



WEEKLY CRITTER CRATE

MOTH

Moths are flying insects often characterized by thick, sensitive antennae, unpredictable flight patterns, and pestilent larval stages. Many moths are nocturnal.

MOONPHASE CATERPILLAR

This mottled caterpillar is dusky gray and black and sports fan-like antennae.

MOONPHASE CATERPILLAR

Small natural beast

LEVEL 1 MINION

XP 25

Initiative +0

Senses Blindsight 5

HP 1; a missed attack never damages a minion.

AC: 12; **Fortitude** 14, **Reflex** 13, **Will** 13

Immune fear

Speed 4; Climb 4

⚔ **Nibble** (standard; at-will)

+3 vs. AC; 3 damage.

Grippy Feet

Moonphase caterpillars resist being pushed, pulled, or slid, reducing any such movement by 1.

Alignment Unaligned

Languages —

Skills Stealth +5

Str 6 (-2)

Dex 10 (+0)

Wis 10 (+0)

Con 12 (+1)

Int 1 (-4)

Cha 7 (-2)

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MOONPHASE CHRYSALIS

A dusky gray cocoon is suspended in a dark corner. You catch a glimpse of movement from inside the shell.

MOONPHASE CHRYSALIS

Small natural beast

LEVEL 1 ARTILLERY

XP 100

Initiative +2

Senses Blindsight 10

HP 22 ; Bloodied 11

AC: 15; **Fortitude** 14, **Reflex** 5, **Will** 15

Immune fear; **Resist** 5 psychic, take half damage from ranged attacks; **Vulnerable** 5 fire.

Speed 0; see also *hatch*

✦ **Mind Burst** (standard; at-will) ✦ Psychic

Area burst 1 within 10; +6 vs. will; 1d8+3 psychic damage.

Hatch (move; once bloodied)

The moonphase chrysalis hatches from its cocoon, becoming a moonphase hatchling (treat as a moonphase chrysalis with a speed of 4, climb 4, an AC of 13, a Reflex defense of 15, and it loses its vulnerability to fire.

Alignment Unaligned

Languages —

Skills Stealth +7

Str 7 (+-2)

Dex 14 (+2)

Wis 10 (+0)

Con 13 (+1)

Int 1 (-4)

Cha 6 (-2)

MOONPHASE CHRYSALIS TACTICS

When a moonphase chrysalis senses a living creature nearby it uses mind burst to kill it before hatching to feast.

Meanwhile, the chrysalis continues developing into its adult stage, the pepper moth. Moonphase hatchlings use mind burst from the safety of the ceiling or a high wall.

ENCOUNTER GROUPS

Level 1 Encounter (XP 550)

- ✦ 2 moonphase chrysalises (level 1 artillery)
- ✦ 2 pepper moths (level 2 lurker)
- ✦ 4 Moonphase Caterpillars (level 1 minion)



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MOONPHASE PEPPER MOTH

What looked at first like a jutting, dusty stone explodes into a cloudy flurry of frantic insectile flapping and scabbling legs.

MOONPHASE PEPPER MOTH

Small natural beast

LEVEL 2 LURKER

XP 125

Initiative +8

Senses Blindsight 10

HP 30 ; **Bloodied** 15

AC: 16; **Fortitude** 15, **Reflex** 17, **Will** 14; see also *unpredictable flight*

Immune fear

Speed 4; fly 6 (hover)

⚔ **Wing Scale Slam** (standard; at-will)

+7 vs. AC; 1d8 damage, and the pepper moth makes a secondary attack; Secondary attack +5 vs. Fortitude; the target is blinded until the end of the pepper moth's next turn.

Wing Flurry

The pepper moth deals 1D6 extra damage to any opponent it has combat advantage against.

Unpredictable Flight

A pepper moth has +2 to its AC and Reflex defense against ranged attacks when in flight.

Camouflage

When at rest in a rocky or forested area, a pepper moth is invisible until seen (Perception DC 18).

Alignment Unaligned

Languages —

Skills Stealth +8

Str 10 (+1)

Dex 16 (+4)

Wis 10 (+1)

Con 13 (+2)

Int 2 (-3)

Cha 10 (-1)

MOONPHASE PEPPER MOTH TACTICS

Pepper moths sneak up on their enemies before taking flight and bashing their bodies and wings against them, instinctively splitting up to make the best use of their blinding wing scales.

MOONPHASE MOTH LORE

A character knows the following information with a successful Nature check.

DC 15: Moonphase moths are natural beasts that are dangerous in all three stages; caterpillar, chrysalis, and adult pepper moth. They are universally camouflaged and prefer the darkness.

DC 20: A moonphase moth develops a psyche-damaging attack in its chrysalis stage, but loses it in favor of blinding wing scales in its adult form. Damaging a moonphase chrysalis may cause the hatchling to emerge early, unable to fly but still psychically able.



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ENCOUNTER GROUPS

Level 2 Encounter (XP 650)

- ✦ 2 pepper moths (level 2 lurker)
- ✦ 2 dire rats (level 1 brute)
- ✦ 1 ghoul (level 5 soldier)

SPHINX MOTH SWARM

A thousand striped moths the size of a kobold's palm form a cloud that moves as one creature.

SPHINX MOTH SWARM

Medium natural beast (swarm)

LEVEL 5 CONTROLLER

XP 200

Initiative +5

Senses Blindsight 5

Swarm Attack aura 1; the sphinx moth swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 60 ; **Bloodied** 30

AC: 19; **Fortitude** 18, **Reflex** 20, **Will** 17

Immune fear ; Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks.

Speed fly 6 (hover)

⚠ **Burning Wing Scales** (standard; at-will) ✦ **Acid**

+9 vs. Reflex; 2d6 acid damage, and ongoing 5 acid damage (save ends).

Flowing Form (move; immediate reaction whenever hit by an attack)

The sphinx moth swarm shifts 1 square.

Alignment Unaligned

Languages —

Skills Intimidate +11, Stealth +12

Str 10 (+2)

Dex 17 (+5)

Wis 10 (+2)

Con 12 (+3)

Int 1 (-2)

Cha 4 (-1)

SPHINX MOTH SWARM TACTICS

Sphinx moth swarms head towards the largest concentration of creatures that they can sense with their blindsight and liquify everything with their burning wing scales before settling to lap up the remains. If a target stops moving, all the better.

SPHINX MOTH LORE

A character knows the following information with a successful Nature check.

DC 15: Sphinx moths are largely harmless on their own, but when they gather in huge groups—perhaps compelled by a need to mate, or perhaps gathered by vermin lords—they can be terribly dangerous.



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DC 20: A sphinx moth swarm releases a cloud of acidic wing scales that can reduce flesh to fluid in seconds. When attacked, the swarm reforms close by.

ENCOUNTER GROUPS

Level 5 Encounter (XP 1,000)

- ✦ 1 sphinx moth swarm (level 5 controller)
- ✦ 1 otyugh (level 7 soldier)
- ✦ 2 fire bats (level 5 skirmisher)
- ✦ 3 vampire spawn fleshrippers (level 5 minion)

GOLDEN MOTH

An enormous moth glides your way, resplendent like a sunset.

GOLDEN MOTH

Large natural beast (mount)

LEVEL 18 SKIRMISHER

XP 2000

Initiative +17

Senses Blindsight 20

HP 179 ; **Bloodied** 89

AC: 30; **Fortitude** 30, **Reflex** 36, **Will** 30

Immune fear

Speed 6, fly 10 (hover); see also flyby attack and bombing run.

⚔ **Proboscis** (standard; at-will) ✦ **Acid**

Reach 3; +23 vs. Reflex; 2d6 acid damage, and target is grabbed (until escape) and pulled one square (usually straight up). The golden moth can have only one target grabbed at one time.

⚔ **Flyby Attack** (standard; at-will)

The golden moth flies up to 10 squares and makes one melee basic attack at any point during that movement. The golden moth doesn't provoke opportunity attacks when moving away from the target of the attack.

⚔ **Bombing Run** (standard; recharge ⓁⓂⓂⓂ) ✦ **Acid**

The golden moth flies up to its flight speed +2 and releases burning wing scales onto every creature it passes over that is within range; Ranged 3; +19 vs. fortitude; 3D10+9 acid damage and ongoing 10 acid damage (save ends).

Alignment Unaligned

Languages —

Skills Intimidate +11, Stealth +12

Str 20 (+14)

Dex 23 (+15)

Wis 14 (+11)

Con 27 (+17)

Int 5 (+7)

Cha 15 (+11)

GOLDEN MOTH TACTICS

Golden moths always open combat with their bombing run. While the bombing run recharges it grabs an enemy with its proboscis and flies as high as it can in the same round before dropping it, preferably somewhere hazardous.



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GOLDEN MOTH LORE

A character knows the following information with a successful Nature check.

DC 25: Golden Moths, sometimes called sunset moths, are as striking in their radiance as they are deadly. They can attack on the wing without even slowing, and are able to release a shower of acidic wing scales strong enough to pit hardened steel.

DC 30: Golden Moths are immune to fear, and are therefore prized as mounts by anyone brave enough, or crazy enough, to capture one and train it.

ENCOUNTER GROUP

Level 18 Encounter (XP 10,400)

- ✦ 1 golden moth (level 18 skirmisher)
- ✦ 1 larva mage (level 21 elite artillery)
- ✦ 4 abyssal ghoul hungerers (level 18 minion)

NIGHTWING

This enormous shadow moth glides through the air as gracefully as a stingray through water. The creature's four great, black wings span 20 feet, trailing away at the edges like dark mist.

NIGHTWING

Huge shadow magical beast

LEVEL 26 ELITE BRUTE

XP 18000

Initiative +20 **Senses** Blindsight 20

HP 672 ; **Bloodied** 336

AC: 40; **Fortitude** 39, **Reflex** 39, **Will** 38

Immune disease, poison, fear; **Resist** 20 cold, 20 necrotic; **Vulnerable** 20 radiant

Speed 8, fly 10 (hover)

Action Point 1

⚔ **Leg Spear (standard; at-will)**

Reach 3; +29 vs. AC; 3d8+10 damage

⚔ **Black Proboscis (standard; at-will)** ✦ **Cold, Necrotic**

Reach 4; +27 vs. Reflex; 4d6+7 cold and necrotic damage, and the target is grabbed (until escape). Checks made to escape a nightwing's grab take a -5 penalty. The nightwing can only have one target grabbed at a time.

↔ **Wing Buffet (Standard; recharge ⓁⓂⓂⓂ)**

Close blast 4; +25 vs. Fortitude; 2d8+10 damage and targets are pushed 4 squares and knocked prone. The wing buffet also extinguishes fires smaller than a campfire.



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✦ **Flashing Eyespots (Minor; daily) ✦ Necrotic**

Close burst 10; +25 vs. Will; 4d10+7 necrotic damage and targets are stunned (save ends).

✦ **Life Siphon (Minor; at-will) ✦ Cold, Necrotic**

Grabbed targets only; +27 vs. Fortitude; 4d6+7 cold and necrotic damage, and the nightwing heals half the damage dealt. Hit points gained in excess of the Nightwing's total are lost.

Alignment Evil **Languages** Telepathy 20

Skills Insight +20, Stealth +25

Str 30 (+23) **Dex** 25 (+20) **Wis** 19 (+17)

Con 33 (+24) **Int** 15 (+15) **Cha** 25 (+20)

NIGHTWING TACTICS

A Nightwing opens combat by hovering above a large concentration of targets, grabbing a heavily-armoured enemy with its black proboscis, and then using flashing eyespots on the whole group. It then uses wing buffets as often as possible, being sure to siphon life every round from its grabbed victim. Most often a nightwing uses its action point to recharge its flashing eyespots.

NIGHTWING LORE

A character knows the following information with a successful Religion check.

DC 27: Nightwings are shadow beasts from another plane. Their motives are unknown, but they take special joy from siphoning the life force from their enemies.

DC 32: Nightwings are brutish, preferring simple tactics of spearing enemies with their legs or sending them flying with their wings, but they are capable of unleashing a stunning necrotic flash from the eyespots on their wings.

DC 37: Nightwings are immune to fear, poison, and disease, and resist even the deepest cold. As shadow beasts they are vulnerable to radiant energy.

ENCOUNTER GROUP

Level 26 Encounter (XP 46,000)

- ✦ 1 nightwing (level 26 elite brute)
- ✦ 1 dread wraith (level 25 lurker)
- ✦ 1 sorrowsworn soulripper (level 25 skirmisher)
- ✦ 2 swordwings (level 25 soldier)