

Trill Hosts

Trill have psionic capabilities that allow any other creature within the network range to communicate psionically with one or more hosts within 60ft. The trills' psionic abilities grow exponentially when it matures. The psionic network expands to 1 mile when it matures and grants the ability to communicate as though the network is sharing a dream space. After the trill matures the time of communication is faster than normal time equaling 1 second in real time equals 1 minute in communication time within this network.



Enhanced Cognitive Abilities: As the trill matures within its host, it enhances the host's mental faculties.

- **Cerebral Intensity :** After completing a long rest your mental fortitude is enhanced. While the trill is still maturing the host gains a bonus to one of its cognitive abilities. After completing a long rest roll a d6. The result grants the following boon:
 - 1-2: Gain a +2 to Intelligence Ability Score. The ability score can be raised beyond 20.
 - 3-4: Gain a +2 to Wisdom Ability Score. The ability score can be raised beyond 20.
 - 5-6: Gain a +2 to Charisma Ability Score. The ability score can be raised beyond 20.

After the trill matures the host is able to make this boon permanent, choosing the ability score to permanently enhance.

Collective Collaboration: The symbiotic relationship allows the hosts to react swiftly to danger, granting a bonus to initiative. While within 60ft of another host the enhanced situational awareness provided by the trill's telepathic link grants a +1 to your initiative bonus.

After the trill matures the host gains a permanent +2 bonus to their initiative while within the network range of another host and can use their reaction to grant themselves advantage on their next initiative roll.

Shared Knowledge: The trill have ancient or hidden knowledge, occasionally granting the host or the group insight into arcane mysteries, historical lore, or languages. As long as a host is within the network range of another host (60ft), the trill can manifest the ability to cast certain knowledge-based spells as rituals, as a once-per-day ability to use a spell "Legend Lore" or "Comprehend Languages". This ability is based on role play and how the ability might manifest within the confines of the scenario.

When the host matures this ability can be used outside to the host network range.

Psychic Defense: The trill provides a protective mental barrier against mind-affecting spells and abilities. This is represented by granting the host advantage on saving throws against charm, fear, and similar mind altering effects. For constructs or undead like those hosting an intellect devourer, this translates into resistance against psychic damage.

Emergency Anchor: Once per long rest, the group (2 or more hosts) can use a 10 minute ritual to create a psionic Emergency Anchor point to teleport to a previously agreed-upon rendezvous point within 500 ft.

Using an action the host can summon the psionic energies to dimension door themselves (self only) to the ritually created Anchor Point. After the trill matures the range of this is extended to 1 mile.



Cognitive Prowess: During combat, the party members can telepathically share their tactical insights, granting them the ability to use a bonus action to give an ally advantage on their next attack roll, skill check, or saving throw (includes death saves) once per combat. After the trill matures this ability can be use twice per combat.

Psychic Echo: When a party member takes damage, they can use a reaction to redistribute some of that damage to another creature within their telepathic network (Within 60ft) that agrees to share the burden. The gains resistance to the damage type if it is not leyline or bleed damage, the damage halved is shared with the networked host within 60ft. After the trill matures the willing recipient of the excess damage is also halved.

Limitations

Tiered Boon Deactivation:

- **Level 2 Exhaustion:** Bonuses from **Cerebral Intensity** and **Collective Collaboration** is negated.
- **Level 4 Exhaustion:** More significant boons begin to deactivate, **Shared Knowledge** and **Psychic Defense** are suppressed.
- **Level 5 Exhaustion:** Critical boons, such as **Emergency Anchor** and **Cognitive Prowess**, cease to function. At this stage, the trill is significantly weakened and cannot maintain its more demanding abilities. The trill becomes endangered, and its health is at serious risk. This should be narratively emphasized to the players as the trill struggling to maintain its psychic link under the strain.

Trill Health Risk:

- **Reaching Level 6 Exhaustion:** The trill's condition worsens, and it begins to enter a dormant state. It can no longer provide any boons, and the party must take immediate steps to recover or risk the trill's death.
 - **Reaching Level 7 Exhaustion:** The trill dies. This not only removes all boons but could also have other dire consequences for the host, such as permanent loss of certain abilities or enduring psychological effects.
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Gestalt

When a player reaches level 17 the trill they host matures and allows them to start retaining information and details of life and memories from the host. The trill expands the mind of the host to allow for a new gestalt class granting them additional abilities. Every 3 levels beyond 17 the trill gains a new level in a class they don't already have.