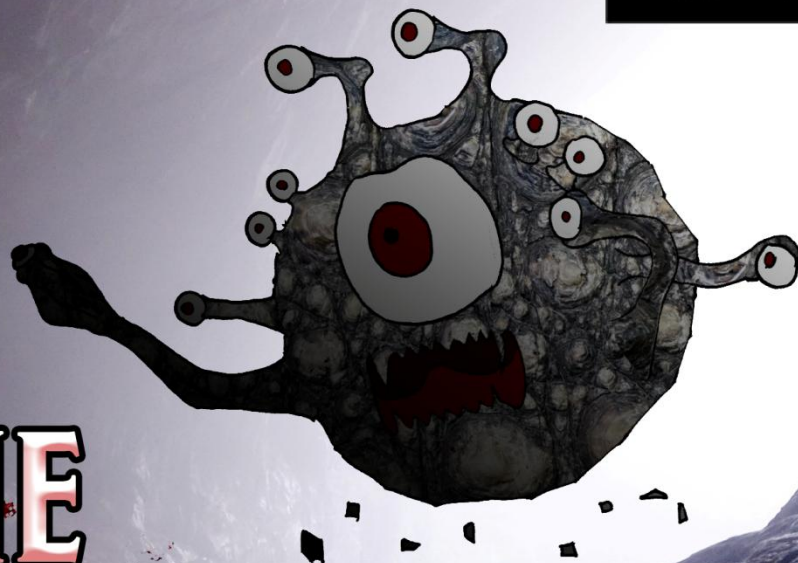


5E A SUPPLEMENT FOR
DUNGEONS & DRAGONS



THE EYE HEGEMON,

5 BEHOLDERKIN & ASSORTED FUNGI

BY RCXCHAN



THE WATERDHAVIAN ENQUIRER PROUDLY PRESENTS:
ECOLOGICAL GUIDES, FIELD SKETCHES, TACTICAL PRIMERS,
LIES, DAMNED LIES & STATBLOCKS



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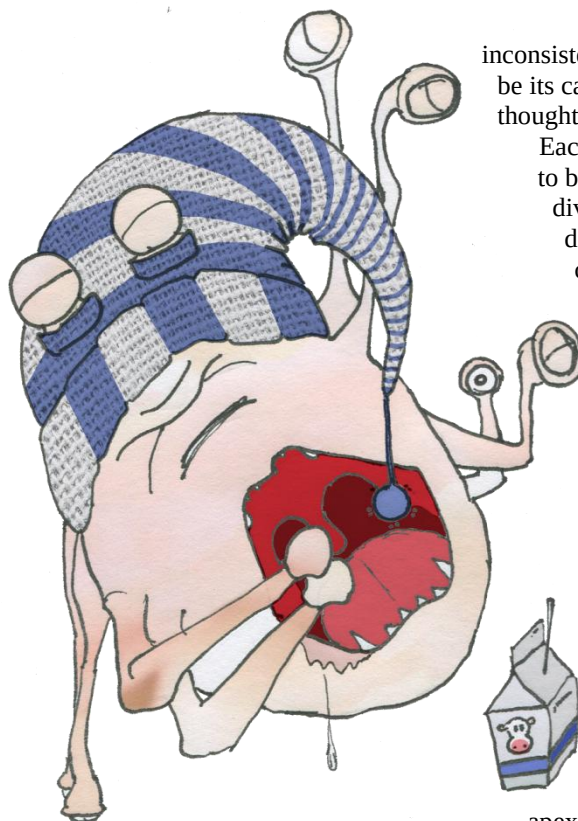
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inconsistently documented) ability may be its capacity to bend reality to its thoughts, conscious or unconscious. Each beholder understands itself to be the perfect image of the divine Great Mother, with any deviation from its form considered a sacrilegious blemish. Its demeanor may be analogously understood as narcissism, xenophobia, hubris and paranoia writ large. This typically presents in asocial behaviors and a dearth of contextual cues with which to harness its naturally prodigious intellect. Social beholders are the exception to this behavior. When a beholder's intelligence is turned to introspection, critical thinking and manipulation, the result can be a formidable creature at the apex of a formidable organization.

SOCIAL BEHOLDERS

The Waterdhavian Enquirer proudly presents the latest in xenozoological fieldwork on the subject of social beholders. Brought to you by a team of Faerûn's most intrepid explorers, keen-eyed journalists and fearsome editors, this feature article is targeted at the educated layperson, and will be suitable for use by adventuring professionals, researchers and armchair travelers alike.

—Editorial Team, *Waterdhavian Enquirer*

A DELICATE MATTER

The recent surge in public interest in social beholders is doubtless linked to the public lives of individual beholders. Prudence demands that we speak in general terms, yet as our subject concerns those exceptional among their kind, generalizations may be fraught with overreach.

For the same reason, we have avoided labels "sane beholder" or "eye tyrant". While these add color to an already lurid tale, the terms presuppose a psychosocial framework unhelpful to our discussions.

A XENOBIOLOGICAL PRIMER

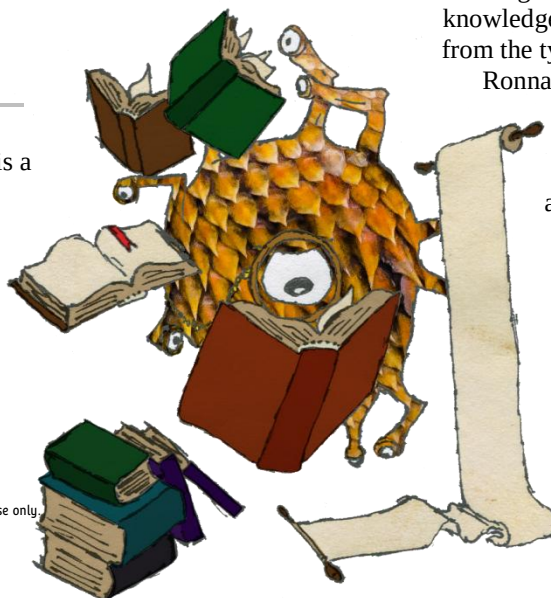
A beholder is an aberration thought to originate from the Outer Planes. Physically, it is a naturally buoyant orb with a central eye as its dominant feature, a carnivorous mouth just beneath and eye stalks extending from the orb. Its central eye projects a cone of antimagic, while its secondary eyes discharge various magical rays. Its most mysterious (and

BIRDS, BEES, BEHOLDERS?

Conflicting theories on beholder reproduction have rocked the scholarly status quo in recent years. The oldest sources allege the existence of beholder eggs, excreted through the mouth, with hatchlings reaching maturity in a year. The previous leading theory proposed live births from a severable womb inferior of the beholder's posterior tongue, with extreme heterozygosity in each clutch to compensate for the limitations of asexual reproduction. This has been superseded by the oneiric generation theory. This theory posits that beholder's dreams may warp reality and create new beholders. The theory is demonstrably true at least in the case of the origins of beholderkin, the lesser (as opposed to "true") beholders.

Speculation abounds as to whether both gestation and oneiric generation may be situationally active or inactive, and what effect planar environments or the Second Sundering may have had on these. In recent times, celebrity tourist Volothamp Geddarm writes in definitive terms as an advocate of oneiric generation, not finding gestation worth a mention. It is worth noting that much of our foundational

knowledge of beholder physiology stems from the typically reliable quill of Ronnasic of Sigil, whose data originate from a different place in a different age. Field work continues, with lives and academic careers at stake.





EYE HEGEMON

The eye hegemon is the archetypal social beholder. While no less prideful than others of its kind, it tempers this with an awareness of its physical limitations. It remains utterly amoral, though not without an appreciation for the usefulness of the trappings of morality when dealing with its servants and adversaries.

Hegemonists. While empire building, the eye hegemon prefers to graft its power structures onto societies already hierarchical and kratocratic, such as those of hobgoblins and criminal organizations. While mistrustful of magic, the eye hegemon, with its antimagic central eye, may find magic users relatively easy to handle as minions and playthings.

Shadowlords. Once its powerbase is established, the eye hegemon is selective with exposing itself to harm. It is seldom found in combat outside of an ambush it has prepared or within its defenses, conducting a fighting retreat. The eye hegemon will attempt to angle its antimagic cone to cover all its enemies but the one its eye rays are shooting. If possible, it will engage enemies from darkness outside of their darkvision and focus first on targets with nonmagical flight and long ranged options. It prefers to end its turn airborne, preferably in total cover formed by stalactites or constructed defenses. The eye hegemon will array its magical support behind its antimagic cone, with its martially adept minions preoccupying enemies within it.

THE EYE HEGEMON'S LAIR

Using its disintegration rays and labor force of minions, the eye hegemon typically builds its holdfasts vertically with long cylindrical corridors to use its eye rays' range and facilitate escape options. At minimum, the eye hegemon will desire access to teleportation (with sections of the lair selectively warded or unwarded) and escape shafts to the Underdark and the open sky. It may construct defenses around nonmagical obstacles, such as a subterranean river or volcanic pipe, intending that its minions bypass these through magical means, while its adversaries can expect to face them under the gaze of its central eye. By the time combat has reached the eye hegemon's lair, it is likely to be making a withdrawal and has a challenge rating of 18 (20,000 XP).

LAIR ACTIONS

When fighting inside its lair, an eye hegemon can invoke the ambient magic to take lair actions. These actions cannot be

undertaken within an active antimagic cone. On initiative count 20 (losing initiative ties), the eye hegemon can take one lair action to cause one of the following effects:

- 1d4 gas spores (*Monster Manual*, p. 138) appear in unoccupied spaces of the eye hegemon's choosing. They must appear within 120 ft. of the eye hegemon and no closer than 5 ft. from any other creature. These take a turn immediately, thereafter taking their turn order on initiative count 20 (after lair actions).
- Up to three 10 by 10 ft. walls within 120 ft. of the eye hegemon sprout fungal rhizomes that immediately make one melee attack each. **Rhizomes.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained. On initiative count 20 on the next round, (having existed for one round) the rhizomes turn to slime, before fading into insubstantial vapor.
- An eye opens on a solid surface within 60 feet of the eye hegemon. One random malign ray of the eye hegemon shoots from that eye at a target of the eye hegemon's choice that it can see. The eye then closes and disappears.

The eye hegemon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

REGIONAL EFFECTS

A region containing an eye hegemon's lair is warped by the creature's unnatural presence, which creates one or more of the following effects:

- When creatures within 1 mile of the eye hegemon's lair close their eyes, they experience phosphenes and may see multiple indistinct eyes scrutinizing them.
- The eye hegemon's baseline activity of oneiric generation has risen to the point that minor beholderkin are created virtually incidentally whether waking or sleeping. If the eye hegemon is aware of hostile creatures' general locations within 1 mile of its lair, every hour the creatures attempt to rest, they roll a d6. On a 1, 1d10 gazers (*Volo's Guide to Monsters*, p. 126) appear and disrupt the rest. Otherwise, they appear in random locations.

If the eye hegemon dies, gas spores appear instead of gazers and these effects fade over the course of 1d10 days.

ALL MEN DREAM: BUT NOT EQUALLY.

- T. E. LAWRENCE, SEVEN PILLARS OF WISDOM

TRUE BEHOLDER:

EYE HEGEMON

Large aberration, lawful evil

Armor Class 19 (natural armor)

Hit Points 228 (24d10 + 96)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	19 (+4)	16 (+3)	19 (+4)

Saving Throws Int +9, Wis +8, Cha +9

Skills Arcana +9, Deception +9, History +9, Insight +8, Intimidation +14, Perception +13, Persuasion +9

Damage Resistances psychic

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 23

Languages Deep Speech, Undercommon

Challenge 17 (18,000 XP)

Antimagic Cone. The eye hegemon's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150 ft. cone. At the start of each of its turns, the eye hegemon decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Legendary Resistance (3/Day). If the eye hegemon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The eye hegemon can use its Benign Ray. It then makes two attacks: one with its bite and one with its sinewy eyestalk.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 16 (4d6 + 2) piercing damage.

Sinewy Eyestalk. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target.
Hit: 38 (8d8 + 2) bludgeoning damage plus 38 (8d8 + 2) psychic damage.

Benign Ray. The eye hegemon shoots a magical eye ray at a target creature it can see within 120 feet. The target creature gains 22 (4d10) temporary hitpoints that last one hour. The eye hegemon can end either one disease or one condition afflicting the target creature. The condition can be blinded, deafened, paralyzed, or poisoned.

Malign Rays. The eye hegemon shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 18 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

2. **Dream Ray.** The targeted creature chooses delirium or lucidity.
Delirium. The targeted creature must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lucidity. The eye tyrant makes a Wisdom (Insight) check contested by the targeted creature's Wisdom (Insight) check. If the eye tyrant succeeds, the targeted creature takes 55 (10d10) nonlethal psychic damage. Otherwise, the targeted creature gains 55 (10d10) temporary hit points that last for 1 hour.

3. **Magisterial Ray.** The targeted creature chooses to avert or confront.

Avert. The targeted creature must succeed on a DC 18 Charisma saving throw or be charmed by the eye hegemon for 1 hour, or until the eye hegemon harms the creature.

Confront. The eye hegemon makes a Charisma (Intimidation) check contested by the targeted creature's Charisma (Intimidation) check. If the eye tyrant succeeds, the targeted creature is knocked prone and paralyzed for 1 minute. The creature can make a Charisma saving throw at the end of each of its turns, ending the effect on itself on a success. If the eye hegemon fails, the eye hegemon takes 18 (4d8) nonlethal psychic damage.

4. **Paradox Ray.** The targeted creature chooses to deny or contest.

Deny. The targeted creature must succeed on a DC 18 Intelligence saving throw or take 55 (10d10) nonlethal psychic damage.

Contest. The eye tyrant makes a Intelligence (Arcana) check contested by the targeted creature's Intelligence (Arcana) check. If the eye tyrant succeeds, the targeted creature takes 55 (10d10) nonlethal psychic damage. Otherwise, the eye tyrant takes 18 (4d8) nonlethal psychic damage.

5. **Paranoia Ray.** The targeted creature chooses to internalize or externalize.

Internalize. The targeted creature must make a DC 18 Wisdom saving throw with disadvantage. On a failed save, the creature must use its action on its next turn to make a search action or a Wisdom (Insight) check. It may use its reaction, bonus action and free actions as normal.

Externalize. The targeted creature must make a DC 18 Wisdom saving throw. On a failed save, on its next turn the creature must use its action to make a melee attack against the creature that was closest to it at the start of its turn. If it is unable to do so, it takes 45 (10d8) nonlethal psychic damage. It may use its reaction, bonus action and free actions as normal.

6. **Petrification Ray.** The targeted creature must make a DC 18 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

7. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 18 Strength saving throw or the eye hegemon moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the eye hegemon's next turn or until the eye hegemon is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The eye hegemon can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

8. **Torpor Ray.** The targeted creature chooses to succumb or struggle.

Succumb. The targeted creature falls asleep and remains unconscious for 1 minute (no save). The target awakens if it takes damage or another creature takes an action to wake it. At the end of each of its turns, if it is still asleep, it regains 7 (2d6) hit points. This ray has no effect on constructs and undead.

Struggle. The targeted creature must make a DC 18 Constitution saving throw. On a failed save, it gains a level of exhaustion. The creature takes 27 (6d8) nonlethal psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The eye hegemon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The eye tyrant regains spent legendary actions at the start of its turn.

Benign Ray. The eye tyrant uses its benign ray.

Eye Bash. The eye tyrant makes a sinewy eyestalk attack.

Malign Ray. The eye tyrant uses one random malign ray.

ONEIRIC CULTIVAR BEHOLDERKIN:

DEVOTED EYE

Medium aberration, lawful evil

Armor Class 13 (natural armor)

Hit Points 36 (8d8)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	7 (-2)	12 (+1)	17 (+3)

Saving Throws Wis +3, Cha +5

Skills Perception +5

Damage Vulnerabilities psychic

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 1 (200 XP)

In the Likeness of Loyalty. When the devoted eye is within 120 ft. of a true beholder, it is immune to being charmed and frightened and regains 7 (2d6) hit points at the start of each of its turns.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) piercing damage.

Eye Rays. The devoted eye shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 120 feet of it:

1. *Bracing Ray.* The targeted creature gains 11 (2d10) temporary hit points, which last until the start of the devoted eye's next turn.

2. *Cunning Ray.* The targeted creature can make one additional reaction this turn. It may use its reaction to take up to three of the following actions (up to once each): dash, disengage or hide. It may do so until the start of the devoted eye's next turn.

3. *Fortifying Ray.* The targeted creature has advantage on all saving throws. This effect lasts until the start of the devoted eye's next turn.

4. *Healing Ray.* The targeted creature regains 11 (2d10) hit points.

REACTIONS

Disrupting Eye. When the devoted eye sees a creature within 150 ft. in the process of casting a spell, it can make a Charisma check to attempt to use its central eye to disrupt the spell. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

ONEIRIC CULTIVARS

In recent times, the implications of the oneiric generation theory have not been lost on social beholders. Reports of hitherto unseen beholderkin in the ranks of social beholder's organizations have surfaced, with beholderkin exhibiting supernatural abilities tailored to their intended roles. Such a practice is reminiscent of the so called "abominations" allegedly spawned by beholder hive mothers to serve specific hive roles. These cultivars are reportedly the products of gestation, while being themselves unable to reproduce. The Waterdhavian Enquirer cannot definitively verify or disprove these assertions.

Oneric cultivars are not summoned creatures, but natives of the material plane created from dreams. Their forms are designed to be distinct enough from their maker's, so as to not offend the beholder's delicate aesthetic ideals. Their tailored abilities distinguish cultivars from uncultivated or spontaneous oneiric manifestations, though in practice, as the beholder is gradually habituated into creative dream states, the distinction becomes increasingly arbitrary.

Meditation masters, oneiromancers, twilight illusionists and dream teachers now swell the ranks of social beholders' retainers, leading to greater precision and power in the use of targeted oneiric generation. It is from the verified accounts of these professionals that the Waterdhavian Enquirer presents this field guide on the products of the social beholder's dreams.

FACSIMILE FIDELITY

The concept of loyalty is utterly alien to beholderkind and regarded, at best, a matter of esoterica, or at worst, the depth of perversity. Iconoclasts by nature, this if anything encourages social beholders to turn their dreams to creating leal beholderkin retainers.

Loyal by Design. A beholder's twisted impression of a powerful bond - between a mother and child, veteran comrades, a faithful hound and its master and besotted lovers - is dreamed into the fiercely attached devoted eye. They may be found at all levels of social beholder organizations, providing "encouragement" to minions and observation for their master.

Abettors of the Eye. Devoted eyes use their flight, range and darkvision to stay out of harm, and preferably out of sight. They will focus their eye rays on whatever creature is being targeted by their enemies. Should their master be threatened, devoted eyes may abandon tactical positions to throw their fragile bodies in the path of any danger, rather than see their beloved eye come to harm.



I once interviewed a ghoulstitcher who described her grotesque creations as "adorable". One might speculate an analogous line of thought in the beholder who, seeing its image perverted in the form of the beholderkin, decides that they are worthy of a place in its lair.

- Ernie Brakenall, Senior Journalist,
Waterdhavian Enquirer

ONEIRIC CULTIVAR BEHOLDERKIN:

ORDNANCE EYE

Large aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Int +4, Wis +5, Cha +4

Skills Perception +8

Condition Immunities prone

Senses darkvision 150 ft., passive Perception 18

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Cone of Precision. The ordnance eye's central eye grants it truesight in a 150-foot cone. At the start of each of its turns, the ordnance eye decides which way the cone faces.

Volatile Amplification. The ordnance eye must maintain concentration to harness energy in its dweomerlobes. If its concentration is broken, each creature within 20 ft. of it must make a DC 15 Charisma saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. The ordnance eye does not make a saving throw (taking full damage). The ordnance eye resumes concentration at the end of its turn and does not willingly break concentration.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 11 (2d8 + 2) piercing damage.

Eye Rays. The ordnance eye shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 150 feet of it:

1. **Blistering Ray.** The targeted creature and each creature within 5 ft. of it must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) fire damage.

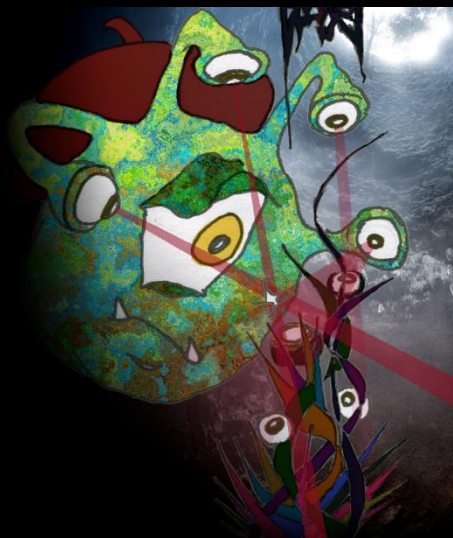
2. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or take 27 (6d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

3. **Enervation Ray.** The targeted creature must make a DC 15 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Icy Ray.** The targeted creature must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) cold damage, and its speed is reduced by 10 ft. until the start of the ordnance eye's next turn.

5. **Pulse Ray.** If the target is a creature, it must succeed on a DC 15 Constitution saving throw or take 22 (4d10) force damage and be pushed 10 ft. away from the ordnance eye. On a successful save, the creature takes half as much damage and isn't pushed. If the target is an object up to 200 lbs. it is pushed 10 ft. away from the ordnance eye.

6. **Resplendent Ray.** The targeted creature must succeed on a DC 15 Charisma saving throw or take 22 (4d10) radiant damage.



As rulers, social beholders tend to be of the political school that regards assault artillery as a primary branch of government. Small wonder then, that a frequently seen cultivar is the ordnance eye, a beholderkin stripped back to its destructive eye rays.

Ocular Artillery. When fighting defensively, the ordnance eyes display typical beholderkin tactics: staying airborne, in darkness and at a distance, while focusing rays on the enemies excluded from their master's antimagic cone. In field engagements, ordnance eyes form into batteries of four to six. While enemies that can return fire from range are present, they will seek a tree line or the crest of a hill and hover in and out of sightlines during the exchange. Once these foes are disposed of, the ordnance eye floats directly above enemy lines, choosing targets with impunity.

Overloaded Configurations. Dweomerlobes are the poorly understood organs that enable beholderkind to harness energy for use in eye rays. Ordnance eyes appear to skirt the physiological limitations of energy processing, constantly expending effort and attention to limit harm to themselves. One of our sources alleges that ordnance eyes live in perpetual suffering and are thus mentally unstable and short lived. The Enquirer is cognizant of the difficulties in meaningfully assessing a beholderkin's psychological state and presently regards this allegation as anecdotal.

Alien Artists. Trade contacts of social beholder organizations have reported a spike in their exports of fine finished artwork. It is hypothesized that ordnance eyes with their extraordinarily keen vision, overabundance of stored energy, uncertain mental state and precisely potent disintegration rays are the source of these works. It is well known that true beholders regard aesthetics of form with extreme fervor, as it relates to their quasi-religious conviction of their own perfection. It is less well understood how beholderkin approach aesthetics and their own place within the world of designs. Exported artwork appears to favor unrefined ores as a medium, cut into cylindrical blocks typically 5ft. in height and diameter. These blocks are dissected by thousands of fine incisions, selectively smelting native metals and creating expressionistic forms suggestive of flashing eyes, gnashing teeth and writhing stalks.

Subscribers to the Waterdhavian Enquirer's special editions can look forward to next week's feature on "Nonhumanoid Art of the Second Sundering" for celebrity art historian Karla Velgetta's analysis of one such artwork.

TORMENTING EYE

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Int +7, Wis +5, Cha +6

Skills Arcana +7, Insight +8, Intimidation +6, Investigation +7, Medicine +7, Perception +8, Persuasion +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Common, Deep Speech, Undercommon, plus any three languages

Challenge 5 (1,800 XP)

Cone of Truth. The tormenting eye's central eye creates an area warding against lies, as in the *zone of truth* spell, in a 150-foot cone (spell save DC 14). At the start of each of its turns, the tormenting eye decides which way the cone faces and whether the cone is active.

ACTIONS

Vile Kiss. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 11 (2d8 + 2) psychic damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the tormenting eye's next turn.

Eye Rays. The tormenting eye shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be charmed by the tormenting eye for 1 hour, or until the tormenting eye harms the creature.

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Madness Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or it immediately makes up to one dash action and one melee attack under the tormenting eye's control. If it had a reaction, this consumes it.

4. **Mindlash Ray.** The targeted creature must succeed on a DC 14 Intelligence saving throw or take 18 (4d8) psychic damage and lose concentration.

5. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. **Sleep Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

REACTIONS

Compound Frailty. When a creature within the tormenting eye's cone of truth loses hit points, the tormenting eye can use one random eye ray targeting that creature.

Tormenting eyes are the purpose made liaisons, interrogators and commissars of social beholder organizations. They have largely replaced the roles of the oracular adepts of old, with dreams being far easier to come by than the exceptional madness of a humanoid choosing to serve the Great Mother, the deity of beholders.

Callous Cruelty. It is in the nature of societies to read their own values into the actions of others, and the Waterdhavian Enquirer acknowledges that it is no exception to this. Through our anthropocentric lens, it is tempting to regard the tormenting eye as sadistic and wicked by nature as though it understood our morality and sought to pervert it at each step. One of our sources in preparing this report, a guild certified journeyman oneiromancer, resigned from her prominent position within a social beholder organization after witnessing a tormenting eye at work one too many times. Sadly, she has since passed away in the care of the local sanitarium and is declining *speak with dead* or *raise dead* invitations.

Implements of Information Gathering. Tormenting eyes are instinctively competent at a broad skill set. They are equipped with the means to extract information, the magic to verify it and the intellect to contextualize it. These beholderkin share social beholders' thirst for diverse knowledge and dilettante tormenting eyes have been observed poring over seven tomes simultaneously. Their lips are more prominent than in other beholderkin, enabling them to speak a wider range of languages without running into anatomical limitations.

No Taste for Punishment. Tormenting eyes are not designed for frontline combat and will position themselves behind their allies. They attempt to outfly and outrange threats, using their kiss as a weapon of last resort.

THE FUTURE BELONGS TO THOSE WHO BELIEVE IN THE BEAUTY OF THEIR DREAMS.

- ATTRIBUTED TO ELEANOR ROOSEVELT



GAS SPORE STRAIN:

HUNTER KILLER SPORE

Large plant, unaligned

Armor Class 16 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	9 (-1)	11 (+0)	6 (-2)

Skills Athletics +7, Perception +6

Damage Immunities necrotic, poison

Condition Immunities deafened, frightened, paralyzed, poisoned, prone

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Death Blast. The hunter killer spore explodes when it drops to 0 hit points. Each creature within 30 ft. of it must succeed on a DC 16 Constitution saving throw or take 18 (4d8) necrotic damage. Each creature within 20 ft. of it must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) force damage. 2d4 Tiny hunter killer spores that grow to full size in 7 days are propelled in all directions up to 120 ft. away.

Malign Mimicry. A creature that can see the hunter killer spore identifies it with a successful DC 24 Intelligence (Nature) check. A partial success differentiates it from a beholder (DC 15), gas spore (DC 18) or fungal beholderkin (DC 21).

Ram. If the hunter killer spore moves at least 20 ft. straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the hunter killer spore can make one rhizomes attack against it as a bonus action

Sarcophagous Mycosis. When a creature takes any damage within 30 ft. of the hunter killer spore, spores invade the wound site. The creature must succeed on a DC 16 Constitution saving throw or take 7 (2d6) necrotic damage. This effect may trigger up to once per creature per round.

ACTIONS

Multiattack. The hunter killer spore makes two attacks with its rhizomes.

Rhizomes. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target.

Hit: 20 (3d10 + 4) slashing damage, and the target is grappled (escape DC 17) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 25 (6d6 + 4) bludgeoning damage.

REACTIONS

Sarcophagous Sporeburst. When the hunter killer spore takes damage, it can expel spores through its fresh wounds in a 30 ft. cone. Each creature in the area must make a DC 16 Constitution saving throw, taking necrotic damage equal to the damage originally taken by the hunter killer spore on a failed save, or half as much damage on a successful one.



GAS SPORE STRAINS

Gas spores or "blast spores" are floating fungal creatures superficially resembling beholders. Filled with a pressurized volatile gas, the spores explode on disturbance, dispersing new spores along with a disease that is potentially fatal within hours. The gas spore was once thought to be cultivated by nefarious beholders, though another theory states that the first gas spore was a parasitic fungus growing on a beholder corpse that absorbed its dark energies. Whatever their origins, gas spores are a common hazard of the underdark and a staple of beholder lair defense measures.

Building a Better Spore. New varied and potent strains of gas spores have been discovered by the Waterdhavian Enquirer's field researchers. The mimicry game has no stable state, and with the arrival of new beholderkin cultivars, previously unseen spores have adapted, or perhaps have been adapted, to imitate these forms. These are invariably more capable combatants than the original gas spore, with eyestalk-like rhizomes whipping and tangling and alternate, but still deadly, means of spore dispersion.



HUNTER KILLER SPORE

Adventurers have long learned to engage gas spores from a distance. The hunter killer spore uses its surprising speed to close the distance, whereupon it lashes out with its rhizomes. It relies on its foes' attempts to tear it apart to disseminate its spores, which have flesh eating properties on exposed wounds.

Fungal Cunning. The hunter killer spore has been observed to position itself tactically in relation to other beholderkin and fungi in combat, as well as stalking its enemies before attacking under favorable conditions. It is an ongoing area of study as to whether such behaviors may be considered true intelligence or how, if at all, beholders may influence the actions of the fungus.

GAS SPORE STRAIN:

SENTINEL SPORE

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (10d10 - 10)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	9 (-1)	6 (-2)	18 (+4)	5 (-3)

Skills Athletics +4, Perception +8

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 18

Languages —

Challenge 4 (1,100 XP)

Aerosolized Sentinel Spores. When a creature starts its turn within 60 ft. of the sentinel spore, it must succeed on a DC 14 Constitution saving throw or take 9 (2d8) necrotic damage and become infected with a disease on a failed save. Creatures immune to the necrotic damage are immune to this disease.

Bioluminescent spores adhere to the creature, shedding dim light in a 10 ft. radius, emitting a constant ringing noise and secreting fungal pheromones. Any attack roll against the creature has advantage. The affected creature can't benefit from being invisible and has disadvantage on Dexterity (Stealth) checks. The effects last for 1 hour whereupon the spores lose adherence, or until the spores are removed on a successful Dexterity (Sleight of Hand) check with DC 16 if made by the affected creature or DC 12 if by another creature. An attempt with proficient use of a herbalism kit automatically succeeds. 1d4 Tiny sentinel spores that grow to full size in 7 days are shed with removal.

Death Blast. The sentinel spore explodes when it drops to 0 hit points. Each creature within 30 ft. of it must succeed on a DC 14 Constitution saving throw or take 9 (2d8) necrotic damage. Each creature within 20 ft. of it must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) force damage. 2d4 Tiny sentinel spores that grow to full size in 7 days are propelled in all directions up to 120 ft. away.

Malign Mimicry. A creature that can see the sentinel spore identifies it with a successful DC 24 Intelligence (Nature) check. A partial success differentiates it from a beholder (DC 15), gas spore (DC 18) or fungal beholderkin (DC 21).

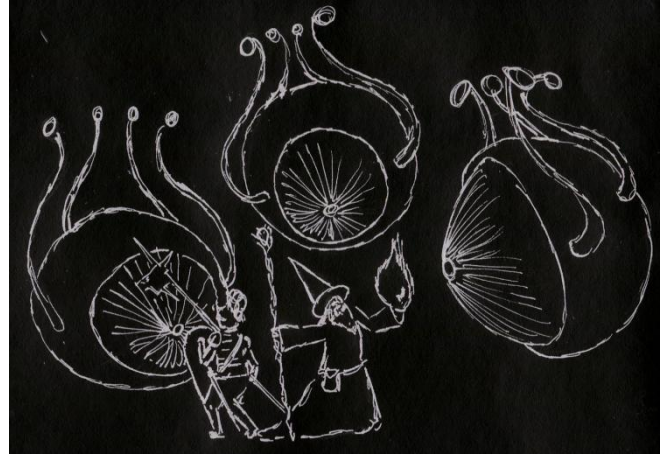
ACTIONS

Rhizomes. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target.

Hit: 18 (3d10 + 2) slashing damage, and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained.

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) necrotic damage plus 9 (2d6 + 2) poison damage.



Beholder lairs are either the ultimate challenge or stuff of nightmares for the adventurer relying on stealth. Beholders have omnidirectional superior darkvision and their skin is covered with tympanic membranes. Ronassic of Sigil, in his "Ask Milord Wizard" column, once recommended polymorphed or shapechanged spies for use in reconnoitering a beholder's lair. Given that an antimagic cone will suppress any spy's disguise (and flight), not to mention that beholders and beholderkin eat small animals,

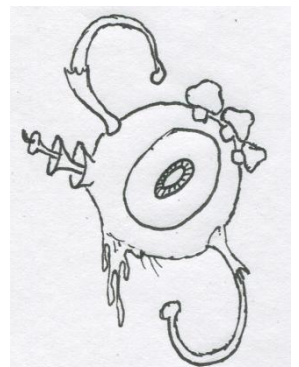
the Waterdhavian Enquirer would caution that this is a high stakes endeavor. Veteran journalist Ernie

Brakenall recounts that a safer method was to cast invisibility on a flying familiar, for if it were to venture into the antimagic cone, the familiar would wink out of existence as the invisibility was suppressed, leaving the lair's denizens none the wiser. As will soon become evident, the sentinel spore greatly complicates such an approach.

Fungal Sentries. Gas spores have been the ad hoc picquets of many an underdark lair and the sentinel spore continues this tradition.

Passively releasing aerosolized spores that adhere visual and auditory markers to nearby creatures, sentinel spores are the tripwire, alarm and watchman, all in one noxious fungal package. Sentinel spores are often placed in vertical passageways to restrict movement. Beholders and many beholderkin are not immune to the effects of sentinel spores and will keep their distance to avoid the annoyance of aerosolized spores.

A Chink in the Armor. With such a daunting challenges facing traditional reconnaissance, it may be worth mentioning alternative approaches. *Speak with animals* can be a useful and low-risk approach to intelligence gathering, with migratory bats as the go to candidate. Capturing minions of social beholder organizations may yield results, for with enough positive or negative reinforcement, many a goblin can discover their calling as a cartographer. Failing these, there is always reconnaissance in force: a flight of griffon-mounted adventurers can go a long way in illuminating any lair of darkness. The Waterdhavian Enquirer is an environmentally friendly news organization and recommends using renewable materials, such as interns.



MYCOLOGIC EYE

Large plant aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Int +6, Wis +4, Cha +4

Skills Athletics +8, Perception +8

Damage Immunities necrotic, poison

Condition Immunities poisoned, prone

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 11 (7,200 XP)

Benign Transportation (Recharge 5–6). As a bonus action, the mycologic eye teleports up to 30 ft. to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Large creature, they both teleport, swapping places. If either creature was grappling, the teleported creature replaces its grapple on the same target.

Death Blast. The mycologic eye explodes when it drops to 0 hit points. Each creature within 30 ft. of it must succeed on a DC 16 Constitution saving throw or take 18 (4d8) necrotic damage. Each creature within 20 ft. of it must succeed on a DC 16 Dexterity saving throw or take 18 (4d8) force damage. 1d2 Tiny mycologic eyes that grow to full size in 30 days are propelled in all directions up to 120 ft. away.

Engineered Resemblance. The mycologic eye resembles a gas spore and its related fungi. A creature that can see the mycologic eye can discern its true nature on a successful DC 21 Intelligence (Nature) check.

ACTIONS

Rhizomes. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target.

Hit: 37 (6d10 + 4) slashing damage, and the target is grappled (escape DC 18) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained.

Eye Rays. The mycologic eye shoots two of the following magical eye rays at random, choosing one or two targets it can see within 120 feet of it. Creatures do not perceive the source of the rays, unless they make a reaction upon being chosen as a target and succeed on a DC 16 Wisdom (Insight) check.

1. **Mindblight Ray.** The targeted creature must succeed on a DC 16 Charisma saving throw or take 45 (10d8) necrotic damage and become infected with a disease on a failed save. Mycologic mindblight makes creatures vulnerable to psychic damage and spontaneously subsides after 1 hour.

2. **Mindpierce Ray.** All creatures in a 120 ft. line that originates from the mycologic eye and includes the targeted creature must succeed on a DC 16 Intelligence saving throw or take 36 (8d8) psychic damage.

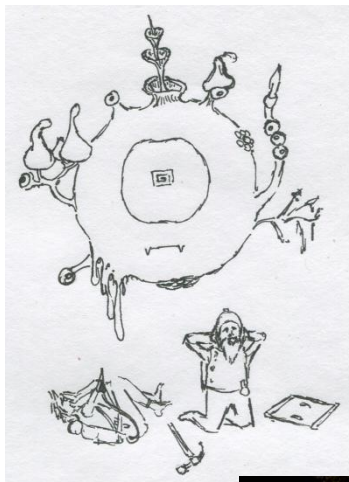
3. **Mindrend Ray.** All creatures within a 15 ft. radius of the targeted creature must succeed on a DC 16 Charisma saving throw or take 36 (8d8) psychic damage.

4. **Mindrot Ray.** The targeted creature must succeed on a DC 16 Intelligence saving throw or take 45 (10d8) psychic damage and become infected with a disease on a failed save. Mycologic mindrot makes creatures vulnerable to necrotic damage and spontaneously subsides after 1 hour.

FUNGAL BEHOLDERKIN

Newly discovered beholderkin in symbiosis with colonies of gas spore strain fungi defy previous taxonomies. Their origins are still battlegrounds for theorists, and mysteries for the public. Between gestation, oneiric generation, fragmentation, budding and spores, there is no shortage of candidates. Regardless, it is becoming increasingly apparent that mistaking a battle formation of fungal beholderkin and gas spore strains for a chance flotilla of gas spores is becoming a new deadly hazard of the underdark.

Psionic links. Fungal beholderkin extend hyphal networks into the border ethereal, enabling abilities best understood as a form of psionics. Within this network, the fungal beholderkin exhibit an ability called benign transportation, enabling them to teleport at short ranges and switch places with allies, moving dangerous gas spore strains directly to the frontlines. A similar ability is practiced by arcane conjuring adepts, though the fungal beholderkin have adapted their mode of teleportation to enable incoming and outgoing creatures to maintain a rhizomic grapple after a transportation switch.



MYCOLOGIC EYE

The mycologic eye has potent eye rays with psionic manifestations. Ethereal spores ravage targets mentally, opening victims up to further danger from the next eye rays. The mycologic eye hides in plain sight among gas spore strains, attempting to remain anonymous while psionically assailing its enemies. If its enemies identify it or close to engage it, it will try to mislead them with its benign transportation.

Stop writing letters complaining about fungi being classified as plants. This is the convention in bestiary entries. It is functionally correct as it is relevant to rangers and druids. We are aware that the organisms concerned are saprophytic, not autotrophic. We are unimpressed that you are aware and have been repeatedly pedantic enough to remind us. Stop writing letters.

- Jenna S. Shofir, Head Editor (Acting),
Waterdhavian Enquirer

FUNGAL BEHOLDERKIN:

OCULAR SPORE

Large plant aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	13 (+1)	11 (+0)	18 (+4)

Saving Throws Int +4, Wis +3, Cha +7

Skills Athletics +5, Perception +6

Damage Immunities necrotic, poison

Condition Immunities poisoned, prone

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 5 (1,800 XP)

Benign Transportation (Recharge 5–6). As a bonus action, the ocular spore teleports up to 30 ft. to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Large creature, they both teleport, swapping places. If either creature was grappling, the teleported creature replaces its grapple on the same target.

Death Blast. The ocular spore explodes when it drops to 0 hit points. Each creature within 30 ft. of it must succeed on a DC 15 Constitution saving throw or take 9 (2d8) necrotic damage. Each creature within 20 ft. of it must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) force damage. 1d2 Tiny ocular spores that grow to full size in 30 days are propelled in all directions up to 120 ft. away.

Engineered Resemblance. The ocular spore resembles a gas spore and its related fungi. A creature that can see the ocular spore can discern its true nature on a successful DC 21 Intelligence (Nature) check.

Innate Spellcasting. The ocular spore's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring only its spore dust as a component:

At will: *minor illusion*

2/day each: *confusion*, *detect thoughts*, *dispel magic*, *entangle*, *etherealness*, *major image*, *phantasmal force*, *speak with plants*

ACTIONS

Rhizomes. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target.

Hit: 24 (4d10 + 2) slashing damage, and the target is grappled (escape DC 15) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained.

REACTIONS

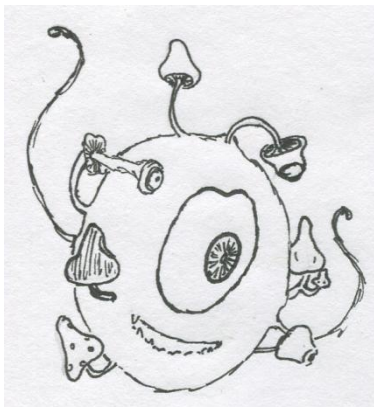
Psychic Germ. When a creature the ocular spore can see attacks the ocular spore or targets it with a spell or ability, the ocular spore can attach intangible psychic spores to that creature. It must succeed on a DC 15 Constitution saving throw, or it has disadvantage on intelligence saving throws for the next hour.

If it already has disadvantage on intelligence saving throws, it must succeed on a DC 15 Intelligence saving throw, or it has disadvantage on Wisdom saving throws for the next hour.

If it already has disadvantage on wisdom saving throws, it must succeed on a DC 15 Wisdom saving throw, or it has disadvantage on Charisma saving throws for the next hour.

The ocular spore has a significant mass of fungal growths extending into the border ethereal, almost once again its mass in the material plane. These enable it to influence perceived reality as far as its ethereal hyphal networks extend. Ocular spores often use these illusory powers to simulate images of fungal beholderkin and gas spore strains. It will use *etherealness* to confuse enemies between its real ethereal self and its illusions. Our correspondents speculate that the first ocular spore sprung from a beholder's nightmare of being made into a mindwitness or a gas spore growing in a mindwitness corpse.

Psychic germ. Ocular spores wield adherent ethereal spores against their enemies. Early fungal colonizers alter the hosts mental permeability and provide psychic adhesion points to facilitate mid and late stage colonizers.



Fungal magic. Legends speak of iconoclastic true beholders going to

extraordinary lengths to acquire arcane powers, sacrificing their central eyes in the process. Ocular spores are clearly the inferiors of beholder magi, yet somehow have spellcasting ability, likely originating from the ethereal fungal aspects of their nature.



Real and ethereal. Ocular spores use their illusions to keep enemies guessing which spores are real, only to use benign transportation when they guess correctly. *Etherealness* can be used to make enemies who have singled out the ocular spore question whether they are fighting an illusion. An ocular spore may put itself in harm's way to make the most of its *psychic germ* ability.

A real fun guy. In their own way, fungi are the liaisons of their world of rot, carrying messages without words between taxons. Adventurers should note that adding a central nervous system to this package makes for a surprisingly charismatic fungus.

APPENDIX A:

SPORE CUISINE

A discussion of gas spore strains would be incomplete without mentioning the delightful flavors of the gastronomic spore. Pioneered by gnomish culinary wizard Zing Van Chak, gastronomic spores have had a rocky relationship with regulatory bodies, to match their love affair with gourmands. The Waterdhavian Consumers' Advocacy Commission deemed weight loss claims were "not made in good faith", but "technically true". While the gastronomic spore has since been classified as a dangerous substance, prohibited on airships and is currently off the market as a comestible, it is legal to purchase as a novelty ornament and is no less delectable than it was before legal actions. The Waterdhavian Enquirer urges its readers to stay earth-bound and belch in an empty, open, aerated area 2 minutes after first ingesting the spore.



GASTRONOMIC SPORE

Potion, uncommon (minor)

When you eat the spore, you feel lightness and a feeling of well being. 1 minute later, you gain a flying speed of 20 ft. and can hover. You gain the effects of the spell *feather fall* with an hour duration.

2 minutes after first eating the spore, you feel the need to belch and may choose to do so at will as a free action on your turn. When you belch, each other creature (exempting yourself) in a 5 ft. radius must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage and 7 (2d6) thunder damage. When you belch, all the potion's effects (including the *feather fall* effect) end immediately.

5 minutes after first eating the spore, you feel compelled to belch and must maintain concentration to avoid doing so. If you belch because your concentration was broken, you are included in the 5 ft. radius of damage and make your Constitution saving throw with disadvantage. If you take damage from the spore, 1d2 Tiny gastronomic spores that grow to full size in 7 days are propelled in the direction you belch up to 120 ft. away.

10 minutes after first eating the spore, the urge to belch heightens. Whenever you speak up to X syllables (X = 15 when casting a spell with a verbal component) within 6 seconds, you make a DC X Constitution saving throw to maintain concentration.

15 minutes after first eating the spore, your internal gases gain potency. The saving throw associated with belching becomes DC 17, and the potential damage is 9 (2d8) poison damage and 9 (2d8) thunder damage.

30 minutes after first eating the spore, pressure continues to build. The saving throw associated with belching becomes DC 19, and the potential damage is 13 (2d12) poison damage and 13 (2d12) thunder damage.

45 minutes after first eating the spore, the gases curdle ferociously. You make all Constitution saving throws with disadvantage. The saving throw associated with belching becomes DC 21, and the potential damage is 21 (2d20) poison damage and 21 (2d20) thunder damage.

1 hour after first eating the spore, the effects from the spore wear off. The gases subside and you lose the urge and ability to belch from the spore.

The spore is tender, bite sized and has a complex nutty flavor.

BEHOLDER MUSHROOM WINE

Beholders at large have a well-documented appreciation for wine, and their mass and metabolism means they can consume it in high volumes. Beholders seldom have influence over wine-producing land and the integrity of imports weigh heavily on their paranoid minds. From social beholders that cannot control a vineyard, we enjoy novel varieties of mushroom wines, some of which have found a home in Waterdhavian mid tier cuisine.

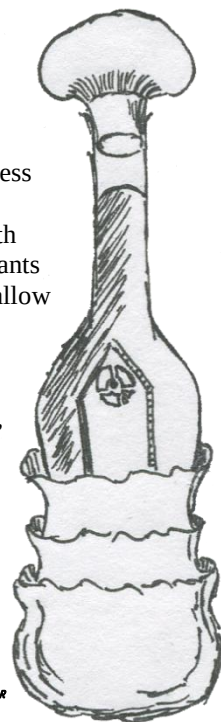
MYCORRHIZAL BREW

Potion, common (minor)

When you drink this potion, you can cast the *detect thoughts* spell (save DC 13) at will, but the target must be a plant. Plants become viable targets of this spell regardless of their Intelligence or ability to speak.

The potion also grants you telepathy with plants within 30 ft. This does not make plants sapient that were not already, but it does allow you to think in plant terms and mentally process plant experiences. All the effects of this potion wear off in 1 hour.

As a wine, the mycorrhizal brew is rich, earthy and dry. The fluid is straw colored and the bottle feels lighter than it looks.



GAS SPORE

*Large plant, unaligned***Armor Class** 5**Hit Points** 1 (1d10 - 4)**Speed** 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities poison**Condition Immunities** blinded, deafened, frightened, paralyzed, poisoned, prone**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 5**Languages** —**Challenge** 1/2 (100 XP)

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 ft. of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease. Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. The gas spore resembles a beholder. A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence (Nature) check.

ACTIONS

Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature.

Hit: 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

GAZER

*Tiny aberration, neutral evil***Armor Class** 13**Hit Points** 13 (3d4 + 6)**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (+4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2**Skills** Perception +4, Stealth +5**Condition Immunities** prone**Senses** darkvision 60 ft., passive Perception 14**Languages** —**Challenge** 1/2 (100 XP)

Aggressive. As a bonus action, the gazer can move up to its speed toward a hostile creature that it can see.

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. **Dazing Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. **Fear Ray.** The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. **Frost Ray.** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. **Telekinetic Ray.** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

APPENDIX C:

DESIGN NOTES

Play testing was conducted with high level characters, perhaps leading to greater divergence of results. Actual challenge may vary based on reliance on magic, melee and access to flight for players and the opportunities for creatures to use flight, range and synergistic abilities.

The accuracy of the challenge ratings is difficult to assess. Challenge ratings were assigned based on comparison with existing beholderkind entries, rather than the metric in the DMG. As such, no AC adjustments were applied to flying creatures with $CR \leq 10$. Per existing MM/VGtM eye ray attacks, eye ray DCs were set 1 lower than standard DC for CR. The hunter killer spore's Ram action DC is based on Pounce DC 15 ($= 8 + \text{Prof} + \text{Skill}$).

It may be rewarding to prime the player characters with piecemeal in-game knowledge of new mechanics and statblocks. This may mitigate challenge variance by giving players a chance to prepare.

As ever, your feedback is welcome at DM's Guild or www.facebook.com/RCXCH/