DUALINK

Xer’sai



Runeterra Edition

Xer'sai Hatchling

Medium monstrosity, unaligned

Armor Class: 13 (natural armour)
Hit Points: 12 (2d8 + 3)
Speed: 15 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	5 (-3)

Saving Throws: Dex +4
Skills: Perception +2
Senses: Tremorsense 30 ft., passive Perception 10
Languages: -
Challenge: 1/2 (100 XP)

Tremorsense. The Xer'sai Hatchling can detect and pinpoint the location of creatures and objects in contact with the ground within 30 feet. This sense does not function if the hatchling is not in contact with the ground.

Blind. The Xer'sai Hatchling is blind and automatically fails any ability check that requires sight.

Inexperienced Hunter. If a creature has not moved or made noise in the last turn, the Xer'sai Hatchling has disadvantage on Perception checks to detect it and on attack rolls against it.

Burrowing Predator. If the hatchling makes an attack immediately after unburrowing, the attack deals an additional 4 (1d6) damage.

Actions

Jaws Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be grappled (escape DC 12). While grappled in this way, the target is restrained, and the Xer'sai Hatchling can't use its Jaws Bite on another target.



Claw Slash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Ambush Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 2) slashing damage. On a hit, the target must succeed on a DC 12 Dexterity saving throw or fall prone. This attack can only be used immediately after unburrowing.

Reactions

Burrow Retreat (3 Uses per Encounter). When a creature moves within 10 feet of the Xer'sai Hatchling, it can burrow up to 15 feet away as a reaction, leaving behind a small hole. This movement does not provoke opportunity attacks.

Behavior

The Xer'sai Hatchling acts on instinct, hunting by sensing vibrations and noises. It prioritizes moving and unburrowing to strike at prey from unexpected angles. If no prey is detected, it burrows and waits in ambush, resurfacing only when it feels threatened or detects movement. The hatchling fights until destroyed or its target escapes.

Rek'sai coming soon!