



TINY (1'x1')

LEVELS 1 THRU 10

## SHRIEKER

STR 7 -2	DEX 21 +5	CON 4 -3	INT 9 -1	WIS 7 -2	CHA 4 -3
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**The Shrieker performs 1x Bite per turn plus the following:**

The Shrieker performs an additional Bite at the end of the 3rd player's turn.

The Shrieker injects **Paralyzing Poison** with each successful Bite. A failed ST by the character results in numbness and loss of coordination in the bitten limb. This effect will last for 10 minutes. If bitten on the leg, a character must make substantial effort to stand and will be unable to walk. If bitten on the arm, the arm will become useless and holding any object will be impossible. A successful ST by the character results in 1/2 damage and no paralysis.



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**Bite:** Melee weapon attack, 5' range

**Paralyzing Poison:** Instant damage after each successful Bite, failed ST results in full damage (see details)

**Shriek:** AOE sound, 50' radius

*The Shrieker is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com*

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	15	15	15	15	15	16	16	16	16	16
Hit Points	19	22	56	96	43	155	107	161	147	112
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Bite	4 (1d6)	7 (1d8+3)	7 (1d8+3)	6 (1d8+1)	15 (3D6+5)	7 (1d8+3)	14 (2d8+5)	12 (4d4+2)	16 (3D6+6)	24 (8d4+4)
Paralyzing Poison	1	2	2	2	4 (1d6)	2	4 (1d6)	3 (1d4+1)	5 (1d6+2)	7 (1d8+3)

Other\_\_\_\_\_

Other\_\_\_\_\_



TINY (1'x1')

LEVELS 11 THRU 20

## SHRIEKER

STR 7 -2	DEX 21 +5	CON 4 -3	INT 9 -1	WIS 7 -2	CHA 4 -3
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Additional information:

The Shrieker can move up to a maximum 40' per turn.



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**Shriek:** On its 1st combat turn and every other turn thereafter, the Shrieker will emit a high-pitched squeal.

Failed ST results in a distracted character who can't make any attacks during his next turn.

A successful ST results in 48-hour immunity from Shriek.

**Bite:** Melee weapon attack, 5' range

**Paralyzing Poison:** Instant damage after each successful Bite, failed ST results in full damage (see details)

**Shriek:** AOE sound, 50' radius

*The Shrieker is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com*

Level	11	12	13	14	15	16	17	18	19	20
Armor Class	17	17	17	17	17	18	18	18	18	18
Hit Points	196	133	145	136	134	200	200	379	400	220
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6

Bite	18 (6d4+3)	29 (6d6+8)	30 (6d6+9)	37 (4d10+16)	40 (8d6+12)	35 (5d8+13)	38 (3d10+17)	21 (3d8+8)	22 (2d12+9)	46 (5d10+19)
Paralyzing Poison	5 (1d6+2)	8 (1d10+2)	9 (1d10+4)	11 (1d12+5)	12 (4d4+2)	10 (2d6+3)	11 (1d12+5)	6 (1d8+1)	6 (1d8+1)	13 (2d8+4)

Other\_\_\_\_\_

Other\_\_\_\_\_