

Archive of Forgotten Lore:

Warlock

This is Supplemental Material

Otherworldly Patron

At 1st level, a warlock gains the Otherworldly Patron feature. This is an option written by Odvaskar for that feature: The Great Wyrm.

Great Wyrm

You have made a pact with one of the most powerful and oldest dragons alive, a Great Wyrm. Great wyrms are dragons that have lived for thousands of years some are even dracoliches, they are old as time itself, wield great power, wisdom, and magic.

Whether the great wyrm is good or evil you have made a pact with it and as part of that pact your patron has bound a draconic spirit to your soul. This spirit will become more powerful as you continue your pact, growing from a wyrmling to a drake, then a wyvern, and finally dragon.

You choose your patron's dragon type or determine it randomly, using dragon type table.

Dragon Type

1d10	Dragon	Damage Type
1	Black	Acid
2	Blue	Lightning
3	Brass	Fire
4	Bronze	Lightning
5	Cooper	Acid
6	Gold	Fire
7	Green	Poison
8	Red	Fire
9	Silver	Cold
10	White	Cold

Expanded Spell List

1st-level Great Wyrm feature

Your patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Expanded Spell List

Spell Level	Spells
1st	<i>Burning hands, Command</i>
2nd	<i>Flaming Sphere, See Invisibility</i>
3rd	<i>Lightning Bolt, Protection From Energy</i>
4th	<i>Ice Storm, Wall of fire</i>
5th	<i>Cone of Cold, Dominate Person</i>

Draconic Servant

1st-level Great Wyrm feature

At 1st level, your patron has given you knowledge for being his loyal servant. You gain the following benefits:

- You can speak, read, and write Draconic.
- You learn the *Thaumaturgy* cantrip, which is a warlock spell for you.
- Whenever you make a Charisma check interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Summon Draconic Spirit

1st-level Great Wyrm feature

Starting at 1st level, the draconic spirit bound to you manifests as a small bipedal wyrmling. It is friendly to you and your companions, it obeys your commands, and while the spirit is within 1 mile of you, you can communicate with it telepathically. See the wyrmling's game statistics in the wyrmling stats block, which uses your proficiency bonus (PB) in several places. The creature's appearance,

damage type, and immunities are based on the dragon type of your patron.

In combat, the wyrmling shares your initiative count, but takes its turn immediately after yours. It can move, use its reaction on its own, but the only action it takes on its turn is the dodge action unless you take a bonus action on your turn to command it to take another action. If you are incapacitated, the wyrmling can take any action of its choice, not just dodge.

If the spirit dies, you can perform a ritual to summon it again. The ritual takes 1 hour and consumes half of your warlock hit dice (rounded down). Green dragon type's attacks and abilities ignore the targets poison damage resistance and poison damage immunity is turned to resistance.

Guardian Drake

6th-level Great Wym feature

At 6th level, the draconic spirit grows into a medium creature, becomes a quadruped, and can even speak. The drake functions the same as the wyrmling expect its statistics have changed, see the drake's stats block.

Aerial Wyvern

10th-level Great Wym feature

Starting at 10th level, the spirit grows into a large creature and becomes a bipedal as its front legs turn into a pair of wings. The wyvern functions the same as the drake expect its statistics have changed, see the wyvern's stats block.

Dragon Rider

14th-level Great Wym feature

Beginning at 14th level, the draconic spirit reaches maturity, becoming a dragon. It becomes a quadruped, its scales become thicker, and its appearance resembles that of your patron. The dragon functions the same as the wyvern expect its statistics have changed, see the dragon's stats block.

Wyrmling

Small dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 5 + five times your warlock level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	6 (-2)	15 (+2)	11 (+0)

Saving Throws Dex +2 plus PB, Con +2 plus PB

Damage Immunities (Dragon damage type)

Condition Immunities poisoned (green only)

Senses darkvision 60ft., passive Perception 12

Languages understands the languages you know

Actions

Bite. Melee Weapon Attack: your spell attack modifier to hit, range 5 ft., one target. Hit: 1d4 +2 piercing + 1d4 (dragon damage type).

Reactions

Infused Spells. When you cast a warlock spell of 1st level or higher within 30 feet of the spirit that deals damage, the spirit can use its reaction to infuse the spell with its draconic essence. The spell deals an extra 1d4 damage plus your Charisma modifier and its damage type is changed to your patron's dragon type.

Drake

Medium dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 10 + five times your warlock level

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10(+0)	15 (+2)	11 (+0)

Saving Throws Dex +2 plus PB, Con +3 plus PB, Wis +2 plus PB

Skills Perception +2 plus PB

Damage Immunities (Dragon damage type)

Condition Immunities poisoned (green only)

Senses darkvision 60ft., passive Perception 15

Languages understands the languages you know but can only speak draconic

Actions

Bite. Melee Weapon Attack: your spell attack modifier to hit, range 5 ft., one target. Hit: 1d6 + 3 piercing + 1d6 (dragon damage type).

Reactions

Infused Spells. When you cast a warlock spell of 1st level or higher within 30 feet of the spirit that deals damage, the spirit can use its reaction to infuse the spell with its draconic essence. The spell deals an extra 1d6 damage plus your Charisma modifier and its damage type is changed to your patron's dragon type.

Protector. The spirit imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against other than the spirit.

Wyvern

Large dragon, unaligned

Armor Class 17 (natural armor)

Hit Points 15 + five times your warlock level

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	12(+1)	15 (+2)	14 (+2)

Saving Throws Dex +2 plus PB, Con +3 plus PB, Wis +2 plus PB, Cha +2 plus PB

Skills Perception +2 plus PB, Stealth +2 plus PB

Damage Immunities (Dragon damage type)

Condition Immunities poisoned (green only)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages can speak all the languages you know

Actions

Bite. Melee Weapon Attack: your spell attack modifier to hit, range 5 ft., one target. Hit: 1d8 + 4 piercing + 1d8 (dragon damage type).

Elemental breath. Ranged Weapon Attack: your spell attack modifier to hit, range 60 ft., one target. Hit: 2d8 (dragon damage type).

Reactions

Infused Spells. When you cast a warlock spell of 1st level or higher within 30 feet of the spirit that deals damage, the spirit can use its reaction to infuse the spell with its draconic essence. The spell deals an extra 1d8 damage plus your Charisma modifier and its damage type is changed to your patron's dragon type.

Protector. The spirit imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against other than the spirit.

Dragon

Large dragon, unaligned

Armor Class 18 (natural armor)

Hit Points 20 + five times your warlock level

Speed 40 ft., climb 40 ft., fly 80 ft., 40 ft swim.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	14(+4)	15 (+2)	14 (+2)

Saving Throws Dex +2 plus PB, Con +2 plus PB, Wis +2 plus PB, Cha +2 plus PB

Skills Perception +2 plus PB, Stealth +2 plus PB

Damage Immunities (Dragon damage type)

Condition Immunities poisoned (green only)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages can speak all the languages you know

Actions

Bite. Melee Weapon Attack: your spell attack modifier to hit, range 5 ft., one target. Hit: 1d10 + 4 piercing + 1d10 (dragon damage type).

Dragon breath (Recharge 5-6). The dragon exhales its breath in a 20-foot cone or 30-foot line that is 5 feet wide. Each creature in the area must make a Dexterity saving throw, taking 5d10 (dragon damage type) on a failed save, or half as much damage on a successful one.

Reactions

Infused Spells. When you cast a warlock spell of 1st level or higher within 30 feet of the spirit that deals damage, the spirit can use its reaction to infuse the spell with its draconic essence. The spell deals an extra 1d10 damage plus your Charisma modifier and its damage type is changed to your patron's dragon type.

Protector. The spirit imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against other than the spirit.