

# VENRAKES

Large • Monstrosity • Unaligned

**Armor Class** 13

**Initiative** +0 (10)

**Hit Points** 105 (14d10 + 28)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

**Skills** Perception +6

**Senses** passive Perception 16

**Languages** -

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



## ACTIONS

**Multiattack.** The venrakes makes one Talon and two Stinger attacks. If the venrakes hits the same creature with both its Stinger attacks on the same turn, the target becomes paralyzed until the start of the venrakes' next turn, provided the target is not immune to the poisoned condition.

**Talons.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) from both talons. While grappled, the target is restrained.

**Stinger.** *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 7 (1d8 + 3) piercing damage plus 6 (1d12) poison damage.

## BONUS ACTIONS

**Swoop (Recharge 5-6).** If the venrakes has a creature grappled, the venrakes flies up to half its fly speed without provoking opportunity attacks and drops that creature.

## VENRAKES — WEAKER

**Armor Class** 12

**Initiative** +0 (10)

**Hit Points** 39 (6d10 + 6)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	3 (-4)	11 (+0)	6 (-2)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** -

**CR** 2 (XP 450; PB +2)



## ACTIONS

**Multiattack.** The venrakes makes one Talon and two Stinger attacks. If the venrakes hits the same creature with both its Stinger attacks on the same turn, the target becomes paralyzed until the start of the venrakes' next turn, provided the target is not immune to the poisoned condition.

**Talons.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) from both talons. While grappled, the target is restrained.

**Stinger.** *Melee Weapon Attack:* +4, reach 10 ft. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

## BONUS ACTIONS

**Swoop (Recharge 6).** If the venrakes has a creature grappled, the venrakes flies up to half its fly speed without provoking opportunity attacks and drops that creature.

## VENRAKES — STRONGER

**Armor Class** 15

**Initiative** +1 (11)

**Hit Points** 153 (18d10 + 54)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	3 (-4)	13 (+1)	6 (-2)

**Skills** Perception +7

**Senses** passive Perception 17

**Languages** -

**CR** 8 (XP 3,900; PB +3)



## ACTIONS

**Multiattack.** The venrakes makes one Talon and two Stinger attacks. If the venrakes hits the same creature with both its Stinger attacks on the same turn, the target becomes paralyzed until the start of the venrakes' next turn, provided the target is not immune to the poisoned condition.

**Talons.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 14 (3d6 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) from both talons. While grappled, the target is restrained.

**Stinger.** *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 8 (1d8 + 4) piercing damage plus 13 (2d12) poison damage.

## BONUS ACTIONS

**Swoop (Recharge 5-6).** If the venrakes has a creature grappled, the venrakes flies up to half its fly speed without provoking opportunity attacks and drops that creature.