


Shrieker

written by A J | November 20, 2014

 *Uncommon* | *Small* | *Neutral* | *Plants*

Shriekers look like giant mushrooms.

Armor Class	Hit Points	Move
13	12 (3.0 Hit Dice)	9/3 feet None
Appearing	d8	
Habitat	Underground	
Intelligence	Non-intelligent or not ratable	
Negotiation	No	
Morale DC	8 (Never Run)	
Challenge	0.98 (191 XP per monster)	

Combat

Has 1 attack. Hit Bonus +1. Damage none damage

Special Attack

They react to light (within 60') and movement (within 30') by emitting a piercing shriek which lasts for 1-3 rounds. For each round of shrieking, the DM should roll 1d6; any result of 4-6 indicates that a wandering monster has heard the noise, and will arrive in 2-12 rounds.

Treasure

Individual: None

Lair: None