

Book of Beholderkin

Monsters

Eyesnake

Large Aberration

Hit Dice: 9d8+12
Hit Points: 51 hp
Initiative: +0
Speed: 20 feet
AC: 17 (+8 natural, -1 size)
Attacks: tail rake +5
Damage: 1d6
Face/Reach: 5 x 10 ft. / 15 feet (tail)
Special Qualities: improved grab, look into the soul, spell-like ability, gaze attack
Saves: fort +4, ref +3, will +9
Abilities: Str 11 (+0), Dex 10 (+0), Con 13 (+1), Int 5 (-3), Wis 12 (+1), Cha 10 (+0)
Skills: Spot +10, Listen +3, Move Silently +4, Sense Motive +4
Feats: Iron Will, Toughness
Challenge Rating: 7

Alignment: Always Chaotic Evil

The Eyesnake looks like a gigantic tadpole that crawls on the floor. Its body has a huge unblinking eye and the tail is actually a chain of many small connected pellets that have a single eye each. Eyesnakes are related to beholders and some claim that they are beholders punished by some ancient mage for some forgotten transgression. However, these creatures are less intelligent and most often insane.

Spell-like Abilities: at will - *inflict serious wounds* (3d8+7) as 7th level cleric.

Gaze Attack (su): All creatures within the effect of the gaze attack are unable to perform any kind of extra-dimension travel (as if affected by *dimensional anchor*). In addition all ethereal or astral creatures who are affected by the gaze will be dragged into the real world immediately.

Look into the Soul (su): When a creature has been successfully grappled, the many eyes on the eyesnakes tail will press to the opponent's skin and start looking into its soul. This effect deals 1d4 temporary wisdom damage and allows the monster to read all surface thoughts (treat as a *detect thought*, with duration equalling the number of rounds successfully grappling the opponent). A will save vs. DC 14 negates both effects for a round.

Eyespider

Large Aberration

Hit Dice: 9d8+36
Hit Points: 77 hp
Initiative: +0
Speed: 20 feet, 50 feet (in ball form)
AC: 15 (+4 natural, -1 size, +2 dex)
Attacks: bite +6
Damage: 1d6 + poison
Face/Reach: 5 x 10 ft. / 5 feet
Special Qualities: SR 15, acid resistance 14, ball movement
Saves: fort +7, ref +3, will +7
Abilities: Str 11 (+0), Dex 15 (+2), Con 18 (+4), Int 5 (-3), Wis 12 (+1), Cha 10 (+0)
Skills: Spot +10, Listen +3, Move Silently +4, Sense Motive +4
Feats: Weapon Focus (bite), Dodge

Challenge Rating: 6

Alignment: Always Chaotic Evil

These disgusting insectoids consists of a ball-like body made up of many tiny faceted eyes and several spindly legs sprouting from the top of the body with eyes on the joints. Their abilities are similar to that of a beholder but a lot less powerful. These creatures can also roll up in a ball for faster movement. Eyespiders are cheap fighting creatures used by beholders who have access to lots of insect-based raw materials.

Poison (ex): The Eye Spiders poison deals 1d4 dexterity damage as both primary and secondary effect. The save DC is 17.

Ball Form (ex): As a standard action, the eye spider can curl up into a ball. While in ball form it cannot attack or perform any physical action other than moving (albeit at an increased rate). Uncurling is also a standard action.

Evil Eyes

These foul creatures look like pairs of Orblings but try to insert themselves into the heads of other creatures, blinding them and taking control over their bodies.

Exploding Eyes

These bizarre creatures look like floating sacks made of reptilian skin with a mouth-like hole at the bottom. Apparently, many small spheres that move into random directions are inside. When these monsters feel threatened, they will release tiny floating eyes that explode upon contact with surfaces, causing major damage and confusion.

Hellsphere

A hellsphere is the cross between a beholder and a devil. These vile creatures look like giant eyeballs with a

scorpion's sting and a crown of small eyestalks.

Medusa Sphere

Large Aberration

Hit Dice: 6d8+6
Hit Points: 33 hp
Initiative: +2 (dex)
Speed: 5 feet, fly 40 feet (good)
AC: 16 (+2 dex, +5 natural, -1 size)
Attacks: 4 snakes +6, bite -2
Damage: 1d4 + poison, 1d6
Face/Reach: 5 x 5 ft. / 10 feet (snakes)
Special Qualities: cone of petrification, all-round vision
Saves: fort +3, ref +4, will +6
Abilities: Str 10 (+0), Dex 15 (+2), Con 12 (+1), Int 12 (+1), Wis 13 (+1), Cha 15 (+2)
Skills: Spot +14, Move Silently +8, Search +10, Hide +10, Knowledge (Arcana) +3
Feats: weapon finesse (snakes), weapon focus (snakes)

Challenge Rating: 7

Alignment: Lawful Evil

The medusa sphere is a special breeding experiment of a beholder named Grugan. At a first glance, the sphere looks like a beholder. However instead of eyestalks, this creature has poisonous snakes growing from the upper part of its body. Also, its central eye, which looks definitely reptilian, turns those who are caught in its cone effect into stone.

The medusa sphere usually fights defensively, trying to stay out of reach and using its petrification attack. By slowly falling back, the sphere can also

use the reach of its snakes to get attacks of opportunity.

Poison: Fortitude save DC 14, initial 1d6 *temporary strength* damage, secondary 2d6 *temporary strength*.

Cone of Petrification (su): As a standard action, the medusa sphere can open its central eyes and send forth a magical cone that petrifies every creature caught within a 30 feet cone. The fortitude save DC is 15.

All-Round Vision (ex): The eyes of the snakes grant the sphere 360° vision. This implies a +4 racial bonus on spot and search checks. Also, the sphere cannot be flanked.

Orbling

These small creatures look like oversized flying eyeballs. They are more curious and mischievous than evil and make excellent familiars. Beholders often use these beings as spies.

Unblinking Dog

A magical creation of the beholders, the unblinking dog looks like a headless canine, who has a huge eye where the neck normally would be. These viscous beings are sometimes used as guard animals.

Templates

Beholder-Touched, Lesser

Magical experiments have altered this creature to gain some beholder traits and also to be easier to influence with mind controlling magic. The creature looks unchanged at the first glance but there are 1d6 eyes scattered all over the body which are usually hidden under clothing. Beholder-touched creatures usually serve as agents for beholders within humanoid societies, often under the control of some spell.

AC: natural armour increases by 1

Abilities: dex +2, wis+2

SQ: cannot be flanked if at least one of the extra eyes can see.

Saves: racial penalty on will saves vs. enchantment spells -4

Skills: +2 racial bonus to spot and search if eyes are uncovered

CR: unchanged

Beholder Magic

These spells are used by beholders and magic users who serve them. They are unlikely to be found in the hands of the PCs and probably not very useful for them in any event.

Create Evil Eyes

"Conjures" Evil Eyes.

Detach Eyes

A better variant of mage eye but puts the eyes at risk. Beholders can still use their rays.

Nimble Eystalks

Bring all eyes to bear on a single target.

Sacrifice Eye

An eye is lost, healing all damage in return.

Grow Arms

Creatures without arms grow a set, allowing them to use weapons etc.

Rapid Blink

The central eye anti-magic zone can be turned off rapidly to allow own rays to work.