

# BEHOLDER-KIN, Hive Mother

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## Large Aberration (Beholder-kin)

**Hit Dice:** 20d8+100 (184 hp)

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

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

**AC:** 20 (+10 natural)

**Attacks:** Eye Ray +14 ranged touch, bite +9 melee

**Damage:** Eye Rays, bite 2d4

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

**Special Attacks:** Eye rays, improved grab, swallow whole

**Special Qualities:** All-around vision, create and control beholder-kin, anti-magic cone, fly, SR 12, darkvision 60 ft

**Saves:** Fort +11, Ref +6, Will +17

**Abilities:** Str 10, Dex 11, Con 20, Int 18, Wis 17, Cha 23

**Skills:** Hide +8, Intimidate +18, Knowledge (arcana) +18, Listen +17, Search +16, Spot +17

**Feats:** Alertness, Flyby attack, Improved Critical (bite), Improved Initiative, Iron Will, Leadership, Shot On The Run

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

**Organization:** Solitary, cluster (hive mother plus 1d3 beholders, examiners, directors, or overseers), or troupe (hive mother plus 4-9 beholders or 3d6 examiners, directors, lensmen, overseers, or watchers)

**Challenge Rating:** 18

**Treasure:** Double standard

**Alignment:** Always lawful evil

**Advancement:** 21-40 HD (Large); 41-60 HD (Huge)

Hive mothers are referred to as the ultimate eye tyrants. Each is the supreme ruler of an individual beholder "kingdom."

A hive mother is an 8-foot-wide orb dominated by a central eye, and a large toothy maw. Unlike the normal beholder, a hive mother has no eyestalks. Its magical eyes are protected by hooded-lids in the flesh of its body.

## COMBAT

Hive mothers rarely fight, but when they do, they fight in a similar manner to standard beholders.

**Eye Rays (Su):** The eye rays of a hive mother are identical to those of standard beholders. A hive mother's eye's effect resembles a spell cast by a 20th-level sorcerer but follows the rules for a ray (see *Aiming a Spell*, page 148 in the *Player's Handbook*). All rays have a range of 150 feet and a save DC of 20.

**Improved Grab (Ex):** To use this ability, a hive mother must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

**Swallow Whole (Ex):** A hive mother can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d4 points of crushing damage and 4 points of acid damage per round from the hive mother's digestive juices. A swallowed creature can climb out of the gullet with a successful grapple check. This returns it to the hive mother's maw where another successful grapple check is needed to get free. A swallowed creature can cut its way out by using claws or a light piercing or slashing weapon

to deal 25 points of damage to the hive mother's gut (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The hive mother's interior can hold one Medium-size, two Smaller, or four Tiny or smaller creatures.

**Create and Control Beholder-Kin (Su):** A hive mother has the ability to reproduce asexually, generating one beholder or beholder-kin per week. All of the beholder-kin generated by a hive mother are under her direct control, and she communicates with them telepathically at a range of 10 miles. She can extend her Leadership feat through her telepathy to aid in directing the actions of those beholders under her control.

If the hive mother is destroyed, the beholders and beholder-kin will turn on each other, or seek their own lairs.

The Hive Mother first appeared in the Spelljammer Lorebook of the Void.