



THE GIANT MOTH

The monstrous giant moth inhabits the high summits of remote and freezing mountain regions. Worshipped and feared alike, the nocturnal insect roams its far-reaching hunting grounds in search for any prey large enough to feed its ever-hungry larvae. While the giant moth may look clunky, it is in fact a cunning combatant being able to fly in absolute silence and produce sweeping gusts of wind with its powerful wings.

Mountain Nests. The giant moth nests in extremely high altitudes and prefers to lay its eggs on snowy cliffs close to the edge. While the larvae take several weeks to fully develop, a broodmother can trigger an early hatching in case of danger to her or the clutch.

GIANT MOTH

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 152 (16d12 + 48)

Speed 20 ft., climb 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	16 (+3)	8 (-1)

Skills Perception +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning, slashing

Damage Immunities acid, cold, thunder

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 6 (2,300 XP)

Fluffy Flight. If the giant moth flies, it is inaudible and can't be detected by (Perception) checks that rely on hearing.

Keen Sight and Smell. The giant moth has advantage on Wisdom (Perception) checks that rely on sight or smell.

Scale Cloud. The giant moth is enveloped by a cloud of blinding scales. Each creature starting its turn within 15 feet of the giant moth, including around a corner, must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the giant moth can't use its claws on another target.

Wing Stroke (Recharge 6). Each creature in a 20-foot line that is 10 feet wide must make a DC 15 Dexterity saving throw, or be pushed up to 10 feet away and knocked prone.

REACTIONS

Broodmother's Call (1/Day). If the giant moth has half of its hit points or fewer, it can emit a deafening shriek to awaken its brood. Each creature in a 20-foot sphere centered on the giant moth must make a DC 15 Constitution saving throw or take 11 (2d10) thunder damage and be deafened until the end of its next turn. In addition each clutch of giant moth eggs within a 60-foot sphere centered on the giant moth hatches.

CLUTCH OF GIANT MOTH EGGS

The eggs of a giant moth are usually covered in resilient silk allowing them to adhere to snowy and icy cliffs. Their shells are extremely resistant against any form of impact and cold. When in danger, the larvae tend to hatch in a burst of acid to repel any unwanted intruder.



CLUTCH OF GIANT MOTH EGGS

Large swarm of Small monstrosities, unaligned

Armor Class 13 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	16 (+3)	2 (-4)	8 (-1)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities acid, cold, thunder

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 10 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Bursting Brood. Unless the swarm hasn’t hatched, it can’t move, can’t benefit from any bonus to its speed, automatically fails Strength and Dexterity saving throws and attack rolls against it have advantage.

If a creature ends its turn in the swarm’s space or if the swarm takes damage, the swarm has a 50 percent chance to hatch, spraying acid in the process. Each creature within 15 feet of the swarm must make a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Sticky Silk. The swarm’s space is difficult terrain. In addition, a creature touching the ground in the swarm’s space has advantage on saving throws against being pushed or knocked prone. Further, the swarm is immune against being pushed.

Swarm. The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Small monstrosity. The swarm can’t regain hit points or gain temporary hit points.

ACTIONS

Bites (Hatched Only). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm’s space. *Hit:* 12 (3d6 + 2) piercing damage, or 5 (1d6 + 2) piercing damage if the swarm has half of its hit points or fewer.