting for reinforcements when overwhelmed. Their piercing cries summon stronger allies, turning small skirmishes into potential ambushes.