

**One-Stop Stat Blocks:
A Bestiary for 5th Edition
Dungeons & Dragons*
*The Sunless Citadel***

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SHARWYN HUCRELE						CR 1/2
<i>Medium humanoid (human), neutral evil</i>						<i>100 XP</i>
Armor Class 16 (<i>Barkskin</i> trait)						
Hit Points 13 (2d8+4)						
Speed 30'						
STR	DEX	CON	INT	WIS	CHA	
11 (+0)	13 (+1)	14 (+2)	16 (+3)	14 (+2)	9 (-1)	
Skills Arcana +5, Insight +4, Persuasion +1						
Senses passive Perception 12						
Languages Common, Draconic, Goblin						
Barkskin. Sharwyn's AC is at least 16.						
Special Equipment. Sharwyn's spellbook includes Detect Magic and Silent Image in addition to the spells listed below.						
Tree Thrall. If the Gulthias Tree dies, Sharwyn dies 24 hours later.						
Spellcasting: 1st-level, Int-based, DC 13, +5 to hit						
1st <input type="checkbox"/> <input type="checkbox"/>						
Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 13 Dex save.						
Prestidigitation (cantrip). Action to cast, 60', 1 hour. Sharwyn creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of Sharwyn's next turn. If cast more than once, Sharwyn can have up to three effects occurring simultaneously.						

Color Spray (1st level). Action to cast, self (15' cone), 1 round. This spell blinds 6d10 hit points of creatures in ascending order of their current totals (ignoring creatures that are blind or unconscious).

Magic Missile (1st). Action to cast, 120', instantaneous. Sharwyn creates 3 magic darts. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

Shield (1st). Reaction to a hit on Sharwyn, self, 1 round. Until the start of its next turn, Sharwyn has an AC of 18, including against the triggering attack, and has immunity to magic missile.

Sleep (1st level). Action to cast, 90', 1 minute. Sharwyn rolls 5d8. The total rolled is how many hit points of creatures affected, starting with the creature with the lowest current hit points. An affected creature falls asleep until the spell ends, the creature takes damage, or someone within uses an Action to rouse the creature. Undead and creatures immune to charm are immune.

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 4 (1d4+2) piercing damage.

YUSDRAYL						CR 1
<i>Small humanoid (kobold), lawful evil</i>						<i>200 XP</i>
Armor Class 12 (15 with <i>Mage Armor</i>)						
Hit Points 16 (3d6+6)						
Speed 30'						
STR	DEX	CON	INT	WIS	CHA	
8 (-1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	
Skills Arcana +2, Insight +2, Stealth +4						
Senses darkvision 60', passive Perception 10						
Languages Common, Draconic						
Pack Tactics. Yusdrayl has advantage on all attack rolls against a creature that is have at least one of Yusdrayl's (not incapacitated) allies adjacent to it.						
Sunlight Sensitivity. While in sunlight, Yusdrayl has disadvantage on all attack rolls and Wisdom (Perception) rolls that rely on sight.						
Spellcasting: 2nd-level, Cha-based, DC 13, +5 to hit						
1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						
Mage Hand (cantrip). Action to cast, 30', 1 minute. Yusdrayl creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.						
Prestidigitation (cantrip). Action to cast, 60', 1 hour. Yusdrayl creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of Yusdrayl's next turn. If cast more than once, Yusdrayl can have up to three effects occurring simultaneously.						

Ray of Frost (cantrip). Action to cast, 60', instantaneous. Yusdrayl makes a ranged spell attack (+6 to hit). On a hit, the target takes 2d8 cold damage, and its speed is reduced to 10' until the start of Yusdrayl's next turn.

Shocking Grasp (cantrip). Action to cast, 30', instantaneous. Yusdrayl makes a melee spell attack (+5) with advantage if the target creature is wearing metal armor. On a hit, the target takes 1d8 lightning damage and can't take reactions until the end of its next turn.

Burning Hands (1st level). Action to cast, 15' cone originating from Yusdrayl, instantaneous. A 15' cone of flame shoots forth from Yusdrayl's outstretched fingertips. Each creature within the cone takes 5d6 fire damage (Con save DC 13 for half damage). An unattended, flammable object hit by the spell is set afire.

Chromatic Orb (1st). Action to cast, 90', instantaneous. Yusdrayl throws an orb of either acid, cold, fire, lightning, poison, or thunder, making a ranged spell attack (+5). If struck, the target creature takes 3d8 damage of that type.

Mage Armor (1st). Action to cast, touch, 8 hours. Yusdrayl's base AC becomes 15.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 4 (1d4+2) piercing damage.