

# Nightmare

March 8, 2023



Large fiend, neutral evil

**Armor Class** 13 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

**Saving Throws**

**Skills**

**Damage Resistances**

**Damage Immunities** fire

**Condition Immunities**

**Senses** passive Perception 11

**Languages** understands Abyssal, Common, and Infernal but can't speak

**Challenge** 3 (700 XP)

**Confer Fire Resistance.** The nightmare can grant resistance to fire damage to anyone riding it.

**Illumination.** The nightmare sheds bright light in a 10- foot radius and dim light for an additional 10 feet.

## Actions

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

**Ethereal Stride.** The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.