

OHRIMAN

Ohriman is an eye tyrant who worships an obscure deity known as the Elder Elemental Eye. It is uniquely devout among eye tyrants, and spends most of its time in worship and contemplation, deep in its lair. The other bosses sometimes turn to Ohriman for divine magic or divination.

Ohriman looks much like any other eye tyrant, perhaps with smoother skin and a larger central eye. Each of its eyes is a different color, and it wears jewelry on them (rings, bracelets, etc.). Ohriman likes to float above a pit at all times, and it has a tendency to stare. Its voice is garbled and atonal.

Role-Playing. Ohriman is clinical and detached. It finds lesser beings (which is everyone) mildly amusing, right up until they try its patience. Ohriman tends to view every interaction as a philosophical experiment, and sees the deepest workings of the cosmos in the most mundane events. Ohriman will gladly aid those seeking to utilize lost or forbidden magic. It most enjoys divination magic, as a way of prying apart reality to see how it works.

Ohriman's driving emotion is **boredom**. It wishes to end the world primarily to see what will happen. For an eye tyrant, it is actually extremely impulsive, putting into motion plans that might take only weeks or even days to come to fruition.

Like all of its kind, Ohriman is incredibly paranoid. However, it views the survival of its soul as more important than its physical body. Eye tyrants don't typically subscribe to a belief in the afterlife, but Ohriman has cast *raise dead* enough times to know that there is something there.

Agenda. Ohriman worships the Elder Elemental Eye, which it regards as a being that can see the very innermost truth of reality. Consequently, it's totally on-board with the Eye's long-term plan of "turn the Prime Material Plane into a chaotic elemental hellscape and then devour the multiverse."

In the short term, Ohriman is keenly interested in planar travel, divine magic, and elemental magic, as it views these as key to precipitating and surviving the apocalypse. It stockpiles artifacts and secrets.

Ohriman only participates in the politics of Midian defensively. It tends to side with the weaker party in any conflict, to prevent any one big boss from becoming too powerful.

Minions. The Cult of the Evil Elemental Eye is active in Midian, and they view Ohriman as their highest high priest. Mind flayers and many other aberrations also side with Ohriman.

Tactics. Ohriman primarily relies on eye rays in combat, supplemented by tactical use of spells. It likes to fly up out of reach, while also using Ice Ray or *banishment* or *wall of stone* (from his ring) to block attackers. It often casts a high-level *spiritual weapon* for supplemental damage. Its Healing Ray works on itself, but early in a fight it will target minions.

OHRIMAN

Large aberration, neutral evil

Armor Class 19 (natural armor, *ring of protection*)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	14 (+2)	18 (+4)	17 (+3)	19 (+4)	17 (+3)
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Saving Throws Int +8, Wis +9, Cha +8

Skills History +13, Insight +9, Religion +13, Perception +14

Damage Resistances acid (*ring of earth elemental command*)

Damage Immunities poison (*periapt of proof against poison*)

Condition Immunities prone; poisoned (*periapt of proof against poison*)

Senses darkvision 120 ft., passive Perception 24

Languages Common, Primordial, Deep Speech, Undercommon

Challenge 16 (15,000 XP)

Antimagic Cone. Ohriman's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, Ohriman decides which way the cone faces and whether the cone is active. The area works against Ohriman's own eye rays.

Legendary Resistance (4/Day). If Ohriman fails a saving throw, it can choose to succeed instead.

Spellcasting. Ohriman is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *sacred flame*

1st level (4 slots): *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *silence*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *revivify*, *spirit guardians*

4th level (3 slots): *banishment*, *divination*

5th level (1 slot): *flame strike*, *mass cure wounds*

Medallion of Thoughts. Ohriman casts *detect thoughts*. This ability can be used 3 times, regaining 1d3 uses at dawn.

Ring of Earth Elemental Command (5 charges). Ohriman has advantage on attack rolls against creatures of elemental earth, and they have disadvantage on attack rolls against Ohriman. Ohriman can move through solid earth or rock as if those areas were difficult terrain. It can cast the following spells (save DC 17): *dominate monster* (earth elemental only; 2 charges), *stone shape* (2 charges), *stoneskin* (3 charges), or *wall of stone* (3 charges). The ring regains 1d4+1 charges each dawn.

OHRIMAN (CONT'D.)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Turn Undead. Each undead within 30 feet that can see or hear Ohriman must make a Wisdom saving throw (DC 17). A creature that fails is turned for 1 minute or until it takes any damage. While turned, the creature can't take reactions or willingly move to within 30 feet of Ohriman. A turned creature must use its action each round to Dash to move as far away from Ohriman as it can or to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Eye Rays. Ohriman shoots up to 4 of the following magical eye rays at random (reroll duplicates), choosing one to four targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by Ohriman for 1 hour, or until Ohriman harms the creature.
2. **Ice Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or take 33 (6d10) cold damage and be encased in a layer of ice and paralyzed for 1 minute. A creature that succeeds on the saving throw takes half damage and is not paralyzed. A paralyzed target can make a Strength saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the ice is destroyed; the layer of ice has the statistics of a 5-foot section, below.

If the target is an empty space, Ohriman can create crude ice objects in the space, occupying no more than 8 contiguous 5-foot-cubes. Each 5-foot section has AC 12; 15 hit points; immunity to cold, poison, and psychic damage; and vulnerability to fire damage. At temperatures above freezing, the ice objects melt, losing 1 hit point per minute at room temperature.

3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Wind Ray.** The targeted creature must succeed on a DC 16 Strength saving throw. On a failed save, the target is hurled through the air up to 100 feet, taking 1d6 damage for every 10 feet hurled, and landing prone. On a successful save, the target is pushed back 10 feet, and doesn't take damage or land prone.
5. **Fire Ray.** The targeted creature must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or become restrained by the ray's telekinetic grip until the start of Ohriman's next turn or until Ohriman is incapacitated. If a creature of Large size or smaller fails the save, Ohriman may move it up to 60 feet in any direction. Ohriman can release the creature after moving it (for example, to let it fall) but if Ohriman does so, the creature is no longer restrained.

If the target is an object weighing 1,000 pounds or less that isn't being worn or carried, it is moved up to 60 feet in any direction. Ohriman can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. **Healing Ray.** The targeted creature regains 40 (8d8 + 4) hit points. This ray has no effect on constructs and undead.
8. **Petrification Ray.** The targeted creature must make a DC 16 Constitution saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.
9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller non-magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Reactions

Wrath of the Elements. When a creature within 5 feet hits Ohriman with an attack, the creature must make a DC 17 Dexterity saving throw. On a failure, the creature takes 9 (2d8) fire damage plus 9 (2d8) cold damage plus 9 (2d8) lightning damage. On a success, the creature takes half damage.

Legendary Actions

Ohriman can take 4 legendary actions, using one of the options below. It can take only one legendary action at a time and only at the end of another creature's turn. Ohriman regains spent legendary actions at the start of its turn.

Eye Ray. Ohriman uses one random eye ray.

Cast Spell (Costs 2 Actions). Ohriman casts a spell of 5th level or lower.