

BEHOLDER-KIN, Watcher

Large Aberration

Hit Dice: 3d8+3 (16 hp)

Initiative: +0

Speed: 5 ft, 40 ft fly (perfect)

AC: 13 (-1 size, +4 natural)

Attacks: Tentacle slap +1 melee, eye rays +1 ranged touch

Damage: Tentacle slap 2d6

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

Special Attacks: Stun, eye rays

Special Qualities: All-around vision, fly, darkvision 60 ft

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 10, Dex 10, Con 12, Int 4, Wis 10, Cha 12

Skills: Gather Information +7, Listen +2, Search +3, Spot +8

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2–4)

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: 4-9HD (Medium-size)

If the lensmen are the lowest caste of beholder-kin, then watchers are number two from the bottom. These creatures have been relegated the role of information gatherers and are the least brave of all the eye tyrant races.

Watchers are six-foot-wide orbs with three central eyes evenly spaced around the circumference of the sphere. These eyes are huge and have no eyelids. A large compound eye sits atop the crown. A ring of six, small eyespots ring the compound eye. A large tentacle with a barbed prehensile tip extends from the ventral surface, right behind the small mouth with its rasp-like tongue.

COMBAT

Watchers are not aggressive warriors; they prefer misdirection and flight to actual confrontation. If forced into combat, a watcher attacks with its tentacle and eye rays, all the while seeking to escape as soon as it can.

Stun (Ex): A creature hit by a watcher's tentacle slap must succeed at a Fortitude save (DC 12) or be stunned for 1d6+2 rounds.

Eye Rays (Su): Each of its main eyes has two powers. The compound eye has three powers available. Each eye can use one power, as a ray once per round, even while the watcher is attacking physically or moving at full speed. It can only attack with an eye ray that is facing its opponent. A watcher can tilt and pan its body each round to change which ray it can bring to bear in an arc.

Each eye's effect resembles a spell cast by a 5th-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 12.

True Seeing: This ray emanates from its first eye. It operates in the same way and with the same restrictions as the spell of the same name.

Detect Thoughts: This ray emanates from its first eye. The target must succeed in a will save or be affected as though by the spell. Creatures can resist the effect with a successful Will save.

Major Image: This ray emanates from its second eye. It operates in the same way and with the same restrictions as the spell of the same name.

Greater Shadow Evocation: This ray emanates from its second eye. It operates in the same way and with the same restrictions as the spell of the same name.

Telekinesis: This ray emanates from the watcher's third eye. The watcher can move objects or creatures that weigh up to 125 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Teleport: This ray emanates from the watcher's third eye. It operates in the same way and with the same restrictions as the spell of the same name. A watcher usually has a variety of favorite locations to which it can teleport itself and its foes, usually sending its foes into previously prepared holding cells or to the lair of a more powerful monster. Creatures can resist the effect with a successful Will save.

Message: This ray emanates from the compound eye. It operates in the same way and with the same restrictions as the spell of the same name.

Tongues: This ray emanates from the compound eye. It operates in the same way and with the same restrictions as the spell of the same name.

Suggestion: This ray emanates from the compound eye and resembles the spell of the same name. Creatures can resist the effect with a successful Will save.

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

Flight (Ex): A watcher's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 40 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

The Watcher first appeared in the Spelljammer MC (TSR, 1990).