



EKKIMU

Ekkimu are the ancient progenitors of vampirism, the first beings ever to walk the world bearing its curse. Undead monstrosities made entirely of sands as black as night, their forms seem utterly devoid of light, as though it can find no purchase upon their forms. Plagued by a primal and insatiable thirst, they prey on the life essence of other creatures, devouring all they can in vain attempts to fill the void within, and leaving their victims as little more than dried-out husks. With only the most forbidden of necromantic knowledge able to create such creatures, their numbers are few and far between, leaving encounters with such legendary beings rare- but no less deadly.

Vampiric Ancestors. The Ekkimu can change their shape at will, being composed entirely of cursed sands, and it is likely this function that would later translate to modern vampires' ability to become mist or shapeshift into other creatures. Able to sap a creature's life no matter the form they take- unlike modern vampires- they are masters of stealth, able to simply disperse among the winds on a dark desert night, sweeping over whole villages only to disappear with none the wiser. This lethality undoubtedly contributes to their legendary status, as few who encounter such creatures survive to tell the tale.

Curse of the Traitors. The origins of the Ekkimu are said to be based in the history of An'shyvann itself. An ancient cabal of clergy who betrayed the kingdom of the sun from within in its darkest hour and plunged the kingdom into an age of darkness are considered to be the first Ekkimu, who let the kingdom fall in exchange for the secrets of magic. Though their new powers granted them immortality, when the fabled eternal sun king returned to rid the realm of darkness once more his punishment for the traitors was swift. Banished from the realm they betrayed and cursed, they were made to be scorched by the sun's touch as they walked, damned to never feel the embrace of light again.

Ekimmu

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	19 (+4)	19 (+4)	17 (+3)	16 (+3)

Proficiency +6

Saving Throws Con + 10, Dex +10, Wis +9, Cha +9

Skills Arcana +10, History +10, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic

Condition Immunities exhaustion

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Languages it knew in life

Challenge 17 (18,000 XP)

Black Sand Form. If the Ekimmu isn't in direct sunlight or running water, it can use an action turn into its black sand form.

While in its black sand form, the Ekimmu can't take any actions except for its touch attack, and can't manipulate objects. It becomes nearly weightless, has a flying speed of 40, can hover, and can enter a hostile creature's space and stop there. In addition, it can pass through a space without squeezing, if sand can. The Ekimmu can only talk in whispers, which is only audible to creatures in its space. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except from damage it takes from sunlight, and is resistant to bludgeoning, piercing and slashing damage. If the Ekimmu comes in contact with liquid water (like rain, running water, or being doused in one gallon of water) it changes back.

Legendary Resistance (3/Day). If the Ekimmu fails a saving throw, it can choose to succeed instead.

Regeneration. The Ekimmu regains 20 hit points at the start of its turn, if it has at least 1 hit point and isn't in sunlight. If the Ekimmu takes radiant damage or damage from holy water, this trait doesn't function until the start of the Ekimmu's next turn.

Sand Escape. When the Ekimmu drops to 0 hit points, it changes into a storm of black sand (see as in its Black Sand Form trait) instead of falling unconscious. It cannot take any actions until it reforms, if it transforms this way. If it can't transform, it is destroyed. If the Ekimmu comes in contact with liquid water (see Black Sand Form trait) it becomes incapacitated until the end of its next turn.

The Ekimmu can't revert into its base form and must seek a place absent of light. Once there, it reforms its body. While it reforms its body, it is incapacitated. At the next sunset, the Ekimmu returns back into its base form and regains all hit points.

Searing Sunlight. If the Ekimmu starts its turn in sunlight, it takes 20 radiant damage and is poisoned until the end of its turn. Whenever the Ekimmu takes radiant damage from spells like *Sunbeam*, *Sunburst*, or similar spells that explicitly use sunlight, it becomes poisoned until the end of its next turn. When an Ekimmu poisoned this way suffers radiant damage from sunlight it must succeed on a Constitution saving throw or must spend its next action reeling in pain. The DC for the saving throw is 10 or half of the radiant damage dealt.

ACTIONS

Multiattack (Base Form Only). The Ekimmu makes two attacks.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +4) bludgeoning damage plus 11 (2d10) necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and the Ekimmu regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Touch (Black Sand Form only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 11 (2d10) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or gains a level of exhaustion. [Constitution Based]

Black Sand Servant. The Ekimmu touches the remains of a creature slain by the Ekimmu's unarmed strike or touch attack. It reanimates the creature to full hit points under the Ekimmu's control until the next dawn. The creature's type changes to undead and its alignment changes to lawful evil. It gains resistance to bludgeoning, piercing, and slashing damage from non-magical weapons, is immune to necrotic and poison damage, and cannot be exhausted or poisoned. Additionally, loses any resistances or immunities to radiant damage. If the reanimated creature starts its turn in sunlight, or takes any amount of radiant damage, it must make a Constitution saving throw. On a failed save the creature is destroyed. On a successful save the creature has disadvantage on all ability checks and attack rolls until the end of its next turn. The DC for the saving throw is 5 + the radiant damage taken. The reanimated creature is also destroyed, if the Ekimmu dies or dismisses it as a bonus action.

Black Sand Storm (1/day). The Ekimmu turns into a sandstorm until the beginning of its next turn. The sandstorm rages in a 40 ft. radius, 60 ft. high cylinder, centered on the Ekimmu. The area of the sandstorm is heavily obscured. Each creature that starts its turn in the sandstorm must make a DC 18 Constitution saving throw. On a failed save a creature takes 33 (6d10) necrotic damage and gains a level of exhaustion. On a successful save a creature takes half as much damage and gains no exhaustion.

To use this action, the Ekimmu must not be in direct sunlight or running water. While the Ekimmu is a sandstorm, it cannot use legendary actions, has a flying speed of 20 ft., can hover, and is resistant to all damage [it still retains its immunity to poison] except for radiant, as long as it is in this form. [Constitution Based]

LEGENDARY ACTIONS

The Ekimmu can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Ekimmu regains spent legendary actions at the start of its turn.

Move. The Ekimmu moves up to its speed without provoking opportunity attacks.

Swift Strike. The Ekimmu makes an unarmed strike, on a hit it deals no necrotic damage.

Black Sand Veil (2 Actions). The Ekimmu covers itself in a veil of black sand. Ranged attacks against the Ekimmu are made with disadvantage until the beginning of its next turn. An attacker is immune to this effect if it doesn't rely on sight.

Unarmed Strike (2 Actions). The Ekimmu makes an unarmed strike.

Change Form (3 Actions). The Ekimmu changes into its black sand form, or back.

KUS-KUSU

The Kus-Kusu are sentient swarms of scarabs, said to have emerged from the bodies of magic users whose pursuit of vile magics lead to their untimely deaths. Though a swarm made up of hundreds, even thousands of individual insects, the Kus-Kusu possesses a singular will, with its own intelligence and personality. Bearing unassuming or pleasing guises, these horrid creatures lure fey and mortals alike to their deaths, devouring their victims once their guard is down. With each victim, the collective grows, new scarabs being born from their 'meals'.

Skin Crawler. For every creature the Kus-Kusu devours, it gains a new form it can assume. Generally, they prefer alluring disguises, as this is a tried and true lowest common denominator for luring the unwary and foolish to their deaths, but if it has a particular target in mind, it may also assume the forms of loved ones or close associates, preying on them first to get closer to its intended target. Once a particularly successful Kus-Kust reaches a certain size, it will change its tactics, seeking out a suitable 'host' which it will, instead of outright devouring, simply kill, splitting its collective to allow some of its scarabs to devour the corpse, forming a new Kus-Kusu with a new identity from the meal.

Arcane Hunger. Possessing an innate hunger for magic and knowledge of the arcane, a Kus-Kusu's preferred target is a mage or magical creature, from whom they hope to absorb some power into their whole, with some even able to absorb the natural magic and knowledge of their victims. Though they possess some innate magic, their greed for ever more is strong, and though simply eating mages is a preferred tactic, they are known to infiltrate places of arcane learning to acquire knowledge by more conventional means as well.

KUS-KUSU

Medium monstrosity (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	18 (+4)	16 (+3)	14 (+2)	19 (+4)

Proficiency +4

Saving Throws Dex +6, Wis +6, Cha +8

Skills Deception +8, Insight +6

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 12

Languages Common, Elven, Sylvan

Challenge 10 (5,900 XP)

Insect Veil. A creature that starts its turn within 5 ft. of the Kus-Kusu takes 5 (2d4) piercing damage. The Kus-Kusu can suppress this effect at will.

Swarm Squeeze. The Kus-Kusu can move through any opening large enough for a tiny insect.

Innate Spellcasting. The Kus-Kusu's spellcasting ability is Charisma (spell save DC 16). The Kus-Kusu can innately cast the following spells, requiring no material components:

1/day each: *Hypnotic Pattern*



Artwork by DM Tuz

ACTIONS

Multiattack. The Kus-Kusu makes a touch attack and uses devouring swarm if available.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) piercing damage plus 18 (4d8) necrotic damage. The Kus-Kusu regains hit points equal to the necrotic damage dealt. [Constitution Based]

Devouring Swarm (Recharge 5-6). The Kus-Kusu splits off part of its swarm to attack a creature within 30 ft. of itself that it can see. At the end of each of the Kus-Kusu's turns, the creature must make a DC 16 Constitution saving throw. On a failed save a creature takes 27 (6d8) piercing damage and is blinded until the end of the Kus-Kusu's next turn. On a successful save a creature takes half as much damage, is not blinded and the effect ends. The creature automatically succeeds the saving throw if it is 60 ft. or further away from the Kus-Kusu. [Constitution Based]

Skin Change. The Kus-Kusu magically polymorphs into the form of any small or medium humanoid or fey it has devoured. The Kus-Kusu reverts into its true form when it dies.

VARIANT TRAIT: SPELL EATER

When the Kus-Kusu slays and devours a humanoid or fey that has the spellcasting or innate spellcasting feature, the Kus-Kusu can add one spell of 6th level or lower from the devoured creature's list of spells to its own, which it can cast once per day through its innate spellcasting. Once the Kus-Kusu casts a spell it learned through this trait, it can't cast another spell that it learned through this trait until it finishes a long rest.

SHEDU

The Shedu is a celestial creature, a noble but stern bringer of wisdom and protector of the disenfranchised. It bears the body of a great bull, the wings of an eagle, and a humanoid head with horns, its face wisened and strong. Though a Shedu tends to keep to itself, they are nonetheless welcoming to worshippers and pilgrims that they meet, so long as their intentions are honest. With no tolerance for evil or wickedness, a Shedu simply doesn't bear treachery where it finds it: It strikes evildoers down where they stand, showing no mercy for those that seek to spread the vile taint of corruption throughout the realm!

Envoys of the Sun. Recurring often in An'Shyvann mythology, it is said that the Shedu bear a part of the sun itself between their horns. Before the emergence of the Eternal Sun King, they were the intermediaries between the people and the sun, and myth speaks to them being the ones who first taught the people of the land how to wield the miracles and holy powers that would define their faith. Though this connects them closely to the Faith of the Sun, depictions of Shedu have been found to have existed long before it was established, and they likely precede its foundation.

Protectors of the Sacred. Recurring often in An'Shyvann mythology, it is said that the Shedu bear a part of the sun itself between their horns. Before the emergence of the Eternal Sun King, they were the intermediaries between the people and the sun, and myth speaks to them being the ones who first taught the people of the land how to wield the miracles and holy powers that would define their faith. Though this connects them closely to the Faith of the Sun, depictions of Shedu have been found to have existed long before it was established, and they likely precede its foundation.

FEATURING A SHEDU IN YOUR CAMPAIGN

Typically adventurers would find a shedu (or lamassu) as a guardian of an holy site to protect it from grave robbers or evil creatures that seek to defile it. Most likely the typical adventuring party is not intent on fighting a good aligned celestial protector, but unfortunately, sometimes conflict is unavoidable. Here are some examples in how you can feature a shedu in your game:

- The players need to recover a relic from a hidden necropolis. It's ancient guardian has a zero tolerance policy towards visitors. The shedu will give the players a single, firm warning. But the players need the relic for their quest to save the land.
- The shedu protects the gate to a heinous dungeon the players want to enter. Shedu does not do so to protect what is inside, but instead, to keep foolish spilunkers from getting themselves killed. Before the players are allowed inside, the shedu demands to test their fighting prowess first hand.
- One of the player characters in the group carries the taint of evil. Either they are a notable magic user, carry a draconic bloodline, or have a fiendish heirtag. The shedu is ancient and set in its ways - a vile creature such as this must be destroyed. The rest of the group cannot let this happen.
- A powerful entity tricked the shedu into believing that the arriving players are silvertongued graverobbers intent on stealing the treasures of the temple under the shedu's protection. The shedu will attack the players on sight as soon as it recognizes them.

SHEDU

Large Celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	16 (+3)	20 (+5)	14 (+2)

Proficiency +4

Saving Throws Str +10, Con +8, Wis +9, Cha +6

Skills History +8, Insight +9, Perception +9, Religion +8

Damage Resistances radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities blind, charmed, exhaustion, frightened, poisoned

Senses passive Perception 19

Languages Common, Celestial, Draconic, Infernal

Challenge 9 (5,000 XP)

Illuminated Sight. The Shedu can use a bonus action to shine light in a 120 ft. cone in any direction it is facing until it uses another bonus action to deactivate this effect.

Magic Weapons. The Shedu's attacks are magical.

Spellcasting. The Shedu is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit). The Shedu can cast the following cleric spells, requiring no material components:

Cantrips: *Light, Sacred Flame, Spare the Dying, Thaumaturgy*
 1st (4 slots): *Detect Evil and Good, Detect Magic, Protection from Evil and Good, Sanctuary*
 2nd (3 slots): *Branding Smite*, Hold Person, Silence, Zone of Truth*
 3rd (3 slots): *Daylight, Dispel Magic, Glyph of Warding, Magic Circle*
 4th (3 slots): *Banishment, Freedom of Movement, Locate Creature*
 5th (2 slots): *Flame Strike, Hallow*

ACTIONS

Multiattack. The Shedu makes two attacks with its horns.

Horns. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) piercing damage.

Invisibility (Recharge 5-6). The Shedu bends light around itself to appear invisible until the end of its next turn. The Shedu can use an action to extend the effect until the end of its next turn.

Unbound Monsters: Ancient Desert

SHEDU, ANCIENT GUARDIAN

Large Celestial, lawful good

Armor Class 16 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	16 (+3)	20 (+5)	14 (+2)

Proficiency +4

Saving Throws Str +10, Con +8, Wis +9, Cha +6

Skills History +7, Insight +9, Perception +9, Religion +7

Damage Resistances radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities blind, charmed, exhaustion, frightened, poisoned

Senses passive Perception 19

Languages Common, Celestial, Draconic, Infernal

Challenge 12 (8,400 XP)

Illuminated Sight. The Shedu can use a bonus action to shine light in a 120 ft. cone in any direction it is facing until it uses another bonus action to deactivate this effect.

Legendary Resistance (3/Day). If the Shedu fails a saving throw, it can choose to succeed instead.

Magic Weapons. The Shedu's weapons are magical.

Spellcasting. The Shedu is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit). The Shedu can cast the following cleric spells, requiring no material components:

Cantrips: *Light*, *Sacred Flame*, *Spare the Dying*, *Thaumaturgy*
1st (4 slots): *Detect Evil and Good*, *Detect Magic*, *Protection from Evil and Good*, *Sanctuary*
2nd (3 slots): *Branding Smite**, *Hold Person*, *Silence*, *Zone of Truth*
3rd (3 slots): *Daylight*, *Dispel Magic*, *Glyph of Warding*, *Magic Circle*

A SHEDU'S LAIR:

Shedus protect holy sites, such as ancient temples, graves, and sacrificial basins. Any site a shedu protects enjoys layers of additional protection through its spellcasting. It uses spells such as *Glyph of Warding*, *Hallow*, and *Magic Circle* to secure it from intruders. A shedu protects its holy site, but will only use lethal force when the intruding creature aims to defile or destroy the area it protects. Dragons, fiends, or undead are slain on sight, as shedus commonly deem their very presence corrupting. It allows arriving pilgrims to pay reverence to the holy site, but not directly enter it, unless it deems them worthy.

The lingering reverence of these sacred places amplifies the shedu's powers, giving it unique lair actions in combat.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the shedu takes a lair action to cause one of the following effects; the shedu can't use the same effect two rounds in a row:

- The shedu is bolstered by the lingering reverence. It gains 22 (4d10) temporary hit points and adds 1d6

4th (3 slots): *Banishment*, *Freedom of Movement*, *Locate Creature*

5th (2 slots): *Flame Strike*, *Hallow*

ACTIONS

Multiattack. The Shedu makes two attacks with its horns.

Horns. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 +6) piercing damage.

Invisibility (Recharge 5-6). The Shedu bends light around itself to appear invisible until the end of its next turn. The Shedu can use an action to extend the effect until the end of its next turn.

Radiant Step (1/long rest). The Shedu teleports itself and any willing creature or object it is carrying to a point within 500 ft. of itself, that is illuminated by sunlight. It must be a place the Shedu has seen, or is otherwise aware of. The Shedu can arrive in a burst of radiance within 60 ft. of itself. Each creature in the area other than the Shedu and any creature it carries must make a DC 16 Constitution saving throw, or be blinded for one minute. A creature repeats the saving throw at the end of its turn, ending the condition on a success. [Constitution Based]

LEGENDARY ACTIONS

The Shedu can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Shedu regains spent legendary actions at the start of its turn.

Detect. The Shedu activates or deactivates its Illuminated Sight and makes a Wisdom (Perception) check.

Move. The Shedu moves up to half of its speed without provoking opportunity attacks.

Horns (2 Actions). The Shedu attacks with its horns.

Detection Magic (2 Actions). The Shedu casts *Detect Evil and Good*, or *Detect Magic*, if available.

Smiting Claws (3 Actions). The Shedu casts *Branding Smite* at 2nd level and attacks with its claws.

to each ability check, attack roll and saving throw it makes until it uses another lair action.

- The shedu bellows a command to each creature to leave the hallowed place. Each creature within 120 ft. of the shedu that hears it and understands a language it speaks, must make a DC 14 Wisdom saving throw. On a failed save a creature is compelled to leave and must spend its next turn to move away and leave the lair by the fastest available means.
- The shedu floods the area in holy radiance. Any magical darkness created by a spell of 3rd level or lower within 120 ft. of the shedu is dispelled.
- Small radiant orbs spread from the shedu and seek out intruders. Each creature within 120 ft. of the shedu must make a DC 14 Dexterity saving throw or becomes illuminated by a small glowing orb over its head until the shedu uses another lair action. Until the shedu uses another lair action, the shedu has advantage on attacks against an illuminated creature. Additionally an illuminated creature cannot benefit from being invisible and cannot hide.

Destroying a shedu will not affect the place it protects, but it will leave it unguarded until another shedu takes its place.



Artwork by DM Tuz

CHAMROSH

Rare among the fey, the Chamrosh is a truly benevolent creature whose passing through the material plane brings new life in its wake. An avian creature with some canine features, the Chamrosh features heavily in the tales of traveling merchants, where it is said to aid kind-hearted travelers lost in the desert and on the verge of death. Able to create an oasis wherever it rests, it is here that the Chamrosh nurses these fortunate souls back to health, before sending them on their way with an unforgettable tale to tell.

Verdant Conduit. In truth, the Chamrosh rarely, if ever, traverses the material realm. Because of the unique relationship between the fey and material realm, wherever the Chamrosh rests in the feywild, an oasis springs up in a corresponding place in the material realm. Travelers that rest in such places often dream of the Chamrosh, whose benevolence is lauded amongst traveling folk, and it is here from which its legend began. These nexuses of life possess incredible healing energies, even able to bring someone mortally wounded back to health, but they do not last long- with the Chamrosh's passing, they quickly fade, which only adds to their rare, mythical nature.

Oasis Gatekeepers. Given the nature of a Chamrosh's oasis as a place of legend and wonder, they inadvertently became gateways. An individual who submerges themselves in the waters of the oasis will emerge in its counterpart in the feywild, often encountering the Chamrosh responsible itself. Though the benevolent fey are creatures of peace and serenity, not prone to violence for violence's sake, they nonetheless serve as gatekeepers, ready to drive out unwelcome elements if their intentions in the wilds are far from peaceable.

Artwork by DM Tuz



CHAMROSH

Huge Fey, neutral good

Armor Class 14 (natural armor)

Hit Points 200 (16d10 + 96)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	16 (+3)	15 (+2)	20 (+5)

Proficiency +4

Saving Throws Dex +8, Con +10, Cha +9

Skills Insight +6, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan

Challenge 11 (7,200 XP)

Healing Rest. A creature that finishes a long rest underneath the wings of a Chamrosh, or finishes a long rest at an oasis in the material plane which's counterpart a Chamrosh occupies in the feywild, loses all of its exhaustion levels, is no longer charmed or petrified, removes any reduction to the creature's ability scores, and regains any lost maximum hit points.

Green Path. The Chamrosh exerts an aura of primal growth, causing the ground within 5 ft. of the Chamrosh to be overgrown by vegetation and become difficult terrain.

Innate Spellcasting. The Chamrosh's spellcasting ability is Charisma (spell save DC 17). The Chamrosh can innately cast the following spells, requiring no material components:

At Will: *Druidcraft*, *Entangle*, *Locate Animals or Plants*, *Prestidigitation*, *Speak with Plants*
 1/day: *Banishing Smite*, *Calm Emotions*, *Mass Cure Wounds*, *Plant Growth*

ACTIONS

Multiattack. The Chamrosh makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 +7) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 +7) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 +7) bludgeoning damage. The creature must succeed a DC 19 Strength saving throw or is knocked prone.

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