

BEHOLDER CR 13

LE Large aberration

Init +6; **Senses** all-around vision, darkvision 60 ft., Listen +18, Spot +22

Languages Common, Beholder

AC 26, touch 11, flat-footed 24

hp 93 (11 HD)

Fort +7, **Ref** +5, **Will** +11

Spd 5 ft. (1 square), fly 20 ft. (good), Shot on the Run

Melee bite +2 (2d4) and eye rays +9 ranged touch or

Ranged eye rays +9 ranged touch

Base Atk +8; **Grp** +12

Special Actions antimagic eye, eye rays

Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 15

SQ flight, sustained barrage

Feats Alertness, Disintegration Finesse, Flyby Attack,

Improved Initiative, Shot on the Run

Skills Hide +12, Knowledge (arcana) +17, Listen +18, Search +21, Spot +22, Survival +2 (+4 following tracks)

Sustained Barrage (Su): Beholders continually seethe with arcane energy, allowing them to create a sustained barrage of rays. A beholder rolls two dice for initiative and records both results. On a beholder's initiative count, it can choose to take its normal turn or a special barrage turn. It may take one normal turn per round and one barrage turn per round. On its barrage turn, the beholder may fire its *blast ray* or *telekinesis rays* at any target within 60 feet. The beholder fires twice, using either ray for each shot. It may fire at the same or a different target. The beholder cannot take any other actions on its barrage turn except to delay.

Eye Rays (Su): Each of a beholder's eye stalks can produce a ray of magical energy. As a standard action, a beholder can produce one ray from each eyestalk. It can target up to three rays at a single target. Each ray aimed at a specific target must have a different effect, but a beholder can use the same ability twice per round. Each eye's effect resembles a spell (caster level 13th). Each ray has a range of 150 feet and a save DC of 22. The save DCs are Charisma-based.

For example, a beholder has 10 eye stalks. It encounters a party of four adventurers: a fighter, a cleric, a rogue, and a wizard. On its turn, it uses three rays against two targets, and two rays against two other targets. It cannot use any specific ray more than twice. It uses its rays in the following manner:

- * Fighter: *Telekinesis*, *slow*, *disintegrate*.

- * Wizard: *Telekinesis*, *blast ray (cold)*, *stun*.

- * Cleric: *Stun*, *disintegrate*.

- * Rogue: *Slow*, *blast ray (acid)*.

Blast Ray (old Inflict Moderate Wounds): This ray inflicts 6d6 damage, no saving throw. The beholder can choose the ray's energy type.

Charm Monster: The target must succeed on a Will save or be affected as though by the spell.

Charm Person: This ray to stun a target with a failed Will save. During a fight, the beholder uses this ray to knock a target senseless. Otherwise, it uses the ray to make friends with potential vassals.

Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be

affected as though by the spell.

Finger of Death: The target must succeed on a Fortitude save or be slain as though by the spell. The target takes 3d6+13 points of damage if its saving throw succeeds.

Flesh to Stone: The target must succeed on a Fortitude save or be affected as though by the spell.

Telekinesis: A beholder can use this ray to move a creature up to 20 feet; a Reflex save negates this movement. This ray is useful in moving fighters and other melee guys away, and is a cruel combo with slow.

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates).

Slow: This works like the spell, except that it affects one creature (Will negates).

Antimagic Eye (Su): The beholder can focus its large, central eye on an area, disrupting all spellcasting that takes place there. As a swift action, the beholder creates a 60 foot cone. Anyone in this area who attempts to cast a spell must make a caster level check (DC 22) to successfully complete the spell. This DC is Intelligence based and includes a +4 racial bonus.

Flight (Ex): A hive mother's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

DISINTEGRATION FINESSE

Against living targets, it still does the normal amount of damage. It also can voluntarily reduce the amount of damage dealt. If your campaign uses the Damage to Specific Areas variant rule on page 27 of the *Dungeon Master's Guide*, a creature with this feat can disintegrate a single part of a target's body, such as its hand, arm, head, eyes, ears, feet, legs, and so on, as long as the target is not killed outright by the damage caused by the spell.

