Xanathar



Alignment : Lawful Evil Race : Beholder Class : Rogue , Beholder

Lore - Xanathar is unusuall for a beholder as he is the Master of a Human Thieves Guild in the sewers of Waterdeep a great coastal city of Faerun . No one knows Xanathars true identity , although he seacretly practically runs the entire city through the shadows . No one trully knows of Xanathars true intensions , but Xanathar himself.

1. **Floating** -Xanathar Floats constantly . Passive

2. **Bite** - Deals 25 damage.Melee

3. **Eye Ray** - Choose up to 3 targets then Roll a 1d6+1d3 for each target separatelly and apply the result :

2.Charm Ray - the target can not attack Xanithar untill the end of the Round , being damaged breaks this effect.

3. Paralyzing Ray - the target is stuned for 1d3-1 Turns he rolls to a minimum of 0 .

4. Fear Ray - Xanithar will always be targeted last by the character he gets -10 to all attacks that would hit Xanithar untill end of Round.

5. Slowing Ray - the target Hits Last with all abilities untill end of Round.

6. Enervation Ray - the target takes 8d8 Necrotic damage.

7. Telekinetic Ray - the target is flung violently into the distance taking 30 damage or 40 if it was Flyin it looses flying and is Stuned this Turn if damaged.

8 Sleep Ray - the target falls asleep untill end of the Round and can not take Actions , this effect ends if it takes damage.

9. Disintegration Ray - choose an object Ability on a target Hero (such as a Weapon,gadget,Armor,Shield , Potion etc...) it dissintegrates and is sealed , if the chosen target has no more objecta when hit with this ray both you and it roll a 1d6 if you roll higher the target is dissintigrated it dies instantly and leaves no corpse.

Ranged Attack(s)

\*Note that each of Xanathars eyestalks hold one of these Rays , each Stalk is immune to AoE and has 10HP if killed that Ray ability it uses is Sealed , there is no way to heal the Eyestalks or ressurect them in combat . Damagin an Eyestalk will not damage Xanathar himself , but killing Xanathar will kill all eyestalks unless Xanathar returns to life at which point all living eyestalks return to life as well.

4.**Antimagic Cone** - creates a large area of antimagic around the user, Magical abilities have no effect if already in use and can not be activated if Magical , Servants and Heroes summoned by magic are dessummoned , Magical Passives have no effect untill the end of this Round(unfortunatelly the Beholders Ray abilities are all magical but his Floating and Bite are not).This ability is itself Magical but does not negate itself.Shield

\*Alt : **Call Goons** - Summons 1d3 + 1 20/10 Rogue servants . Summoning

**Ulti : Deathray** to trigger your Ulti from Round 2 bet on 2 numbers you are going to get with your Eye Ray random roll ability(bet whenever you use Eye Ray from Round 2) if you get them both during the same Turn you also cast a Death Ray at the same time as a Reaction at any one target.(the other random rolled Rays are still used) . The target choosen rolls a 1d6 and you roll a 1d6 if you roll higher the target dies instantly if you tie or you loose the dice roll it takes 10d10 damage instead this damage is unstopable by any means but the attack is not. Trigger,Ranged