

Ophanim

Large, Construct (Celestial Wheel), Lawful Neutral

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ARMOR CLASS**20****HIT POINTS****199 (21d10 + 84)****CHALLENGE****10 | 5,900 XP****PROFICIENCY****+4**

Speed Fly 60 ft. (hover), Walk 0 ft.

Initiative +3

Saving Throws Cha +8, Con +8, Wis +9

Skills Insight +9, Religion +7, Perception +13

Damage Resistances Radiant, Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Prone

Senses Truesight 120 ft.; Passive Perception 23

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Languages Celestial, telepathy 120 ft.

STR**20**
+5**DEX****16**
+3**CON****18**
+4**INT****16**
+3**WIS****20**
+5**CHA****18**
+4

Traits

Many-Eyed Wheel. The ophanim cannot be surprised and attack rolls against it cannot benefit from being hidden from it.

Sacred Rotation. The ophanim ignores difficult terrain and can move through hostile creatures spaces, but cannot end its movement there.

Actions

Multiattack. The ophanim makes two Radiant Rim attacks.

Radiant Rim. Melee Spell Attack: +9, reach 10 ft. Hit: 27 (5d8 + 5) Radiant damage.

Wheel of Judgment (Recharge 5-6). Wisdom Saving Throw: creatures in a 30-foot Line. Failure: 54 (12d8) Radiant damage and the target falls Prone. Success: Half damage and no Prone.

Reactions

Holy Refraction. When the ophanim takes Radiant or Necrotic damage, it reduces that damage by 20 and one creature within 30 feet takes 10 Radiant damage.

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