

# DUNGEONS & LAIRS #44: XORN TUNNELS

*Xorn Tunnels* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers details for each level and makes adjustments accordingly. Flying high above the town of Darkwell is the castle of Tovin the Disfigured, kept aloft on caverns of enchanted bloodstone.

Lately, a host of xorn have taken root in the caverns, drawn to the stone's magic. The characters must enter the bloodstone tunnels and remove the xorn threat before they consume it all and cause the island to fall onto Darkwell.

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave and John K. Webb

**Cartography.** DMDave with Forgotten Adventures

**Creature Design.** Tony Casper of Spectre Creations

**Artwork.** Darryl T. Jones, Direquest, Matias Lazaro





## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure specifically, pointing you to the appropriate appendix or sidebar.



## LEVEL SELECTION

Before play, know the level you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than the 8th, 11th, 14th, or 17th level, the chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of less than 8 as it may pose too much of a challenge.

### Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy
17	17th-level	Hard
18	17th-level	Medium
19	17th-level	Easy
20	17th-level	Easy





## WELCOME TO THE FLYING CASTLE OF TOVIN THE DISFIGURED

A few hundred feet above the gray pines of the Venomous Forest near the village of Darkwell hover the crumbling ruins of a flying castle. Once the home to Tovin the Disfigured, a crude mage of ill-repute, the old castle now hides all manner of creatures, dark and deadly. Venomous wyverns encircle the castle and the other flying islands surrounding it. Water weirds, mimics, and other magical monstrosities continue to ward off treasure hunters within the ruins themselves. In the castle's undercroft, a derelict vampire named Leandro the Wretched makes his lair. And in the castle mote's lowest levels, gem-hungry xorns swim through the unworked stone and soil, desperate for their next meal.

### WHO WAS TOVIN THE DISFIGURED?

Tovin the Disfigured was a wealthy noble and skilled mage. He earned his epithet from the scars marring the left side of his face, the byproduct of a failed experiment with alchemist's fire. Tovin lived in the castle with his wife, Gertrude, and their son, Harwick.

In Tovin's later years, he grew fiercely paranoid. He believed that assassins followed him wherever he went. Eventually, Tovin used powerful transmutation magic to lift his castle into the skies above the countryside. He secured the flying island with magical guardians and tamed wyverns. Even still, these extreme precautions did not assuage his fears.

Gertrude and Harwick became weary. They both wanted to leave the castle and begged Tovin to free them. Tovin refused, believing that their doom lay on the ground. He threatened to lock them in the dungeons below the castle. Knowing that she and her son were no match for Tovin's arcane might, Gertrude devised a plan.

One night, Gertrude entered the chambers, claiming that she had a change of heart. She told Tovin she was wrong to doubt his powers. Pouring two glasses of wine, she proposed a toast to the family's continued prosperity within the halls of the flying castle. Ever paranoid, Tovin refused to drink the wine unless Gertrude drank it first. Reluctantly, she did, smiling. Tovin followed suit. Moments later, the two were dead from the poison that Gertrude put in their cups.

When Harwick discovered the bodies, he collapsed in grief. A message from his mother told him to find a way to escape the castle and that he was still free to live his life. But Harwick only ever knew the castle. Without his mother to guide him, he felt hopeless. So Harwick, too, drank the poison that killed his parents.

Despite the death of Tovin and his family, the castle continued to drift over the Venomous Forest. Decades passed. The castle fell into ruin, but the magic that kept it aloft stayed strong. Today, the flying castle is a point of great interest among adventurers and thrill-seekers. Rumors persist that great treasures still hide within the castle's secret vaults. Of course, Tovin's magical servants still guard the castle. And the wyverns that were once under the wizard's control prowl the skies, fiercely defending it from anyone who tries to approach.

## ADVENTURE HOOKS

If you don't have a reason for the characters to investigate the flying ruins, the table below offers some ideas. Roll a d8 or choose the one you like best.

## THE XORN TUNNELS

Flying high above the town of Darkwell is the ruined castle of Tovin the Disfigured, a once-powerful transmutation wizard. Its former master had devised a way to harness the blood of innocents to power—among other things—the very enchantments that keep the islands aloft. As the castle ran red, blood seeped first into the undercroft, then into the rock itself, where it crystallized into the precious gemstone now sought by Tovin's heirs, The Crimson Circle.

Unfortunately, the bloodstone has attracted unwelcome guests to the island: xorn, hungry and wealth-obsessed, have taken root in the caverns below. Their continued presence and consumption of the bloodstone threaten the island itself; at this rate, the island may very well fall out of the sky and crush the town of Darkwell. Of course, The Crimson Circle has not disclosed this existential threat to the entire town. Rather, they've decided to quietly approach adventurers in the hopes of finding people brave enough to enter the caverns and dispose of the xorn.

Those who succeed will be rewarded handsomely, and may even come away with some bloodstone of their own—these stones can later be used by a skilled enchanter to create powerful weapons and armor.

### *Xorn Tunnels Adventure Hooks*

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#### d8 Adventure Hook

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- 1 **Find Tovin's Experimental Devices.** The Crimson Circle knows that Tovin has hidden devices underneath his castle that may have powers beyond making it fly. They employ the characters to find these devices and either figure out their use or bring at least one of them back.
  - 2 **Thieves!** A Darkwell noble has been robbed of his gems. All signs point towards the xorn, and so they task the characters with finding out if any gems are left. (The answer, of course, is no.)
  - 3 **Talk to the Xorn.** The Crimson Circle fears for the fate of Darkwell if the xorn continue feasting upon the bloodstone. They hope that the characters can talk to them and convince them to move on.
  - 4 **Save Darkwell.** A local mage is convinced that the Flying Castle will be the end of Darkwell. They know not how, but hope that if the characters explore it, they will find a way to save the village.
  - 5 **Learn the Goodberries' Fate.** A band of adventuring heroes called the Goodberries entered the castle six years ago and never returned. Their ally, a monk named Dazen, wants to know what happened to them. The characters will find an old journal detailing the Goodberries' time in the castle in area X6.
  - 6 **Slay the Xorn.** Crimson Circle fears for the fate of Darkwell if the xorn continue feasting upon the bloodstone. They task the characters with eradicating the elemental intruders once and for all.
  - 7 **Explore the Castle.** The residents of Darkwell are tired of the castle casting a permanent shadow on their village. They offer to pay the characters 1,000 gp each if they explore the castle ruins and rid it of the dangers there.
  - 8 **Learn more about the Castle.** An important noble in Darkwell has important information the characters need to complete one of their quests. However, the noble won't share this information unless the characters explore Tovin's Flying Castle.
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## GENERAL FEATURES

The following features are common throughout all areas of the caverns and are printed here for ease of reference:

**Flying Castle.** The castle's ruins sit atop a large mote of flying earth that measures approximately 150 feet wide. The mote drifts nearly 2,500 feet above the Venomous Forest below it. A creature that falls from this height without means to stop itself suffers 70 (20d6) bludgeoning damage. Multiple entrances allow access to the undercroft and castle ruins above the caverns.

**Size & Dimensions.** The ceilings within each area of the caverns are 10 feet high unless stated otherwise.

**Illumination.** This adventure assumes that the island exists within the demiplane of shadows. There are no lights, natural or otherwise, throughout the caverns. Text box descriptions assume that the characters brought their light sources or have darkvision.

**Surface Detail.** Blood has been seeping into the caverns for generations; the rock and stone here are covered in sticky red tendrils, something plant-like that bleeds when cut or broken but is otherwise harmless.

**Isolated Caverns.** Certain areas are isolated and cannot be reached except by magic or brute force; these areas will be denoted as such, along with how many feet of rock separates them from adjacent areas. Characters can break through five feet of rock per hour using appropriate tools, or take a level of exhaustion and break through 10 feet of rock per hour instead. Dwarves can automatically tell the shortest route through the rock (i.e. if an isolated area is 5 feet of rock away from area X, and 10 feet of rock away from area Y, dwarves can tell which would be the quickest way).

**Note:** Because of the high amount of wind activity, it's assumed that the characters can tell where an isolated cavern is (and thus where to dig) by listening intently.



**Transmutation Energy.** The magical bloodstones that levitate the castle exude strong fields of transmutation energy, affecting the entire island. Whenever a spellcaster casts a transmutation spell of 5th level or lower in the caverns or within 100 feet of it, roll a d6. If the result is greater than the level of the spell cast, the spellcaster regains the spell slot.

**Connected Adventures.** Some of the locations mentioned in this adventure reference areas not shown on the adventure's maps. Future adventures detail these areas. The exact adventure these areas reference depends on the preceding letter, as shown in this table.

Letter	Adventure
V	<i>Dungeons &amp; Lairs #43: Vampire Undercroft</i>
W	<i>Dungeons &amp; Lairs #41: Water Weird Ruins</i>
X	<i>Dungeons &amp; Lairs #44: Xorn Tunnels</i> (this adventure)
Y	<i>Dungeons &amp; Lairs #42: Wyvern Motes</i>

## FALLING, FALLING, FALLING...

At the outset of this adventure, the Xorn are making steady progress in depleting the island's bloodstone. If the reserves fall below a certain threshold, the island will crash into Darkwell, annihilating the town and its inhabitants.

Though the amount of time that the characters have is ultimately up to you, it is this author's recommendation that the characters have **24 - 48 hours** to prepare themselves, travel to the caverns, and clear the infestation.

## TOVIN'S EXPERIMENTAL DEVICES

Bloodstone, the magical gem that maintains the island's flight-enchantment, can be found in abundance within the caverns—but that's not all that's hidden within these depths. Alongside these gemstones are the very machines they were meant to power, ancient devices that Tovin cast aside for one reason or another. Whenever one such machine is present in an area, it will be denoted like so:

**Tovin's Experimental Devices.** There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

To see which device is present in the room, roll on or choose from the Tovin's Experimental Devices table below:

## Tovin's Experimental Devices

### d6 Device - Effect

- 1 **Dormant Golem** - A **flesh golem** follows the characters and protects them for 1d4 hours. It can be ordered to dig 5 feet of rock away per hour (in addition to the characters' progress). After the time limit expires, the golem collapses into a bubbling pool of blood.
- 2 **Unstable Orb** - Once activated, the orb begins to swell and pulsate with energy. The orb weighs 5 pounds and can be thrown up to 20 feet. On impact, it explodes with arcane fire, dealing 14 (4d6) fire damage to everything in a 10-foot radius. A creature in the area takes only half the fire damage if it succeeds on a DC 16 Dexterity save. If unused, the orb explodes after 1d4 hours; it visibly grows increasingly unstable as time passes.
- 3 **Miniaturization and/or Embiggening Device** - A platform large enough for a medium-sized creature to stand on. When activated, it either enlarges or reduces the size of the creature standing on it (as if by the spell *enlarge/reduce*, treating the creature standing on the platform as willing) for 1d4 hours. To determine which effect happens, roll a d6: on a 1-3, the creature is enlarged, and on a 4-6, the creature is reduced.
- 4 **Teleportation Device** - A series of electrodes attached to some kind of helmet. When activated, roll a d6. On a 1-2, the character wearing the helmet is teleported to area X4; on a 3, area X5; on a 4-5, area X6; and on a 6, area X7. Each use of the helmet requires another bloodstone. The helmet breaks after 1d4+1 uses.
- 5 **Memory Hole** - A disc-like device that, when activated, plays back a message inscribed by Tovin; the message can range from something important to something mundane (GM's discretion). The message can be erased, allowing the characters to record a message of their own.
- 6 **Jet Pack** - A large, clunky, and uncomfortable device that straps to the back of a medium-sized creature. Cannot be worn in conjunction with medium or heavy armor. When activated, the creature wearing the device gains a flying speed of 10 feet. The device requires a bloodstone for every 50 feet of flight. The device breaks after 1d4+1 hours.

**Note:** Activating an experimental device always costs 1 bloodstone.

## KEYED ENCOUNTER LOCATIONS

The following locations are keyed to the map of The Xorn Tunnels on page 7. The stat blocks for the sanguinated xorn and blood shardlings that appear in the tunnels can be found in the Appendix.

### X1 - North Cavern

**Cavern Entrance.** Characters can gain access to the caverns by flying into the north edge of this area.

**Encounter: Blood Shardlings & Sanguinated Xorn.** Several pieces of bloodstone have awakened in undeath and become hostile to the living. Depending on the APL, a sanguinated xorn may be present as well. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as it isn't attacked. Refer to the table below for more encounter information.

#### Blood Shardlings

Version	Statblocks
8	3 blood shardlings
11	5 blood shardlings
14	7 blood shardlings
17	7 blood shardlings, 1 sanguinated xorn

**Treasure: Bloodstone.** After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

### X2 - Central Cavern

**Tovin's Experimental Devices.** There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

### X3 - East-Central Cavern

**Undercroft Entrance.** A hole in the ceiling connects this area with area V8 directly above it and can be used as an entrance to the castle's undercroft.

**Tovin's Experimental Devices.** There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).



**Encounter: Sanguinated Xorn & Blood Shardlings.** A sanguinated xorn is hiding along the rock wall. Depending on the APL, some blood shardlings may be present as well. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as it or the bloodstone aren't disturbed. Refer to the table below for more encounter information.

**Sanguinated Xorn & Blood Shardlings**

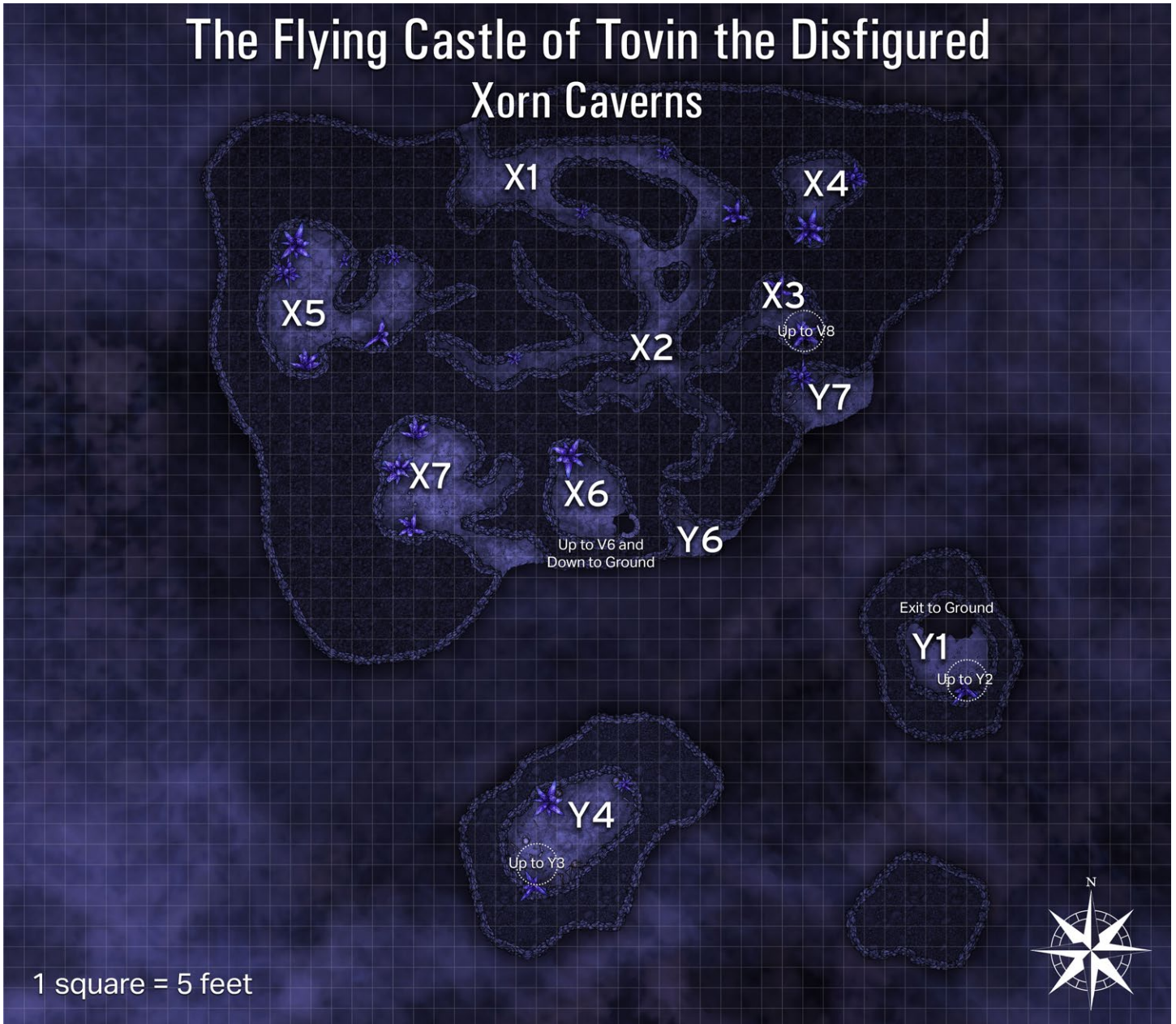
Version	Statblocks
8	1 sanguinated xorn
11	1 sanguinated xorn, 1 blood shardling
14	1 sanguinated xorn, 2 blood shardlings
17	1 sanguinated xorn, 3 blood shardlings

**Treasure: Bloodstone.** After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

**X4 - Northeastern Cavern**

**Isolated Cavern.** This area is isolated: 10 feet of rock separates it from the eastern edge of area X1, and 5 feet of rock separates it from the northern edge of area X3.

**Tovin's Experimental Devices.** There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).



## X5 - Western Cavern

**Isolated Cavern.** This area is isolated: 15 feet of rock separates it from the western edge of area X1, and 5 feet of rock separates it from the western edge of area X2.

**Tovin's Experimental Devices.** There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

**Encounter: Sanguinated Xorn & Blood Shardlings.** Two sanguinated xorn are hiding along the rock wall. Depending on the APL, some blood shardlings may be present as well. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as they or the bloodstone aren't disturbed. Refer to the table below for more encounter information.



## Sanguinated Xorn & Blood Shardlings

Version	Statblocks
8	2 sanguinated xorn
11	2 sanguinated xorn, 2 blood shardlings
14	3 sanguinated xorn, 3 blood shardlings
17	4 sanguinated xorn, 3 blood shardlings

**Treasure: Bloodstone.** After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

## X6 - South Cavern

**Cavern Entrance.** Characters can gain access to the caverns by flying underneath the undercroft chimney (see below) and climbing up using rope and the appropriate tools.

**Undercroft Chimney.** The undercroft chimney connects this area with area V6 and the ground below. The chimney is circular with a 5-foot radius.

**Isolated Cavern.** This area is isolated: 10 feet of rock separates it from the southeastern edge of area X2, and 10 feet of rock separates it from the eastern edge of area X7.

**Tovin's Experimental Devices.** There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

**Encounter: Sanguinated Xorn & Blood Shardlings.** One or more sanguinated xorn are hiding along the rock wall. Depending on the APL, a blood shardling may be present as well. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as they or the bloodstone aren't disturbed. Refer to the table below for more encounter information.

## Sanguinated Xorn & Blood Shardlings

Version	Statblocks
8	1 sanguinated xorn, 1 blood shardling
11	2 sanguinated xorn
14	2 sanguinated xorn
17	2 sanguinated xorn



**Treasure: Bloodstone.** After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

## X7 - Southwestern Cavern

**Cavern Entrance.** Characters can gain access to the caverns by flying into the southern edge of this area.

**Isolated Cavern.** This area is isolated: 15 feet of rock separates it from the southwestern edge of area X2, 20 feet of rock separates it from the southern edge of area X5, and 10 feet of rock separates it from the eastern edge of area X6.

**Tovin's Experimental Devices.** There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

**Encounter: Sanguinated Xorn & Blood Shardlings.** A combination of regular xorn and sanguinated xorn are hiding along the rock wall. A number of blood shardlings are present as well. If normal xorn are present, they look as though they're transforming into sanguinated xorn. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as they aren't disturbed. Refer to the table below for more encounter information.

### Sanguinated Xorn & Blood Shardlings

Version	Statblocks
8	1 xorn, 2 blood shardlings
11	2 xorn, 2 blood shardlings
14	3 sanguinated xorn, 3 blood shardlings
17	4 sanguinated xorn, 3 blood shardlings

**Treasure: Bloodstone.** After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

## CONCLUDING THE ADVENTURE: FUN WITH ENCHANTMENTS

So long as the characters cull the xorn threat within the given timeframe, the island's flying enchantment remains intact and Darkwell remains safe from annihilation. The party's patron gives them the reward that was promised.

Additionally, the characters are rewarded with a small pouch containing 10 bloodstones and an Artisan's Scroll detailing how to enchant a weapon or piece of armor to be Sanguinated. The scroll fails to mention that the enchantment constitutes a powerful curse.

A character with proficiency in Arcana can use 5 bloodstones and smith's tools at a forge to attempt to enchant a nonmagical weapon or piece of armor over the course of 8 hours. To enchant the item, the character must have proficiency in Arcana and succeed on a DC 18 Intelligence (Arcana) check.

The character attempting the enchantment may use additional bloodstones, in increments of 5, to increase the efficacy of the enchantment. For every 5 additional bloodstones, the DC of the enchantment attempt is increased by 5, and the relevant effect is increased by +1, up to a maximum of +3.

If the attempt fails, the bloodstones are consumed and the item must be repaired or replaced.

If the attempt is successful, the bloodstones are consumed and the item becomes a *sanguinated weapon* or *sanguinated armor* (it cannot be enchanted again):

### SANGUINATED WEAPON

*Weapon (any), rarity varies (requires attunement)*

You gain a +1 (+2, +3) bonus to attack and damage rolls made with this magic weapon. Whenever you cause physical damage (piercing, slashing, or bludgeoning) to a creature, its life energy is absorbed into your body and you restore 3 (1d6) hit points. If this damage is done to an undead creature, however, you instead take 3 (1d6) necrotic damage.

**Curse: You feel thirsty...** This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. Additionally, at the end of each day, if you haven't restored hit points with this weapon, you must succeed on a DC 15 Wisdom check or become compelled to hurt the nearest living creature you see.

## SANGUINATED ARMOR

Armor (any), rarity varies (requires attunement)

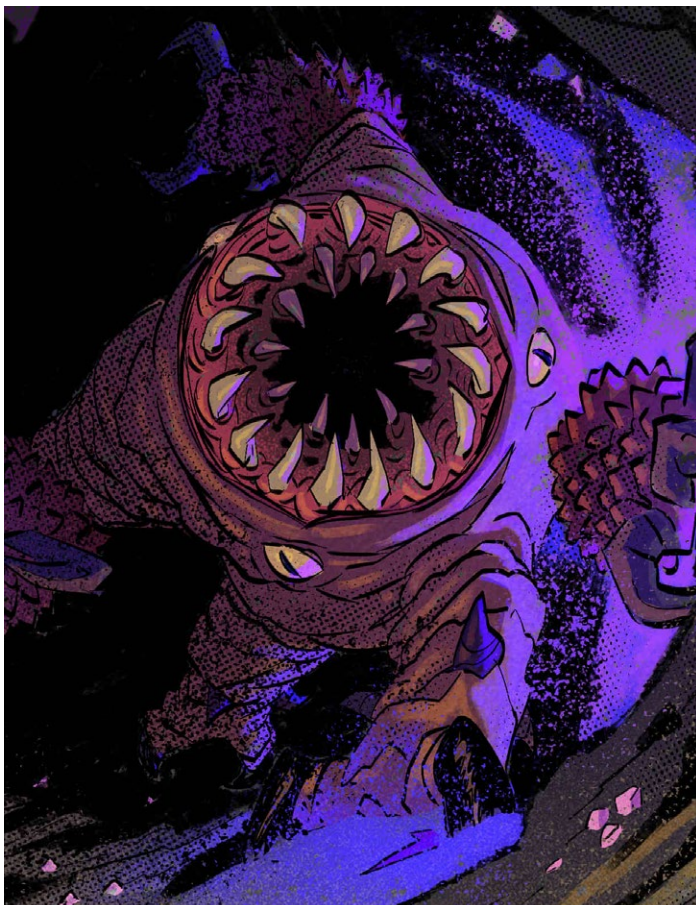
You have a +1 (+2, +3) bonus to AC while wearing this armor. Whenever you cause physical damage (piercing, slashing, or bludgeoning) to a creature, its life energy is absorbed into your body and you restore 3 (1d6) hit points. If this damage is done to an undead creature, however, you instead take 3 (1d6) necrotic damage.

**Curse: You feel thirsty...** This armor is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the armor, keeping it within reach at all times. Additionally, at the end of each day, if you haven't restored hit points due to the armor's effect, you must succeed on a DC 15 Wisdom check or become compelled to hurt the nearest living creature you see.

## THE ADVENTURE CONTINUES

This adventure covers only one slice of Tovin's Flying Castle. Get the other adventures featuring this castle:

- ▶ *Dungeons & Lairs #41: Water Weird Ruins*
- ▶ *Dungeons & Lairs #42: Wyvern Motes*
- ▶ *Dungeons & Lairs #43: Vampire Undercroft*



## APPENDIX: NEW CREATURES

### Blood Shardling

*Tiny undead, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 45 (10d4 + 20)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	14 (+2)

**Saving Throws** Dex +4

**Damage Resistances** piercing and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** blinded, deafened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** understands the languages the soul possessed by it knew in life but can't speak, telepathy 60 ft.

**Challenge** 3 (700 XP)

**False Appearance.** While the shardling remains motionless and isn't flying, it is indistinguishable from a normal bloodstone.

**Soul Release.** If the shardling is reduced to 0 hit points, it is destroyed and the soul possessed by it is immediately freed.

**Vital Knowledge.** The shardling has access to all information that the soul possessed by it would freely share with a casual acquaintance.

**Innate Spellcasting.** The shardling's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *command*

3/day: *major image* (The image can only be that of the creature belonging to the soul possessed by the shardling.)

### ACTIONS

**Multiattack.** The shardling makes two soul jolt attacks.

**Soul Jolt.** *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 12 (3d6 + 2) force damage.



## Sanguinated Xorn

*Medium elemental, neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 103 (9d8 + 63)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	25 (+7)	11 (+0)	10 (+0)	13 (+1)

**Saving Throws** Con +10

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

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

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

**Languages** Terran

**Challenge** 7 (2,900 XP)

**Blood Frenzy.** If the xorn has eaten a bloodstone worth at least 50 gp in the last 24 hours, it can take the Dash action as a bonus action, and it has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**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 and bloodstones within 1 mile of it.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 10 (3d6) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the xorn regains hit points equal to that amount. The reduction lasts until the creature finishes a long rest. If this effect reduces the creature's hit point maximum to 0, it becomes petrified as its body is transformed into solid bloodstone.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

## OTHER DUNGEONS & LAIRS ADVENTURES

- ▶ [Dungeons & Lairs #1: Skeleton Tomb](#)
  - ▶ [Dungeons & Lairs #2: Kobold Tunnels](#)
  - ▶ [Dungeons & Lairs #3: Archmage Stronghold](#)
  - ▶ [Dungeons & Lairs #4: Animated Objects](#)
  - ▶ [Dungeons & Lairs #5: Banshee Tower](#)
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