

VENORID

Large • Monstrosity • Unaligned

Armor Class 13

Initiative +1 (11)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	1 (-5)	10 (+0)	7 (-2)

Damage Resistances poison

Senses passive Perception 10

Languages -

CR 2 (XP 450; PB +2)



Bloodied - Frenzied Rush. When the venorid becomes bloodied, it moves up to half its speed without provoking opportunity attacks and then makes one Gore attack.

ACTIONS

Multiattack. The venorid makes one Gore and one Sting attack. It can replace the Gore attack with a use of Toxic Plume if available.

Gore. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a Large or smaller creature and the venorid moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) piercing damage and is knocked prone.

Sting. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 7 (1d8 + 3) piercing damage, and the target is poisoned until the end of the target's next turn.

Toxic Plume (1/Day). *Constitution Saving Throw:* DC 12 (disadvantage if the target is poisoned), each creature in a 15-foot cone. *Failure:* 10 (3d6) poison damage. *Success:* Half damage.

VENORID — WEAKER

Armor Class 12

Initiative +0 (10)

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	1 (-5)	10 (+0)	7 (-2)

Damage Resistances poison

Senses passive Perception 10

Languages -

CR 1/4 (XP 50; PB +2)



Bloodied - Frenzied Rush. When the venorid becomes bloodied, it moves up to half its speed and then makes one Gore attack.

ACTIONS

Multiattack. The venorid makes one Gore and one Sting attack.

Gore. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a Large or smaller creature and the venorid moved 20+ feet straight toward it immediately before the hit, the target takes an extra 2 (1d4) piercing damage and is knocked prone.

Sting. *Melee Weapon Attack:* +3, reach 10 ft. *Hit:* 2 piercing damage, and the target is poisoned until the end of the target's next turn.

VENORID — STRONGER

Armor Class 14

Initiative +2 (12)

Hit Points 85 (10d10 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	7 (-2)

Damage Resistances poison

Senses passive Perception 10

Languages -

CR 5 (XP 1,800; PB +3)



Bloodied - Frenzied Rush. When the venorid becomes bloodied, it moves up to half its speed without provoking opportunity attacks and then makes one Gore attack.

ACTIONS

Multiattack. The venorid makes one Gore and one Sting attack. It can replace the Gore attack with a use of Toxic Plume if available.

Gore. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a Large or smaller creature and the venorid moved 20+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) piercing damage and is knocked prone.

Sting. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 13 (2d8 + 4) piercing damage, and the target is poisoned until the end of the target's next turn.

Toxic Plume (2/Day). *Constitution Saving Throw:* DC 14 (disadvantage if the target is poisoned), each creature in a 15-foot cone. *Failure:* 14 (4d6) poison damage. *Success:* Half damage.