



## HELLDRAKE

Few creatures in the Nine Hell inspire as much dread and fear as the horrendous beasts known as helldrakes. Used in the infernal armies as shock troopers, these vicious wyvern-like monsters throw themselves into combat armed with equal parts ferocity and cruelty.

Outside of The Blood War, helldrakes are used as guardians and hellish negotiators. Like their fellow devils, they enjoy the soul-trade. Helldrakes find a great deal of enjoyment in the corruption of mortals.

On the Prime Material plane, helldrakes can be found in e service of evil mages and tyrants. Interestingly, this service is rarely involuntarily, as helldrakes often leap at an opportunity to cause further destruction and pain.

### HELLDRAKE

*Huge fiend, lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 299 (26d12 + 130)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	21 (+5)	14 (+2)	16 (+3)	20 (+5)

**Saving Throws** Dex +7, Con +11, Wis +9

**Skills** Deception +11, Intimidation +11

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 13

**Languages** Draconic, Infernal, telepathy 120 ft.

**Challenge** 20 (25,000 XP)

**Magic Resistance.** The helldrake has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The helldrake's weapon attacks are magical.

### Actions

**Multiattack.** The helldrake can use its Frightful Presence. It then makes two attacks: one with bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit* 14 (2d6 + 7) plus 7 (2d6) fire damage.

**Claws.** *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit* 21 (4d6 + 7) slashing damage.

**Stinger.** *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit* 13 (1d12 + 7) piercing damage. The target must make a DC 19 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

**Frightful Presence.** Each creature of the helldrake's choice that is within 120 feet of the helldrake and aware of it must succeed on a DC 19 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 helldrake's Frightful Presence for the next 24 hours.

**Fire Breath (Recharge 5-6).** The helldrake exhales fire in a 60-foot line that is 10-foot wide. Each creature in that area must make a DC 19 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.