

# ANIMUS SPELLCASTER

## CREATURE 13

RARE NE MEDIUM HUMANOID ANIMUS

Converted by VaranSL

**Perception** +22; darkvision

**Languages** Any

**Skills** Acrobatics +24, Arcana +27, Deception +23

**Str** +3, **Dex** +5, **Con** +4, **Int** +8, **Wis** +5, **Cha** +4

**Animus Being** An animus is the exact duplicate of a single creature that came within 10 feet of an animus mural. The animus' only desire in life is to find its duplicate, kill them, and replace them. The animus looks exactly like its target, except for having an animal head. All equipment and items on an animus dissolve to dust if the animus is killed.

**Sense Duplicate** (divination, occult, scrying) An animus knows the exact direction and distance of their duplicate (as long as both are on the same plane).

**Items** +1 striking dagger, spellbook containing their prepared spells, staff

**AC** 32; **Fort** +21, **Ref** +22, **Will** +26

**HP** 190

**Speed** 25 feet

**Melee** ♦ dagger +21 [+17/+13] (agile, finesse, versatile S), **Damage** 2d4+7 piercing

**Melee** ♦ animal head +20 [+16/+12] (agile), **Damage** 3d6+7 slashing plus 1d4 persistent bleed

**Ranged** ♦ dagger +21 [+17/+13] (agile, thrown 10 feet, versatile S), **Damage** 2d4+7 piercing

**Arcane Prepared Spells** DC 35, attack +27 ; **7th** *animate dead, control sand, prismatic spray*;

**6th** *awaken entropy, chain lightning, necrotize, wall of force*; **5th** *acid storm, dispel magic,*

*forceful hand, invoke spirits* ; **4th** *confusion, dimension door, enervation, stoneskin*; **3rd** *bind*

*undead, fear, rouse skeletons, wall of shadow*; **2nd** *darkness, false life, mirror image, see*

*invisibility*; **1st** *animate dead, fear, grease, ray of enfeeblement*; **cantrips (7th)** *chill touch, detect magic, mage hand, read aura, shield*

**School Spells** 2 Focus Points, DC 35 , attack +27; **7th** *call of the grave, life siphon*;

**Drain Bonded Item** ♦ (arcane); **Frequency** once per day; **Requirements** The animus hasn't acted yet on this turn; **Effect** The animus expends the power stored in their staff. This gives them the ability to cast one prepared spell they prepared today and already cast, without spending a spell slot.

**Hated Duplicate** The animus deals an additional 2d6 mental damage to its duplicate.