**Dracolich Spawn**
*Medium undead, any evil alignment*

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 (+3)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>16 (+3)</td>
</tr>
</tbody>
</table>

**Armor Class**: 14 (natural armor)
**Hit Points**: 45 (7d8 + 14)
**Speed**: 30 ft., fly 60 ft.

**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.
**Dragon Turtle Hatchling**  
Medium dragon, neutral

**Armor Class** 18 (natural armor)  
**Hit Points** 68 (8d8 + 32)  
**Speed** 20 ft., swim 40 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 (+3)</td>
<td>7 (-2)</td>
<td>18 (+4)</td>
<td>6 (-2)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 (+3)</td>
<td>12 (+1)</td>
<td>15 (+2)</td>
<td>13 (+1)</td>
<td>11 (+0)</td>
<td>15 (+2)</td>
</tr>
</tbody>
</table>

**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.
**Wyvern Whelp**  
*Medium dragon, unaligned*

```plaintext
<table>
<thead>
<tr>
<th>Armor Class</th>
<th>12 (natural armor)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>65 (10d8 + 20)</td>
</tr>
<tr>
<td>Speed</td>
<td>15 ft., fly 60 ft.</td>
</tr>
</tbody>
</table>

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