

BLINDHEIM

Level 2 Controller

Small natural magical beast

XP 125

HP 34; **Bloodied** 17

Initiative +3

AC 16; **Fortitude** 12; **Reflex** 14; **Will** 16

Perception +10

Speed 6, swim 6

Darkvision

TRAITS

Blind Advantage

The blindheim gains a +5 bonus to damage against blinded creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 1d6+1 damage.

(c) Blinding Flash (radiant) * Encounter

Attack: Close blast 6 (each creature in blast); +5 vs. Reflex.

Hit: 2d6 radiant damage and the target is blinded (save ends).

Miss: Half damage and the target suffers a -1 penalty to attack rolls (save ends).

MINOR ACTIONS

(r) Blinding Beams * At Will 1/round

Attack: Ranged 10 (one creature); +7 vs. Reflex.

Hit: 1d4 radiant damage and the target is blinded until the end of the end of its next turn.

Str 11 **Dex** 14 **Wis** 10

Con 10 **Int** 5 **Cha** 11

Alignment unaligned

Languages Blindheim

AMBER-EYED BLINDHEIM

Level 3 Artillery

Small natural magical beast

XP 150

HP 34; **Bloodied** 17

Initiative +3

AC 15; **Fortitude** 13; **Reflex** 15; **Will** 18

Perception +10

Speed 6, swim 6

Darkvision

TRAITS

Blind Advantage

The blindheim gains a +5 bonus to damage against blinded creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d6+2 damage.

(r) Radiant Beams (radiant) * At Will

Attack: Ranged 10 (one or two creatures); +8 vs. Reflex.

Hit: 1d10+3 radiant damage, and the target is dazzled (save ends). If the target is already dazzled, it is instead blinded (save ends). While a creature is dazzled, it suffers a -2 penalty to attack rolls and Perception checks.

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Con 10 **Int** 5 **Cha** 11

Alignment unaligned

Languages Blindheim