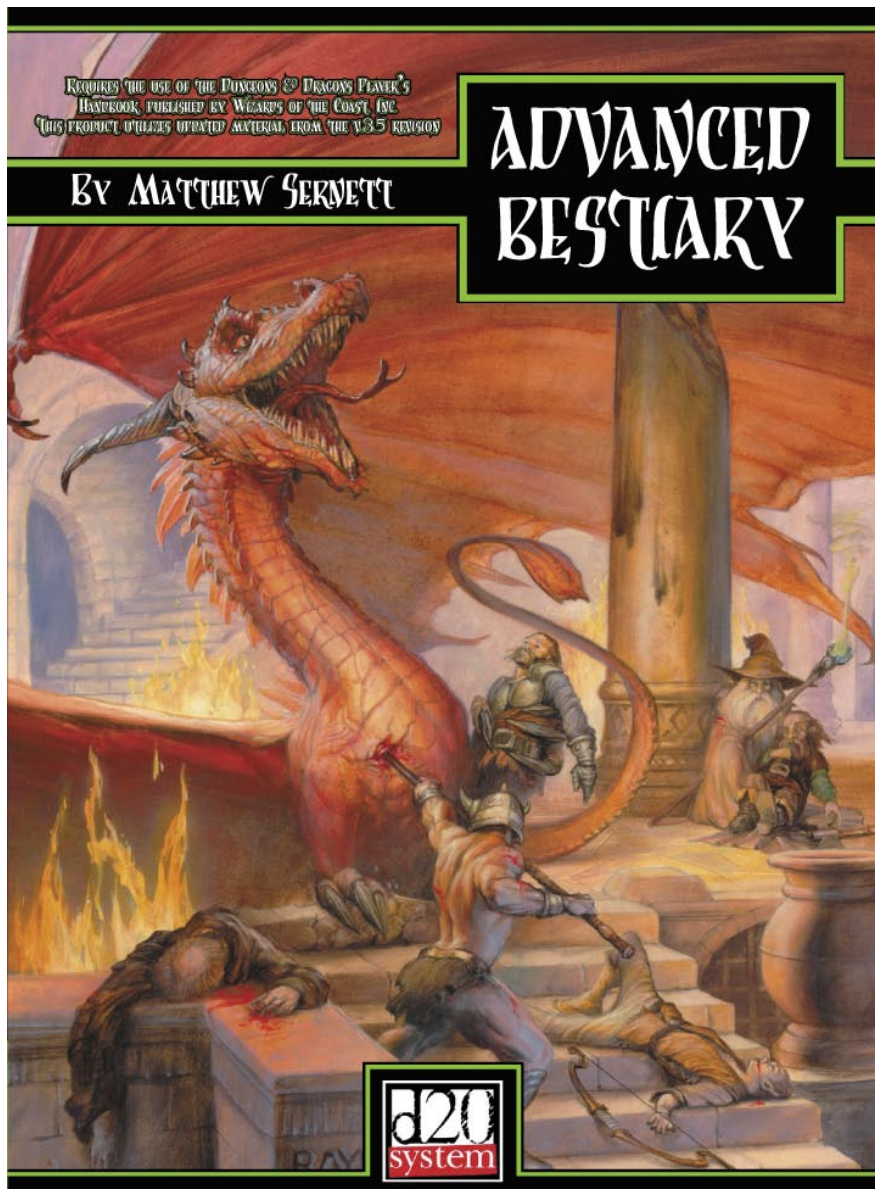


EYE KING: AN ADVANCED BESTIARY WEB ENHANCEMENT

EYE KING



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EYE KING

Some sages speculate that eye kings originated on some heretofore undiscovered plane where magic holds sway over the laws of nature, while others believe they are the result of foul magical experimentation and crossbreeding. Regardless of their origins, these powerful creatures seem to come in as many forms as normal creatures do.

Abominable-looking to all but the most forgiving, an eye king is a bloated blob of flesh crowned by numerous baleful eyes. A

single, huge, central eye and an enormous mouth make up most of its face, and vestigial limbs dangle beneath its floating form, grotesquely writhing and grasping despite their atrophied state.

Each of an eye king's eyes can produce a magical effect that mimics a spell. The eyestalks that top its head gaze in every direction, projecting spell effects as thin rays of light, while its central eye emanates a supernatural field with strange effects.

CREATING AN EYE KING

"Eye king" is an inherited template that can be added to any living creature that possesses at least one eye.

An eye king uses all the base creature's statistics and special abilities except as noted here.

Size and Type: If the base creature is an animal, fey, giant, humanoid, monstrous humanoid, or vermin, its type changes to aberration with the appropriate augmented subtype. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Speed: If the base creature can fly, the eye king retains the base creature's fly speed, maneuverability, and the manner by which it flew. Otherwise, it gains a fly speed equal to one-half the base creature's highest speed (to a minimum of 5 feet), with perfect maneuverability. If the base creature has a swim speed, the eye king can swim at the same speed as it can fly. The eye king retains all the base creature's other modes of movement, but each speed is reduced to one-quarter of its original value (minimum 5 feet).

Body Shape: An eye king has a roughly spherical body with a single central eye on the front of its body. It has the same number of mouths as the base creature has heads. A number of eyestalks equal to the base creature's racial Hit Dice (minimum 1, maximum 20) protrude from the top of its head. Any limbs other than wings that the base creature has become vestigial, though they still allow the same attacks and movement modes they did before, as given in the **Speed** and **Attacks** sections.

Attack: The eye king retains all the base creature's attacks, and its weapon and armor proficiencies. These attacks retain the same primary or secondary status they had for the base creature. If the base creature possesses at least one mouth but has no natural attack with it, the eye king gains a secondary bite attack with each mouth. It also gains a primary ray attack with each of its eyestalks. It can aim only one-third of its eyestalks in any one 90-degree arc (up, forward, backward, left, right, or down); the other eyestalks must aim in different directions.

Full Attack: An eye king fighting without weapons uses all its natural attacks when making a full attack. If armed with a weapon, it uses that and its eye rays as primary attacks and all its natural attacks that do not depend on its arms as secondary attacks.

Damage: Except for bite or wing attacks, the eye king deals damage with its natural attacks as though it were two size categories smaller than it is. Use Table 4-3 in the *MM* to scale back the base damage the creature deals with

each such attack. If the base creature can wield weapons, it must use weapons designed for a creature two size categories smaller than itself, with correspondingly lower base damage ratings. If the eye king gained a bite attack from the application of this template, the base damage is as given on the following table.

DAMAGE

Size	Bite Base Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d4
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Reach: Except for any wing attacks the base creature might have, each of a Small or larger eye king's attacks has a reach of 5 feet. Each of a Tiny or smaller eye king's attacks has a reach of 0 feet.

Special Attacks: The eye king retains all the base creature's special attacks and gains those described here.

Central Eye Beam (Su): When an eye king's central eye is open, it constantly produces a magical emanation in a 100-foot cone whenever the eye is open. The spell effect duplicated by this cone is selected when the creature is created and cannot thereafter be changed. The spell must be an emanation that a spellcaster of the appropriate class and a level equal to the eye king's racial Hit Dice (minimum 1st level) could cast. The save DC for the central eye beam's effect (if applicable) is 10 + 1/2 eye king's racial Hit Dice + eye king's Cha modifier.

Eye Rays (Su): Each of an eye king's eyestalks produces a spell effect that follows the rules for ray spells (see **Aiming a Spell** in the *PHB*). Each such ray has a range of 100 feet and, if appropriate, a save DC equal to 10 + 1/2 eye king's racial Hit Dice + eye king's Cha modifier. An eye king may use each of its eye rays once per round as a free action.

The caster level for the eye ray spells equals the eye king's racial Hit Dice (minimum 1st level). Any given eyestalk can produce only one spell effect,



chosen at the time of creation. The spell selected must be one that a spellcaster of the appropriate class and a level equal to the eye king's racial Hit Dice (minimum 1st level) could cast. No two of an eye king's eyestalks can produce the same spell effect. If an area spell is chosen for an eyestalk ray, it affects a single target rather than an area—a fact that might render some spells unsuitable for eyestalk use.

A 1st-level effect must always be the first eye ray chosen. Thereafter, a 2nd-level effect may be chosen for the next eyestalk. Once a 2nd-level effect has been chosen, a 3rd-level one may be selected, and so forth until the eye king reaches the maximum spell level it can use or runs out of eyestalks. A lower-level spell can always be chosen in place of a higher-level spell for any eyestalk.

Special Qualities: The eye king retains all the base creature's special qualities and gains those described here.

All-Around Vision (Ex): An eye king has a +4 racial bonus on Search and Spot checks, and it can't be flanked.

Flight (Ex): If the eye king gained a fly speed from the application of this template, its flight is an extraordinary

ability based on its natural buoyancy. Its body always operates as though affected by a *feather fall* effect, even when the eye king is unconscious or dead.

Abilities: Increase from the base creature as follows: Cha +4.

Challenge Rating: Same as the base creature +2. Test out the creature to be sure, however. For low-Hit-Die creatures, a CR adjustment of +1 might be more appropriate, and for high-HD creatures, a CR adjustment of +3 or +4 might be better, depending on the spells chosen for its eyes.

Level Adjustment: —

EYE KING CHARACTERS

An eye king favors whichever class the base creature does. This template does not offer a level adjustment because the threat presented by a PC eye king depends a great deal upon the spells chosen for its eyes and the number of racial Hit Dice it has. An eye king PC should have a level adjustment of at least +3, but because of its ability to use the eye rays as a free action, DMs may wish to consider disallowing eye kings as PCs.

SAMPLE CREATURE: EYE KING PHASE SPIDER

Large Magical Beast

Hit Dice: 5d10+15 (42 hp)

Initiative: +7

Speed: 10 ft. (2 squares), climb 5 ft., fly 20 ft. (perfect)

Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

Base Attack/Grapple: +5/+12

Attack: 5 eye rays +7 ranged

Full Attack: 5 eye rays +7 ranged and bite +2 melee (2d4+1 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Central eye beam, eye rays, poison

Special Qualities: All-around vision, darkvision 60 ft., ethereal jaunt, flight, low-light vision

Saves: Fort +7, Ref +7, Will +2

Abilities: Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 14

Skills: Climb +11, Jump –9, Move Silently +8, Search +2, Spot +8

Feats: Ability Focus (poison), Improved Initiative

Environment: Warm hills

Organization: Solitary, pair, or cluster (3–5)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 6–8 HD (Large); 9–15 HD (Huge)

Level Adjustment: —

Here is an example of an eye king using a phase spider as the base creature.

Eye king phase spiders are strange creatures that fly about on the Material and Ethereal Planes seeking prey.

An eye king phase spider is a terrible, arachnidlike monstrosity. Eight short legs wriggle beneath a sphere of coarse, black hair and chitin. Huge spider fangs protrude from its oversized mouth, and its central eye is red and faceted like an insect's. Five smaller eyes mounted on eyestalks wave about menacingly.

Eye king phase spiders cannot speak.

COMBAT

An eye king phase spider prefers to soften up its prey with repeated applications of its *shocking grasp* ray before closing to melee. Thanks to its *deathwatch* central eye beam, it can always judge the best time to use its *death knell* eye ray to give itself an advantage in melee.

Central Eye Beam (Su): *Deathwatch* (caster level 5th); see the eye king template.



Rays (Su): The eye king phase spider has five eyestalks, each of which can produce one of the following effects (caster level 5th) once per round as a free action: *death knell* (DC 14), *dispel magic* (targeted dispel against creature or object struck), *doom* (DC 14), *shocking grasp* (5d6 points of electricity damage), *touch of idiocy*. See the eye king template for more details.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

All-Around Vision (Ex): See the eye king template.

Ethereal Jaunt (Su): An eye king phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action or part of a move action. This ability is otherwise identical to the *ethereal jaunt* spell (caster level 15th).

Flight (Ex): See the eye king template.

Skills: An eye king phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.



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