

# BEHOLDER-KIN, Examiner

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## Medium-Size Aberration

**Hit Dice:** 8d8+8 (44 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 5 ft, fly 20 ft (average)

**AC:** 15 (+2 Dex, +3 natural)

**Attacks:** 4 slams +6 melee; or 4 longswords +6 melee

**Damage:** Slam 1d4; or longsword 1d8

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Eye rays

**Special Qualities:** All-around vision, fast healing 1, fly, darkvision 60 ft

**Saves:** Fort +3, Ref +4, Will +9

**Abilities:** Str 10, Dex 14, Con 12, Int 18, Wis 16, Cha 14

**Skills:** Alchemy +9, Appraise +10, Disable Device +7, Gather

Information +8, Knowledge (arcana) +10, Listen +2, Open Lock +7,

Spellcraft +10, Spot +10, Use Magic Device +8

**Feats:** Alertness, Dodge, Flyby Attack, Improved Initiative, Multidexterity

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**Climate/Terrain:** Any land and underground

**Organization:** Solitary or gang (2-5)

**Challenge Rating:** 5

**Treasure:** 50% coins; standard items; double magic

**Alignment:** Usually lawful neutral

**Advancement:** 9-18 HD (Large); 19-24 HD (Huge)

Examiners are scholars and clerks involved in spell and magical item enhancement, research, and creation. They are the lackeys of beholders, overseers, and hive mothers.

An examiner is a 4-foot sphere with no central eye and four small eyes, each at the end of an antenna, mounted atop the sphere. They have one small, lamprey-like mouth on their ventral surface. Four multi-jointed limbs ending in gripper pads surround the mouth. These limbs can pick up and manipulate tools, the chief strength of the examiner.

## COMBAT

Examiners attack by smashing an opponent with all four of its limbs. On occasion they will wield up to four weapons, one with each limb.

**Eye Rays (Su):** Each of the small eyes can produce a magical ray once a round, even when the examiner is attacking or moving at full speed.

Each eye's effect resembles a spell cast by an 8th-level sorcerer but follow the rules for a ray (see *Aiming a Spell*, page 148 in the *Player's Handbook*). All rays have a range of 100 feet and a save DC of 16.

*Enlarge or Reduce:* As the spell, once per round; Fortitude save negates.

*Identify or Legend Lore:* As the spell, once per round.

*Transmute Form:* As the *stone shape* spell, but it is effective on all types of nonmagical, nonliving material.

*Spell Turning:* This duplicates the spell of the same name.

**All-Around Vision (Ex):** Examiners are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus to Spot and Search checks, and they cannot be flanked.

**Flight (Ex):** An examiner's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 20 feet. This

buoyancy also grants it a permanent *feather fall* effect with personal range.