

GREENSPAWN SNEAK

Small humanoid (dragonspawn), lawful evil

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

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	10 (+0)	9 (-1)	11 (+0)

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



Credit: James Zhang

GREENSPAWN PACK

LEADER

Small humanoid (dragonspawn), lawful evil

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	13 (+1)

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

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.