Greenspawn Sneak
Small humanoid (dragonspawn), lawful evil

**Armor Class** 14  
**Hit Points** 14 (3d6 + 3)  
**Speed** 30ft.

<table>
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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>9 (-1)</td>
<td>15 (+2)</td>
<td>12 (+1)</td>
<td>10 (+0)</td>
<td>9 (-1)</td>
<td>11 (+0)</td>
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**Skills** Deception +2, Stealth +4, Survival +1  
**Damage Resistances** acid, poison  
**Senses** passive Perception 9  
**Languages** Draconic  
**Challenge** 1/4 (50 XP)

**Amphibious.** The greenspawn sneak can breathe air and water.

**Forest Camouflage.** The greenspawn sneak has advantage on Dexterity (Stealth) checks made in forest terrain.

**Surprise Attack.** If the greenspawn sneak surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

**Two-Weapon Fighting.** Greenspawn sneaks are typically armed with two dragonspits and can use a bonus action to attack with their second weapon. The second attack only deals 2 (1d4) damage.

**Actions**

**Dragonspit.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit 4 (1d4 + 2) slashing or piercing damage

**Acid Sphere.** Ranged Weapon Attack: +4 to hit, range near, one target. Hit 7 (2d6) acid damage

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Greenspawn Pack Leader
Small humanoid (dragonspawn), lawful evil

**Armor Class** 15  
**Hit Points** 27 (6d6 + 6)  
**Speed** 30ft.

<table>
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<tr>
<th>STR</th>
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</thead>
<tbody>
<tr>
<td>11 (+0)</td>
<td>16 (+3)</td>
<td>13 (+1)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>13 (+1)</td>
</tr>
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**Skills** Deception +3, Stealth +5, Survival +3  
**Damage Resistances** acid, poison  
**Senses** passive Perception 11  
**Languages** Draconic  
**Challenge** 1 (200 XP)

**Amphibious.** The greenspawn pack leader can breathe air and water.

**Forest Camouflage.** The greenspawn pack leader has advantage on Dexterity (Stealth) checks made in forest terrain.

**Surprise Attack.** If the greenspawn pack leader surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Two-Weapon Fighting.** Greenspawn pack leaders are typically armed with two dragonspits and can use a bonus action to attack with their second weapon. The second attack only deals 2 (1d4) damage.

**Actions**

**Multiattack.** The greenspawn pack leader makes two attacks with its dragonspits or shortbow.

**Dragonspit.** Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 5 (1d4 + 3) slashing or piercing damage

**Shortbow.** Ranged Weapon Attack: +5 to hit, range short, one target. Hit 6 (1d6 + 3) piercing

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**Allies**
Each group of greenspawn sneaks has the following chances to be accompanied.

- **50%** Greenspawn pack leader  
- **20%** Greenspawn leapers. (Used as mounts)  
- **20%** Small drakes. (Pets, guards, hounds)  
- **10%** Greenspawn zealot

**Sources**
Information concerning greenspawn sneaks can be found in following sources:

- 3E D&D Monster Manual IV p148  
- 4E D&D Draconomicon - Chromatic Dragons p218