Abbey Threats – 5e Statblock Compilation

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# Heavy Snej

Medium humanoid (half-orc), neutral evil  
Class: Cleric (Death Domain) 3 / Rogue (Assassin) 2  
Background: Cult Enforcer (custom, based on Soldier)  
Race: Half-Orc  
Faction: Water Temple / Abbey Mercenary

### Armor Class

17 (Chainmail + Shield + Defensive Fighting Style)

### Hit Points

36 (3d8 + 2d8 + 10)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 15 (+2) | 14 (+2) | 15 (+2) | 10 (+0) | 12 (+1) | 13 (+1) |

### Saving Throws

Wis +3, Dex +4

### Skills

Stealth +6, Intimidation +3, Religion +2

### Languages

Common, Orc, Abyssal

### Tools

Poisoner’s kit, disguise kit

### Senses

Darkvision 60 ft., Passive Perception 11

### Features

• Death Domain: Reaper – cantrip targets two creatures

• Channel Divinity (1/rest): Touch of Death (+6 necrotic)

• Assassinate: Advantage on attack rolls vs surprised creatures; crit on surprise

• Sneak Attack (1d6)

• Relentless Endurance (1/day)

### Spellcasting (Cleric 3)

Spell Save DC 13, Spell Attack +5

Cantrips: Spare the Dying, Toll the Dead, Thaumaturgy  
1st-level (4 slots): Command, Shield of Faith, Cure Wounds  
2nd-level (2 slots): Hold Person, Spiritual Weapon

### Actions

Short Sword +1. +6 to hit, 1d6 + 3 piercing  
(+1d6 Sneak Attack if conditions met)

Dagger +1 (x2). +6 to hit, 1d4 + 3 piercing  
(Often poisoned; advantage if hidden)

### Bonus Actions

Spiritual Weapon. +5 to hit, 1d8 + 1 force  
Cunning Action: Dash, Disengage, or Hide

### Reactions

Shielded Side-Step (1/day). Disengage when first reduced below half HP

### Tactics

• Opens with Hold Person or Command

• Combos Spiritual Weapon + sneak attacks

• Flees via Abbey tunnels if bloodied

### Morale

Fights to death if ordered or in trance  
Otherwise flees to regroup

### Treasure

• Short Sword +1, 2 Daggers +1, flask of Oil of Taggit

• Shield (Water Temple sigil), key to Abbey inner vault

• 37 gp, coded map scrap, silver ring (25 gp)

# Airgid, Chained Silver Dragon Wyrmling

Medium dragon (metallic), lawful good  
Role: Imprisoned NPC, potential ally or reward source  
Faction: None – captured by Water Temple agents

### Armor Class

17 (natural armor)

### Hit Points

36 (8d8)

### Speed

30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 17 (+3) | 12 (+1) | 11 (+0) | 12 (+1) | 11 (+0) | 15 (+2) |

### Saving Throws

Dex +3, Con +2, Wis +2, Cha +4

### Skills

Insight +2, Perception +4, Stealth +3

### Damage Immunities

Cold

### Senses

Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

### Languages

Common, Draconic, Elvish

### Features

• Legend-Bound: Cannot use legendary or lair actions (sealed)

• Polymorph (Innate): Can assume the form of a child or small animal   
  
Stats unchanged except AC becomes 12 in humanoid form

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• Suppressed Breath Weapon: Locked by arcane seal, requires Abbey key to unlock

### Actions

Bite. +5 to hit, 1d10 + 3 piercing

Cold Breath (Recharge 5–6) – If unsealed  
30-ft. cone, DC 13 CON save  
4d8 cold damage (half on success)

### Behavior

• Won’t fight unless cornered

• Pleads telepathically or via childlike voice

• Will polymorph and flee if given chance

### Roleplaying Airgid

• Soft-spoken, riddling tone

• Grateful when rescued; may help once with flight or breath

• Offers 500 pp if guided to safety

• Fears cult symbols and magic pain triggers

### Optional Hooks

• Temple seal suppresses breath until dispelled

• Abbey vault has true name tablet hidden in reliquary

• Returning Airgid may earn Old Faith blessing or silver wyrmling ally