

BEHOLDER-KIN, Lensman

Medium-Size Aberration

Hit Dice: 2d8+2 (11 hp)

Initiative: +3 (Dex)

Speed: 20 ft

AC: 17 (+3 Dex, +4 natural)

Attacks: Halberd +1 melee; or tentacle +1 melee

Damage: Halberd 1d10; or tentacle 1d6

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

Special Attacks: Eye ray

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 10, Dex 16, Con 13, Int 7, Wis 12, Cha 12

Skills: Hide +7, Listen +5, Move Silently +7, Spot +5

Climate/Terrain: Any land and underground

Organization: Solitary or squad (2-10)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral evil

Advancement: 3-6 HD (Medium-size)

Lensmen are the lackeys of the beholder caste system. Their lack of eyes and humanoid-like body shape relegate them to tasks of menial labor in the structure of beholder society. A lensman has a five-limbed starfish-shaped body with a large central eye set in the middle of the chest. A large, toothy maw is located just below the eye. Four of its five limbs end in prehensile, three-fingered claws. The fifth limb, located at the top of the body and above the eye, is a prehensile whip-like appendage. Its body is covered in short, coarse, bristly hair, tan in color.

A lensman wears a garb around its lower torso to hold its tools and weapons.

COMBAT

Lensmen are semi-mindless drones and they generally attack with their weapons.

Eye Ray (Su): A lensman's eye can produce a single magical ray once a round. The eye's effect resembles a spell cast by a 6th-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 50 feet and a save DC of 11.

A lensman's single eye ray is determined randomly for each lensman. Roll 1d6 on the table below.

1. *Emotion (Sp)*: As the 4th-level arcane spell. Will save negates.
2. *Heal (Sp)*: As the 6th-level divine spell.
3. *Dispelling Magic (Sp)*: As the 3rd-level arcane spell.
4. *Tongues (Sp)*: As the 3rd-level arcane spell.
5. *Silent Image (Sp)*: As the 1st-level arcane spell. Will save negates.
6. *Protection from Good/Evil/Law/Chaos (Sp)*: As 1st-level arcane spell, but the lensman can only use one version of the spell at a time. Will save negates.