

BEHOLDER EYE-RAY TABLES

STANDARD BEHOLDER

d10	Effect
1	Charm Ray: DC16 Wis, Charmed 1 hour/Until harmed
2	Paralyzing Ray: DC16 Con, Paralyzed 1min/Repeat save at END of each of its turns.
3	Fear Ray: DC16 Wis, Frightened for 1min/Repeat save at END of each turn.
4	Slowing Ray: DC16 Dex, Half Speed, no reactions, must take action OR bonus action; not both, 1min/Repeat save at END of each turn.
5	Enervation Ray: DC16 Con, 36 (8d8) necrotic/save for half damage.
6	Telekinetic Ray: DC16 Str, moved 30ft in any direction and restrained until START of BEHOLDERS next turn. Object weighing 300 pounds or less moves 30ft in any direction. Has fine control over objects.
7	Sleep Ray: DC16 Wis., fall asleep for 1min. Awakens if damaged/Creature uses action to wake target. NO EFFECT on constructs/undead.
8	Petrification Ray: DC16 Dex, creature is restrained. Repeat save at END of next turn or become Petrified. GREATER RESTORATION/other magic ends this effect.
9	Disintegration Ray: DC16 Dex, 45 (10d8) Force damage. Creature becomes dust if reduced to HP:0. Large/smaller NONMAGICAL object/magical force is disintegrated in 10ft cube.
10	Death Ray: DC16 Dex, 55 (10d10) necrotic damage. DIES if reduced to HP:0.