

NG

HUGE

CELESTIAL

GUARDINAL / AGATHION

MYTHIC

**Perception** +25

**Languages** Celestian, Common

**Skills** Medicine +28, Nature +28, Occultism +25, Religion +25, Stealth +22, Survival +22

**Str** +5, **Dex** +4, **Con** +4, **Int** +5, **Wis** +7, **Cha** +4

**Rewind catastrophe** 🌀 (fortune, mythic) When an ally within 60 feet would die, the bohlinidial can react by unspooling the consequences of the last moment for them alone, teleporting the ally up to 30 feet away to a square they can see, and resetting their HP to what it was before the action which killed them.

**Stitch the timeline** 🌀 (fortune, focus, prediction); **Trigger:** An ally within 60 feet fails a strike, save or spell attack. The bohlinidial reacts by restitching their timeline to allow the ally to reroll the check with a +2 status bonus

**AC** 32; **Fort** +19, **Ref** +22, **Will** +25

**HP** 215; **Immunities** Electricity, petrification; **Resistances** Acid 10, Cold 10, Poison 10, Sonic 10;

**Weaknesses** Unholy 5

**Echoing step** ⚡ (focus) The bohlinidial takes a step into the future, allowing them to teleport to a position they can see up to 60 feet away. An illusory echo image of themselves is left behind that may distract attackers.

**Speed** 35, echoing step

**Melee** ⚡ chrono-hoof +24 (magical, holy, agile), **Damage** 3d8+12 bludgeoning plus temporal fracture

**Melee** ⚡ thread of fate +22 (mental, fortune), **Damage** 3d6+10 mental plus temporal fracture

**Divine Spells** 3 Focus Points, DC 32, attack +28 ; **4th** *It is Written, Read Omens*; **3rd** *Behold the Weave*; **2nd** *Augury, Mirror Image*; **1st** *Read Fate*; **Constant** *Detect magic, See invisibility*

**Glimpse** ⚡ (fortune, prediction) The bohlinidial peers into the future of an ally and learns what might be. They bestow a +1 status bonus to their chosen ally's next roll.

**Temporal fracture** ⚡ (fortune) Immediately after making a successful melee or ranged attack, the bohlinidial can perform this action to cause a tiny fracture in the timeline which causes the victim to lose a moment of time. DC32 Fortitude save with the following outcomes **Critical Success:** No effect, **Success:** Off-guard until the end of their next turn, **Failure:** Also Stunned 1, **Critical Failure:** Also Stunned 2.