

# Hellfire Wurm

Huge, Dragon (Infernal), Lawful Evil

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**ARMOR CLASS**

21

**HIT POINTS**

368 (27d12 + 189)

**CHALLENGE**

18 | 20,000 XP

**PROFICIENCY**

+6

**Speed**

Fly 80 ft., Walk 40 ft.

**Initiative**

+3

**Saving Throws**

Cha +12, Con +13, Dex +9, Wis +9

**Skills**

Perception +15, Intimidation +12

**Damage Vulnerabilities**

Cold

**Damage Resistances**

Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities**

Fire, Poison

**Condition Immunities**

Frightened, Poisoned

**Senses**

Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 25

**Passive Perception**

25

**Languages**

Draconic, Infernal

**STR**29  
+9**DEX**16  
+3**CON**24  
+7**INT**18  
+4**WIS**16  
+3**CHA**22  
+6

## Traits

**Infernal Majesty.** Enemies within 30 feet have Disadvantage on saving throws against being Frightened while they can see the wurm.

**Hellfire Hide.** A creature that hits the wurm with a melee attack while within 10 feet takes 13 (3d8) Fire damage.

## Actions

**Multiattack.** The wurm makes three attacks: Bite and two Claws.

**Bite.** Melee Attack Roll: +15, reach 15 ft. Hit: 29 (3d12 + 10) Piercing damage plus 18 (4d8) Fire damage.

**Claw.** Melee Attack Roll: +15, reach 10 ft. Hit: 21 (3d6 + 10) Slashing damage.

**Hellfire Breath (Recharge 5-6).** Dexterity Saving Throw: creatures in a 90-foot Cone. Failure: 99 (22d8) Fire and Necrotic damage, split evenly, and the target is Frightened until the end of its next turn. Success: Half damage.

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## Bonus Actions

**Infernal Wingbeat.** The wyrm flies up to half its Fly Speed without provoking Opportunity Attacks.

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## Reactions

**Contractual Flame.** When a creature within 60 feet damages the wyrm, the wyrm deals 13 (3d8) Fire damage to that creature.

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