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Beholder, Death Tyrant (CR 13)

Large [Undead](#)

Alignment: Always neutral

Initiative: +0; **Senses:** all-around vision and Spot +6

Languages: No language

AC: 20 (-1 size, +11 natural), touch 9, flat-footed 20

Hit Dice: 11d12 (71 hp)

Fort +3, **Ref** +3, **Will** +9

Speed: Fly 15 ft. (average)

Space: 10 ft./5 ft.

Base Attack +5; **Grapple** +9

Attack: Bite +4 melee

Full Attack: Bite +4 melee

Damage: Bite 2d4

Special Attacks/Actions: Eye rays +4 ranged touch

Abilities: Str 10, Dex 10, Con -, Int -, Wis 15, Cha 17

Special Qualities: antimagic cone, flight, single actions only, +2 turn resistance, undead

Feats: -

Skills: Search +4 and Spot +6

Advancement: 12-16 HD (Large); 17-33 HD (Huge)

Climate/Terrain: Any land and underground

Organization: Solitary

Treasure/Possessions: Standard

Source: [Forgotten Realms Campaign Setting](#)

All-Around Vision (Ex): A death tyrant's many eyes give it a +4 racial bonus to Search. Opponents gain no flanking bonuses when attacking it.

Antimagic Cone (Su): Unless it has lost the use of its central eye (see below), a death tyrant produces a 170-foot antimagic cone extending straight ahead from its front. This cone functions as an *antimagic field* cast by a 13th-level sorcerer. All magical and supernatural powers and effects are suppressed - even the death tyrant's own eye rays. Once each round, during its turn, it can decide whether the antimagic cone is active or not. The creature can deactivate the cone (even if the central eye is active.) Note that a death tyrant can bite only those creatures directly in front of it.

Eye Rays (Su): in life, a death tyrant had ten small eyes on stalks atop its body, each with power, plus a large central eye. Typically, a given death tyrant has lost the use of 1d4+1 randomly.

Each of the surviving small eyes can produce a magical ray once per round, even when attacking physically or moving at full speed. The creature can easily aim all its eyes upward in the way when it tries to aim the rays in other directions. During a round, it can aim targets in any one arc other than up (forward, backward, left, right, or down). The remaining targets in other arcs or not at all. A death tyrant can tilt and pan its body each round to change what brings to bear in an arc.

Each eye's effect resembles a spell cast by a 13th-level sorcerer but follows the rules for Spell, page 148 of the *Player's Handbook*). All rays have a range of 170 feet and a save

Charm Monster: The target must succeed at a Will save or be affected as though by the

Charm Person: The target must succeed at a Will save or be affected as though by the s

Disintegrate: The target must succeed at a Fortitude save or affected as though by the

Fear: This works like the spell, except that it targets one creature. The target must succeed at a Will save or be affected as though by the spell.

Finger of Death: The target must succeed at a Fortitude save or be slain as though by the spell. If the target makes a successful saving throw still takes 3d6+13 points of damage.

Flesh to Stone: The target must succeed at a Fortitude save or be affected as though by the

InFLICT Moderate Wounds: This works just like the spell, dealing 2d8+10 points of damage with a successful Will save.

Slow: This works like the spell, except that it affects one creature. The target must succeed at a Will save to resist.

Sleep: This works like the spell, except that it affects one creature with any number of Hit Points. The target must succeed at a Will save to resist.

Telekinesis: The beholder can move objects or creatures that weigh up to 325 pounds, as if by the *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Feather Fall (Sp): The death tyrant's natural buoyancy grants it a permanent *featherfall* effect within its range.

Flight (Ex): A death tyrant's body retains its natural buoyancy, allowing it to fly as if by the *fly* spell at a speed of 15 feet.

Partial Actions Only (Ex): Death tyrants are slow and unresponsive, so they can perform only one action per round. Thus, they can move or attack, but can do both only if they charge (a partial charge).

A death tyrant is programmed with specific instructions when it is created. These instructions are simple; for example: "Attack all humans who enter this chamber until they are destroyed." A death tyrant with no instructions simply attacks all living things it perceives. Even if it is undead, it still fights as if it had intelligence, using its eyes as effectively as possible.

The death tyrant is an undead form of beholder akin to a zombie, though it retains some magical abilities.

A death tyrant appears as a rotting, mold-encrusted beholder. Gaping wounds - whether decomposition - expose the insides of its body, and it is either missing a few eyestalks or covering some of its eyes. Because of its zombie like state, it moves and turns more slow and it does not speak or understand language.

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"Cross not a librarian, for they hold the keys to all lore." - old Faerûnian saying.

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