



“Jumping Wyvern” © Benjamin Giletti, accessed at his ArtStation [here](#)

[The 3rd Edition incarnation of the *Draconomicon* (there have been four books with that title, over three editions) was released in September 2003, between the movie adaptations of *The Two Towers* and *Return of the King*. I have no proof, but since I was a teenager I’ve suspected that the Abyssal drake is supposed to be an expy of the Fell Beasts the Nazgul ride, specifically their very dragon-like appearance in the *Lord of the Rings* movies. Although maybe that says more about where my mind was in 2003 than that of the developers.]

Drake, Abyssal
CR 9 CE Dragon

This immense bipedal dragon has red and black scales, great membranous wings and a long tail ending in a wicked barbed stinger. Its face bears a cunning and cruel expression.

Larger than most drakes, the Abyssal drake is a creature created when the numerous and savage

drakes escaped into the lower planes. The chaotic and violent nature of the Abyss suited drakes perfectly, and over generations they became infused with the essence of that plane. They are found throughout the different layers of the Abyss, favoring those with open skies for them to stretch their wings and ample prey to hunt and torment. Abyssal drakes are coveted by demons as mounts and terror weapons, although the stubborn drakes are not easy allies even for demons.

Abyssal drakes delight in combat, especially against unprepared or outmatched adversaries. They open combat with their frightful presence and breath weapon in combination, then turn their natural weapons onto any foes still standing. Most Abyssal drakes rarely fight from the ground, preferring to make strafing runs or hovering in place to lash at foes from the sky. Their keen senses can compensate for the clouds of debris kicked up by their mammoth wings.

Abyssal Drake **CR 9**

XP 6,400

CE Huge dragon (extraplanar)

Init +1; **Senses** blindsense 60 ft., darkvision 60 ft., Perception +15, scent

Aura frightful presence (120 ft., DC 15)

Defense

AC 22, touch 9, flat-footed 21 (-2 size, +1 Dex, +13 natural)

hp 115 (10d12+50)

Fort +12, **Ref** +8, **Will** +9

Immune fire, magic sleep and paralysis effects; **Resist** cold 10, electricity 10

Offense

Speed 40 ft., fly 120 ft. (poor)

Melee bite +15 (2d6+7), 2 claws +15 (1d6+7), sting +15 (2d4+7 plus poison and push)

Space 15 ft.; **Reach** 10 ft. (15 ft. with sting)

Special Attacks breath weapon (60 ft. cone, 5d6 fire and 5d6 typeless, Reflex DC 20 half, once every 1d4 rounds), push (5 ft.)

Statistics

Str 25, **Dex** 13, **Con** 20, **Int** 6, **Wis** 15, **Cha** 14

Base Atk +10; **CMB** +20; **CMD** 31

Feats Alertness, Blind-fight, Combat Reflexes, Hover, Power Attack

Skills Fly +4, Intimidate +13, Perception +15, Sense Motive +15, Stealth +4

Languages Abyssal, Draconic

SQ speed surge

Ecology

Environment any land (the Abyss)

Organization solitary, pair or rampage (3-12)

Treasure standard

Special Abilities

Breath Weapon (Su) An abyssal drake's breath weapon deals half fire damage and half typeless damage, as per a *flame strike* spell. The save DC is Constitution based.

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution based.

Speed Surge (Ex) Three times per day as a swift action, an abyssal drake can push itself, taking an additional move action in that turn.