



The Beholder

Your patron is the thing on the MM's front page. It is a paranoid, delusional, scheming and superior being that has absolutely no trust for anyone but itself (and even then...). Yet, in its quest for information and power, it agreed to work out a mutual beneficial exchange with you.

Expanded Spell List

The following spells are added to the warlock spell list for you.

Spell level	Spells
1 st	<i>dissonant whispers, sleep</i>
2 nd	<i>blindness/deafness, find traps</i>
3 rd	<i>glyph of warding, nondetection</i>
4 th	<i>arcane eye, confusion</i>
5 th	<i>bigby's hand, mislead</i>

Emissary of the Great Eye

At 1st level, you can speak Deep Speech.

Third Eye

Starting at 1st level, a magical eye grows on your body; it doesn't look like yours and is attached to a retractable tendril. You see through this eye as if it were one of your own, and it has darkvision with a range of 60 feet. As an action, you can move the eye as you will, and even stick it on any solid surface, like a wall, a ceiling or the clothes of another person. When it is not on your body, its connection with you has a range of one mile. It has 1 hit point and an AC of 10. If the eye is destroyed, it grows back on your forehead at the end of your next long rest.

You can close your magical eye at any time without any effort. When it is closed, it blends with its surroundings and become nearly invisible. It can be detected with a successful Intelligence (Investigation) check against your spellcasting DC or through means such as *detect magic*.

Additionally, you can cast a cantrip through the eye, as if the eye was the origin of the cantrip.

Instant Paranoia

At 6th level, the paranoia and constant scheming of your patron has started to seep into your mind, and you have begun to be able to predict your opponent moves. Or perhaps you have simply been awakened to reality?

As an action, choose one creature that you can see within 60 feet. Until the end of your next turn, when the creature moves, takes an action, bonus action or reaction, you can use your reaction to answer with an action of your own. If you don't end up using your reaction with this feature, you don't expend your use of the feature.

You can't use this feature again until you take a short rest or a long rest.

Behold!

At 10th level, your number of magical eyes grow to three. The range of your connection to them is also unlimited and work as long as they are on the same plane of existence than you.

Additionally, you gain the following benefits according to the number of open eyes on your body:

One. You cannot be surprised, and do not suffer from any penalties on Perception check in dim light.

Two. You gain a bonus of +1 to your AC.

Three. You have a flying speed of 10ft (hover) and cannot be knocked prone.

Eye Rays

At 14th level, you can use the following magical eye rays, and you can fire them from any of your magical eyes. As an action, choose a target you can see within 120 feet of the chosen eye.

Charm Ray. The targeted creature must succeed on a Wisdom saving throw, or be charmed by you for 1 hour, or until you or your allies harm the creature.

Disintegration Ray. If the target is a creature, it must succeed on a Dexterity saving throw or take 10d8 force damage. If the 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.

Petrification Ray. The targeted creature must make a 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 similar magic.

Sleep Ray. The targeted creature must make a 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.

You have one use of this feature, or two if you roll randomly which eye rays you shoot.

You regain all uses of this feature at the end of a long rest.

Credits

Unknown title, unknown artist (beholder, man with a staff)— Wizards of the Coast.

Totally Lost by David Palumbo — Wizards of the Coast.

