

## PLAYTEST CONTENT

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# *Mind's Eye*



# MIND'S EYE

*Large Construct, Typically Lawful Evil*

**Armor Class** 18 (Natural Armor)

**Hit Points** 161 (14d10 + 84)

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

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	22 (+6)	18 (+4)	18 (+4)	17 (+3)

**Saving Throws** Con +10

**Skills** Insight +8, Perception +8

**Damage Immunities** necrotic

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 23

**Languages** Common, Telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Proficiency Bonus** +4

***Distortion Cone.*** The mind's eye's central eye creates a reality-bending area in a 100-foot-cone. At the start of each of its turns, the mind's eye decides which way the cone faces, whether the cone is active, and which one of the three possible effects is active:

- The ground and any other surfaces within the cone become magical difficult terrain.
- Any creature starting its turn within the cone takes 1d12 psychic damage.
- All creatures and objects within the cone are in an area of reversed gravity, as in the *Reverse Gravity* spell.

***Watchful Eyes.*** The mind's eye has advantage on Wisdom (Perception) checks and is immune to flanking.

## ACTIONS

***Eye Rays.*** The mind's eye shoots two of the following magical eye rays, choosing one to two targets it can see within 120 feet of it, including itself:

1. **Perfecting Ray.** The targeted creature gains a +1 to all their melee or spell attacks, as well as its damage rolls. The target loses this benefit when this eye ray is used again.
2. **Healing Ray.** The targeted creature regains a number of hit

points equal to  $2d8 + 4$ .

3. **Mending Ray.** The targeted creature is freed of the following conditions: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, and stunned.
4. **Enlarging/Reducing Ray.** The targeted creature must make a DC 16 Constitution saving throw (it can choose to willingly fail this saving throw). On a failure, the creature is under the effect of the *Enlarge Reduce* spell. The mind's eye chooses whether the targeted creature is enlarged or reduced.
5. **Destroying Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take  $18 (3d10 + 4)$  psychic damage.
6. **Ruining Ray.** The targeted creature must make a DC 16 Constitution saving throw. On a failed save, the target takes -1 to all its melee or spell attacks, as well as its damage rolls. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Create Wall.** The mind's eye creates a wall made of the same material as the ground the wall is standing on. The mind's eye can only create this wall within its Distortion Cone. The wall can measure up to 8 feet in height, 20 feet in length, and can be up to one foot in width. The wall cannot be interrupted, as in, the mind's eye cannot create a small 5 foot wall and a longer 15 foot wall that aren't connected. It can, however, create a wall in an L shape or another complex shape. If the wall is created in a space occupied by a creature, the creature is pushed to the nearest occupied space and takes  $1d8$  force damage.

## Lair ACTIONS

When fighting inside its lair, a mind's eye can invoke the magical dominion over its meticulously crafted home to take lair actions. On initiative count 20 (losing initiative ties), the mind's eye takes a lair action to cause one of the following effects:

**Eye Ray.** The mind's eye uses one of its eye rays.

**Shifting Glance.** The mind's eye changes where its central eye is facing, changing the position of its distortion cone.

**Hasty Remodeling.** The mind's eye uses its Create Wall action.

## Mind's Eye Tactics:

- The Mind's Eye will first empower its minions or whoever is fighting alongside it, and will focus on attacking once its strongest allies are ready for combat.

- The Mind's Eye will use its Create Wall action and its Hasty Remodeling lair action in a defensive way first, but will also use it to separate one of its enemies from the rest of their allies to focus on them.
- The first priority of the Mind's Eye is itself. It will heal itself first and then heal its strongest allies if they need it.
- The Mind's Eye is a smart creature, and will target its Ruining Ray towards a creature that makes a lot of melee or spell attacks, rather than an enemy focused on casting spells that trigger a saving throw, for example.
- In particularly challenging situations, a Mind's Eye will use its Create Wall ability to put its back to a wall, forcing enemies to confront it while under its Distortion Cone.
- If the Mind's Eye realizes it is losing a fight, it will try to use its Create Wall ability to stop its enemies as it tries to escape.

## Encounter Tips:

The Mind's Eye is an encounter that lives or dies depending on who its allies are. Three of the Mind's Eye's six eye rays (four counting the Enlarging Ray) are focused on giving buffs to allies, which completely differentiates it from its cousins. This is what makes it a formidable foe when given competent allies, but a lesser threat on its own (which is why it's two CR lower than its iconic counterpart).

For best results when running an encounter with a Mind's Eye, select one to two particularly powerful creatures as minions, and then a few others that are quicker to dispatch. The first two will be the primary targets of the Mind's Eye's buffing rays, but when those are down it can still use them on its less powerful minions, if those aren't dispatched first.

The Mind's Eye might not be particularly gifted when it comes to inflicting raw damage compared to its cousins, but it is quite bulky, able to hold its own alone for quite some time. Unlike its counterpart, it's also able to choose which eye rays it uses, can use the same eye ray on consecutive turns, and can target itself with its eye rays, making it a powerful healer.

Its Create Wall ability plays to the lore of the Mind's Eye and its alternative title of "the Architect". This ability has an unlimited number of uses and can be strategically powerful in the hands of a tactical GM. Create Wall can isolate a particularly troublesome party member from the rest of the party; it can shield the Mind's Eye from attacks; it can provide an escape for the Mind's Eye; or it can be used in conjunction with the Mind's Eye's magical difficult terrain ability to create a fortress. Using the versatility of this ability against players will make for a dynamic battlefield unlike any other, since the battle map will change in unexpected ways that react to the players' own actions and tactics.

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