

## 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.

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

**Con** 10    **Int** 5    **Cha** 11

**Alignment** unaligned

**Languages** Blindheim