

The Beheld

Game Information: S:M, Spd: fly 30 ft (good); +2 charisma, +2 intelligence, -2 strength, -2 dexterity; All-around vision (Ex, +4 racial bonus to Spot and Search checks); Flight [Ex, natural buoyancy always *fly* as spell at 30 ft (good)]; *feather fall* at will (personal range only); +2 air, -2 earth; Cannot use weapons; Can only wear custom armor (x2 cost); Hated by other Beholder-kin; Eye Rays (see below); Natural Bite Attack (treat as unarmed attack with 1d4 + Strength modifier for damage); Starts out with 1st level commoner halfling servant; Automatic Languages: Beheld and Common; Restricted to bard, cleric, druid, and sorcerer classes; Favored class is sorcerer

Eye Rays (Spell-like abilities): The three central eyes of a beholder can do the following at will as a sorcerer of 3rd level: (1) *light*, (2) *mage hand*, (3) *open/close*. The other six eyestalks do not have any special function. However, spells gained by character classes are always cast through these eyestalks. Spells that require a touch (such as *bull's strength*) can be cast through these eyestalks. Such spells manifest as a 5' ray of sparkling blue light (consider in all ways as a touch).

Description: The beheld are a smaller, more amiable breed of beholder-kin that have forsaken their evil brethren for companionship among other races. The beheld are 3-foot diameter orb with three central eyes and six eyes on the top of its head. They enjoy mingling with other races.



Young beheld are often sent off to adventure among the other races. The sight of a beheld can cause much alarm in a small community, but, once the Beheld is recognized for what it is, it is the spectacle of the week, if not year.

Society: The beheld maintain a well-run Barony ruled by a Republic of Nobles. Republics are voted in every decade and serve a term of twenty years. Only those of noble birth may run for office. In beheld society, a creature is considered noble if they have at least nine character levels and a sizeable dowry. This is one reason a beheld will become an adventurer. Beheld society is notorious for its halfling slaves. Every starting PC has the option of having a halfling servant (1st level commoner). Beheld maintain their own language and speak common.

Mythology: The beheld venerate the Eyeless One, a beholder-kin god of good. The eyeless one is said to whisper wisdom about magic to other deities.

Once, the patron goddess of halflings scoffed the advice of the Eyeless One. Because she did not heed the advice of the beheld's deity, the halfling goddess lost the free will of her race to a scheming agent of the Destroyer, condemning halflings to a life of slavery.

OGC: The information contained within the green shade is considered open game content. All other material is © 2002 Dunham Studios.