NIGHTMARE MOTH

Medium • Monstrosity • Unaligned



Armor Class 12
Initiative +2 (12)
Hit Points 60 (8d8 + 24)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills Stealth +4
Senses blindsight 30 ft., passive Perception 11
Languages –
CR 3 (XP 700; PB +2)

Sleep Paralysis. *Wisdom Saving Throw:* DC 13, any creature within 30 feet of the moth ends the unconscious condition. *Failure:* The target stays unconscious this turn.

ACTIONS

Multiattack. The moth makes one Wing Buffet attack and uses its Mind Feeding. It can replace its Wing Buffet with a use of Sleep Pollen, if available.

Wing Buffet. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the moth doesn't provoke opportunity attacks from the target this turn.

Mind Feeding. *Intelligence Saving Throw:* DC 13, one creature within 5 feet of the moth that it can see. *Failure:* 9 (2d8) psychic damage. *Success:* Half damage. *Failure or Success:* An unconscious creature doesn't wake up from this damage.

Sleep Pollen (Recharges 6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot cone. *Failure:* The target falls unconscious. The effect ends after 1 minute, or if the target takes damage, or if another creature within 5 feet of it takes an action to shake it awake.

BONUS ACTIONS

Frightful Presence (1/Day). The moth casts *fear* (spell save DC 13), targeting only one creature in range and requiring no spell components or concentration.

Nightmares Given Form (1/Day). The moth casts *phantasmal force* (spell save DC 13), requiring no spell components.

NIGHTMARE MOTH — WEAKER



Armor Class 11
Initiative +1 (11)
Hit Points 26 (4d8 + 8)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Skills Stealth +3
Senses blindsight 30 ft., passive Perception 10
Languages –
CR 1/2 (XP 100; PB +2)

Sleep Paralysis. *Wisdom Saving Throw:* DC 12, any creature within 30 feet of the moth ends the unconscious condition. *Failure:* The target stays unconscious this turn.

ACTIONS

Multiattack. The moth makes one Wing Buffet attack and uses its Mind Feeding. It can replace its Wing Buffet with a use of Sleep Pollen, if available.

Wing Buffet. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the moth doesn't provoke opportunity attacks from the target this turn.

Mind Feeding. *Intelligence Saving Throw:* DC 12, one creature within 5 feet of the moth that it can see. *Failure:* 3 (1d6) psychic damage. *Success:* Half damage. *Failure or Success:* An unconscious creature doesn't wake up from this damage.

Sleep Pollen (Recharges 6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot cone. *Failure:* The target falls unconscious. The effect ends after 1 minute, or if the target takes damage, or if another creature within 5 feet of it takes an action to shake it awake.

BONUS ACTIONS

Frightful Presence (1/Day). The moth casts *fear* (spell save DC 12), targeting only one creature in range and requiring no spell components or concentration.

NIGHTMARE MOTH — STRONGER



Armor Class 13
Initiative +3 (13)
Hit Points 93 (11d8 + 44)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	18 (+4)	2 (-4)	14 (+2)	6 (-2)

Skills Stealth +6
Senses blindsight 30 ft., passive Perception 12
Languages –
CR 6 (XP 2,300; PB +3)

Sleep Paralysis. *Wisdom Saving Throw:* DC 15, any creature within 30 feet of the moth ends the unconscious condition. *Failure:* The target stays unconscious this turn.

ACTIONS

Multiattack. The moth makes one Wing Buffet attack and uses its Mind Feeding. It can replace its Wing Buffet with a use of Sleep Pollen, if available.

Wing Buffet. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the moth doesn't provoke opportunity attacks from the target this turn.

Mind Feeding. *Intelligence Saving Throw:* DC 15, one creature within 5 feet of the moth that it can see. *Failure:* 13 (3d8) psychic damage. *Success:* Half damage. *Failure or Success:* An unconscious creature doesn't wake up from this damage.

Sleep Pollen (Recharges 5-6). *Constitution Saving Throw:* DC 15, each creature in a 15-foot cone. *Failure:* The target falls unconscious. The effect ends after 1 minute, or if the target takes damage, or if another creature within 5 feet of it takes an action to shake it awake.

BONUS ACTIONS

Frightful Presence (2/Day). The moth casts *fear* (spell save DC 15), targeting only one creature in range and requiring no spell components or concentration.

Nightmares Given Form (2/Day). The moth casts *phantasmal force* (spell save DC 15), requiring no spell components.