

# PETROMIN

## CREATURE -1

**RARE****N****TINY****ANIMAL****EXTRATERRESTRIAL**

**Perception** +8; low-light vision

**Skills** Acrobatics +4, Athletics +4, Stealth +8

**Str** -3, **Dex** +3, **Con** +0, **Int** -4, **Wis** +3, **Cha** +0

**Cloaked** A petromin is invisible to creatures using only darkvision as a precise sense, but can be detected using other means.

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**AC** 15; **Fort** +2, **Ref** +7, **Will** +5

**HP** 7

**Luminous** (aura, light) 10 feet. The blue fur on the underside of the petromin fills the area with dim light.

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**Speed** 20 feet, climb 20 feet

**Melee** ✦ jaws +8, **Damage** 1d4+1 piercing

**Melee** ✦ claws +8 (agile, finesse), **Damage** 1d4 slashing

**Glide** ✦ (move) The petromin glides across the air. It moves up to 40 feet horizontally and descends an equal distance. If it's still in the air and takes an action other than Gliding or ends its turn, it falls.

**Extinguish Luminescence** ✦ The petromin extinguishes the light it emits with its Luminous ability.