

Zonqa (Verrona Major)

Version 1.00 (October 2022)

<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

Innate 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.

Opportunity Attack. You can make an Opportunity Attack when a Hostile creature you can see moves out of your reach.

Description

Once Zonqa reaches half health (75) she then gets more bloodthirsty and scared for her own life because of the enemy or Lolth and summons 2 Drow Foot Soldiers to help with the task at hand. One Soldier appears every other round.

Lair and Lair Actions

Zonqa's lair is a building or room covered in webs and 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**, Zonqa takes a lair action to cause one of the following effects:

- **Webbing Cage** - Targets in a 10ft Cube must make a DC 15 DEX saving throw otherwise **restrained** by webs 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. 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. If they succeed they take no damage and the infusion sizzles out.

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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.