

OPHANIM

Small • Celestial • Lawful Good

Armor Class 15

Initiative +2 (12)

Hit Points 88 (16d6 + 32)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Int +4, Wis +5

Skills Perception +8, Religion +4

Damage Resistances radiant

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 18

Languages Celestial, telepathy 60 ft.

CR 5 (XP 1,800; PB +3)



Immutable Form. The ophanim can't shape-shift.

Shielded Mind. The ophanim is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Unusual Nature. The ophanim doesn't require air, food, drink, or sleep.

ACTIONS

Radiant Gaze. *Charisma Saving Throw:* DC 14, one creature within 30 feet of the ophanim that it can see. *Failure:* The target takes 26 (4d12) radiant damage at the start of each of its turns. The damage cumulatively increases by 6 (1d12) on each subsequent turn. This effect lasts for 1 minute and ends early if the target is farther away than 60 feet, the ophanim loses sight of it, or the ophanim loses its concentration (as if concentrating on a spell).

Condemn. *Wisdom Saving Throw:* DC 14, one creature affected by its Radiant Gaze. *Failure:* 7 (2d6) psychic damage and the target's speed is halved, and attacks against it have advantage until the end of the target's next turn.

Spellcasting. The ophanim casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *detect evil and good, detect magic, detect poison and disease, detect thoughts*

1/day: *find traps, locate object, locate creature*

OPHANIM — WEAKER

Armor Class 14

Initiative +1 (11)

Hit Points 36 (8d6 + 8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +5, Religion +2

Damage Resistances radiant

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 18

Languages Celestial, telepathy 60 ft.

CR 2 (XP 450; PB +2)



Immutable Form. The ophanim can't shape-shift.

Shielded Mind. The ophanim is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Unusual Nature. The ophanim doesn't require air, food, drink, or sleep.

ACTIONS

Radiant Gaze. *Charisma Saving Throw:* DC 12, one creature within 30 feet of the ophanim that it can see. *Failure:* The target takes 9 (2d8) radiant damage at the start of each of its turns. The damage cumulatively increases by 4 (1d8) on each subsequent turn. This effect lasts for 1 minute and ends early if the target is farther away than 60 feet, the ophanim loses sight of it, or the ophanim loses its concentration (as if concentrating on a spell).

OPHANIM — STRONGER

Armor Class 16

Hit Points 117 (18d6 + 54)

Speed 0 ft., fly 30 ft. (hover)

Initiative +3 (13)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Int +5, Wis +6

Skills Perception +9, Religion +5

Damage Resistances radiant

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, deafened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 18

Languages Celestial, telepathy 60 ft.

CR 8 (XP 3,900; PB +3)

Immutable Form. The ophanim can't shape-shift.

Shielded Mind. The ophanim is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Unusual Nature. The ophanim doesn't require air, food, drink, or sleep.

ACTIONS

Radiant Gaze. *Charisma Saving Throw:* DC 15, one creature within 30 feet of the ophanim that it can see. *Failure:* The target takes 39 (6d12) radiant damage at the start of each of its turns. The damage cumulatively increases by 6 (1d12) on each subsequent turn. This effect lasts for 1 minute and ends early if the target is farther away than 60 feet, the ophanim loses sight of it, or the ophanim loses its concentration (as if concentrating on a spell).

Condemn. *Wisdom Saving Throw:* DC 12, one creature affected by its Radiant Gaze. *Failure:* 3 (1d6) psychic damage and the target's speed is halved, and attacks against it have advantage until the end of the target's next turn.

Spellcasting. The ophanim casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *detect evil and good, detect magic, detect poison and disease, detect thoughts*

1/day: *locate object, locate creature*



Condemn. *Wisdom Saving Throw:* DC 15, one creature affected by its Radiant Gaze. *Failure:* 10 (3d6) psychic damage and the target's speed is halved, and attacks against it have advantage until the end of the target's next turn.

Spellcasting. The ophanim casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *detect evil and good, detect magic, detect poison and disease, detect thoughts*

1/day: *find the path, find traps, locate object, locate creature*