

DIVERGENT AFFINITY WYRMLINGS

SUPPLEMENT FOR DRAGON APPRENTICE | RANGER ARCHETYPE

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DRACOLICH SPAWN

Medium undead, any evil alignment

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +3, Con +4, Wis +2, Cha +5

Skills Perception +4, Stealth +3

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic
Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) necrotic damage.

Frightful Presence. Each creature of the dracolich's choice that is within 30 feet of the dracolich and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolich's Frightful Presence for the next 24 hours.

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DRAGON TURTLE HATCHLING

Medium dragon, neutral

Armor Class 18 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	18 (+4)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Dex +0, Con +6, Wis +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Draconic

Challenge 4 (1,100 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 5 feet away from the dragon turtle.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

SHADOW DRAGON WYRMLING

Medium dragon, any alignment

Armor Class 17 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	13 (+1)	11 (+0)	15 (+2)

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

Damage Resistances necrotic

Skills Perception +4, Stealth +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Living Shadow. While in dim light or darkness, the shadow dragon has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the shadow dragon can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the shadow dragon has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) necrotic damage.

Shadow Breath (Recharge 5–6). The shadow dragon exhales a cloud of shadowy energy in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much on a successful one. A humanoid reduced to 0 hit points by this damage dies, and its form immediately turns to shadow and vanishes.

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WYVERN WHELP

Medium dragon, unaligned

Armor Class 12 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	4 (-3)	10 (+0)	5 (-3)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

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