

Blindheim

Medium, Humanoid, Neutral Evil

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ARMOR CLASS

14

HIT POINTS

52 (8d8 + 16)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed Swim 20 ft., Walk 30 ft.

Initiative +3

Saving Throws Dex +5

Skills Stealth +5, Perception +3

Damage Resistances Radiant

Damage Immunities Blinded

Condition Immunities Blinded

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Undercommon

STR14
+2**DEX**16
+3**CON**14
+2**INT**8
-1**WIS**12
+1**CHA**10
+0

Traits

Blinding Eyes. The blindheim cannot be Blinded and has Advantage on saving throws against bright light and radiant glare.

Cavern Lurker. The blindheim has Advantage on Dexterity (Stealth) checks in caves, marshes, darkness, and ruins.

Actions

Claw. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Slashing damage.

Eye Flare (Recharge 5-6). Constitution Saving Throw: creatures in a 15-foot Cone. Failure: 18 (4d8) Radiant damage and the target is Blinded until the end of its next turn. Success: Half damage.

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