DUALINK

Xer'sai Dunebreaker

Monster



Runterra Edition

Xer'sai Dunebreaker

Large monstrosity, unaligned

Armor Class: 16 (Natural Armor)
Hit Points: 85 (10d10 + 30)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Saving Throws: Str +7, Con +6, Wis +5
Skills: Perception +6
Damage Resistances: Bludgeoning
Senses: Darkvision 60 ft., Tremorsense 30 ft., passive Perception 16
Languages: —
Challenge: 5 (1,800 XP)

Tremorsense Hunter. The Xer'sai Dunebreaker can detect and pinpoint the location of creatures and objects in contact with the ground within 30 feet.

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

Resilient Frame. The Dunebreaker has resistance to bludgeoning damage and advantage on Strength saving throws against being pushed or knocked prone.

Forceful Strikes. When the Dunebreaker hits a creature with a melee attack, it can force the creature to make a DC 14 Strength saving throw or be pushed 10 feet in a direction of the Dunebreaker's choice.

Actions

Multiattack. The Dunebreaker makes two attacks: one with its Claws and one with its Jaws Bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. ***Hit:*** 14 (2d8 + 4) slashing damage, and the target must succeed on a DC 14 Strength saving throw or be pushed 10 feet away.

Jaws Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. ***Hit:*** 18 (3d8 + 4) piercing damage.

Unburrow Strike (Recharge 5–6). The Dunebreaker violently bursts from the ground, targeting all creatures in a 10-foot radius. Each creature must make a DC 15 Dexterity saving throw, taking 22 (4d8 + 4) bludgeoning damage on a failed save or half as much on a successful one.

Creatures that fail the save are also knocked prone.

Behavior

Xer'sai Dunebreakers are apex predators that hunt with calculated ferocity, often in packs of up to three.

They use their tremorsense to track prey, relying on coordinated tactics to trap and overwhelm targets.

A lone Dunebreaker is no less dangerous, stalking its prey with the patience of a seasoned hunter and striking with devastating force when the moment is right.

"And those who were seen dancing were thought to be insane by those who could not hear the music."

