

THE SIGHTLESS

Medium humanoid (Ursine), any alignment

Armor Class 16 (studded leather)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

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

Skills Acrobatics +8

Condition Immunities blinded, restrained

Senses blindsight 50 ft. (blind beyond this radius),
tremorsense 30 ft., truesight 10 ft., passive Perception 10

Languages Common, Orc

Challenge 10 (5,900 XP)

Keen Hearing and Smell. The Sightless has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Standing Leap. The Sightless's long jump is up to 40 ft. and its high jump is up to 25 ft., with or without a running start.

Blind Senses. The Sightless can't use its blindsight while deafened and unable to smell.

Divine Awareness. The Sightless knows if it hears a lie.

Cunning Action. On each of its turns, The Sightless can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. The Sightless makes three attacks with its Glaive.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 8 (1d10 + 3) slashing damage.

REACTIONS

Parry. The Sightless adds 4 to its AC against one melee attack that would hit it. To do so, The Sightless must see the attacker and be wielding a melee weapon.



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