

# EXPANDED VENATORS

A large, blue and brown dinosaur with a long, spiky crest and a smaller brown dinosaur in a jungle setting. The large dinosaur is in the foreground, roaring with its mouth open, showing sharp teeth. The smaller dinosaur is in the background, also roaring. The scene is set in a lush, green jungle with tall trees and a body of water in the foreground.

**HOME BREW**

by Soniverse Labs

## VENATORS

Venators are typically the thing to come to mind when one thinks of dinosaurs. They are all the most dangerous of all their kin easily often serving as the apex predators of their respective ecosystems. As dominant predators, there is little that will deter or frighten a venator except the presence of a creature of its strength and prowess. Venators tend to be solitary hunters; however it is not uncommon for mated pairs to hunt together. Because of their predatory nature, they pose a great threat to any settlement that resides within their hunting grounds. As a result, many venators are only found deep within the untamed wilderness because any that venture too close to civilization are often hunted to death due to the threat they pose.

As their name suggests, venators have a wide array of natural tools at their disposal to make them one of the best hunters in the animal kingdom. Although some species use claws or poison to debilitate their prey, their most potent weapon are their powerful jaws which are filled with dozens of teeth the size of swords. These teeth not only allow them to pierce through the toughest of hides but also locks down on their quarry preventing its escape.

### BRUTE VENATOR

The sound of furious stomping and bellowing typically hints at the arrival of a brute venator. These dinosaurs definitely live up to their name as they recklessly bulldoze a path towards their prey. Brute venators seem to be in a perpetual state of fury making them hyper aggressive attacking and consuming any creature in sight. If it is not hunting prey, it is continually driving creatures from its territory through acts of violence and aggression. This behavior often puts it at odds with other venators, especially the larger more dangerous species such as tyrants. Although being smaller than many other venators, this does not deter it from challenging these predators. In fact, its perpetual state of fury seems to give it supernatural resilience allowing it enduring otherwise fatal blows. Because of this, many venators prefer to give brutes space rather risk injury in a prolonged fight.

### BRUTE VENATOR TACTICS

Brute venators are quite the antithesis of stealth as it will noisily charge towards its prey. However, this rarely poses a problem for the Brute Venator has its fury allows its to charge easily closing the gap between it and its prey. Once it locks its jaws on its prey refusing to let go until its prey expires. If its foe presents itself as a much harder challenge, its prefers to continuing fighting instead of fleeing for its wounds only fuels its anger sending it into a bloody frenzy as it shrugs otherwise lethal blows from its enemies.

## CAVE VENATOR

The cave venator is a rare and elusive venator only found in the Underdark. Its adaption to living underground has caused it to adapt in a number of ways. Firstly, it has developed a natural resistance to different forms of attacks common in the Underdark such as poison and psychic energy. Although its eyesight has evolved to see in perpetual darkness, its feathers have evolved into sensitive quills that allow it to sense movement of nearby creatures. This is particularly useful for tracking prey through the labyrinthine tunnels of the Underdark as well as hinting the arrival of the Underdark's deadlier inhabitants such as purple worms. Another biological adaptation of the cave venator is its bioluminescent skin which dampens the effects of magic. It also gives off an eerie glow that allows its to stun its prey or disorient dangerous predators to allow it to make an escape.

### CAVE VENATOR TACTICS

Cave venators almost always hunt in pairs as they mate for life. In fact, this tactic is almost a necessity for in the Underdark, they are not the dominant predator as there are many hidden dangers lurking in its subterranean caverns. When hunting prey, cave venators communicate with one another using bioluminescent pulses. While signaling their prey, one attempts to distract or draw the attention its prey using its bioluminescent scales while its partner stalks in the shadows completely hidden from view as its scales obscure it from the view of even creatures accustomed to seeing in the dark. When they venators attack, the first of the pair typically send a bright pulse of light to blind its prey while its partner rushes in to lock its jaws on its prey, running off with it if it is small enough. Before their prey can regain its senses, the first venator rushes in to grab its prey while the other uses its bioluminescence to blind any creatures that may have recovered. Once both venators have their prey, they flee into the caverns to find a safe space to feast of their quarry safe from the threat of any other predators that would attempt to steal their prey or in some case even hunt them.

## COBRA VENATORS

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Cobra venators can be identified by the colorful crests located on their heads and backs. These crests can change colors shifting from bright patterns to attract mates or frightened rivals to a deceptive green to help it blend into the nearby fauna. Due to their comparatively small size, cobra venators rely on stealth, its poison fangs and spit, as a well the element of surprise while hunting.

### COBRA VENATOR TACTICS

Cobra venators are strategic hunters often stalking their prey for hours waiting for the opportunity to strike. When it attack, it first blinds its prey with its venomous spite and the proceeds to sink its poisonous fangs into that creature while ripping into it with its claws. However, it will quickly flee if outnumbered or begins to be overwhelmed by the foe. However, when it flees, its does not give up the hunt. Instead, it will continue stalking its prey until it gets another opportunity to finish it off.

## INFERNAL VENATOR

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The Infernal Venator is the most dangerous of all dinosaur species. Its origin is believed not be entirely natural but rather a evolved variant of existing venators. Because venators are very deadly creatures, they are often prized as battle mounts. Many of these creatures are often sold to places such as the Nine Hells to serve as battle beasts. However, their time in the Nine Planes caused them to develop a natural resistance to the harsh environment. However venators naturally are hard to tame, even for devils. Its exposure the the Nine Hells only made it much harder to control causing them to turn on their masters and run rampant in the infernal wastes. Many believe the infernal venators have made their way back to the material plane from planar incursions or simply rogue venators that ate their devil masters and made their home in the nearby ecosystem. Thanks to their new adaptations, they easily dominated the local ecosystem establishing themselves as the dominant predator.

### INFERNAL VENATOR TACTICS

The Infernal Venator hardly shows any fear in battle attacking any creature it so pleases. Using its deafening roar, it sends its foe fleeing while it pursues its nearest victim with a vicious gore attack. Once crippled by its horns, the venator tears into its prey with its jaws. Thanks to its evolved tail that has developed into a natural weapon, it is able to keep foes at bay with its powerful tail crushing them underneath its massive claws.

## SAVAGE VENATORS

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The save venator is one of the smaller species of venators only a little smaller than the brute venator. Although many venators are largely solitary, savage venator often reside in small packs of 5(2d4). However, there have been accounts where multiple packs of savage venators have worked together to hunt huge herds or truly colossal creatures. The most disturbing account was where multiple venator packs attacked a large settlement in search of prey due to the scarcity of prey in the wilds. Coupled with their superior speed and sense of smell, groups of savage venators are often regarded as a greater threat than their larger kin such as the infernal and tyrant venator.

### SAVAGE VENATOR TACTICS

Savage venators are particularly cruel in their hunting tactics. They often target one or two creatures at a time in a group quickly shredding it with their teeth and claws. If the target is smaller than them, one typically snatches its up with its jaws and uses its superior speed to carry back to the rest of the pack where they all proceed to tear into it before pursuing their next quarry. If the target is too big, they attempt to knock it over while the rest take advantage of its vulnerable position. To make matter worse, if a creature is significantly injured, they enter a savage frenzy wherein the pack will all home in on that creature to finish it off.

## SPINED VENATORS

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Easily identified by the large colorful dorsal sail on its back, the spined venator is easily the largest venator. Despite its large size, it prefers to hunt small aquatic prey spending most of its life in rivers and lakes. In fact, under most circumstances, spined venators ignore most land-dwelling creatures and are general peaceful unless provoked. However, at times it is known to target large game drinking from the riverside. However, in times to drought and scarce food, these venators are extremely danagerous as their scour the wilds for food. Despite their large size, they prefer to hunt small and easy prey while on land. Humanoids are quite the ideal size for these carnivores. However, if their prey puts up too much of a fight, it will quickly give up in search for easier prey.

### SPINED VENATOR TACTICS

Spined venators prefer to lurk underwater before striking its prey. Thanks to its surprising speed and colossal size, its often stuns its prey momentarily upon its first strike. This provides it the opportunity to drag its prey underwater drowning it to death while locked within its jaws. The spined venator also has extremely deadly claws the length of a sword that will you to quickly cleave any foe in two.

## TYRANT VENATOR

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The tyrant venator is arguable the prime specimen of all venators with the sole exception of the infernal venator. Even in this case, many believe the infernal venator is simply an aberrant variant of these species. Regardless of the ruling, the tyrant venator lives up to its name establishing its rule through the presence of fear in creatures around it.

Its mere presence causes small animals to flee or grow deathly silent. However, the true key to its innate ability of terror is its roar. Its roar compels its prey to fear. It is believed that this creature uses fear as a means to hunt as it descends on its frightened prey with an unnatural zeal and ferocity. Although not entirely verified, some even state that this creature can even smell fear.

The tyrant venator can also be distinguished from its other kin by its powerful bite. It is believed its jaws are far stronger than any other animal and even that of dragons. Its powerful muscles allow it to lock dire beasts within its jaws.

### TYRANT VENATOR TACTICS

The Tyrant's venator primary weapon is its terrible roar sending its foes into a fearful panic. From there, it quickly descends on its prey easily picking it apart with its massive jaws. However, this tactic can be particularly sadistic as the tyrant venator rarely stop to eat its prey once it kills it if it is hunting multiple targets. Instead, it prefers to kill its first target, using its death to invoke fear in others. Only after it has killed enough for its meal will it stop to feast on the corpse.

While feasting, it will use its roar to scare off any rivals or scavengers from stealing its kill. In the rare chance that the tyrant venator is overwhelmed by its foe, its road forces its enemy to flee to provide it the opportunity to escape. However, tyrant venator's never forget creatures that best it, often waiting for the opportunity to defeat its rival when its stronger or heals from its wounds.

## WOOLLY VENATOR

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The woolly venator is a smaller relative of the tyrant venator that lives primarily in frozen environments. It can be easily identified by its thick layer of white down feathers that grant it immunity to the freezing temperatures of its own. Its feather also grant it the uncanny ability to blend into the snowy environment around them. With enough snowfall, it has been reported that their feathers allow them to seemingly disappear from view. Thanks to the innate resistances and abilities granted by these feathers, woolly venators actually prefer to hunt in the midst of harsh blizzards. This tactic has often granted them the nickname as the "Blizzard Wraith". However, their most potent weapon is not their jaws but their roar. Any creature that hears its roar experience paralysis as fear causes its limbs to lock up. The howling winds of blizzards often are laced with the roars of these dinosaurs as they are hunting. It is often said people who are stranded in a blizzard never return because of the woolly venators rather than the storm itself.

### WOOLLY VENATOR TACTICS

Because the woolly venator is not as large or strong as its other kin, it relies primarily on stealth and its roar to hunt its prey. The woolly venator uses its feather to blend into its surrounds ambushing its prey with its chilling roar. Then it quickly descends on its chosen foe carrying off disappearing into the snow with its prey where it can eat in peace. If its appetite is still not sated, it will continue stalking its prey using the same tactics to single out a target and flee before its prey can defend itself.

If outnumbered or facing a superior foe, it will use its roar to make a quick escape using the snow as a veil to mask its escape.

# APEX VENATOR

Although venators naturally are an impressive sight to behold, there are rare occasions where these creature have grown to legendary proportions given enough time, normally multiple centuries or even millennia. These variants are often known as apexes and their appearances are so rare, that many believe that they are myths. Many cultures who have encountered these creatures often see them as guardians, divine entities, or harbingers of destruction. Below is a template of how to make any venator statblock into that of an apex.

## APEX VENATOR

### Abilities

**Apex Specimen** You can roll for the maximum value of hitpoints for the venator and its grows one size larger. You also assume its hitpoints as if it were one size larger. For example, an Apex Brute Venator would have 138 hitpoints instead of 57(6d12+18) because its new hit dice would be (6d20+18) for increases from Huge to Gargantuan.

**Predator's Presence** Creatures within 30ft. that can see it must make a Wisdom save with a DC equal to 8 + its proficiency bonus + its Constitution modifier or become frightened on a failed save. The apex venator has advantage on attack rolls against creatures frightened in this manner. It can repeat its save at the end of its turns to end this effect. On a success, creatures are immune to this effect for 24 hours.

**Vice Jaws** When it grapples a creature with its jaws, it can grapple creature's one size larger than its normal variant.

**Epic Resilience** Has advantage on Strength and Constitution saving throws.

**Hardened Scales** Its armor class increases by 3.

### Legendary Action (3/turn)

**Legendary Resilience (1/action)** It can end one spell effect or status condition on itself.

**Rampaging Charge (1/turn)** It can move up to its movement speed to a spot it can see without provoking opportunity attack. Creatures within 5ft. of its path must make a Strength saving throw with a DC equal to 8 + its proficiency bonus + its Strength modifier or be pushed back 10ft. and knocked prone.

**Savage Bite (1/turn)** It can make a bite attack against a creature that is grappled in its jaws.

Adding this template allows apex venators to represent rare creatures of myth and legend while still retaining some of its beast-like qualities rather than that of a magical creature. To help with balancing encounters, I have found that raising the Apex's challenge rating by 2 appropriately represents its new abilities.

### DESIGN NOTES

When designing the venators, I made a lot of changes to their statblocks as seen in the monster manual. Most notably, I made all the venator Huge (with the exception of the cobra venator). I believe this is a more accurate representation of their size as well as provides a larger window to vary their sizes without having to change their size categories too much.

Secondly, I gave all venators the traits siege monster and predatory nature. I believe the siege monster ability reflects the destructive power these creatures would possess, as well as some fun Jurassic Park shenanigans. In the spirit of this theme, that is also why I gave all the venators proficiency in Strength and Constitution as it only would be appropriate. The predatory nature ability I believe fits well within their theme as few things would turn away a hungry dinosaur, plus it leads to creative party tactics to drive off these creatures in other ways. Because of their predator nature, I gave them proficiency in Athletics, Perception, and Stealth (as needed). Athletics would represent their ability to carry off prey with their powerful jaws and perception with their ability to track their prey over long distances.

Lastly, I largely altered the way many of these dinosaur attack, primarily removing the tail attack (with the exception of the Infernal Venator). Since most predatory dinosaurs relied on their jaws for hunting, I designed most of their offensive traits around their bite. Since tails were primarily only used for balance, it gave me freedom to experiment with other forms of attack depending on their hunting tactics (such as the charging brute venator). Also due to the nature of how they hunted, all their bite attacks have the grappling mechanic against creatures two sizes smaller. The only exception to this rule was the Tyrant Venator due its superior bite force in comparison to its kin. For the dinosaurs with particularly strong bites, they are able to make an additional bite attack as a bonus action against a grappled creature.



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## BRUTE VENATOR

*Huge beast, unaligned*

**Armor Class** 15  
**Hit Points** 57 (6d12+18)  
**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	11 (+0)	17 (+3)	2 (-4)	14 (+2)	5 (-3)

**Saving Throws:** Strength +7, Constitution +5  
**Skills** Athletics +7, Perception +4  
**Senses** darkvision 60ft., passive Perception 14  
**Challenge** 4(1100 XP)

**Aggressive** Can move up to its movement speed toward a hostile creature that it can see as a bonus action

**Siege Monster** Deals double damage to objects and structures

**Reckless** It has advantage on all of its attack rolls but attacks against it have advantage.

**Relentless** If the Brute Venator is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

**Rampaging Charge** If the brute venator moves at least 20ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an additional (9) 2d8 bludgeoning damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone. If the target is prone, the brute venator can make one bite attack against it as a bonus action.

**Predatory Nature** Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

**Fury** If it takes the Attack action while below half its hitpoint maximum, it can make an additional bite attack as part of that action.

### Actions

**Gore.** +7 to hit; 5ft., , one target. Hit 19(3d8+5) bludgeoning damage.

**Bite.** +7 to hit; 10ft., , one target. Hit 25(3d12+5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the brute venator can't bite another target.



## CAVE VENATOR

*Huge beast, unaligned*

**Armor Class** 14  
**Hit Points** 84 (8d12+32)  
**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	2 (-4)	16 (+3)	14 (+2)

**Saving Throws:** Strength +8, Constitution +6  
**Skills** Athletics +9, Stealth +4, Perception +7  
**Damage Resistances:** Poison, Psychic, Acid  
**Condition Immunities** Blinded  
**Senses** magical darkvision 60ft., blindsight 60ft., passive Perception 17  
**Challenge** 8(3900 XP)

**Siege Monster** Deals double damage to objects and structures

**Predatory Nature** Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

**Mental Resilience** Has advantage on saves against being charmed.

**Poison Resistance** Has advantage on saves against being poisoned or diseased.

**Bioluminescence** Has advantage on saving throws against spells and other magical effects. As a bonus action, it can emit bright light in a 10ft. radius and dim light an additional 10ft. This effect can be ended at will using a bonus action.

**Subterranean Hunter** The cave venator has advantage on Dexterity (Stealth) checks it makes in rocky terrain with or if it is dim light or darkness. While either of these conditions are met, it can use its bonus action to Hide.

**Umber Walker** While in darkness, the cave venator is invisible to any creature that relies on darkvision to see it in that darkness. This feature does not work if its bioluminescence is active.

### Actions

**Bite.** +8 to hit; 10ft., one target. Hit 26(3d12+6) piercing damage + 14(3d8) acid damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the cave venator can't bite another target. It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

**Illuminating Flash (Recharge 5-6)** Creatures within 30ft. radius that can see it must succeed a DC 14 Constitution saving throw or become blinded for one minute on a failed save. If the creature does not have darkvision, it makes this save with disadvantage. At the end of each of its turns, it can repeat its save to end the effect.



## COBRA VENATOR

large beast, unaligned

**Armor Class** 15

**Hit Points** 51 (6d10+18)

**Speed** 40ft.,

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	2 (-4)	14 (+2)	16 (+3)

**Saving Throws:** Strength +5, Constitution +5

**Skills** Athletics +5, Stealth +6, Intimidation +5, Perception +4

**Damage Immunities** Poison

**Damage Resistances** Acid

**Condition Immunities** Poisoned

**Senses** darkvision 60ft., passive Perception 14

**Challenge** 4(1100 XP)

**Ambusher** In the first round of a combat, the cobra venator has advantage on attack rolls against any creature it has surprised.

**Forest Stalker** The cobra venator has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life. While these conditions are met, it can use its bonus action to Hide.

**Siege Monster** Deals double damage to objects and structures

**Predatory Nature** Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

### Actions

**Multiattack.** The Cobra Venator makes three attacks: one with its bite and two with its claws

**Bite.** +5 to hit; 5ft., one target. *Hit* 12(2d8+3) piercing damage and the target is a creature, it must make a DC 13 Constitution saving throw, taking 18(4d8) poison damage on a failed save, or half as much on a successful one. If the target is a Small or smaller creature, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and the cobra venator can't bite another target.

**Claw.** +5 to hit; 5ft., one target. *Hit* 8(1d8+3) slashing damage.

**Venomous Spit (Recharge 5-6)** +5 to hit;\*, 15/30ft., one target. *Hit* The target must make a DC 13 Constitution saving throw taking (18)4d8 poison damage + (18) 4d8 acid damage and is blinded for one minute on a failed save. At the end of each of its turns, the creature can repeat its save to end the effect. On a success, creatures take half damage.



## INFERNAL VENATOR

*Huge beast, unaligned*

**Armor Class** 17

**Hit Points** 136 (13d12+52)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	14 (+2)	9 (-1)

**Saving Throws:** Strength +10, Constitution +7

**Skills** Athletics +10, Perception +5

**Damage Resistances:** Cold, Fire, Lightning, Poison

**Senses** magical darkvision 60ft., passive Perception 15

**Challenge** 10(5900 XP)

**Siege Monster** Deals double damage to objects and structures

**Predatory Nature** Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

**Apex Predator** Has advantage on attack rolls against creatures frightened by it.

**Magic Resistance** Has advantage on saving throws against spells and other magical effects.

**Infernal Resilience** Has advantage on saving throws against being poisoned and diseased.

**Trampling Charge** If the Infernal Venator moves at least 20ft. straight towards a creature and then hits it with a gore attack on the same turn, the target takes an extra 11(2d10) piercing damage and must succeed a DC 18 Strength saving throw or be knocked prone. If the target is prone, the infernal venator can make one bite or stomp attack against it as a bonus action.

### Actions

**Multiattack.** The Infernal Venator makes two attacks on its turn: one with its bite and one with its tail. It cannot make both attacks against the same target.

**Gore.** +10 to hit; 5ft., , one target. *Hit* 29(4d10+7) piercing damage.

**Bite.** +10 to hit; 10ft., , one target. *Hit* 33(4d12+7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained and the infernal venator can't bit another target.

**Tail** +10 to hit; 15ft., , one target. *Hit* 29(4d10+7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

**Stomp** +10 to hit; 5ft., , one target. *Hit* 25(4d8+7) bludgeoning damage.

**Terrifying Roar (Recharge 5-6)** Creatures within 120ft. that can hear it must succeed a DC 15 Wisdom saving throw or become frightened for one minute on a failed save. At the end of each of its turns, it can repeat its save to end the effect.



## SAVAGE VENATOR

*Huge beast, unaligned*

**Armor Class** 14

**Hit Points** 57 (6d12+18)

**Speed** 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	16 (+3)	5 (-3)

**Saving Throws:** Strength +6, Constitution +5

**Skills** Athletics +6, Perception +7

**Senses** darkvision 60ft., passive Perception 17

**Challenge** 3(700 XP)

**Siege Monster** Deals double damage to objects and structures

**Predatory Nature** Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

**Keen Hearing and Smell:** The savage venator has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics** The savage venator has advantage on an attack roll against a creature if at least one of the venator's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Blood Frenzy** If its make an Attack action against a creature below half its hitpoint maximum, the savage venator can make one additional bite attack as part of its action.

### Actions

**Multiattack.** The savage venator makes three attacks on its turn: one with its bite and two with its claws.

**Bite.** +6 to hit; 10ft., one target. Hit 15(2d10+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the savage venator can't bite another target.

**Claw.** +6 to hit; 5ft., , one target. Hit 9(1d8+4) piercing damage.



## SPINED VENATOR

*Huge beast, unaligned*

**Armor Class** 16

**Hit Points** 136 (13d12+52)

**Speed** 40ft., 40ft. swim

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	18 (+4)	2 (-2)	14 (+2)	8 (-1)

**Saving Throws:** Strength 10, Constitution +7

**Skills** Stealth +6, Stealth +8, Perception +5

**Senses** darkvision 120ft., passive Perception 15

**Challenge** 9(5000 XP)

**Ambusher** In the first round of a combat, the spined venator has advantage on attack rolls against any creature it has surprised.

**Hold Breath** The spined venator can hold its breath for 30 minutes

**Siege Monster** Deals double damage to objects and structures

**Predatory Nature** Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

**Stunning Dive** If the spined venator swims at least 20ft. toward a target and then hits it with a bite attack on the same turn, if the target is a creature, it must succeed a DC 15 Constitution saving throw or be stunned until the end of the spined venator's turn on a failed save.

### Actions

**Multiattack.** The spined venator makes three attacks on its turn: one with its bite, two with its claws

**Bite.** +10 to hit, 10ft., one target. Hit 27(3d12+5) piercing damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and the spined venator cannot bite another target. It can use its bonus action make another bite attack against a creature grappled in this manner.

**Claw.** +10 to hit, 5ft., one target. Hit 16(2d8+7) slashing damage.



## TYRANT VENATOR

*Huge beast, unaligned*

**Armor Class** 14  
**Hit Points** 136 (13d12+52)  
**Speed** 50ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	14 (+2)	9 (-1)

**Saving Throws:** Strength +10, Constitution +7  
**Skills** Athletics +10, Perception +5  
**Senses** darkvision 60ft., passive Perception 15  
**Challenge** 10(5900 XP)

**Aggressive** Can move up to its movement speed toward a hostile creature that it can see as a bonus action

**Siege Monster** Deals double damage to objects and structures

**Smell Fear** Has advantage on Wisdom(Perception) checks to track creatures frightened by it

**Fear Monger** If it takes the attack action against a frightened creature, it can make an additional bite attack as part of its action against that creature.

**Predatory Nature** Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

**Apex Predator** Has advantage on attack rolls against creatures frightened by it.

### Actions

**Bite.** +10 to hit; 10ft., one target. *Hit* 46(6d12+7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained and the infernal venator can't bite another target. It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

**Terrifying Roar (Recharge 5-6)** Creatures within 120ft. that can hear it must succeed a DC 15 Wisdom saving throw or become frightened for one minute on a failed save. If creatures frightened by this effect ends its turn 60ft. away from the Tyrant Venator can attempt another saving throw to end the effect. At the end of each of its turns, it can repeat its save to end the effect.



## WOOLLY VENATOR

*Huge beast, unaligned*

**Armor Class** 14

**Hit Points** 84 (8d12+32)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	2 (-4)	16 (+3)	14 (+2)

**Saving Throws:** Strength +8, Constitution +6

**Skills** Athletics +8, Stealth +4, Perception +5

**Damage Immunities:** Cold

**Senses** magical darkvision 60ft., passive Perception 15

**Challenge** 7(3900 XP)

**Siege Monster** Deals double damage to objects and structures

**Ice Walk** The woolly venator can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Predatory Nature** Has advantage on saves against being frightened. It is immune to being frightened by creatures smaller than it.

**Polar Camouflage** The woolly venator has advantage on Dexterity (Stealth) checks it makes in snowy terrain or if obscured by ample snowfall. While these conditions are met, it can use its bonus action to Hide.

### Actions

**Bite.** +8 to hit; 10ft., one target. Hit 26(3d12+6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the woolly venator can't bite another target. It can use its bonus action to make an additional bite attack against a creature grappled in this manner.

**Chilling Roar(Recharge 5-6)** Creatures within 120ft. that can hear it must succeed a DC 14 Wisdom saving throw or become frightened for one minute on a failed save. Creatures frightened in this manner are paralyzed for the duration of this effect. At the end of each of its turns, it can repeat its save to end the effect.

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