

# Xorn

March 8, 2023



Medium elemental, neutral

**Armor Class** 19 (natural armor)

**Hit Points** 73 (7d8 + 42)

**Speed** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

**Saving Throws**

**Skills** Perception +6, Stealth +3

**Damage Resistances** piercing and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities**

**Condition Immunities**

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 16

**Languages** Terran

**Challenge** 5 (1800 XP)

**Earth Glide.** The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

**Stone Camouflage.** The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Treasure Sense.** The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

## Actions

**Multiattack.** The xorn makes three claw attacks and one bite attack.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage.