

BEHOLDER-KIN, Gauth

Medium-Size Aberration

Hit Dice: 6d8+6 (33 hp)

Initiative: +2 (Dex)

Speed: 5 ft, fly 20 ft (poor)

AC: 17 (+2 Dex, +5 natural)

Attacks: Eye ray +6 ranged; or bite +4 melee

Damage: Bite 2d6

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Eye rays, improved grab, death throes

Special Qualities: Fast healing 1, consume magic, darkvision 90 ft

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

Abilities: Str 11, Dex 15, Con 13, Int 16, Wis 14, Cha 14

Skills: Hide +12, Knowledge (arcana) +12, Listen +13, Search +13, Spot +14

Feats: Alertness, Flyby Attack, Iron Will, Shot on the Run

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 7-12 HD (Medium-size); 13-18 HD (Large)



The gauth is believed to be a distant relative of the beholder. While similar to that creature, its ability to feed on magical energy makes it even more dangerous in some ways.

The spherical body of a gauth is five feet in diameter, brown in color and mottled with purple and gray. A thick layer of hard flesh provides the creature's body with excellent protection. Located in the center of the gauth's forward hemisphere is its large central eye, surrounded by a ring of smaller eyes that are protected by ridges of tough flesh.

On the underside is the beast's fearsome mouth with its accompanying cluster of four feeding tendrils, while the top is adorned with a crown of six eyestalks.

Gauth prefer to dwell in dark caves and caverns, coming out only to feed. Although gauth are not known to fight over territories or prey, they do go to great lengths to avoid each other.

COMBAT

When a gauth enters melee it begins to glow, much as if it were the target of a *faerie fire* spell, to attract the attention of its foes. Any creature distracted by this runs the risk of being caught in the beam of the gauth's central eye.

Eye Rays (Su): A gauth in combat can also employ its six eyestalks. Although these are fully retractable when not in use, they are usually all extended prior to the start of any conflict. A *dispel magic* spell cast on any of the gauth's eyestalks prevent its use for 1d4 rounds. The central

eye, any fully retracted eyestalks, the body's ability to glow, and the gauth's natural levitation are not subject *dispel magic*.

All rays have a range of 40 feet and a save DC of 14 and resemble a spell cast by a sorcerer (levels vary depending on the eye).

Feeblemind (Su): A creature that meets the gaze of the gauth's great eye must make a Will save or be affected as by *feeblemind* cast by a 5th-level sorcerer.

Cause serious wounds: This power is the same as the 3rd-level spell, dealing 3d8+1 points of damage.

Repulsion: A creature hit by this ray must make a Will save or be affected as by the spell cast by a 5th-level sorcerer.

Cone of cold: This power resembles the spell cast by a 3rd-level sorcerer, 3d6 points of damage; Reflex save half.

Lightning bolt: This power resembles the spell cast by a 3rd-level sorcerer, 3d6 points of damage; Reflex save half.

Paralyzation: A creature hit by this ray must make a Will save or be unable to move (as if by *hold person*). A creature paralyzed will remain so, until *dispel magic* (or greater magic) is cast on it.

Dweomer Drain: Perhaps the most feared of the gauth's powers, this ability permits the gauth to drain charges from magical items. It can be targeted on one individual per round. In addition to preventing an object from functioning for the duration of that round, this power drains one charge from any charged object.

Permanent objects such as magical swords are rendered powerless for one round. The dweomer drain does not affect artifacts. This eye has no effect on spells that have been memorized (but not yet cast) and does not break the concentration of a wizard engaged in invoking a spell. It does neutralize any spell cast by a spellcaster that round, however.

Improved Grab (Ex): The gauth can use the four tendrils around its mouth to grab and hold one opponent of Medium-size or smaller. On a successful bite attack, the tendrils grab and hold the opponent as a free action. Any creature held by the tendrils is subject to an automatic bite attack each round.

For purposes of escaping or breaking free, the tendrils are considered to have a Strength score of 18.

Consume Magic (Su): In some unknown manner a gauth is able to absorb magical energy and feed on it. Each ten minutes that an object spends in the gauth's stomach causes it to lose one charge. A permanent object is rendered inoperative after one day (but artifacts are not affected). Magical objects that cannot be wholly digested by a gauth are spat out after they have been drained of all their power.

Death Throes (Su): If a gauth is slain, its magical energy is dissipated. Usually this is a harmless event but there is a 2% chance that it is catastrophic, dealing 4d4 points of damage to all creatures within 10 feet. A Reflex save (DC 14) halves the damage.

The Gauth first appeared in the FR Appendix.