

# Beholder, Undead (Mystaran)

<b>CLIMATE/TERRAIN:</b>	Subterranean
<b>FREQUENCY:</b>	Very Rare
<b>ORGANIZATION:</b>	Solitary
<b>ACTIVITY CYCLE:</b>	Any
<b>DIET:</b>	Nil
<b>INTELLIGENCE:</b>	Supra-genius (19-20)
<b>TREASURE:</b>	G, T
<b>ALIGNMENT:</b>	Any Evil

<b>NO. APPEARING:</b>	1
<b>ARMOR CLASS:</b>	-4/-2/3
<b>MOVEMENT:</b>	Fl 6 (B)
<b>HIT DICE:</b>	120 hp (20 HD)
<b>THACO:</b>	3
<b>NO. OF ATTACKS:</b>	1
<b>DAMAGE/ATTACK:</b>	2-20
<b>SPECIAL ATTACKS:</b>	Energy Drain, Magic
<b>SPECIAL DEFENSES:</b>	Magic Reflection, +2 or better magical weapons to hit
<b>MAGIC RESISTANCE:</b>	Special
<b>SIZE:</b>	L (4-5')
<b>MORALE:</b>	Fanatic (18)
<b>XP VALUE:</b>	26,000

The beholder is a nightmarish creature in its natural form. Some beholders of Mystara, however, have achieved a powerful form by sacrificing their living bodies.

An undead beholder resembles its living counterparts, appears as a large orb dominated by a central eye and a large toothy maw. has 10 smaller eye on stalks sprouting from the top of the orb. Their undead nature can be identified by the shrunken form and the rotting stench that follows them. The creature moves about by a natural levitation ability. The beholder who has undergone this transformation have usually done so on purpose.

Unlike the death tyrants of other worlds, the undead beholders have maintained their intelligence and continue to accumulate knowledge. They speak the beholder tongue and often the tongue of several other creatures.

**Combat:** Undead beholders rarely engage in melee combat preferring to use their eye powers to defeat foes. They follow the typical beholder rules for the number of eyes that can be used against an opponent. Undead beholders are generally confident of their abilities and will rarely use more than two eyes per round unless seriously threatened. The connection with the Negative Material plane has altered their powers to the following:

1. Animate dead (as spell)
2. Charm person (as spell, -2 penalty to the saving throw)
3. Continual darkness (30-yard range)
4. Death ray (as death spell, with a single target, 40-yard range)
5. Energy drain 1 level (as wight, a single target, 20-yard range)
6. Energy drain 2 levels (as spectre, a single target, 20-yard range)

7. Paralysis (as ghoul, 20-yard range; note that elves are immune to this ray)
8. Animate object (as spell)
9. Dispel magic (as spell, treat as 26th level caster)
10. Telekinesis (250 pound weight)

The central eye always projects a ray of reflection. Any spell cast at the monster from this direction is reflected back at the caster, as the spell turning spell. In addition, any attempt to turn undead from in front is also reflected on the priest, who must make a saving throw vs. spells or run in fear for 2-12 rounds. The undead beholder is watchful for priest and attempts to keep them in the central eye's ray.

If pressed the undead beholder will resort to biting the opponent for 2-20 points of damage. Further, the victim is drained of two life energy levels as if struck by a vampire.

Defensively the undead beholder is quite strong. It can only be harmed by magical weapons with a +2 or better enchantment. It is immune to all charm, hold, and sleep effects, all illusions, death rays, and poison.

As with normal beholders, undead beholders have different Armor Classes for different parts of their body. When attacking a beholder, determine the location of the attack before striking:

Roll	Location	AC
01-75	Body	-4
76-85	Central Eye	3
86-95	Eyestalk	-2
96-00	One small eye	3

The main body of an undead beholder is tougher than typical beholders and contains three fourths of the beholder's hit points, 90 hit points. The central eye can withstand 30 points of damage. Each of the smaller eyes/eyestalks can take 10-20 (1d10+10) points of damage to destroy, but such damage would not affect the body or central eye.

A destroyed eye grows back in 2-5 hours. The eye tyrant's main body has remarkable regenerative powers and heals 3 hit points per round as soon as it begins taking damage. The central eye is not quick, however, and requires the same time as the other eyes. If reduced to zero hit points, an undead beholder is not destroyed, but forced to assume gaseous form. Once in this state, it will attempt to flee to an area of total darkness where, after one hour of rest, regeneration starts once again. If the defeated undead beholder is not able to reach an area of total darkness within two hours, however, its essence breaks up and the creature is truly destroyed. For this reason, the monster usually keeps several areas of continual darkness near its location.

The undead sphere may, at will, assume gaseous form. In this state, it has no special abilities, but cannot be harmed except by magic that affect air. The monster cannot perform any action during the round of combat in which it is becoming or leaving gaseous form.

**Habitat/Society:** Undead beholders are outcasts from beholder society. Most were exiled even before the transformation although some beholders sought the ritual to continue fighting the false breeds after death. Their undead existence is seem as imperfect by the "true" breed.

They typically dwell underground in lairs similar to solitary beholders. Occasionally they will enslave weaker

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races to perform various tasks for them but more often they will animate corpses as needed.

Knowledge and power are the two main interests of an undead beholder. Undead beholders do not often trade for information. Overconfidence is common flaw among them but that does little to help most adventurers who face one.

**Ecology:** The undead beholder has no place in the natural world. Although it was once a living creature, it has entered into an unnatural existence.

The process to become an undead beholder is not known by scholars. Some theorize that the undead beholder is the result of a beholder mage attempting to become a lich. Since three of the eyes retain their previous powers and the central eye seems to have been enhanced, this seems unlikely. Others note that some of its abilities are closer to vampires but no connection has been found. As the hazards of such research is great, the ritual will undoubtedly remain a mystery.

*Source: D&D Master Set*