

Zonqa (Verrona Major)

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<https://www.dndbeyond.com/monsters/2955985-zonqa-verrona-major>

Large Monstrosity (Tiefling), Typically Chaotic Evil

Armor Class 17 Natural Armor

Hit Points 150 (20d8 + 60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	14 (+2)	16 (+3)	19 (+4)	15 (+2)

Skills [Acrobatics](#) +8, [Intimidation](#) +8, [Religion](#) +8, [Survival](#) +8

Condition Immunities [Blinded](#)

Senses [Tremorsense](#), Passive Perception 17

Languages Common, Deep Speech, Undercommon

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Spellcasting. Its spellcasting ability is Wisdom (spell save DC 16, +5 to hit with spell attacks).

Cantrips (at will): [Chill Touch](#), [Thunderclap](#)

1st level (3 slots): [Shield](#), [Guiding Bolt](#), [Thunderwave](#)

2nd level (2 slots): [Blur](#), [Darkness](#)

3rd level (1 slot): [Vampiric Touch](#)

Web Sense. While in contact with a web, Zonqa knows the exact location of any creature also touching the [web](#).

Web Walker. Zonqa ignores movement restrictions caused by webbing.

Spider Climb. Zonqa can climb difficult any difficult surface, including upsidedown of ceilings, without an ability check.

Actions

Survival Instinct. Zonqa can use a claw attack and a bite attack for their attack action.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 16 (3d8 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 13 (2d10 + 2) piercing damage.

Reactions

Shield. An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack.

Description

Once Zonqa reaches half health (75) she then gets more bloodthirsty and summons 2 Drow Soldiers to help out with the task at hand.

Lair and Lair Actions

Zonqa's lair is a building or room that is covered in webs, and in very little light. This way Zonqa can see where her prey is using the movement of the webs, but if that fails they can still use their dark vision if this fails.

On initiative count **20** and **10**, the Zonqa takes a lair action to cause one of the following effects; the Zonqa can't use the same effect two rounds in a row:

- **Webbing Cage** - Target makes a DC 15 DEX saving throw otherwise is **restrained** by [Tooltip Not Found] until passing a DC 10 STR check. This ability is similar to the **Entangle**
- **Web Growth** - Creates webbing in a 30 ft space anywhere within the lair, it is considered **difficult terrain**.
- **Thread Infusion** - Target a creature within a 60ft cone that is touching the web and if they fail a DC 16 DEX saving throw then they take 2d8 lightning damage, then the spell continues into another creature within 30 ft of the original target if the other target is touching the same web. The spell continues if all creatures continue to fail the saving throw, but each creature can only be hit once per cast.