

# BLINDHEIM

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## Small Monstrous Humanoid

**Hit Dice:** 4d8 (18 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft

**AC:** 16 (+1 size, +1 Dex, +4 natural)

**Attacks:** Bite +4 melee

**Damage:** Bite 1d4-1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Blinding gaze

**Special Qualities:** Darkvision 60 ft

**Saves:** Fort +1, Ref +5, Will +5

**Abilities:** Str 8, Dex 12, Con 11, Int 2, Wis 13, Cha 10

**Skills:** Hide +4, Listen +9, Spot +5

**Feats:** Weapon Focus (bite)

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**Climate/Terrain:** Any underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

The blindheim is a 4-foot tall frog-like humanoid with huge eyes that shine like searchlights. When in repose, the creature keeps its eyes “turned off” by means of an extra eyelid.

The blindheim is colored in varying shades of yellow, the darker shades on its back. If the eyes of a dead blindheim are opened they are a dull gold in color.

## COMBAT

A blindheim attacks by first blinding a foe with its gaze, and then rushing in to use its bite attack. If overmatched, a blindheim will flee.

**Blinding Gaze (Su):** Blindness (as the spell) for 1 hour, 30 feet, Fortitude save (DC 12).

**Skills:** Blindheims receive a +4 racial bonus on all Listen checks.

The Blindheim first appeared in the 1e FF (1981).