**Challenge Rating: 10**

Offensive CR: 9

Defensive CR: 10

Proficiency Bonus: +4

Perception and Dexterity - +12

HP: 107 (33d8+0)

AC: 20

Average Damage Per Round: 50

Effective Attack Bonus: +10

MS – 15 ft, fly – 50 ft / round

Passives : Swift reflexes - Regains 1 action, bonus action and reaction after opponents turn

Actions:

Peck - +10 to hit, 4d8 piercing, DC 20 Const save or bleed 1d12 for 3 rounds

Regurgitate – DC 20 Dex save or 8d4 acid dmg + DC12 Const save or Pink eye (-3 acc until cured)

Shrieking howl (twice per day) – 30 ft cone, DC 18 Const save or take 4d8 psychic dmg, half as much on success.

Old tree actions:

Hallucinatory projection (once per day): creates two slightly different copies of itself, copies can only use Mind Piercing Shriek. Each copy is not material. If hit, it will be revealed as an illusion.

Mind piercing shriek – DC 20 Wisdom save or take 4d8 psychic dmg, half as much on success