

ANIMUS DIVINER

CREATURE 13

RARE**NE****MEDIUM****HUMANOID****ANIMUS**

Converted by VaranSL

Perception +27; darkvision

Languages Any

Skills Deception +23, Medicine +24, Religion +28

Str +3, **Dex** +5, **Con** +4, **Int** +5, **Wis** +8, **Cha** +6

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 +2 *greater striking dagger*, holy symbol

AC 32; **Fort** +21, **Ref** +22, **Will** +27

HP 215

Speed 25 feet

Melee ♦ dagger +24 [+20/+16] (agile, finesse, versatile S), **Damage** 3d4+6 piercing

Melee ♦ animal head +21 [+17/+13] (agile), **Damage** 3d6+8 slashing plus 1d4 persistent bleed

Ranged ♦ dagger +24 [+20/+16] (agile, thrown 10 feet, versatile S), **Damage** 3d4+6 piercing

Divine Prepared Spells DC 37, attack +29 ; **7th** *angel form, finger of death, harm or heal* (×7);

6th *blade barrier, necrotize, spiritual weapon*; **5th** *flame strike, spiritual guardian, summon fiend*;

4th *enhance senses, radiant beam, remove curse*; **3rd** *heroism, searing light, vampiric touch*;

2nd *augury, dispel magic, remove fear*; **1st** *bane, disrupting weapons, sanctuary*;

cantrips (7th) *chill touch, daze, guidance, shield, stabilize*

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