

MIST MOTH

Small • Beast • Unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 10 ft., fly 30 ft.

Initiative +2 (12)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	2 (-4)	6 (-2)	1 (-5)

Skills Stealth +4

Senses blindsight 20 ft., passive Perception 8

Languages -

CR 1/4 (XP 50; PB +2)



Hallucinogenic Dust. The area in a 5-foot emanation originating from the moth is lightly obscured. *Constitution Saving Throw:* DC 10, creatures starting inside the area. Other mist moths are immune to this effect. *Failure:* The target becomes poisoned until the end of its next turn.

ACTIONS

Antenna. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d6) psychic damage.

MIST MOTH — WEAKER

Armor Class 11

Hit Points 3 (1d6)

Speed 10 ft., fly 30 ft.

Initiative +1 (11)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	2 (-4)	6 (-2)	1 (-5)

Skills Stealth +3

Senses blindsight 10 ft., passive Perception 8

Languages -

CR 0 (XP 10; PB +2)



Hallucinogenic Dust. The area in a 5-foot emanation originating from the moth is lightly obscured. *Constitution Saving Throw:* DC 10, creatures starting inside the area. Other mist moths are immune to this effect. *Failure:* The target becomes poisoned until the end of its next turn.

ACTIONS

Antenna. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 1 psychic damage.

BONUS ACTIONS

Deepen Hallucination (1/Day). *Wisdom Saving Throw:* DC 10, a poisoned creature within 5 feet of the moth that it can see. *Failure:* The target becomes incapacitated, and its speed is reduced to 0. The effect ends for an affected creature if it takes any damage (other than psychic) or if someone else uses an action to shake the creature out of its stupor.

REACTIONS

Dust Cloud (1/Day). *Trigger:* The moth takes damage. *Response:* The moth releases dust that fills a 5-foot-radius sphere centered on itself, and the moth moves up to its speed. The cube is heavily obscured for 1 minute or until a strong wind (such as one created by a gust of wind spell) disperses it.

REACTIONS

Dust Cloud (1/Day). *Trigger:* The moth takes damage. *Response:* The moth releases dust that fills a 5-foot-radius sphere centered on itself, and the moth moves up to its speed. The cube is heavily obscured for 1 minute or until a strong wind (such as one created by a gust of wind spell) disperses it.

MIST MOTH — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 44 (8d6 + 16)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Skills Stealth +5

Senses blindsight 30 ft., passive Perception 8

Languages -

CR 2 (XP 450; PB +2)



Hallucinogenic Dust. The area in a 5-foot emanation originating from the moth is lightly obscured. *Constitution Saving Throw:* DC 12, creatures starting inside the area. Other mist moths are immune to this effect. *Failure:* The target becomes poisoned until the end of its next turn.

ACTIONS

Multiattack. The moth makes two Antenna attacks.

Antenna. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 9 (2d8) psychic damage.

BONUS ACTIONS

Deepen Hallucination (2/Day). *Wisdom Saving Throw:* DC 12, a poisoned creature within 5 feet of the moth that it can see. *Failure:* The target becomes incapacitated, and its speed is reduced to 0. The effect ends for an affected creature if it takes any damage (other than psychic) or if someone else uses an action to shake the creature out of its stupor.

REACTIONS

Dust Cloud (1/Day). *Trigger:* The moth takes damage. *Response:* The moth releases dust that fills a 5-foot-radius sphere centered on itself, and the moth moves up to its speed. The cube is heavily obscured for 1 minute or until a strong wind (such as one created by a gust of wind spell) disperses it.