SHRIEK

Large • Monstrosity • Neutral Evil



Armor Class 16
Initiative -1 (9)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	5 (-3)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages -
CR 6 (XP 2,300; PB +3)

False Appearance. If the shriek is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the shriek move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a dead tree.

Glowing Eyes. While its eyes and mouth are open, they emit dim light that can be seen from up to 120 feet away in darkness. *Wisdom Saving Throw:* DC 15, one creature that can see the light. *Failure:* The target becomes charmed for 1 minute or until it takes damage. While charmed, it spends its turns curiously walking towards the light.

ACTIONS

Multiattack. The shriek makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Shriek (Recharge 6). *Wisdom Saving Throw:* DC 15, each non-deafened creature in a 30-foot emanation originating from the shriek. *Failure:* 22 (4d10) thunder damage and the target becomes deafened for 1d4 days. *Success:* Half damage.

BONUS ACTIONS

Terrifying Stare. *Wisdom Saving Throw:* DC 15, one creature within 30 feet of the shriek. *Failure:* The target becomes frightened, and its speed is reduced to 0 until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour.

SHRIEK — WEAKER



Armor Class 15
Initiative -1 (9)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	5 (-3)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages -
CR 3 (XP 700; PB +2)

False Appearance. If the shriek is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the shriek move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a dead tree.

Glowing Eyes. While its eyes and mouth are open, they emit dim light that can be seen from up to 120 feet away in darkness. *Wisdom Saving Throw:* DC 13, one creature that can see the light. *Failure:* The target becomes charmed for 1 minute or until it takes damage. While charmed, it spends its turns curiously walking towards the light.

ACTIONS

Multiattack. The shriek makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 14 (2d10 + 3) bludgeoning damage.

Shriek (Recharge 6). *Wisdom Saving Throw:* DC 13, each non-deafened creature in a 20-foot emanation originating from the shriek. *Failure:* 16 (3d10) thunder damage and the target becomes deafened for 1d4 days. *Success:* Half damage.

BONUS ACTIONS

Terrifying Stare. *Wisdom Saving Throw:* DC 13, one creature within 30 feet of the shriek. *Failure:* The target becomes frightened, and its speed is reduced to 0 until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour.

SHRIEK — STRONGER



Armor Class 17
Initiative -1 (9)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	21 (+5)	5 (-3)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10
Languages -
CR 9 (XP 5,000; PB +4)

False Appearance. If the shriek is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the shriek move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a dead tree.

Glowing Eyes. While its eyes and mouth are open, they emit dim light that can be seen from up to 120 feet away in darkness. *Wisdom Saving Throw:* DC 17, one creature that can see the light. *Failure:* The target becomes charmed for 1 minute or until it takes damage. While charmed, it spends its turns curiously walking towards the light.

ACTIONS

Multiattack. The shriek makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Shriek (Recharge 6). *Wisdom Saving Throw:* DC 17, each non-deafened creature in a 30-foot emanation originating from the shriek. *Failure:* 27 (5d10) thunder damage and the target becomes deafened for 1d4 days. *Success:* Half damage.

BONUS ACTIONS

Terrifying Stare. *Wisdom Saving Throw:* DC 17, one creature within 30 feet of the shriek. *Failure:* The target becomes frightened, and its speed is reduced to 0 until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour.