

# VENOGASK

Large • Fiend (Demon) • Chaotic Evil

**Armor Class** 16

**Initiative** +4 (14)

**Hit Points** 127 (15d10 + 45)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	17 (+3)	10 (+0)	13 (+1)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning; bludgeoning, slashing, piercing

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**CR** 10 (XP 5,900; PB +4)



**Air Form.** The venogask can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

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

**Miasma.** *Constitution Saving Throw:* DC 15, a creature starting its turn inside the venogask's space. *Failure:* The target is poisoned until the start of its next turn. While poisoned this way, the target has disadvantage on Constitution saving throws, except against this effect.

## ACTIONS

**Multiattack.** The venogask makes two Toxic Claw attacks.

**Toxic Claw.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 26 (5d8 + 4) poison damage.

**Cloudkill (2/Day).** The venogask casts *cloudkill*, requiring no material components and using Constitution as the spellcasting ability (spell save DC 15).

## BONUS ACTIONS

**Deep Toxins (Recharge 5-6).** *Constitution Saving Throw:* DC 15, each creature within 20 feet that is poisoned. *Failure:* The target becomes paralyzed until the end of its next turn. *Success:* The target becomes immune to this effect of all venogask's for 1 hour.

## VENOGASK — WEAKER

**Armor Class** 15

**Initiative** +3 (13)

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

**Damage Resistances** acid, cold, fire, lightning; bludgeoning, slashing, piercing

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 10

**Languages** Abyssal, telepathy 120 ft.

**CR** 7 (XP 2,900; PB +3)



**Air Form.** The venogask can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

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

**Miasma.** *Constitution Saving Throw:* DC 13, a creature starting its turn inside the venogask's space. *Failure:* The target is poisoned until the start of its next turn. While poisoned this way, the target has disadvantage on Constitution saving throws, except against this effect.

## ACTIONS

**Multiattack.** The venogask makes two Toxic Claw attacks.

**Toxic Claw.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 21 (4d8 + 3) poison damage.

**Cloudkill (1/Day).** The venogask casts *cloudkill*, requiring no material components and using Constitution as the spellcasting ability (spell save DC 13).

## BONUS ACTIONS

**Deep Toxins (Recharge 5-6).** *Constitution Saving Throw:* DC 13, each creature within 15 feet that is poisoned. *Failure:* The target becomes paralyzed until the end of its next turn. *Success:* The target becomes immune to this effect of all venogask's for 1 hour.

# VENOGASK — STRONGER

**Armor Class** 17

**Initiative** +5 (15)

**Hit Points** 180 (19d10 + 76)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	21 (+5)	19 (+4)	10 (+0)	15 (+2)	17 (+3)

**Damage Resistances** acid, cold, fire, lightning; bludgeoning, slashing, piercing

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 12

**Languages** Abyssal, telepathy 120 ft.

**CR** 13 (XP 10,000; PB +5)



**Air Form.** The venogask can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

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

**Miasma.** *Constitution Saving Throw:* DC 17, a creature starting its turn inside the venogask's space. *Failure:* The target is poisoned until the start of its next turn. While poisoned this way, the target has disadvantage on Constitution saving throws, except against this effect.

## ACTIONS

**Multiattack.** The venogask makes two Toxic Claw attacks.

**Toxic Claw.** *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 38 (6d10 + 5) poison damage.

**Cloudkill (2/Day).** The venogask casts *cloudkill* (level 7), requiring no material components and using Constitution as the spellcasting ability (spell save DC 17).

## BONUS ACTIONS

**Deep Toxins (Recharge 5-6).** *Constitution Saving Throw:* DC 17, each creature within 30 feet that is poisoned. *Failure:* The target becomes paralyzed until the end of its next turn. *Success:* The target becomes immune to this effect of all venogask's for 1 hour.