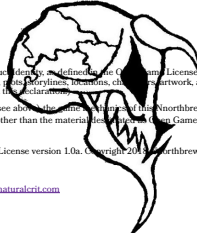


THE SHRILL HIVE

CONSUME.... EVOLVE....

CREATED BY DANIEL NNORTH

Nnorthbrew



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PREFACE

When I was 7, my dad introduced me to the world of Magic: The Gathering for the first time. We started out with simple decks from the Portal starter set, and my love for the game grew from there. Collecting cards. Building decks. Having friendly heated battles with friends and family. Which all eventually lead me to D&D. Listening to dad talk about campaigns past. Theorycrafting. Then eventually (Finally!) getting to play the game around the 3.5 Edition era, when I was 17.

Once I was well versed in the rules of Magic, and I had won a few multiplayer free for all games against my dad and his buddies and had built and revamped my own deck, my dad then introduced me to his Sliver deck. This thing was a monstrosity, containing over 100 cards vs the standard 60. It defied everything I knew about deckbuilding, to include containing all five colors of mana.

It literally contained a little bit of every aspect of the game that I enjoyed. There are a mass of creatures that boost each other and can swarm your opponent. You could deal direct damage, kill off individual threats, even search for that one card that sets everything in motion for mutually assured destruction. The ability to flow and play well if not better than a smaller deck, and not be super clunky, astonished me.

I became a little obsessed with the creatures. Which is how this book came to be. This is for all the sliver fans out there that want to inject something that feels like the hive into their adventures. I want to keep true to the feel of the originals while tossing in a bit of my own flair. I want to bring the chaotic and overwhelming strategy of the sliver hive to the D&D universe. Creating a unique creature for D&D 5th Edition. The Shrill.

I've filled in the gaps to make an even more robust creature, while trying to keep its integrity. To that end, there are 67 new creatures within these pages, most of which will seem very familiar.

I hope you enjoy playing with these creatures as much as I have creating them.
~Daniel Nnorth
July 2017

USING THIS SUPPLEMENT

This book is designed so that you can inject the Shrill into your campaign, with very little prep work. So you can focus on confusing your players with alien creatures and slaughtering them with the hive's collective abilities. The main body of the book contains the stat blocks of the hive, from the basic Shrill Drone to the wandering hive that is the Shrill Legion. Broken down into four categories. Lesser Shrill, the basic workforce of the hive. Evolved Shrill, they hold unique abilities that they share with the hive. Greater Shrill, the leaders of the hive. Shrill Constructs, man made shrill. At the back of the book, you'll find helpful lists and tables to make running a game as fluid as possible, a wealth of unique treasure to help ward against these creatures, and maps to use as lairs for the hive.

ACKNOWLEDGEMENTS

I've been very open with the production of this book reaching out to multiple D&D based Facebook groups, D&D focused Sub-Reddits, the DM's Block Forums, and more. I want to thank everyone that has helped me through the process. It has been so much fun and rewarding interacting with everyone and absorbing the feedback.

More fluff and sap to come...

NOTE

Big changes coming in preparation for publication. Name change and more customization to distinguish this as a unique creature inspired by "Slivers" and other influences.

INTRODUCTION

Shrill are creatures that share a hivemind, which allows them to communicate and share their abilities with other nearby shrill. They evolve by assimilating genetic information from creatures within their surroundings. Shrill have millions of years of evolution behind them and are, in the case of survival capability, the perfect species.

They have the ability to colonize planets and possess a social structure which fits their mental capabilities. The origin of the shrill has been lost to time. This doesn't stop the most curious of wizards from trying to research and experiment on them.

Shrill are depicted with an armored vertebrate body, a long, bifurcated whip-like tail, one arm with a single talon for a hand, and a head with an armored crest. Variations on this appearance exist in accordance with the abilities each has to offer the hive.

Their society is based on a caste system in which they can coexist prosperously. It is theorized they don't have emotions and they never retreat unless they know they can't win. The individuals of the lower castes, such as Soldiers, are telepathically connected to the Greater Shrill. The shrill won't hesitate to kill their own kind of any caste should the situation demand it; they are ready to expend thousands of Drones in a diversionary action, or to wipe out their ruling castes to prevent their capture.

Shrill are considered "superorganisms", because they do not work for personal benefit but to benefit the hive as a whole. Using telepathy in order to communicate, shrill live and thrive together as one. A lone shrill has very slim chance of survival. For this reason, and its overall dependence on hierarchical relationships, that the shrill is seen as an extension of the hive rather than its own organism.

Death has little meaning to an individual shrill. Combined with the large numbers of Soldiers, they are able to breed, they favor large swarm tactics, and wave attacks to overwhelm their enemies.

THE BEGINNINGS OF A HIVE

When choosing a hive site, Greater Shrill are drawn to: strong geothermal heat signatures, powerful magical anomalies, and access to various prey.

The specific reasons are unknown, but many believe that it has to do with speeding up their evolutionary process. When discovered, the hotter or more magically active the hive site, the faster it grows and consumes its surroundings.

THE LOWER CASTE

The lower caste is made up of lesser shrill and evolved shrill. Lesser shrill such as drones and soldiers, are tasked various duties depending on the specific needs of the hive. Tasks such as building and maintaining the hive to protecting it.

Evolved shrill provide the hive with evolutionary advantages such as magical abilities, resistance to damage, or even wings.

THE ROYAL CASTE

All shrill are telepathically linked to their hive, from which all are commanded by the Greater Shrill that rules the hive.

The hivemind is primarily driven by its desire to consume and assimilate, collectively becoming an indestructible force.

A hive usually begins with the Shrill Queen. As her hive grows, it can splinter off into remote colonies. Remote colonies are still apart of the hive, but are driven by greater shrill that are an extension of the queen's will.

COMBAT TACTICS

Shrill hunt in packs, as they have superior strength in numbers, especially with a variety of unique evolutions. They like to trap their prey, usually with one of their own as bait, while the rest of the hunting party encircles the pray. Doing their best to wound and capture anything they can get the jump on, especially if it poses a threat to the hive, this usually means a new ability they can extract for the hive.

They apparently fight purely on instinct, and are biologically incapable of surrendering or retreating. However, they are smart enough to know when the enemy has surrendered and take them prisoner.

ROLE PLAYING SHRILL

NOTE

Trying to fill in some of the gaps in the sliver lore that I'm able to find, with real-world ants, zerg from starcraft, and other sources. Using as much as I can find from MTG, and make it fit into a D&D world.

LESSER SHRILL



esser shrill are the building blocks of the hive, they build and maintain the hive, they protect the hive, and they gather unique abilities to share with the hive.

SHRILL BROODLING

Broodlings and Harbingers perpetuate the practice of evolution by consumption within the shrill hive, the most important function in the hive; seek out new abilities to add to the hive's collection.

In the early stages of a hive's development, it is imperative to send out hunting parties. Collecting biological material for the hive to consume, so that it can acclimate to its surroundings and produce deadlier shrill. The range of abilities that a hive can obtain are only limited by its available food source.

SHRILL BROODLING

Small monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 33 (6d6 + 12)
Speed 25 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1/2 (100 XP)

Amorphous. The shrill can move through a space as narrow as 1 inch wide without squeezing.

Actions

Talon. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 3 (1d6) slashing damage.

Engulfing Change. The shrill moves at least 20 feet straight toward a Medium or smaller creature and then enter its space, that target must succeed on a DC 13 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the shrill. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the shrill enters the creature's space, and the creature takes 7 (3d4) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 2 (1d4) psychic damage at the start of each of the shrill's turns. When the shrill moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the shrill.

Reactions

Combat Evolution. When the shrill reduces a creature's hit points to 0 while it's engulfed, the shrill can use its reaction to form a protective chrysalis and evolve into a more complex shrill.

The shrill becomes Stunned, and its AC becomes 17. It also gains temporary hit points, and remains in the chrysalis a number of rounds, based on the Shrill's evolution modifier.

The shrill can chose to evolve into a Shrill Harbinger, using the stats provided at the bottom of the chart. Or roll on the Shrill Broodling Evolution Chart. When the shrill emerges from the chrysalis it loses all of its abilities, and becomes the shrill you rolled for.

SHRILL DRONE

Shrill drones can take on various jobs such as scavenging for supplies, building the hive, taking care of the young, or they can be assigned to feed the queen and dispose of her waste. Because drones are vital in taking care of and building the nest, they are the type of shrill produced the majority of the time. No matter what job is assigned, each shrill plays a vital role in maintaining or building the hive. This shrill is relatively harmless but will go to extreme lengths to defend itself if you try to interfere with its work.

SHRILL DRONE

Small monstrosity (shapechanger, shrill), unaligned

Armor Class 12 (Natural)
Hit Points 33 (6d6 + 12)
Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1/4 (50 XP)

Amorphous. The shrill can move through a space as narrow as 1 inch wide without squeezing.
Bottomless Stomach. The shrill can innately cast the Hoard Gullet cantrip at will, as a 5th level spell caster.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d6 + 1) slashing damage.



SHRILL SOLDIER

Shrill soldiers are substantially larger. Not only are their bodies larger, the soldiers develop substantially larger armored crest increasing their natural defenses, and sharper talons. The job of the soldier is fending off various predators that will disrupt the hive.

SHRILL SOLDIER

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 15 (Natural)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Aggressive. As a bonus action, the shrill can move up to its speed toward a hostile creature.

Actions

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) slashing damage.



SHRILL HARBINGER

The Harbinger is almost identical to the Broodling, with a slightly larger body. It has the ability to transform into more powerful evolved shrill than the Broodling, as well as the ability to become a Young Greater Shrill

SHRILL HARBINGER

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Aggressive. As a bonus action, the shrill can move up to its speed toward a hostile creature.

Running Leap. With a 10-foot running start, the shrill can long jump up to 30 feet.

Actions

Talon. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit 9 (2d6 + 2) slashing damage.

Engulfing Charge. The shrill moves at least 20 feet straight toward a Large or smaller creature and then enter its space, that target must succeed on a DC 13 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the shrill. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the shrill enters the creature's space, and the creature takes 7 (3d4) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 2 (1d4) psychic damage at the start of each of the shrill's turns. When the shrill moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the shrill.

Reactions

Combat Evolution. When the shrill reduces a creature's hit points to 0 while it's engulfed, the shrill can use its reaction to form a protective chrysalis and evolve into a more complex shrill.

The shrill becomes Stunned, and its AC becomes 19. It also gains temporary hit points, and remains in the chrysalis a number of rounds, based on the Shrills evolution modifier.

Roll on the Shrill Harbinger Evolution Chart. When the shrill emerges from the chrysalis it loses all of its abilities, and becomes the shrill you rolled for.

EVOLVED SHRILL

The shrill ensured they remain the dominant species at all times by consuming creatures within their surroundings, assimilating new abilities for the hive.

ACIDIC SHRILL

This shrill is almost indistinguishable from a soldier, with the exception of the green acid that drips from its mouth which it can spit at a nearby creature. When this shrill is introduced to the hive, nearby shrill gain the use of this acidic saliva.

ACIDIC SHRILL

Small monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 39 (6d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances acid
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Acidic Hive Aura. All other friendly shrill within 60 feet gain the *Acid Spit* attack Action.

Actions

Tailon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

Acid Spit. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit* 10 (2d6 + 3) acid damage.

ARMOR SHRILL

This shrill has a hardened exoskeleton and broad crest, increasing its defences and that of the hive. When this shrill is introduced to the hive, nearby shrill gain a similar exoskeleton.

ARMOR SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 17 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Armor Hive Aura. All other friendly shrill within 60 feet gain resistance to non-magical bludgeoning, piercing, and slashing damage.

Actions

Tailon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

Barbed Shrill

This shrill is covered in sharp spines that have the potential to do harm to those that come too close. When this shrill is introduced to the hive, nearby shrill gain similar spines.

Barbed Shrill

Medium monstrosity (shapechanger, shrill),
unaligned

Armor Class 14 (Natural)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 9

Languages -

Challenge 1 (200 XP)

Barbed Hive Aura. All other friendly shrill within 60 feet gain the Barbed Carapace ability.

Barbed Carapace. A creature that touches the shrill or hits it with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage.

Actions

Talon. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit 5 (1d8 + 1) slashing damage.

Battering Shrill

The crest of this shrill looks almost hemispherical and is extremely thick which it uses like a ram's horns to trample anything that gets in its way. When this shrill is introduced to the hive, nearby shrill are able to charge the hive's enemies.

Battering Shrill

Medium monstrosity (shapechanger, shrill),
unaligned

Armor Class 15 (Natural)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3

Condition Immunities frightened, prone

Senses tremorsense 60 ft., passive Perception 9

Languages -

Challenge 2 (450 XP)

Battering Hive Aura. All other friendly shrill within 60 feet gain the Trampling Charge trait.

Trampling Charge. If the shrill moves at least 20 feet straight toward a creature and then hits it with a talon attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone, the shrill can make one talon attack against it as a bonus action.

Actions

Multiattack. The shrill makes two talon attacks.

Talon. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit 11 (2d6 + 4) slashing damage.

BLUR SHRILL

This shrill has a very sleek streamlined crest and moves faster than normal. When this shrill is introduced to the hive, nearby shrill gain an increased movement speed.

BLUR SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+3)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3, Hide +6
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Blur Hive Aura. All other friendly shrill within 60 feet gain +10 movement speed. (The bonus from this hive aura may stack to a maximum bonus of +30)

Actions

Talon. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

BROOD SHRILL

This shrill provides an almost endless supply of broodlings on the battlefield as the hive destroys and area. Creating shrill from the very wounds it, and nearby shrill, deal to their enemies. When this shrill is introduced to the hive, the rate at which the hive grows increases rapidly.

BROOD SHRILL

Large monstrosity (shapechanger, shrill), unaligned

Armor Class 16 (Natural)
Hit Points 95 (10d10 + 40)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	18 (+4)	16 (+3)	10 (+0)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 4 (1,100 XP)

Brood Hive Aura. Whenever another friendly shrill within 60 feet deals 15 or more damage to a creatures in a single turn, roll a d20. On a roll of 20, this shrill can use its *Spawn Broodling* ability as a reaction.

Spawn Broodling (Recharge 5-6). As a bonus action, when the shrill deals 20 or more damage to a creature in a single turn, it can create one Shrill Broodling from the wound. The broodling appears in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

Actions

Talon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit* 21 (3d8 + 8) slashing damage.

Legendary Actions

The shrill 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 shrill regains spent legendary actions at the start of its turn.

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

Talon. The shrill makes one talon attack.

Spawn Broodling (Costs 3 Actions). The shrill deals 8 (2d8) necrotic damage to itself, and creates one Shrill Broodling from the wound. The broodling appears in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

CAUTERY SHRILL

This shrill is imbued with elemental fire, giving it unique magical properties and spellcasting ability. When this shrill is introduced to the hive, nearby shrill gain the ability to sacrifice themselves, causing damage to a nearby creature and to heal nearby shrill



CAUTERY SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Ammor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Cautery Hive Aura. All other friendly shrill within 60 feet gain the Burning Rejuvenation reaction.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: Produce Flame, Spare the Dying
- 5/day each: Hellish Rebuke, Healing Word
- 3/day each: Heat Metal
- 1/day each: Mass Healing Word

Actions

Multitack. The shrill makes two talon attacks.

Talon. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit 12 (2d8 + 3) slashing damage and 7 (1d6 + 4) fire damage.

Reactions

Burning Rejuvenation. The shrill can cast the spell Hellish Rebuke at will, as a 1st level spell. If the spell is successful, the shrill reduces its HP to 0. Up to six shrill within 30 feet, regain 7 (2d6) hit points. The shrill crumbles to ash and dies.



CHANGELING SHRILL

This shrill has the ability to adapt to any situation and emulate the abilities of other evolved shrill



CHANGELING SHRILL

Large monstrosity (shapechanger, shrill), unaligned

Ammor Class 16 (Natural)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	16 (+3)	10 (+0)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 4 (1,100 XP)

Adaptive Evaluation (Recharge 5-6). The shrill can use its action to polymorph into a CR 1, 2, or 3 Evolved Shrill, or back into its true form. Its statistics, other than its size, are the same in each form. It also gains the Hive Aura, and attached features if applicable, of the shrill it turns into.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: Minor Illusion, Resistance
- 5/day each: Mirror Image
- 3/day each: Slow
- 1/day each: Confusion

Actions

Talon. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit 18 (3d8 + 5) slashing damage.

Legendary Actions

The shrill 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 shrill regains spent legendary actions at the start of its turn.

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

Talon. The shrill makes one talon attack.

Accelerated Evolution (Costs 3 Actions). The shrill uses its Adaptive Evolution feature.



CLOT SHRILL

This shrill has the ability to regenerate as long as there are other shrill nearby. When this shrill is introduced to the hive, nearby shrill also gain this ability.

CLOT SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 11 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3, Hide +6
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Clot Hive Aura. All other friendly shrill within 60 feet gain the *Hive Regeneration* feature.

Hive Regeneration. The shrill regains 5 hit points at the start of its turn, as long as there is at least one other shrill within 30 feet. If there are no shrill within range, this trait doesn't function at the start of the shrill's next turn. The shrill only dies if it starts it turn with 0 hit points and doesn't regenerate.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d8 + 1) slashing damage.

CONSTRICTING SHRILL

This shrill has the ability to render its prey unconscious, for later consumption. When this shrill is introduced to the hive, nearby shrill also gain this ability.

CONSTRICTING SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3, Hide +6
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Constricting Hive Aura. All other friendly shrill within 60 feet gain the *Constrict* attack Action.

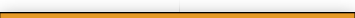
Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

Constrict. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 2) bludgeoning damage and the target is grappled (Escape DC 13). If the grapple is successful, the target must make a DC 14 Constitution saving throw, taking 5 (2d4) psychic damage on a failed save, or half as much damage on a successful one. If the psychic damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

Crypt Shrill

This shrill has a spark of divine magic after a brush with undeath. When this shrill is introduced to the hive, nearby shrill also gain a minor divine spellcasting ability.



Crypt Shrill

Small monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+3)	12 (+1)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Crypt Hive Aura. All other friendly shrill within 60 feet learn the Spare the Dying cantrip, and can cast it as a 1st level spell caster using Intelligence as their spellcasting ability.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 14). The shrill can innately cast the following spells, requiring no material components:

- At Will: Spare the Dying
- 1/day each: Arms of Hadar, Healing Word

Actions

Talon. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit 5 (1d8 + 1) slashing damage.



Crystalline Shrill

This shrill's crest has a very unique crystalline structure and its body has a slight transparency to it. It is resistant to magic and has access to illusion and enchantment magic. When this shrill is introduced to the hive, nearby shrill gain this magical resistance.



Crystalline Shrill

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Crystalline Hive Aura. All other friendly shrill within 60 feet have advantage on saving throws against spells and other magical effects.

Magic Resistance. The shrill has advantage on saving throws against spells and other magical effects.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: Vicious Mockery, Mage Hand
- 5/day each: Hold Person
- 3/day each: Hypnotic Pattern
- 1/day each: Greater Invisibility

Actions

Multitattack. The shrill makes two talon attacks.

Talon. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit 12 (2d8 + 3) slashing damage.

Reactions

Spell Reflection. If the shrill makes a successful saving throw against a spell, or a spell attack misses, the shrill can choose another creature (including the spellcaster) is can see within 30 feet of it. The spell targets the chosen creature instead of the shrill. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.



DEMENTIA SHRILL

Large monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	22 (+6)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Dementia Hive Aura. All other friendly shrill within 60 feet gain the *Draining Attacks* ability.

Draining Attacks. When the shrill successfully hits a creature with its *Talon* attack, the creature must make a successful DC 16 Wisdom saving throw. On a failed save, the target forgets 1d4 spells that it has prepared for that day. If the target doesn't prepare spells, it forgets one of the languages it knows for 1 hour.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 18, +9 to hit with spell attacks), and is considered an 11th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Vicious Mockery*, *Message*, *Prestidigitation*
- 5/day each: *Dissonant Whispers*, *Silent Image*
- 3/day each: *Silence*
- 1/day each: *Hypnotic Pattern*

Actions

Multitask. The shrill makes two talon attacks.

Talon. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit* 16 (3d8 + 3) slashing damage and 9 (1d6 + 6) psychic damage.

Legendary Actions

The shrill 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 shrill regains spent legendary actions at the start of its turn.

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

Cantrip. The shrill casts a cantrip.

Talon Attack ((Costs 2 Actions)). The shrill makes one talon attack.

DIFFUSION SHRILL

DIFFUSION SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Diffusion Hive Aura. All other friendly shrill within 60 feet gain the Diffuse Spell feature.

Magic Resistance. The shrill has advantage on saving throws against spells and other magical effects.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Shocking Grasp*, *Mage Hand*
- 5/day each: *Magic Missile*
- 3/day each: *Dispel Magic*
- 1/day each: *Phantasmal Killer*

Actions

Multitack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

Reactions

Diffuse Spell (Recharge 5-6). The shrill can innately cast Counterspell at will as a 4th level spell.

ESSENCE SHRILL

ESSENCE SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Essence Hive Aura. All other friendly shrill within 60 feet gain the Essence of the Hive feature.

Essence of the Hive. Whenever another shrill within 30 feet regains hit points, this shrill gains 1 hit point for every 3 hit points gained.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Sacred Flame*, *Light*
- 5/day each: *Bless*, *Guiding Bolt*, *Healing Word*
- 3/day each: *Calm Emotions*, *Lesser Restoration*
- 1/day each: *Mass Healing Word*

Actions

Multitack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

EYESTALK SHRILL

EYESTALK SHRILL

Large monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Eyestalk Hive Aura. All other friendly shrill within 60 feet sprout two eyestalks, and gain the Eye Rays action.

Actions

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit 16 (3d8 + 3) slashing damage.

Eye Rays. The shrill shoots up to two of the following magical eye rays at one or two creatures it can see within 60 feet of it. It can use each ray only once on a turn.

- 1.) Confusion Ray. The target must succeed on a DC 15 Wisdom saving throw, or it can't take reactions until the end of its next turn. on its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
- 2.) Paralyzing Ray. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.
- 3.) Fear Ray. The target must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. the target can repeat the saving throw at the end of each of its turns, with disadvantage if a shrill is visible to the target, ending the effect on itself on a success.
- 4.) Wounding Ray. The target must succeed on a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.
- Spell Reflection. If the shrill makes a successful saving throw against a spell, or a spell attack misses, the shrill can choose another creature (including the spellcaster) is can see within 30 feet of it. The spell targets the chosen creature instead of the shrill. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Reactions

FIREWAKE SHRILL

FIREWAKE SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Ammor Class 11 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	14 (+2)	22 (+6)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Firewake Hive Aura. All other friendly shrill within 60 feet gain the ability to innately cast the *Immolating Blast* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Green-Flame Blade*, *Immolating Blast*, *Produce Flame*
- 5/day each: *Absorb elements*
- 3/day each: *Aganazzar's scorcher*
- 1/day each: *Fireball*

Actions

Multitattack. The shrill makes two talon attacks.

Tallem. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

FRENETIC SHRILL

FRENETIC SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Ammor Class 13 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Frenetic Hive Aura. All other friendly shrill within 60 feet gain the *Frenetic Dissociation* ability.

Frenetic DissociationAt the beginning of this creature's turn, roll a d6. On a roll of between 2 and 6, the shrill enters the Ethereal Plane from the Material Plane. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane. At the beginning of the creature's next turn, it re-enters the Material Plane from the Ethereal Plane. On a roll of 1, the creature explodes in a 10-foot radius force blast. Each creature in that area must make a DC 12 Dexterity saving throw. On a failed save, it takes 7 (2d6) force damage + 1 force damage for each shrill within 30 feet, or half as much on a successful one.

Actions

Multitattack. The shrill makes two talon attacks.

Tallem. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) slashing damage.

FUNGUS SHRILL

The instinctual nature of the fungus shrill also seems to have been mimicked, as shrill will claw at each other in order to encourage growth whenever the fungus breed is present.

FUNGUS SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Armor Class 16 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	3 (-4)

Damage Vulnerability fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Fungus Hive Aura. All other friendly shrill within 60 feet gain the *Fungal Growth* ability.

Fungal Growth. When the shrill takes damage from an attack, it gains a +1 bonus to attack rolls, damage rolls, and AC (to a maximum of +5). If the shrill hasn't been attacked by a hostile creature since its last turn or taken damage since then, the bonus fades.

Hive Regeneration. The shrill regains 5 hit points at the start of its turn, as long as there is at least one other shrill within 60 feet. If there are no shrill within range, this trait doesn't function at the start of the shrill's next turn. The shrill only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

Animating Spores (3/day). The shrill targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse and it forms a protective chrysalis. In 1 hour, the corpse emerges from the chrysalis as a newly formed Shrill Broodling.

FURY SHRILL

FURY SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Fury Hive Aura. All other friendly shrill within 60 feet grow a second Talon and gain the *Multiattack* action. The shrill can now make two talon attacks, using the attack action. If it already has the *Multiattack* action, it can now make one additional attack. (The bonus from this hive aura may stack to a maximum of twice. Granting *Multiattack* and one additional attack, or two additional attacks)

Rampage. When the shrill reduces a creature to 0 hit points with a melee attack on its turn, the shrill can take a bonus action to move up to half its speed and make a talon attack.

Actions

Multiattack. The shrill makes three talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) slashing damage.

GEMHIDE SHRILL

GEMHIDE SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Crystalline Carapace. When the shrill is the target of a 1st level or greater spell or magical ability, it regains one daily use of a spell it is able to cast, for each level beyond 1st.

Gemhide Hive Aura. All other friendly shrill within 60 feet gain the *Crystalline Carapace* ability.

Repelling Blast. When the shrill hits a creature with *Eldritch Blast*, it can push the creature up to 10 feet away from it in a straight line.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and is considered a 3rd level spell caster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Dancing Lights*, *Eldritch Blast*
- 3/day each: *Faerie Fire*, *Shield*
- 1/day each: *Mirror Image*

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage.

GROUNDSHAKER SHRILL

GROUNDSHAKER SHRILL

Large monstrosity (shapechanger, shrill), unaligned

Armor Class 15 (Natural)
Hit Points 126 (12d10 + 60)
Speed 15 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	20 (+5)	10 (+0)	8 (-1)	3 (-4)

Skills Survival +5
Condition Immunities frightened, prone
Senses tremorsense 120 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Groundshaker Hive Aura. All other friendly shrill within 60 feet gain the *Standing Leap* ability and the *Deadly Leap* action, and use their *Talon* damage instead.

Standing Leap. The shrill's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Tunneller. The shrill can burrow through solid rock at half its burrow speed and leaves a 8-foot-diameter tunnel in its wake.

Actions

Multitack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 20 (3d8 + 8) slashing damage.

Deadly Leap. If the shrill jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (3d6 + 8) bludgeoning damage plus 18 (3d6 + 8) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the shrill's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the shrill's space.

HARMONIC SHRILL

HARMONIC SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

~~Ammor Class~~ 13 (Natural)
~~Hit Points~~ 55 (10d8 + 10)
~~Speed~~ 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

~~Skills~~ Perception +3
~~Condition Immunities~~ frightened, prone
~~Senses~~ tremorsense 60 ft., passive Perception 9
~~Languages~~ telepathy 60 ft.
~~Challenge~~ 2 (450 XP)

~~Hammonic Hive Aura.~~ All other friendly shrill within 60 feet gain the *Mimicry* and *Sneak Attack* abilities.

~~Mimicry.~~ The shrill can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

~~Sneak Attack (1/Turn).~~ The shrill deals an extra 3 (1d6) damage when it hits a target with a talon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the shrill that isn't incapacitated and the shrill doesn't have disadvantage on the attack roll.

Actions

~~Talon.~~ *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage.

~~Hive Recklessness (Recharge 5-6).~~ The shrill can perform a song during combat to improve the effectiveness of nearby shrill. This song requires Concentration up to 1 minute. All friendly shrill within 10 feet have advantage on talon attack rolls, but attack rolls against them also have advantage.

HUNTER SHRILL

HUNTER SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

~~Ammor Class~~ 15 (Natural)
~~Hit Points~~ 75 (10d8 + 30)
~~Speed~~ 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

~~Skills~~ Perception +3
~~Condition Immunities~~ frightened, prone
~~Senses~~ tremorsense 60 ft., passive Perception 9
~~Languages~~ -
~~Challenge~~ 2 (450 XP)

~~Hunter Hive Aura.~~ All other friendly shrill within 60 feet gain the *Taunt* bonus action.

~~Hive Lure.~~ When the shrill makes a successful attack, all friendly shrill within 5 feet of the target who can see the shrill can choose to make an attack against the same target as a reaction with disadvantage.

Actions

~~Multiattack.~~ The shrill makes two talon attacks.

~~Talon.~~ *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) slashing damage.

Bonus Actions

~~Taunt (2/day).~~ The shrill targets one creature within 30 feet of it. If the target can hear or see the shrill, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the target's next turn.

LEECHING SHRILL

LEECHING SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Leeching Attacks. Whenever the shrill deals damage to another creature with a weapon attack, the shrill regains 1 hit point, and the target's maximum hit points are reduced by 1. This reduction lasts until the creature finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

Leeching Hive Aura. All other friendly shrill within 60 feet gain the *Leeching Attacks* trait.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (1d8 + 2) slashing damage.

LURKING SHRILL

LURKING SHRILL

Large monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d10 + 20)
Speed 15 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	8 (-1)	3 (-4)

Skills Survival +5
Condition Immunities frightened, prone
Senses tremorsense 120 ft., passive Perception 9
Languages -
Challenge 4 (1,100 XP)

Earth Glide. The shrill can burrow through nonmagical, unworked earth and stone. While doing so, the shrill doesn't disturb the material it moves through.

Lurking Hive Aura. All other friendly shrill within 60 feet gain the *Subterranean Spikes* action, and use their *Talon* damage instead.

Tunneler. The shrill can burrow through solid rock at half its burrow speed and leaves a 8-foot-diameter tunnel in its wake.

Actions

Multiattack. The shrill makes three subterranean spike attacks.

Subterranean Spikes (while burrowed). Spikes shoot up from the ground and extend outward in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 17 (3d8 + 4) piercing damage on a failed save, or half as much on a successful one.

Drag Winder (while burrowed). If the shrill moves within 5 feet of a creature during its turn, it can use its action to pull a Medium or smaller creature 10 feet underground. The creature must make a DC 14 Dexterity save, or they are pulled underground becoming restrained by the earth surrounding it. A creature that needs air to breathe must use its action to try and escape, by making a DC 14 Strength saving throw. On a success, the creature escapes, is prone, and has disadvantage on attack rolls until the end of its next turn. On a failure, the creature suffers 1 level of exhaustion, and the escape DC increases by +1.

LYMPH SHRILL

LYMPH SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 16 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	3 (-4)

Damage Vulnerability fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Lymph Hive Aura. All other friendly shrill within 60 feet gain the *Hive Absorption* trait.

Hive Absorption. When the shrill takes damage from a source, it regains 1 hit point for each other friendly shrill within 30 feet.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Spare the Dying*, *Resistance*
- 5/day each: *Healing Word*
- 3/day each: *Lesser Restoration*
- 1/day each: *Mass Healing Word*

Actions

Multitask. The shrill makes two talon attacks.
Talon. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

Bonus Action

Hive Protection (Recharge 5-6). The shrill can cast the *Shield* spell as a bonus action targeting itself or a friendly shrill it can see within 30 feet.

MAGMA SHRILL

MAGMA SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Magma Hive Aura. All other friendly shrill within 60 feet learn the *Erupting Blast* reaction.

Actions

Multitask. The shrill makes two talon attacks.
Talon. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) slashing damage.
Fire Breath (Recharge 5-6). The shrill exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw. On a failed save, it takes 17 (5d6) fire damage + 1 fire damage for each shrill within 30 feet, or half as much damage on a successful one.

Reactions

Erupting Blast. When the shrill is being damaged, or sees another shrill is being damaged, by another creature. The shrill can charge the target, and reduce its HP to 0 while doing so. Turning into a molten ball of energy flying at the target. The creature must make a DC 14 Dexterity saving throw. On a failed save, it takes 19 (3d12) fire damage + 2 (1d4) fire damage for each shrill within 30 feet, or half as much damage on a successful one.

MINDWHIP SHRILL

MINDWHIP SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Ammor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	18 (+4)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities charmed, frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Mindwhip Hive Aura. All other friendly shrill within 60 feet gain the Mindwhip feature.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Chill Touch*, *Vicious Mockery*
- 5/day each: *Hex*
- 3/day each: *Enthrall*
- 1/day each: *Fear*

Actions

Multitattack. The shrill makes two talon attacks and one mindwhip attack.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

Mindwhip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit* 7 (2d6) necrotic damage and 7 (2d6) psychic damage and the target must make a DC 15 Intelligence saving throw. On a failed save, the target loses 1d4 spell slot levels. Thus, on a roll of 4, the target loses one 4th level spell slot, or a 3rd level spell slot and a 1st level spell slot, or two 2nd level spell slots, or four 1st level spell slots.

MISTFORM SHRILL

MISTFORM SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Ammor Class 13 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances fire
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Adhesive (Object Form Only). he shrill adheres to anything that touches it. A Huge or smaller creature adhered to the shrill is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the shrill remains motionless, it is indistinguishable from an ordinary object.

Mistform Hive Aura. All other friendly shrill within 60 feet gain the *Shapechanger*, *Adhesive*, and *False Appearance* traits. Also, their *Talon* attack gains the following: ***On Hit:*** If the shrill is in object form, the target is subjected to its *Adhesive* trait.

Shapechanger. The shrill can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage. If the shrill is in object form, the target is subjected to its *Adhesive* trait.

MUSCLE SHRILL

MUSCLE SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 59 (6d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Muscle Hive Aura. All other friendly shrill within 60 feet gain +1 bonus to attack and damage rolls, and +1 to AC. (The bonus from this hive aura may stack to a maximum bonus of +5)

Actions

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 10 (1d8 + 5) slashing damage.

NECROTIC SHRILL

NECROTIC SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	18 (+4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 3 (700 XP)

Necrotic Hive Aura. All other friendly shrill within 60 feet gain the *Death Grip* action, with a save DC of 13, and the ability to innately cast the *Necrotic Tendril* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Necrotic Tendril*, *Chill Touch*
- 5/day each: *False Life*
- 3/day each: *Ray of Enfeeblement*
- 1/day each: *Animate Dead*

Actions

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

Death Grip. Whenever the shrill's *Necrotic Tendril* attack roll exceeds the target's armor class by 5 or more, the target must succeed on a DC 16 Constitution saving throw or take 16 (3d10) necrotic damage and become poisoned for 1 minute.

OPALINE SHRILL

OPALINE SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Ammor Class 14 (Natural)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	18 (+4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 3 (700 XP)

Opaline Hive Aura. All other friendly shrill within 60 feet gain the *Shimmering Crest* trait, and the ability to innately cast the *Light* cantrip at will, with a duration of 1 minute and a spell save DC of 13.

Shimmering Crest. When a creature that can see the front of the shrill's head starts its turn within 15 feet of the shrill and in an area of bright light, the shrill can force it to make a DC 13 Constitution saving throw if the shrill isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the shrill until the start of its next turn, when it can avert its eyes again. If the creature looks at the shrill in the meantime, it must immediately make the save.

If the shrill sees itself reflected on a polished surface within 15 feet of it and in an area of bright light, the shrill is, due to its curse, affected by its own gaze

Actions

Tailam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 10 (2d8 + 1) slashing damage.

Daylight (Recharge 6). The shrill innately casts the *Daylight* spell, as a 3rd level spell, with a duration of 1 minute.

Oozing Shrill

Oozing Shrill

Medium monstrosity (shapechanger, shrill),
unaligned

Ammor Class 9 (Natural)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	16 (+3)	9 (-1)	10 (+0)	7 (-2)

Damage Immunities lightning, slashing
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 10
Languages -
Challenge 2 (450 XP)

Amorphous. The shrill can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the shrill remains motionless, it is indistinguishable from an oily pool or wet rock.

Oozing Hive Aura. All other friendly shrill within 60 feet gain the *Split* reaction.

Actions

Tailam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 2) slashing damage.

Reactions

Split. When a shrill that is Medium or larger is subjected to lightning or slashing damage, it splits into two new shrill if it has at least 10 hit points. Each new shrill has hit points equal to half of the original shrill's, rounded down. New shrill are one size smaller than the original shrill.

PLAGUE SHRILL

PLAGUE SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Ammor Class 11 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	14 (+2)	22 (+6)	8 (-1)	3 (-4)

Skills Perception +3
Damage Resistances poison
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Plague Hive Aura. All other friendly shrill within 60 feet gain the ability to innately cast the *Noxious Cloud* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Noxious Cloud*, *Poison Spray*
- 5/day each: *Ray of Sickness*
- 3/day each: *Misty Step*
- 1/day each: *Stinking Cloud*

Actions

Multitattack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

PSIONIC SHRILL

PSIONIC SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Ammor Class 13 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Ethereal Talon. The shrill transforms its talon into psionic energy. Attacks made with the shrill's talon require no attack roll. Instead, the target must make a DC 13 Dexterity saving throw. On a failed save, the target takes the attack's normal damage and suffers any additional effects. On a successful save, the target takes half damage from the attack, but suffers no additional effects that would normally be imposed on a hit.

Magical Weapons. The shrill's weapons attacks are magical.

Psionic Hive Aura. All other friendly shrill within 60 feet gain the *Ethereal Talon* feature.

Actions

Talon. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage.

Mind Thrust (Recharge 5-6). As an action, the shrill blasts psychic energy at one creature that it can see within 5 feet. The target must succeed on an Intelligence saving throw DC 13 or take 10 (2d6 + 3) psychic damage. If the target takes any of this damage, the shrill can push it up to 10 feet away.

QUILLED SHRILL

QUILLED SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Ammor **Class** 15 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	12 (+1)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Quilled Hive Aura. All other friendly shrill within 60 feet gain the *Barbed Quill* bonus action.

Quill Burst (Recharge 5-6). The shrill may cast the *Hail of Thorns* spell at will, and can cast it as a 2nd level spell, with a spell save DC of 13.

Actions

Talon. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 5 (1d8) slashing damage.

Bonus Action

Barbed Quill. *Ranged Weapon Attack:* +5 to hit, range 20/60, one target. *Hit* 7 (1d6 + 3) piercing damage.

REFLEX SHRILL

REFLEX SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Ammor **Class** 18 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	16 (+3)	10 (+0)	3 (-4)

Skills Acrobatics +9
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Reflex Hive Aura. All other friendly shrill within 60 feet gain advantage on Dexterity saving throws, and gain an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, or Hide action. (The bonus from this Hive Aura does not stack)

Primaldial Reflexes. The shrill has advantage on Dexterity saving throws, and gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, or Hide action, or saved for the Opportunity Attack reaction.

Creatures within 5 feet of the shrill provoke opportunity attacks from it even if they take the Disengage action before leaving its reach.

When a creature within 5 feet of the shrill makes an attack against another shrill, this shrill can use its reaction to make a talon attack against the attacking creature.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ‘ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

Teleport (Recharge 4-6). The shrill magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the shrill can make one talon attack.

RUST SHRILL

RUST SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Rust Hive Aura. All other friendly shrill within 60 feet gain the *Rust Metal* feature, and the *Corrosive Touch* action.

Rust Metal. Any nonmagical weapon made of metal that hits the shrill corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the shrill is destroyed after dealing damage.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 2) slashing damage.

Corrosive Touch. The shrill corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the shrill's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rests as described in the *Rust Metal* feature.

SHADOW SHRILL

SHADOW SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	14 (+2)	8 (-1)	3 (-4)

Skills Perception +3, Hide +5
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Shadow Hive Aura. All other friendly shrill within 60 feet gain the *Darkness Aura* feature.

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 2) slashing damage.

Darkness Aura (Recharge 6). A 15-foot radius of magical darkness extends out from the shrill, moves with it, and spreads around corners. The darkness lasts as long as the shrill maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

SIDEWINDER SHRILL

SIDEWINDER SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

~~A~~rmor Class 15 (Natural)
~~H~~it Points 39 (6d8 + 12)
~~S~~peed 30 ft.

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

~~S~~kills Perception +3
~~C~~ondition Immunities frightened, prone
~~S~~enses tremorsense 60 ft., passive Perception 9
~~L~~anguages -
~~C~~hallenge 1 (200 XP)

~~Sidewinder Hive Aura.~~ All other friendly shrill within 60 feet gain the *Hive Tactics* feature.

~~Hive Tactics.~~ The shrill has advantage on an attack roll against a creature if at least one other shrill is within 5 feet of the creature and the shrill isn't incapacitated.

Actions

~~Tallem.~~ *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 2) slashing damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

SPECTRAL SHRILL

SPECTRAL SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

~~A~~rmor Class 18 (Natural)
~~H~~it Points 91 (14d8 + 28)
~~S~~peed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	12 (+1)	14 (+2)	3 (-4)

~~S~~kills Acrobatics +9
~~C~~ondition Immunities frightened, prone
~~S~~enses tremorsense 60 ft., passive Perception 12
~~L~~anguages -
~~C~~hallenge 3 (700 XP)

~~Consume Life.~~ As a bonus action, the shrill can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the shrill regains 7 (2d6) hit points + 1 hit points for every shrill within 30 feet.

~~Incorporeality.~~ Any creature has disadvantage on attack rolls against this shrill.

~~Incorporeal Movement.~~ The shrill can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

~~Spectral Hive Aura.~~ All other friendly shrill within 60 feet gain the *Incorporeality* and *Incorporeal Movement* traits.

Actions

~~Tallem.~~ *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

~~Invisibility.~~ The shrill becomes invisible until it attacks or uses its *Consume Life*, or until its concentration ends (as if concentrating on a spell).

SPINNERET SHRILL

SPINNERET SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

~~A~~rmor Class 16 (Natural)
~~H~~it Points 55 (10d8 + 10)
~~S~~peed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	12 (+1)	8 (-1)	3 (-4)

~~S~~kills Perception +3
~~C~~ondition Immunities frightened, prone
~~S~~enses tremorsense 60 ft., passive Perception 9
~~L~~anguages telepathy 60 ft.
~~C~~hallenge 2 (450 XP)

~~S~~pider Climb. The shrill can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

~~S~~pinnet Hive Aura. All other friendly shrill within 60 feet gain the *Spider Climb* feature and *Web* action.

~~W~~eb Walker. The spider ignores movement restrictions caused by webbing.

Actions

~~T~~ail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 9 (2d6 + 2) slashing damage, and the target must make a DC 13 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much on a successful one.

~~W~~eb (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

SYNAPSE SHRILL

SYNAPSE SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

~~A~~rmor Class 13 (Natural)
~~H~~it Points 55 (10d8 + 10)
~~S~~peed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

~~S~~kills Perception +3
~~C~~ondition Immunities frightened, prone
~~S~~enses tremorsense 60 ft., passive Perception 9
~~L~~anguages telepathy 60 ft.
~~C~~hallenge 2 (450 XP)

~~S~~ynapse Hive Aura. All other friendly shrill within 60 feet gain the ability to innately cast the *Mind Stab* cantrip at will, and can cast it as a 1st level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

~~S~~pellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and is considered a 3rd level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Mind Stab*
- 3/day each: *Charm Person*, *Suggestion*

Actions

~~T~~ail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 8 (2d6 + 1) slashing damage.

TELEKINETIC SHRILL

TELEKINETIC SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 13 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	3 (-4)

Skills Perception +3
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages telepathy 60 ft.
Challenge 2 (450 XP)

Telekinetic Hive Aura. All other friendly shrill within 60 feet gain the ability to innately cast the *Hold Person* spell once per day, and can cast it as a 2nd level spell, with a spell save DC of 13, requiring no material components.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks), and is considered a 3rd level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Mage Hand*
- 3/day each: *Dissonant Whispers*, *Hold Person*

Actions

Talon. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 7 (2d6) slashing damage.

TOXIN SHRILL

TOXIN SHRILL

Medium monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 55 (10d8 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+2)	3 (-4)

Skills Perception +3
Damage Resistances poison
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Toxin Hive Aura. All other friendly shrill within 60 feet Talon attack now becomes poisonous. It gains: **On Hit:** The target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage + 1 poison damage for every shrill within 30 feet on a failed save, or half as much damage on a successful one.

Actions

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) slashing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage + 1 poison damage for every shrill within 30 feet on a failed save, or half as much damage on a successful one.

Toxic Cloud (Recharge 6). The shrill creates a 15-foot radius sphere of poisonous, yellow-green fog centered on a point it can see within 60 feet. The fog spreads around corners. It lasts until its concentration ends (as if concentrating on a spell), or until a strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the Toxic Cloud's area for the first time on a turn or starts its turn there, that creature must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage + 1 poison damage for every shrill within 30 feet on a failed save, or half as much on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

Two-Headed Shrill

Two-Headed Shrill

Large monstrosity (shapechanger, shrill), unaligned

~~Ammor~~ ~~Class~~ 15 (Natural)
~~Hit Points~~ 114 (12d10 + 48)
~~Speed~~ 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	18 (+4)	16 (+3)	10 (+0)	3 (-4)

~~Condition Immunities~~ frightened, prone
~~Senses~~ tremorsense 60 ft., passive Perception 10
~~Languages~~ -
~~Challenge~~ 4 (1,100 XP)

~~Multiple Heads.~~ The shrill has two heads. While it has more than one head, the shrill has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the shrill takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the shrill dies.

At the end of its turn, it grows two heads for each of its heads that died since last turn, unless it has taken fire damage since its last turn. The shrill regains 10 hit points for each head regrown in this way.

~~Reactive Heads.~~ For each head the shrill has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

~~Two-Headed Hive Aura.~~ All other friendly shrill within 60 feet gain the *Multiple Heads* and *Reactive Heads* traits, grow a second head, and maximum hit point total is increased by 10 hit points. Shrill that gain *Multiple Heads* in this way have a maximum of two heads.

Actions

~~Multitattack.~~ The shrill makes as many talon attacks as it has heads.

~~Talon.~~ *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit* 20 (3d8 + 8) slashing damage.

Vampiric Shrill

Vampiric Shrill

Medium monstrosity (shapechanger, shrill), unaligned

~~Ammor~~ ~~Class~~ 13 (Natural)
~~Hit Points~~ 85 (10d8 + 40)
~~Speed~~ 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	16 (+3)	12 (+2)	3 (-4)

~~Skills~~ Perception +3
~~Damage Resistances~~ necrotic
~~Damage Vulnerabilities~~ radiant
~~Condition Immunities~~ frightened, prone
~~Senses~~ tremorsense 60 ft., passive Perception 12
~~Languages~~ -
~~Challenge~~ 2 (450 XP)

~~Regeneration.~~ The shrill regains 5 hit points at the start of its turn if it has at least 1 hit point. If the shrill takes radiant damage, this trait doesn't function at the start of the shrill's next turn. The shrill only dies if it starts its turn with 0 hit points and doesn't regenerate.

~~Vampiric Attacks.~~ Whenever the shrill deals damage to another creature with a weapon attack, it regains 1 hit point for every 2 points of damage dealt.

~~Vampiric Hive Aura.~~ All other friendly shrill within 60 feet gain the *Vampiric Attacks* trait.

Actions

~~Talon.~~ *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) slashing damage plus 3 (1d6) necrotic damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the shrill regains hit points equal to that amount. The reduction lasts until the target finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

WARD SHRILL

WARD SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Armor Class 13 (Natural)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	22 (+6)	14 (+2)	3 (-4)

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons
Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 12
Languages -
Challenge 3 (700 XP)

Ward Hive Aura. All other friendly shrill within 60 feet gain the ability to innately cast the *Lingering Radiance* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Lingering Radiance*, *Resistance*
- 5/day each: *Shield of Faith*
- 3/day each: *Warding Bond*
- 1/day each: *Glyph of Warding*

Actions

Multitattack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 11 (2d8 + 2) slashing damage.

WINGED SHRILL

WINGED SHRILL

Medium monstrosity (shapechanger, shrill),
unaligned

Armor Class 14 (Natural)
Hit Points 39 (6d8 + 12)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	8 (-1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Flyby. The shrill doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Winged Hive Aura. All other friendly shrill within 60 feet sprout wings, and gain a fly speed of 30 feet

Actions

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 2) slashing damage.

Wing Buffet. The shrill beats its wings. Each creature within a 15 foot cone must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 9 (2d6 + 2) bludgeoning damage and is knocked prone.

GREATER SHRILL

SHRILL HIVELORD

When the hive needs to fend off a serious threat, the queen sends out a Shrill Hivelord aided by a large swarm of shrill. This is a serious force to be reckoned with. Cities that have hired Adventurers to go after hunting parties, reducing the hive's food supply, or damaging the main hive or a remote colony are prime targets for such an assault.

A SHRILL HIVELORD'S LAIR

The Shrill Hivelord is more opportunistic, choosing a location to establish a forward base close to a large threat to the shrill hive, such as abandoned caves, or occupied goblin or kobold warrens, as their nesting sites.

LAIR ACTIONS

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

SHRILL HIVELORD

Huge monstrosity (shapechanger, shrill), unaligned

Armor Class 16 (Natural)
Hit Points 147 (14d12 + 56)
Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	16 (+3)	12 (+1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 13
Languages telepathically communicate with other shrill within 120 feet
Challenge 12 (8,400 XP)

Hivelord Hive Aura. All other friendly shrill within 60 feet gain the *Hive Endurance* trait.

Hive Endurance (Recharge 5-6). When the shrill is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead.

Reactive Carapace. Any time the shrill is targeted by a melee weapon attack, ranged weapon attack, *magic missile* spell, or a spell that requires a ranged attack roll, roll a d12. On a roll of 1 to 3, the shrill is unaffected. Otherwise, the shrill is affected as normal.

Actions

Multitack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 20 (3d10 + 4) slashing damage.

Invigorate Hive (Recharge 5-6). Each shrill within 30 feet, not already invigorated, gains advantage on attack rolls until the start of the Shrill Hivelord's next turn.

Legendary Actions

The shrill 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 shrill regains spent legendary actions at the start of its turn.

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

Talon. The shrill makes one talon attack.

Hive Control (Costs 2 actions). The shrill chooses 2 shrill that are within 30 feet. The chosen shrill can move up to half their movement speed and make one talon attack.

YOUNG SHRILL HIVELORD

YOUNG SHRILL
HIVELORD

Large monstrosity (shapechanger, shrill), unaligned

Armor Class 14 (Natural)
Hit Points 119 (14d10 + 42)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 13
Languages telepathically communicate with other shrill within 120 feet
Challenge 4 (1,100 XP)

Hiveland/Hive Aura. All other friendly shrill within 60 feet gain the *Hive Endurance* trait.

Hive Endurance (Recharge 6). When the shrill is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead.

Reactive Carapace, lesser (Recharge 6). Any time the shrill is targeted by a melee weapon attack, ranged weapon attack, *magic missile* spell, or a spell that requires a ranged attack roll, roll a d12. On a roll of 1 to 3, the shrill is unaffected. Otherwise, the shrill is affected as normal. On a roll of 1, this ability recharges.

Actions

Multitask. The shrill makes two talon attacks.

Talon. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit* 15 (3d8 + 2) slashing damage.

YOUNG SHRILL OVERLORD

YOUNG SHRILL
OVERLORD

Large monstrosity (shapechanger, shrill), unaligned

Armor Class 15 (Natural)
Hit Points 133 (14d10 + 56)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	26 (+8)	16 (+3)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 13
Languages telepathically communicate with other shrill within 120 feet
Challenge 5 (1,800 XP)

Multiple Heads. The shrill has two heads. While it has more than one head, the shrill has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the shrill takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the shrill dies.

At the end of its turn, it grows one head for each of its heads that died since last turn. The shrill regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the shrill has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multitask. The shrill makes as many talon attacks as it has heads.

Talon. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 16 (3d8 + 3) slashing damage.

Call the Hive (7/day). The shrill overlord telepathically calls 5 (2d4) shrill drones; or 2 (1d4) shrill soldiers; or 1 evolved shrill (CR 1 - 2). The called shrill arrive in 3 (1d4 + 1) rounds, acting as allies of the sliver overlord and obeying its telepathic commands. The shrill remain for 1 hour, until the shrill overlord dies, or until the shrill dismisses them as a bonus action.

SHRILL OVERLORD

Shrill Overlords function as leaders of remote colonies as an extension of the Queen's influence on the hive. They have been known to usurp the Queen and claim the remote colony as their own hive.

SHRILL OVERLORD

Huge monstrosity (shapechanger, shrill), unaligned

Armor Class 18 (Natural)
Hit Points 184 (16d12 + 80)
Speed 30 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	26 (+8)	16 (+3)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 13
Languages telepathically communicate with other shrill within 120 feet
Challenge 14 (11,500 XP)

Multiple Heads. The shrill has four heads. While it has more than one head, the shrill has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the shrill takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the shrill dies.

At the end of its turn, it grows one head for each of its heads that died since last turn. The shrill regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the shrill has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Spellcasting. The shrill's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks), and is considered a 5th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Vicious Mockery*, *Charm Person*
- 5/day each: *Hold Person*
- 3/day each: *Dominate Person*
- 1/day each: *Mass Suggestion*

Actions

Multiattack. The shrill makes as many talon attacks as it has heads.

Talon. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 22 (3d10 + 6) slashing damage.

Call the Hive (1/day). The shrill overlord telepathically calls 10 (3d6) shrill broodlings; or 4 (1d8) shrill soldiers, and 2 (1d4) evolved shrill (CR 1 - 4). The called shrill arrive in 3 (1d4 + 1) rounds, acting as allies of the shrill overlord and obeying its telepathic commands. The shrill remain for 1 hour, until the shrill overlord dies, or until the shrill dismisses them as a bonus action.

Legendary Actions

The shrill 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 shrill regains spent legendary actions at the start of its turn.

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

Talon. The shrill makes one talon attack.

Hive Control (Costs 2 actions). The shrill chooses 2 (1d4) shrill that are within 30 feet. The chosen shrill can move up to half their movement speed and make one talon attack.

A SHRILL OVERLORD'S LAIR

The Shrill Overlord is drawn to strange magical environments or environments that are a hosts to strange creatures as their nesting sites, to further acclimate the hive to the world.

LAIR ACTIONS

On Initiative count 20(losing initiative ties) the shrill takes a lair action to cause one of the following affects; the shrill can't use the same effect two rounds in a row.

YOUNG SHRILL QUEEN

YOUNG SHRILL QUEEN

Large monstrosity (shapechanger, shrill), unaligned

Armor Class 15 (Natural)
Hit Points 168 (16d10 + 80)
Speed 25 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	18 (+4)	14 (+2)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 13
Languages telepathically communicate with other shrill within 120 feet
Challenge 6 (2,300 XP)

Hive Regeneration. The shrill regains 5 hit points at the start of its turn, as long as there is at least one other shrill within 60 feet. If there are no shrill within range, this trait doesn't function at the start of the shrill's next turn. The shrill only dies if it starts it turn with 0 hit points and doesn't regenerate.

Hive Tactics. The shrill has advantage on an attack roll against a creature if at least one other shrill is within 5 feet of the creature and the shrill isn't incapacitated.

Spawn Drones (Recharge 6). As a bonus action, the shrill deals 13 (2d12) necrotic damage to itself, and creates 2 (1d4) Shrill Drones from the wound. The drones appear in an unoccupied space within 10 feet of the creator, and acts as an ally of its creator.

Actions

Multitask. The shrill makes two talon attacks.

Talon. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit* 17 (3d8 + 4) slashing damage.

Engulfing Charge. The shrill moves at least 20 feet straight toward a Large or smaller creature and then enter its space, that target must succeed on a DC 16 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the shrill. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the shrill enters the creature's space, and the creature takes 14 (4d6) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 7 (2d6) psychic damage + 1 psychic damage for every shrill within 30 feet, at the start of each of the shrill's turns. When the shrill moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 16 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the shrill.

Reactions

Spawn Broodling. When the shrill reduces a creature's hit points to 0 while it's engulfed, the shrill can use its reaction to create 2 (1d4) Shrill Broodlings. The broodlings appear in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

SHRILL QUEEN

The Queen is the progenitor of a Shrill colony, whose sole function is the production of its members.

SHRILL QUEEN

Huge monstrosity (shapechanger, shrill), unaligned

Armor Class 18 (Natural)
Hit Points 270 (20d12 + 140)
Speed 25 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	24 (+7)	18 (+4)	16 (+3)	3 (-4)

Condition Immunities frightened, prone
Senses tremorsense 60 ft., passive Perception 13
Languages telepathically communicate with other shrill within 120 feet
Challenge 16 (15,000 XP)

Hive Regeneration. The shrill regains 10 hit points at the start of its turn, as long as there is at least one other shrill within 60 feet. If there are no shrill within range, this trait doesn't function at the start of the shrill's next turn. The shrill only dies if it starts its turn with 0 hit points and doesn't regenerate.

Hive Tactics. The shrill has advantage on an attack roll against a creature if at least one other shrill is within 5 feet of the creature and the shrill isn't incapacitated.

Spawn Drones (Recharge 5-6). As a bonus action, the shrill can create 4 (2d4) Shrill Drones. The drones appear in an unoccupied space within 10 feet of the creator, and acts as an ally of its creator.

Actions

Multitask. The shrill makes two talon attacks.

Talon. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit 24 (3d10 + 8) slashing damage.

Engulfing Charge. The shrill moves at least 20 feet straight toward a Huge or smaller creature and then enter its space, that target must succeed on a DC 21 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the shrill. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the shrill enters the creature's space, and the creature takes 28 (8d6) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 17 (5d6) psychic damage + 1 psychic damage for every shrill within 30 feet, at the start of each of the shrill's turns. When the shrill moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 21 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the shrill.

Reactions

Spawn Broodling. When the shrill reduces a creature's hit points to 0 while it's engulfed, the shrill can use its reaction to create 3 (1d6) Shrill Broodlings. The broodlings appear in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

Legendary Actions

The shrill can take 5 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 shrill regains spent legendary actions at the start of its turn.

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

Talon. The shrill makes one talon attack.

Spawn Harbinger (Costs 2 Actions). The shrill deals 26 (4d12) necrotic damage to itself, and creates one Shrill Harbinger from the wound. The harbinger appears in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

Hive Control (Costs 3 Actions). The shrill chooses 1d8 shrill that are within 30 feet. The chosen shrill can move up to half their movement speed and make one talon attack.

A Shrill Queen's Lair

The Shrill Queen likes to choose very hot environments to aid in shrill production, such as hollow active volcanoes or certain dragon lairs, as their nesting sites.

Lair Actions

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

- The shrill queen can target 3 (1d6) shrill broodlings or 2 (1d4) shrill harbingers that she can see within 120 feet of her, and force them to evolve into a shrill of her choosing, the evolution is accelerated and they emerge 2 rounds later.
- A tremor shakes the lair in a 60-foot radius around the shrill queen. Each creature other than a shrill on the ground in that area must make succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The shrill queen regains 25 (2d10 + 14) hit points.
- The shrill queen telepathically calls 10 (3d6) shrill broodlings; or 4 (1d8) shrill soldiers, and 2 (1d4) evolved shrill (CR 1 - 4). The called shrill arrive in 2 rounds, acting as allies of the shrill queen and obeying its telepathic commands. The shrill remain for 1 hour, until the shrill queen dies, or until the shrill dismisses them as a bonus action.

Regional Effects

- Intruder Alarm/Hive Stirrings
- Hidden sinkholes form in and around the shrill queen's lair. A sinkhole can be spotted from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise, the first creature to step on the thin crust covering the sinkhole must succeed on a DC 15 Dexterity saving throw or fall 1d6 x 10 feet into the sinkhole.

SHRILL LEGION

A shrill legion, is a nomadic hive of shrill. Constantly on the move, consuming everything in its path, perpetually evolving.

SHRILL LEGION

Gargantuan swarm of Medium monstrosities (shapechanger, shrill), unaligned

Armor Class 20 (Natural)
Hit Points 780 (40d20 + 360)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
35 (+12)	21 (+5)	28 (+9)	18 (+4)	16 (+3)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses tremorsense 120 ft., passive Perception 13
Languages telepathically communicate with other shrill within 120 feet
Challenge 30 (155,000 XP)

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

Legion Aura. All friendly shrill soldiers within 60 feet gain +5 bonus to attack and damage rolls, and +2 to AC.

Multiple Evolutions. The shrill legion has five evolved shrill within its mass. Roll three times on the Shrill Broodling Evolution chart, and twice on the Shrill Harbinger Evolution chart to determine what additional hive auras the shrill legion gains from these evolved shrill.

Whenever the shrill takes 75 or more damage in a single turn, one of its evolved shrill dies randomly.

At the end of its turn, it spawns two evolved shrill for each of its evolved shrill that it lost since last turn, unless it has taken fire damage since last turn. To determine what hive auras the shrill legion gains, roll 2d6 and count each die separately. On an odd roll, make a roll on the Shrill Broodling Evolution chart. On an even roll, make a roll on the Shrill Harbinger Evolution chart. The shrill regains hit points for each evolved shrill spawned in this way, based on the Temp HP column from the chart.

Swarm. The shrill can occupy another creature's space and vice versa, and the shrill can move through any opening large enough for a Medium monstrosity. The shrill can't gain temporary hit points.

Actions

Multiattack. The shrill makes five talon attacks. Alternatively, it can make three talon attacks and use its Engulfing Charge.

Talon. Melee Weapon Attack: +21 to hit, reach 5 ft., one target. Hit 28 (3d10 + 12) slashing damage.

Engulfing Charge. The shrill moves at least 20 feet straight toward a Huge or smaller creature and then enter its space, that target must succeed on a DC 25 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the shrill. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the shrill enters the creature's space, and the creature takes 28 (8d6) psychic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 17 (5d6) psychic damage + 1 psychic damage for every shrill within 30 feet, at the start of each of the shrill's turns. When the shrill moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 25 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the shrill.

Reactions

Spawn Soldier (Recharge 6). When the shrill reduces a creature's hit points to 0 while it's engulfed, the shrill can use its reaction to create 6 (1d12) Shrill Soldiers. The soldiers appears in an unoccupied space within 10 feet of its creator, and acts as an ally of its creator.

Legendary Actions

The shrill can take 5 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 shrill regains spent legendary actions at the start of its turn.

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

Talon. The shrill makes one talon attack.

Hive Control (Casts 3 Actions). The shrill chooses 1d8 shrill soldiers that are within 30 feet. The chosen shrill can move up to half their movement speed and make one talon attack.

SHRILL CONSTRUCTS

COMPOSITE SHRILL

COMPOSITE SHRILL

Medium construct (shapechanger, shrill), unaligned

Armor Class 16 (Natural)
Hit Points 85 (10d8 + 40)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	21 (+5)	10 (+0)	8 (-1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

Amplified Transformation. As a bonus action, the shrill can target one friendly metallic shrill it can see within 5 feet of it that is still alive. The target is consumed by the shrill, and dies. When a metallic shrill is consumed in this way, the shrill regains 9 (2d8) hit points, loses this ability, then roll a d6, on a roll of 1 - 4 it gains a hive aura from one of the shrill on the Shrill Broodling Evolution chart, on a roll of 5 - 6 it gains a hive aura from one of the shrill on the Shrill Harbinger Evolution chart. You may choose one, or roll. The new ability takes a number of rounds before it is fully functional, the number of rounds is determined by the *Rounds* column on the chart.

Living Construct. The shrill is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

Magical Weapons. The shrill's weapons attacks are magical.

Rotating Resistance. At the beginning of the shrill's turn, roll a d10 on the Composite Shrill Resistance chart. It gains resistance to that damage type until the start of its next turn.

Actions

Multitack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 13 (2d8 +4) slashing damage.

COMPOSITE SHRILL RESISTANCE

d10 Damage Type

- 1 Acid
- 2 Cold
- 3 Fire
- 4 Force
- 5 Lightning

d10 Damage Type

- 6 Necrotic
- 7 Poison
- 8 Psychic
- 9 Radiant
- 10 Thunder

FLOWSTONE SHRILL

FLOWSTONE SHRILL

Medium construct (shapechanger, shrill), unaligned

Armor Class 15 (Natural)
Hit Points 85 (10d8 + 40)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	10 (+0)	8 (-1)	3 (-4)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages -
Challenge 2 (450 XP)

Aggressive. As a bonus action, the shrill can move up to its speed toward a hostile creature.

Living Construct. The shrill is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

Magical Weapons. The shrill's weapons attacks are magical.

Reckless. At the start of its turn, the shrill can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multitack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 11 (2d6 +4) slashing damage.

METALLIC SHRILL

METALLIC SHRILL

Medium construct (shapechanger, shrill), unaligned

~~Ammor Class~~ 15 (Natural)
~~Hit Points~~ 60 (8d8 + 24)
~~Speed~~ 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	8 (-1)	3 (-4)

~~Condition Immunities~~ charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
~~Senses~~ darkvision 120 ft., tremorsense 60 ft., passive Perception 9
~~Languages~~ -
~~Challenge~~ 1 (200 XP)

~~Amorphous~~. The shrill can move through a space as narrow as 1 inch wide without squeezing.

~~Bottomless Stomach~~. The shrill can innately cast the Hoard Gullet cantrip at will, as a 5th level spell caster.

~~Living Construct~~. The shrill is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

~~Magical Weapons~~. The shrill's weapons attacks are magical.

Actions

~~Talon~~. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

NIM'S SHRILL

NIM'S SHRILL

Large construct (shapechanger, shrill), unaligned

~~Ammor Class~~ 17 (Natural)
~~Hit Points~~ 105 (10d10 + 50)
~~Speed~~ fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	20 (+5)	18 (+4)	8 (-1)	3 (-4)

~~Damage Immunities~~ fire
~~Damage Resistances~~ bludgeoning, piercing, and slashing from nonmagical weapons
~~Condition Immunities~~ charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
~~Senses~~ darkvision 120 ft., tremorsense 60 ft., passive Perception 9
~~Languages~~ -
~~Challenge~~ 4 (1,100 XP)

~~Fine Absorption~~. Whenever the shrill is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

~~Living Construct~~. The shrill is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

~~Magical Weapons~~. The shrill's weapons attacks are magical.

~~Magic Resistance~~. The shrill has advantage on saving throws against spells and other magical effects.

~~Spellcasting~~. The shrill's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks), and is considered a 8th level spellcaster. The shrill can innately cast the following spells, requiring no material components:

- At Will: *Fire Bolt*, *Grease*, *Mage Hand*
- 5/day each: *Tenser's Floating Disk*, *Witch Bolt*
- 3/day each: *Enlarge/Reduce*, *Invisibility*
- 1/day each: *Dispel Magic*, *Fireball*

Actions

~~Talon~~. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit* 16 (3d8 + 3) slashing damage.

The Shrill Engine is drawn to raw materials to fuel shrill production, such as mines, as their nesting sites.

Huge construct (shapechanger, shrill), unaligned

Armor Class 18 (Natural)
Hit Points 147 (14d10 + 70)
Speed 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	8 (-1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 9
Languages -
Challenge 12 (8,400 XP)

Living Construct. The shrill is immune to disease. It does not need to eat or breathe, but can ingest food and drink if it wishes.

Magical Weapons. The shrill's weapons attacks are magical.

Magic Resistance. The shrill has advantage on saving throws against spells and other magical effects.

Static Aura All friendly construct shrill within 60 feet gain the ability to innately cast the *Lightning Lure* cantrip at will, and can cast it as a 5th level spell, with spell save DC of 13.

Hive Assimilation. The shrill engine gains benefits based on the number of other friendly construct shrill within 60 feet:

- **4th to 7th** The shrill gains +2 to attack and damage rolls.
- **8th to 11th** The shrill gains +2 to AC, and one additional reaction each round.
- **12th to 15th** The shrill gains resistance to all forms of damage.

Multiattack. The shrill makes two talon attacks.

Talon. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit* 20 (3d8 + 7) slashing damage.

Shrillsmith (Rectangle 6). The shrill can create 4 (1d8) Metallic Shrill, 3 (1d6) Flowstone Shrill, or 2 (1d4) Composite Shrill. The shrill appear in an unoccupied space within 10 feet of the creator, and acts as an ally of its creator.

The shrill can take 5 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 shrill regains spent legendary actions at the start of its turn.

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

Talorn. The shrill makes one talon attack.

Consume ShriII ((Costs 2 Actions)). The shriII absorbs a nearby friendly metallic shriII, that is within 5 feet, into its body and regains 18 (4d8) hit points. Killing the metallic shriII in the process.

Hive Control ((Costs 3 Actions)). The shrill chooses 1d8 shrill that are within 30 feet. The chosen shrill can move up to half their movement speed and make one talon attack.

APPENDIX A: NEW MAGICAL STUFF

ARTIFACTS

HIVESTONE

Wondrous item, artifact (requires attunement)

When a *Shrill Queen* dies, there is still hope for the hive, for within her resides a *Hivestone*. A *Hivestone* is a hardened extra sensory organ that can only be found within the heart of a *Shrill Queen*. It amplifies the Queen's natural telepathic ability and solidifies her control over the hive. When a *Shrill Queen* is killed, a successful DC 23 Intelligence (Arcana) check will provide knowledge of the *Hivestone* and its location within the heart. These artifacts are sought out by powerful wizards who wish to control and manipulate the hive.

If the *Hivestone* remains undiscovered for 1d10 days, it calls out to nearby creatures within 40 miles. In 3d10 days, a creature will arrive and consume the artifact, 2d6 days later a new hive forms in a nearby location.

Any creature that tries to identify or attune to the artifact must make a DC 16 Intelligence saving throw. On a successful save, the creature takes 10d6 psychic damage. On a failed save, the creature is compelled to consume the artifact.

Each *Hivestone* contains a shrill hive consciousness, a presence that tries to grow, and consume its surroundings. It takes a powerful mind to remain in control over a *Hivestone*.

A creature attuned to the artifact must spend at least 30 days bonding with and studying it, during this time the creature must resist going insane. If successful, the creature has advantage on future saving throws made to resist the artifact.

While attuned to the artifact, whenever you use the *Call the Hive* or *Shrill Telepathy* abilities you must make a DC 16 Intelligence check. On a successful check, you control the artifact for as long as you are attuned to it. On a failed check, you take 10d6 psychic damage and go temporarily insane, afflicted with short-term madness, roll a d100 on the Short-Term Madness table in the *Dungeon Master's Guide* (page 259). If you fail this check more than twice within the span of 10 days, you become charmed by the artifact for as long as you remain attuned to it.

While you are charmed by the artifact, you can't voluntarily end your attunement to it, and the artifact casts *Suggestion* on you at will (save DC 18), urging you to seek out a lair site, build a nest, and consume the artifact transforming into a *Shrill Queen*.

However, if you end your attunement to the artifact or it is destroyed, the artifact will send out a distress call to all shrill within 40 miles and you lose control of any friendly shrill as they turn on you to for not being a true *Shrill Queen*.

Random Properties. The *Hivestone* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Call the Hive. While you control the *Hivestone*, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 180 miles. Shrill in range feel compelled to come to the *Hivestone* as soon as possible by the most direct route. Greater shrill such as a Shrill Queen hear the call though they are not compelled to follow it. Shrill drawn to the *Hivestone* might be hostile toward you for compelling them against their hive's will. Once you have used this property, it can't be used again for 1 hour.

Hive Dominance. Whenever an unfriendly shrill ends its turn within 10 feet of you, it must make a DC 14 Intelligence saving throw. On a failed save, it mistakes you for its queen and becomes friendly to you as long as you are attuned to the *Hivestone*.

Shrillsmith. After you spend the requisite amount of time studying the artifact, you learn a ritual to create your own shrill. You must gather at least 2500 gp worth of materials and spend at least 1 hour concentrating on the *Hivestone* to construct a *Metallic Shrill*. The shrill appears in an unoccupied space within 10 feet of the creator, and acts as an ally of its creator. Shrill created in this way remain friendly to you as long as you are attuned to the *Hivestone*. Once you have used this ability you cannot use it again until you finish a long rest.

Shrillspawn. After you spend the requisite amount of time studying the artifact, you learn a ritual to create your own shrill. You must spend at least 1 hour concentrating on the *Hivestone* and slay one living Medium or larger aberration, monstrosity, or humanoid spellcaster to construct a *Shrill Brooding*. The shrill appears in an unoccupied space within 5 feet of the sacrificed creature, and acts as an ally of its creator. Shrill created in this way remain friendly to you as long as you are attuned to the *Hivestone*. Once you have used this ability you cannot use it again until you finish a long rest.

Shrill Telepathy. While you control the *Hivestone*, you can magically command any friendly shrill within 1200 feet of you, using a limited telepathy. Additionally, as an action, you can target a friendly shrill within range to see through its eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses. While perceiving through the shrill's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings, unless at least one of friendly shrill is within 15 feet of you and the shrill isn't incapacitated.

Destroying the Stone. A *Hivestone* appears fragile but is impervious to most damage. If the artifact is consumed by a *Metallic Shrill*, it will transform into a *Shrill Engine*, and the artifact is destroyed in the process. If the artifact is consumed by any other creature, it will transform into a *Young Shrill Queen*. A *Shrill Queen* can consume the artifact to prevent a rival queen from building a hive in her territory, destroying it. The *Disintegrate* or *Wish* spell are the only other known ways to destroy the artifact.

When a *Hivestone* is destroyed in a way other than being consumed by a *Shrill Queen*, 1d8 new *Hivestones* appear each on a random plane throughout the multiverse 1d10 x 100 years later.

EXTAPLANAR ORB

Wondrous item, artifact (requires attunement by a spellcaster)

When the orb sits undisturbed in a location for a period of time it permeates a powerful magical aura that has a strange influence on minerals, plants and beasts nearby. Insects have a particular attraction to this magical aura.

Random Properties. The orb has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Magical Attunement. Whenever a spell is cast within a 30 foot radius of the orb, the caster must make a DC 15

Intelligence save. On a successful save, the spell is cast without consuming a spell slot. On a failed save, the orb regains 1 charge.

Orb's Desire.

Twin Spell. This orb has a maximum of 4 charges. When you cast a spell that targets only one creature and doesn't have a range of self, you can expend a number of charges equal to the spell's level to target a second creature in range with the same spell (1 charge if the spell is a cantrip).

This orb regains 1 charge daily at dawn. If you expend the last charge, roll a d20. On a 1, the orb bursts into shards and is destroyed. Everyone within a 20-foot radius must succeed on a DC 16 Dexterity saving throw or take 10d6 force damage.

Wish. While attuned to this orb, you can use your action to expend 1 charge and cast the *wish* spell from it. This property has 1d4 uses. The orb loses this property once all of its uses have been expended. When the orb loses this ability, roll a 1d8 on the Mirari Mishap Table.

Curse. This orb is cursed, and being attuned to it curses you until you are targeted by the remove curse spell or similar magic. As long as you remain cursed, you are unwilling to part with the orb, keeping it within reach at all times. Over time your worst nightmares become a part of your reality. It is up to the DM's discretion as to how this plays out in game (such as Long-Term Madness).

Destroying the Item.

SPILLS

- BARD**
CANTRIPS (0 LEVEL)
- Bewitching Force
 - Lingering Radiance
 - Mind Stab
 - Puppet Strike

- CLERIC**
CANTRIPS (0 LEVEL)
- Disrupt Undead
 - Lingering Radiance

- DRUID**
CANTRIPS (0 LEVEL)
- Cold Snap
 - Corrosive Blast
 - Crackling Thunder
 - Immolating Blast
 - Lingering Radiance
 - Noxious Cloud
 - Static Bolt

- SORCERER**
CANTRIPS (0 LEVEL)
- Cold Snap
 - Corrosive Blast

- Crackling Thunder
 - Immolating Blast
 - Noxious Cloud
 - Quick Mist
 - Static Bolt
- WARLOCK**
CANTRIPS (0 LEVEL)
- Bewitching Force
 - Eldritch Blade
 - Necrotic Tendril
 - Puppet Strike

- WIZARD**
CANTRIPS (0 LEVEL)
- Bewitching Force
 - Cold Snap
 - Corrosive Blast
 - Crackling Thunder
 - Eldritch Blade
 - Hoard Gullet
 - Immolating Blast
 - Mind Stab
 - Necrotic Tendril
 - Noxious Cloud
 - Quick Mist
 - Static Bolt

Bewitching Force
Enchantment cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 2 rounds.

You create a wave of magical energy directed at a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d4 force damage and the target must make a Wisdom saving throw, and does so with advantage.

On a failed save, the target is charmed by you for 2 rounds or until you or your companions do anything harmful to it. When the spell ends, the creature knows it was charmed by you.

This spell's force damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), 17th level (4d4).

Cold Snap
Evocation cantrip

Casting Time: 1 action
Range: Self (5-foot radius)
Components: S
Duration: Instantaneous

You create a momentary area of extreme cold around you. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

This spell's cold damage is increased by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Corrosive Blast
Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You shoot a sticky blob of acid at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the acid sticks to your target dealing 1d6 acid damage. At the beginning of the target's next turn, the target must make a Dexterity saving throw or take an additional 1d4 acid damage.

This spell's initial damage increases by 1d6 and secondary damage increases by 1d4 when you reach 5th level (2d6, 2d4), 11th level (3d6, 3d4), and 17th level (4d6, 4d4).

Crackling Thunder
Evocation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You create a small concussive burst of energy. Choose one creature within range, or two creatures within range that are within 5 feet of each other. A target must succeed on a Constitution saving throw or take 1d4 thunder damage, and is pushed 10 feet away from you.

This spell's thunder damage is increased by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Disrupt Undead
Necromancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You direct a ray of positive energy toward an undead creature within range. Make a ranged spell attack against the target. On a hit, if the target is an undead creature, it takes 1d6 radiant damage and has disadvantage on saving throws it makes before the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Eldritch Blade
Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you can make one additional attack against a different creature of your choice that you can see within the spell's range. The weapons damage becomes force damage for these attacks.

This spell's damage and the number of additional attacks increases when you reach higher levels. At 5th, the melee attacks deal an extra 1d4 force damage to the target. You can make two additional attacks at 11th level. The extra force damage increases to 1d6 at 17th.

HOARD GULLET

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour.

You move your hands to your throat, chanting in low murmurs as you trace an imaginary line from your lower jaw down to your abdomen.

You gain a magical second stomach, which can be used to transport objects securely.

You can safely swallow and transport any object you could normally swallow (including items at least three size categories smaller than you).

The maximum capacity of your hoard gullet is 50 pounds and/or 5 cubic feet.

You can't remove individual items from your hoard gullet, but as an action, you can expel its entire contents into your square.

It otherwise functions as a bag of holding (Dungeon Master's Guide, page 153).

At the end of the spell's duration, anything still in your second stomach is immediately and instantly brought up, falling to the ground next to you.

You can't have more than one hoard gullet active at one time.

The spell's maximum capacity is increased by 50 pounds and/or 5 cubic feet when you reach 5th level (100/10), 11th level (150/15), and 17th level (200/20).

Dragons often use this spell to transport their treasure hoards safely, but it is equally useful to those who would loot such hoards.

IMMOLATING BLAST

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a stream liquid fire at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the liquid fire sticks to your target dealing 1d6 fire damage. At the beginning of the target's next turn, the target must make a Dexterity saving throw or take an additional 1d4 fire damage.

This spell's initial damage increases by 1d6 and secondary damage increases by 1d4 when you reach 5th level (2d6, 2d4), 11th level (3d6, 3d4), and 17th level (4d6, 4d4).

LINGERING RADIANCE

Necromancy cantrip (curse)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 2 rounds.

You point your fingers and bright light strikes a creature that you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d4 radiant damage and must make a Constitution saving throw. On a failed save, the target becomes cursed for 2 rounds, as long as you maintain concentration. While cursed, any creature that hits the target with a melee attack regains 1 hit point.

This spell's radiant damage and hit points regained are both increased by 1d4 when you reach 5th level (2d4, 1d4+1), 11th level (3d4, 2d4+1), and 17th level (4d4, 3d4+1).

MIND STAR

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 2 rounds.

You create an ethereal bolt of energy that shoots into the head of a creature of your choice within range. Make a ranged spell attack against the target. On a hit, it takes 1d4 psychic damage and the target must make an Intelligence saving throw. On a failed save, the target becomes Mute for 2 rounds as long as you maintain concentration. While Mute you are unable to speak, and casting a spell that includes a verbal component is impossible.

This spell's psychic damage is increased by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

NECROTIC TENDRIL

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute.

You create a squirming, necrotic tendril that lashes out of your body at your command toward a creature in range.

Make a ranged spell attack against the target. If the attack hits, the creature takes 1d6 necrotic damage, and the target must succeed on a Strength saving throw or become grappled for the duration. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target.

This spell's necrotic damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Noxious Cloud

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S

Duration: Concentration, up to 3 rounds.

You create an area of extremely aromatic poisonous gas centered around you. Each creature that enters or moves within the area, must succeed on a Constitution saving throw or take 1d4 poison damage, and they have disadvantage on their next attack against you.

This spell's cold damage is increased by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Puppet Strike

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Target creature within range that can hear and see you must make a Wisdom saving throw. On a failed save, the target must use their reaction to make a single weapon attack against a creature of your choosing within the weapons range, this attack is made with disadvantage.

Quick Mist

Conjuration cantrip

Casting Time: 1 action or 1 reaction, which you take in response to taking damage

Range: Self

Components: S

Duration: 2 rounds.

You create a 5-foot-radius sphere of fog centered around you. The mist spreads around corners, and its area is moderately obscured. It provides total cover (cannot be targeted, AoE can still hit) at the center, and half cover (+2 AC and Dex Saves) everywhere else.

This spell's duration increases by 2 rounds when you reach 5th level (4 rounds), 11th level (6 rounds), and 17th level (8 rounds).

Static Bolt

Evocation cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

You create a bolt of static electricity that arcs toward a target of your choice you can see within range. Make a ranged spell attack against the first target. On a hit, it takes 1d6 lightning damage, and electricity discharges from the target to a different creature of your choice within 5 feet of it. The second creature takes lightning damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. At 5th level, the bolt deals an extra 1d6 lightning damage, and the lightning damage to the second creature increases to 1d6 + your spellcasting ability modifier. Both damage rolls are increased by 1d6 at 11th level and 17th level.

APPENDIX B: TABLES AND STUFF

ENCOUNTER TABLES

Use these tables to generate a shrill encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1 – 4

d8 CR Shrill Group

- 1 1 2 Shrill Broodlings
- 2 1 2 Shrill Drones, 1 Shrill Broodling
- 3 2 4 Shrill Drones, 1 Shrill Broodling
- 4 2 2 Shrill Broodlings, 1 Shrill Soldier
- 5 3 2 Shrill Soldiers, 1 CR1 Evolved Shrill
- 6 3 3 Shrill Broodlings, 1 CR1 Evolved Shrill
- 7 4 2 Shrill Broodlings, 1 Shrill Soldier, 1 CR1 Evolved Shrill
- 8 4 1 Shrill Soldier, 2 CR1 Evolved Shrill

CR 5 – 8

d8 CR Shrill Group

- 1 5 1 Shrill Soldier, 1 CR1 Evolved Shrill, 1 CR2 Evolved Shrill
- 2 5 4 Shrill Drones, 2 Shrill Broodlings, 1 CR1 Evolved Shrill
- 3 6 2 Shrill Soldiers, 2 CR1 Evolved Shrill
- 4 6 3 Shrill Soldiers, 1 CR2 Evolved Shrill
- 5 7 6 Shrill Drones, 4 Shrill Broodlings, 2 Shrill Soldiers, 2 CR1 Evolved Shrill
- 6 7 2 Shrill Soldiers, 1 CR1 Evolved Shrill, 1 CR2 Evolved Shrill
- 7 8 2 CR1 Evolved Shrill, 1 CR3 Evolved Shrill
- 8 8 6 Shrill Drones, 6 Shrill Broodlings, 2 Shrill Soldiers, 1 CR3 Evolved Shrill

CR 9 – 12

d8 CR Shrill Group

- 1 9 1 Shrill Broodling, 1 Young Shrill Queen
- 2 9 2 Shrill Broodlings, 2 CR1 Evolved Shrill, 1 CR3 Evolved Shrill
- 3 10 1 CR3 Evolved Shrill, 1 Young Shrill Queen
- 4 10 5 CR1 Evolved Shrill
- 5 11 4 Shrill Drones, 6 Shrill Broodlings, 4 CR1 Evolved Shrill
- 6 11 2 Shrill Broodlings, 2 CR1 Evolved Shrill, 1 Young Shrill Queen
- 7 12 1 Shrill Soldier, 1 CR3 Evolved Shrill, 1 Young Shrill Queen
- 8 12 4 Shrill Broodlings, 2 CR1 Evolved Shrill, 1 Young Shrill Queen

CR 13 – 16

d8 CR Shrill Group

- 1 13 6 Shrill Broodlings, 4 Shrill Soldiers, 1 CR2 Evolved Shrill
- 2 13 2 Shrill Broodlings, 3 CR3 Evolved Shrill
- 3 14 8 Shrill Drones, 3 Shrill Broodlings, 3 CR3 Evolved Shrill
- 4 14 6 Shrill Soldiers, 1 CR2 Evolved Shrill
- 5 15 3 Shrill Soldiers, 4 CR2 Evolved Shrill
- 6 15 2 Shrill Broodlings, 2 CR3 Evolved Shrill, 1 Young Shrill Queen
- 7 16 5 CR1 Evolved Shrill, 1 Young Shrill Queen
- 8 16 4 Shrill Soldier, 2 CR3 Evolved Shrill

CR 17 – 20

d8 CR Shrill Group

- 1 17 8 Shrill Drones, 6 Shrill Broodlings, 4 Shrill Soldiers, 1 CR3 Evolved Shrill, 2 CR4 Evolved Shrill
- 2 17 2 Shrill Broodlings, 6 CR1 Evolved Shrill, 1 CR4 Evolved Shrill
- 3 18 2 CR2 Evolved Shrill, 3 CR4 Evolved Shrill
- 4 18 1 CR3 Evolved Shrill, 2 CR4 Evolved Shrill, 1 Young Shrill Queen
- 5 19 6 Shrill Broodlings, 1 CR4 Evolved Shrill, 1 Young Shrill Hivelord or Overlord, 1 Young Shrill Queen
- 6 19 3 Shrill Soldiers, 2 CR1 Evolved Shrill, 4 CR2 Evolved Shrill
- 7 20 4 Shrill Broodlings, 3 CR4 Evolved Shrill, 1 Young Shrill Queen
- 8 20 4 CR1 Evolved Shrill, 1 Shrill Hivelord

SHRILL BY CHALLENGE RATING

CHALLENGE 1/4 (50 XP)

- Shrill Drone

CHALLENGE 1/2 (100 XP)

- Shrill Brooding

CHALLENGE 1 (200 XP)

- Acidic Shrill
- Armor Shrill
- Barbed Shrill
- Blur Shrill
- Clot Shrill
- Constricting Shrill
- Crypt Shrill
- Leeching Shrill
- Metallic Shrill
- Muscle Shrill
- Quilled Shrill
- Rust Shrill
- Shadow Shrill
- Sidewinder Shrill
- Shrill Soldier
- Winged Shrill

CHALLENGE 2 (450 XP)

- Battering Shrill
- Flowstone Shrill
- Frenetic Shrill
- Fury Shrill
- Gemhide Shrill
- Harmonic Shrill
- Hunter Shrill
- Magma Shrill
- Mistform Shrill
- Oozing Shrill
- Psionic Shrill
- Shrill Harbinger
- Spinneret Shrill
- Synapse Shrill
- Telekinetic Shrill
- Toxin Shrill
- Vampiric Shrill

CHALLENGE 3 (700 XP)

- Cautery Shrill

- Composite Shrill
- Crystalline Shrill
- Diffusion Shrill
- Essence Shrill
- Firewake Shrill
- Fungus Shrill
- Lymph Shrill
- Mindwhip Shrill
- Necrotic Shrill
- Opaline Shrill
- Plague Shrill
- Reflex Shrill
- Spectral Shrill
- Ward Shrill

CHALLENGE 4 (1,100 XP)

- Brood Shrill
- Changeling Shrill
- Darkheart Shrill
- Dementia Shrill
- Eyestalk Shrill
- Groundshaker Shrill
- Lurking Shrill
- Nim's Shrill
- Two-Headed Shrill
- Young Shrill Hivelord

CHALLENGE 5 (1,800 XP)

- Young Shrill Overlord

CHALLENGE 6 (2,300 XP)

- Young Shrill Queen

CHALLENGE 12 (3,400 XP)

- Shrill Engine
- Shrill Hivelord

CHALLENGE 14 (11,500 XP)

- Shrill Overlord

CHALLENGE 16 (15,000 XP)

- Shrill Queen

CHALLENGE 30 (155,000 XP)

- Shrill Legion

SHRILL BY TERRAIN TYPE

ANY	
CR Shrill Type	CR Shrill Type
1/4 Shrill Drone	4 Young Shrill Hivelord
1/2 Shrill Broodling	5 Young Shrill Overlord
1 Shrill Soldier	6 Young Shrill Queen
1 Muscle Shrill	12 Shrill Hivelord
1 Winged Shrill	14 Shrill Overlord
2 Shrill Harbinger	16 Shrill Queen
4 Nim's Shrill	30 Shrill Legion

ARCTIC

CR Shrill Type	CR Shrill Type
1 Crypt Shrill	3 Essence Shrill
1 Shadow Shrill	3 Opaline Shrill
2 Mistform Shrill	3 Spectral Shrill
2 Vampiric Shrill	4 Dementia Shrill
3 Crystalline Shrill	

COAST

CR Shrill Type	CR Shrill Type
1 Sidewinder Shrill	2 Mistform Shrill
1 Winged Shrill	2 Telekinetic Shrill
2 Frenetic Shrill	3 Diffusion Shrill
2 Fury Shrill	3 Opaline Shrill
2 Harmonic Shrill	4 Two-Headed Shrill

DESERT

CR Shrill Type	CR Shrill Type
1 Barbed Shrill	2 Gemhide Shrill
1 Blur Shrill	3 Cautery Shrill
1 Sidewinder Shrill	3 Crystalline Shrill
2 Battering Shrill	3 Essence Shrill
2 Frenetic Shrill	3 Firewake Shrill
2 Fury Shrill	3 Ward Shrill

FOREST

CR Shrill Type	CR Shrill Type
1 Acidic Shrill	2 Toxin Shrill
1 Blur Shrill	3 Fungus Shrill
1 Constricting Shrill	3 Reflex Shrill
1 Armor Shrill	3 Ward Shrill
2 Gemhide Shrill	4 Brood Shrill
2 Harmonic Shrill	4 Darkheart Shrill
2 Hunter Shrill	4 Groundshaker Shrill
2 Spinneret Shrill	4 Two-Headed Shrill

CR Shrill Type	CR Shrill Type
1 Acidic Shrill	2 Toxin Shrill
1 Clot Shrill	2 Vampiric Shrill
1 Constricting Shrill	3 Fungus Shrill
1 Crypt Shrill	3 Lymph Shrill
1 Leeching Shrill	3 Necrotic Shrill
1 Shadow Shrill	3 Plague Shrill
2 Oozing Shrill	3 Spectral Shrill

UNDERDARK

CR Shrill Type	CR Shrill Type
1 Blur Shrill	2 Telekinetic Shrill
1 Clot Shrill	2 Vampiric Shrill
1 Crypt Shrill	3 Composite Shrill
1 Metallic Shrill	3 Crystalline Shrill
1 Rust Shrill	3 Fungus Shrill
1 Shadow Shrill	3 Lymph Shrill
2 Flowstone Shrill	3 Mindwhip Shrill
2 Hunter Shrill	3 Spectral Shrill
2 Mistform Shrill	4 Dementia Shrill
2 Oozing Shrill	4 Changeling Shrill
2 Psionic Shrill	4 Eyestalk Shrill
2 Synapse Shrill	12 Shrill Engine

GRASSLAND

CR Shrill Type	CR Shrill Type
1 Armor Shrill	2 Fury Shrill
1 Barbed Shrill	2 Harmonic Shrill
1 Blur Shrill	2 Hunter Shrill
1 Quilled Shrill	3 Essence Shrill
1 Sidewinder Shrill	3 Reflex Shrill
2 Battering Shrill	4 Brood Shrill
2 Frenetic Shrill	4 Groundshaker Shrill

MOUNTAIN

CR Shrill Type	CR Shrill Type
1 Armor Shrill	3 Composite Shrill
1 Barbed Shrill	3 Crystalline Shrill
1 Metallic Shrill	3 Firewake Shrill
1 Rust Shrill	3 Opaline Shrill
2 Battering Shrill	3 Ward Shrill
2 Flowstone Shrill	4 Groundshaker Shrill
2 Gemhide Shrill	4 Lurking Shrill
2 Magma Shrill	4 Two-Headed Shrill
3 Cautery Shrill	12 Shrill Engine

SWAMP

SHRILL EVOLUTION CHARTS

d100	Shrill Type	Rounds	Temp HP
1-3	Acidic Shrill	1d6	16 (3d10)
4-6	Armor Shrill	1d6	16 (3d10)
7-9	Barbed Shrill	1d6	16 (3d10)
10-12	Blur Shrill	1d6	16 (3d10)
13-15	Clot Shrill	1d6	16 (3d10)
16-18	Constricting Shrill	1d6	16 (3d10)
19-21	Crypt Shrill	1d6	16 (3d10)
22-24	Leeching Shrill	1d6	16 (3d10)
25-27	Muscle Shrill	1d6	16 (3d10)
28-30	Quilled Shrill	1d6	16 (3d10)
31-33	Rust Shrill	1d6	16 (3d10)
34-36	Shadow Shrill	1d6	16 (3d10)
37-39	Sidewinder Shrill	1d6	16 (3d10)
40-52	Shrill Soldier	1d4	22 (4d10)
53-55	Winged Shrill	1d6	16 (3d10)

SHRILL BROODLING EVOLUTION CHART

d100	Shrill Type	Rounds	Temp HP
56-58	Battering Shrill	1d8	22 (4d10)
59-61	Frenetic Shrill	1d8	22 (4d10)
62-64	Fury Shrill	1d8	22 (4d10)
65-67	Gemhide Shrill	1d8	22 (4d10)
68-70	Harmonic Shrill	1d8	22 (4d10)
71-73	Hunter Shrill	1d8	22 (4d10)
74-76	Magma Shrill	1d8	22 (4d10)
77-79	Mistform Shrill	1d8	22 (4d10)
80-82	Psionic Shrill	1d8	22 (4d10)
83-85	Oozing Shrill	1d8	22 (4d10)
86-88	Spinneret Shrill	1d8	22 (4d10)
89-91	Synapse Shrill	1d8	22 (4d10)
92-94	Telekinetic Shrill	1d8	22 (4d10)
95-97	Toxin Shrill	1d8	22 (4d10)
98-100	Vampiric Shrill	1d8	22 (4d10)

SHRILL HARBINGER EVOLUTION CHART

d100	Shrill Type	Rounds	Temp HP
1-9	Roll on the Shrill Broodling Chart	X	X
10-13	Cautery Shrill	1d10	27 (5d10)
14-17	Crystalline Shrill	1d10	27 (5d10)
18-21	Diffusion Shrill	1d10	27 (5d10)
22-25	Essence Shrill	1d10	27 (5d10)
26-29	Firewake Shrill	1d10	27 (5d10)
30-33	Fungus Shrill	1d10	27 (5d10)
34-37	Lymph Shrill	1d10	27 (5d10)
38-41	Mindwhip Shrill	1d10	27 (5d10)

d100	Shrill Type	Rounds	Temp HP
58-61	Spectral Shrill	1d10	27 (5d10)
62-65	Ward Shrill	1d10	27 (5d10)
66-69	Brood Shrill	1d10	33 (6d10)
70-73	Changeling Shrill	1d10	33 (6d10)
74-77	Darkheart Shrill	1d10	33 (6d10)
78-81	Dementia Shrill	1d10	33 (6d10)
82-85	Eyestalk Shrill	1d10	33 (6d10)
86-89	Groundshaker Shrill	1d10	33 (6d10)
90-93	Lurking Shrill	1d10	33 (6d10)

The Hive | Tables and Stuff

50-53	Plague Shrill	1d10	27 (5d10)	99	Young Shrill Overlord	1d20	55 (10d10)
54-57	Reflex Shrill	1d10	27 (5d10)	100	Young Shrill Queen	1d20	55 (10d10)

SHRILL STATISTICS TABLE

CR	Shrill Type	AC	HP	STR	DEX	CON	INT	Talon Damage
1/4	Shrill Drone	12	33 (6d6 + 12)	12	10	14	10	4 (1d6 + 1)
1/2	Shrill Brooding	13	33 (6d6 + 12)	10	14	10	12	3 (1d6)
1	Acidic Shrill	14	39 (6d8 + 12)	12	16	12	12	5 (1d8 + 1)
1	Armor Shrill	17	45 (6d8 + 18)	12	14	16	12	5 (1d8 + 1)
1	Barbed Shrill	14	45 (6d8 + 18)	12	14	16	12	5 (1d8 + 1)
1	Blur Shrill	14	33 (6d8 + 6)	12	14	12	12	5 (1d8 + 1)
1	Clot Shrill	11	45 (6d8 + 18)	12	10	16	12	5 (1d8 + 1)
1	Constricting Shrill	14	33 (6d8 + 6)	14	14	12	12	6 (1d8 + 2)
1	Crypt Shrill	14	33 (6d8 + 6)	12	14	12	14	5 (1d8 + 1)
1	Leeching Shrill	14	33 (6d8 + 6)	14	14	12	12	6 (1d8 + 2)
1	Metallic Shrill	15	60 (8d8 + 24)	16	14	16	12	7 (1d8 + 3)
1	Muscle Shrill	13	51 (6d8 + 28)	22	12	18	12	10 (1d8 + 5)
1	Quilled Shrill	15	45 (6d8 + 18)	10	16	16	12	4 (1d8)
1	Rust Shrill	13	45 (6d8 + 18)	14	12	16	14	7 (1d8 + 2)
1	Shadow Shrill	13	45 (6d8 + 18)	14	12	16	14	7 (1d8 + 2)
1	Sidewinder Shrill	15	39 (6d8 + 12)	14	16	14	14	7 (1d8 + 2)
1	Shrill Soldier	15	60 (8d8 + 24)	16	14	16	12	10 (2d6 + 3)
1	Winged Shrill	14	39 (6d8 + 12)	16	10	14	12	7 (1d8 + 2)
2	Battering Shrill	15	75 (10d8 + 30)	18	12	16	12	11 (2d6 + 4)
2	Frenetic Shrill	13	75 (10d8 + 30)	18	12	16	12	11 (2d6 + 4)
2	Fury Shrill	13	75 (10d8 + 30)	18	12	16	12	11 (2d6 + 4)
2	Gemhide Shrill	13	55 (10d8 + 10)	12	12	12	16	8 (2d6 + 1)
2	Harmonic Shrill	13	55 (10d8 + 10)	12	12	12	16	8 (2d6 + 1)
2	Hunter Shrill	15	75 (10d8 + 30)	18	12	16	12	11 (2d6 + 4)
2	Magma Shrill	13	75 (10d8 + 30)	16	12	16	16	10 (2d6 + 3)
2	Mistform Shrill	13	75 (10d8 + 30)	12	12	16	14	8 (2d6 + 1)
2	Psionic Shrill	13	55 (10d8 + 10)	12	12	12	16	8 (2d6 + 1)
2	Oozing Shrill	9	75 (10d8 + 30)	14	7	16	9	9 (2d6 + 2)
2	Shrill Harbinger	14	75 (10d8 + 30)	14	14	16	12	9 (2d6 + 2)
2	Spinneret Shrill	16	55 (10d8 + 10)	14	18	12	12	9 (2d6 + 2)
2	Synapse Shrill	13	55 (10d8 + 10)	12	12	12	16	8 (2d6 + 1)
2	Telekinetic Shrill	13	55 (10d8 + 10)	10	12	12	16	7 (2d6)
2	Toxin Shrill	14	55 (10d8 + 10)	16	14	12	16	10 (2d6 + 3)
2	Vampiric Shrill	13	85 (10d8 + 40)	14	12	18	16	9 (2d6 + 2)

SHRILL STATISTICS TABLE (CONT.)

CR	Shrill Type	AC	HP	STR	DEX	CON	INT	Talon Damage
3	Cautery Shrill	13	91 (14d8 + 28)	16	12	14	18	12 (2d8 +3)
3	Crystalline Shrill	13	91 (14d8 + 28)	16	12	14	18	12 (2d8 +3)
3	Diffusion Shrill	13	91 (14d8 + 28)	14	12	14	18	11 (2d8 +2)
3	Essence Shrill	13	91 (14d8 + 28)	14	12	14	18	11 (2d8 +2)
3	Firewake Shrill	11	91 (14d8 + 28)	18	9	14	22	13 (2d8 +4)
3	Fungus Shrill	16	91 (14d8 + 28)	18	18	14	12	13 (2d8 +4)
3	Lymph Shrill	16	91 (14d8 + 28)	18	18	14	12	13 (2d8 +4)
3	Mindwhip Shrill	13	91 (14d8 + 28)	14	12	14	18	11 (2d8 +2)
3	Necrotic Shrill	14	105 (14d8 + 42)	18	14	16	12	13 (2d8 +4)
3	Opaline Shrill	14	105 (14d8 + 42)	12	14	16	12	10 (2d8 +1)
3	Plague Shrill	11	91 (14d8 + 28)	18	9	14	22	13 (2d8 +4)
3	Reflex Shrill	18	91 (14d8 + 28)	14	22	14	16	11 (2d8 +2)
3	Spectral Shrill	18	91 (14d8 + 28)	14	22	14	12	11 (2d8 +2)
3	Ward Shrill	13	91 (14d8 + 28)	14	12	14	22	11 (2d8 +2)
4	Brood Shrill	16	95 (10d10 + 40)	26	16	18	16	21 (3d8 +8)
4	Changeling Shrill	16	95 (10d10 + 40)	20	16	18	16	17 (3d8 +5)
4	Darkheart Shrill	15	95 (10d10 + 40)	22	16	18	18	18 (3d8 +6)
4	Dementia Shrill	14	75 (10d10 + 20)	16	14	14	22	16 (3d8 +3)
4	Eyestalk Shrill	13	75 (10d10 + 20)	16	12	14	16	16 (3d8 +3)
4	Groundshaker Shrill	15	126 (12d10 + 60)	26	16	20	10	21 (3d8 +8)
4	Lurking Shrill	13	75 (10d10 + 20)	18	16	14	10	17 (3d8 +4)
4	Nim's Shrill	17	105 (10d10 + 50)	16	9	20	18	16 (3d8 +3)
4	Two-Headed Shrill	15	114 (12d10 + 48)	26	16	18	16	21 (3d8 +8)
4	Young Shrill Hivelord	14	119 (14d10 + 42)	15	14	16	12	15 (3d8 +2)
5	Young Shrill Overlord	15	133 (14d10 + 56)	17	16	18	16	16 (3d8 +3)
6	Young Shrill Queen	15	168 (16d10 + 80)	18	16	20	18	17 (3d8 +4)
12	Shrill Engine	18	147 (14d10 + 70)	24	9	20	3	20 (3d8 +7)
12	Shrill Hivelord	16	147 (14d12 + 56)	18	14	18	16	20 (3d10 +4)
14	Shrill Overlord	18	184 (16d12 + 80)	22	16	20	26	22 (3d10 +6)
16	Shrill Queen	18	270 (20d12 + 140)	26	16	24	18	24 (3d10 +8)
30	Shrill Legion	20	780 (40d20 + 360)	35	21	28	18	28 (3d10 +12)

Hive Auras

Hive auras are unique abilities that certain shrill have and share with other shrill through their connection to the hive.

Acidic Shrill All other friendly shrill within 60 feet gain the *Acid Spit* attack action.

Armor Shrill All other friendly shrill within 60 feet gain resistance to non-magical bludgeoning, piercing, and slashing damage.

Barbed Shrill All other friendly shrill within 60 feet gain the *Barbed Carapace* ability.

Battering Shrill All other friendly shrill within 60 feet gain the *Trampling Charge* trait.

Blur Shrill All other friendly shrill within 60 feet gain +10 movement speed. (The bonus from this hive aura may stack to a maximum bonus of +30)

Brood Shrill Whenever another friendly shrill within 60 feet deals 15 or more damage to a creatures in a single turn, roll a d20. On a roll of 20, this shrill can use its *Spawn Broodling* ability as a reaction.

Cautery Shrill All other friendly shrill within 60 feet gain the *Burning Rejuvenation* reaction.

Clot Shrill All other friendly shrill within 60 feet gain the *Hive Regeneration* feature.

Constricting Shrill All other friendly shrill within 60 feet gain the *Constrict* attack action.

Crypt Shrill All other friendly shrill within 60 feet learn the *Spare the Dying* cantrip, and can cast it as a 1st level spell caster using Intelligence as their spellcasting ability.

Crystalline Shrill All other friendly shrill within 60 feet have advantage on saving throws against spells and other magical effects.

Darkheart Shrill All other friendly shrill within 60 feet learn the *Hive Offering* reaction.

Dementia Shrill All other friendly shrill within 60 feet gain the *Draining Attacks* ability.

Diffusion Shrill All other friendly shrill within 60 feet gain the *Diffuse Spell* feature.

Essence Shrill All other friendly shrill within 60 feet gain the *Essence of the Hive* feature.

Eyestalk Shrill All other friendly shrill within 60 feet sprout two eyestalks, and gain the *Eye Rays* action.

Firewake Shrill All other friendly shrill within 60 feet gain the ability to innately cast the *Immolating Blast* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Frenetic Shrill All other friendly shrill within 60 feet gain the *Frenetic Dissociation* ability.

Fungus Shrill All other friendly shrill within 60 feet gain the *Fungal Growth* ability.

Fury Shrill All other friendly shrill within 60 feet grow a second Talon and gain the *Multiattempt* action. The shrill can now make two talon attacks, using the attack action. If it already has the *Multiattempt* action, it can now make one additional attack. (The bonus from this hive aura may stack to a maximum of twice. Granting *Multiattempt* and one additional attack, or two additional attacks)

Gemhide Shrill All other friendly shrill within 60 feet gain the *Crystalline Carapace* ability.

Groundshaker Shrill All other friendly shrill within 60 feet gain the *Standing Leap* ability and the *Deadly Leap* action, and use their *Talon* damage instead.

Harmonic Shrill All other friendly shrill within 60 feet gain the *Mimicry* and *Sneak Attack* abilities.

Hunter Shrill All other friendly shrill within 60 feet gain the *Taunt* bonus action.

Leeching Shrill All other friendly shrill within 60 feet gain the *Leeching Attacks* trait.

Lurking Shrill All other friendly shrill within 60 feet gain the *Subterranean Spikes* action, and use their *Talon* damage instead.

Lymph Shrill All other friendly shrill within 60 feet gain the *Hive Absorption* trait.

Magma Shrill All other friendly shrill within 60 feet learn the *Erupting Blast* reaction.

Mindwhip Shrill All other friendly shrill within 60 feet gain the *Mindwhip* feature.

Mistform Shrill All other friendly shrill within 60 feet gain the *Shapechanger*, *Adhesive*, and *False Appearance* traits. Also, their Talon attack gains the following: On Hit: If the shrill is in object form, the target is subjected to its Adhesive trait.

Muscle Shrill All other friendly shrill within 60 feet gain +1 bonus to attack and damage rolls, and +1 to AC. (The bonus from this hive aura may stack to a maximum bonus of +5)

Necrotic Shrill All other friendly shrill within 60 feet gain the *Death Grip* action, with a save DC of 13, and the ability to innately cast the *Necrotic Tendril* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Opaline Shrill All other friendly shrill within 60 feet gain the *Shimmering Crest* trait, and the ability to innately cast the *Light* cantrip at will, with a duration of 1 minute and a spell save DC of 13

Oozing Shrill All other friendly shrill within 60 feet gain the *Split* reaction.

Plague Shrill All other friendly shrill within 60 feet gain the ability to innately cast the *Noxious Cloud* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13, and +5 to hit with spell attacks.

Psionic Shrill All other friendly shrill within 60 feet gain the *Ethereal Talon* feature.

Quilled Shrill All other friendly shrill within 60 feet gain the *Barbed Quill* bonus action.

Reflex Shrill All other friendly shrill within 60 feet gain advantage on Dexterity saving throws, and gain an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only) Dash, Disengage, or Hide action. (The bonus from this Hive Aura does not stack)

Rust Shrill All other friendly shrill within 60 feet gain the *Rust Metal* feature, and the *Corrosive Touch* action.

Shadow Shrill All other friendly shrill within 60 feet gain the *Darkness Aura* feature.

Sidewinder Shrill All other friendly shrill within 60 feet gain the *Hive Tactics* feature.

Shrill Engine All other friendly construct shrill within 60 feet gain the ability to innately cast the *Lightning Lure* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13

Shrill Hivelord All other friendly shrill within 60 feet gain the *Hive Endurance* trait.

Spectral Shrill All other friendly shrill within 60 feet gain the *Incorporeality* and *Incorporeal Movement* traits.

Spinneret Shrill All other friendly shrill within 60 feet gain the *Spider Climb* feature and *Web* action.

Synapse Shrill All other friendly shrill within 60 feet gain the *Mind Stab* attack action.

Telekinetic Shrill All other friendly shrill within 60 feet gain the ability to innately cast the *Hold Person* spell once per day, and can cast it as a 2nd level spell, with a spell save DC of 13, requiring no material components.

Toxin Shrill All other friendly shrill within 60 feet Talon attack now becomes poisonous. It gains: ***On Hit:*** The target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage + 1 poison damage for every shrill within 30 feet on a failed save, or half as much damage on a successful one.

Two-Headed Shrill All other friendly shrill within 60 feet gain the *Multiple Heads* and *Reactive Heads* traits, grow a second head, and maximum hit point total is increased by 10 hit points. Shrill that gain *Multiple Heads* in this way have a maximum of two heads.

Vampiric Shrill All other friendly shrill within 60 feet gain the *Vampiric Attacks* trait.

Ward Shrill All other friendly shrill within 60 feet gain the ability to innately cast the *Lingering Radiance* cantrip at will, and can cast it as a 5th level spell, with a spell save DC of 13 and +5 to hit with spell attacks.

Winged Shrill All other friendly shrill within 60 feet sprout wings, and gain a fly speed of 30 feet.

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