

THE BEHOLDER GOD

Gargantuan Aberration (titan), Chaotic Evil

Armor Class 19 (Natural Armor)

Hit Points 808 (46d20+325)

Speed 0 ft., 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	26 (+8)	19 (+4)	30 (+10)	21 (+5)	17 (+3)
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Saving Throws Int +16, Wis +13, Cha +11

Skills Perception +23

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks, Poison

Damage Immunities Psychic

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 31

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 30 (155,000 XP)

Antimagic Cone. The beholder god creates an area of antimagic, as in the antimagic field spell, in a 90-foot cone. At the start of each of its turns, the beholder god decides which eyestalk the cone beams out of, which direction the cone faces, and whether the cone is active. The area works against the beholder's own eye rays.

Legendary Resistance (3/day). If the beholder god fails a saving throw, it can choose to succeed instead.

One of Many. The eyestalks may be attacked directly, by a creature within range. Each eyestalk has 60 hit points but shares all other statistics with the beholder god. If a beholder god's eyestalk is reduced to zero hit points, the eyestalk is impaled and is no longer able to channel rays through. All attacks on eyestalks subtract from the beholder god's total HP.

Actions

Multiattack. The beholder god makes 5 attacks: two eyestalk wrap attacks and three eye ray attacks.

Eyestalk Wrap. *Melee Attack:* +17, 10 ft. reach, one target. *Hit* 35 (6d8+8) bludgeoning damage. If the target is a large or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the beholder god can't use the same eyestalk to attack another target.

Spit. The beholder god spits out a glob of its slimy, acidic saliva at a point it can see within 120 feet, covering a 10 foot radius. Any creature who is in the radius when the beholder god spits or who starts their turn there, must make a DC 23 Dexterity saving throw or fall prone. A prone creature takes 22 (4d10) acid damage and have their AC reduced by 1 as the saliva melts their armor. The affected area is difficult terrain.

Eye Rays. The beholder god shoots a magical eye ray at random (reroll duplicates) from an eyestalk of its choosing, targeting one target it can see within 60 feet of the eyestalk.

1. Charm Ray. The targeted creature must succeed on a DC 23 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 23 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 23 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 23 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must make a DC 23 Constitution saving throw, taking 52 (8d12) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 23 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 600 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 23 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.

8. Petrification Ray. The targeted creature must make a DC 23 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 magic.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 23 Dexterity saving throw or take 91 (14d12) force damage. If this 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 nonmagical 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.

10. Enfeebling Ray. The targeted creature must succeed on a DC 23 Intelligence saving throw or take 28 (8d6) psychic damage and have their Intelligence and Charisma scores reduced to 1, as in the spell *Feeblemind*. The creature can't cast spells, activate magic items, understand language or communicate in any intelligible way.

11. Confusion Ray. The target must succeed on a DC 23 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

12. Death Ray. The targeted creature must succeed on a DC 23 Dexterity saving throw or take 143 (22d12) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder god can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The beholder god regains spent legendary actions at the start of its turn.

Attack. The beholder god makes one Eyestalk Wrap attack.

Eye Ray. The beholder god uses one random eye ray.

Spit. The beholder god makes one Spit attack.

Regenerate Eyestalk (Costs 2 Actions). The beholder god restores one eyestalk that has been impaled previously. The beholder god regains 35 (10d6) hit points as a result of this action. The restored eyestalk can be used for eye rays and eyestalk wrap attacks after restoration.

Lair Actions

When fighting inside its lair, a beholder god can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the beholder god can take one lair action to cause one of the following effects:

- An eye opens on a solid surface. One random eye ray of the beholder shoots from that eye at a target of the beholder's choice that it can see. The eye then closes and disappears.
- The Beholder God closes its large eye and summons 4 (1d8) Spectators in its lair.
- The beholder god channels its psychic rage in a telepathic scream. Every creature within 5 feet of an eyestalk or the beholder god's primary eye must make a DC 23 Intelligence Saving Throw. On a failed save, take 26 (4d12) psychic damage or half as much damage on a successful save.

The beholder can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Reactions

Spell Reflection. If the beholder god makes a successful saving throw against a spell or a spell attack misses it, the beholder god can choose another creature (including the spellcaster) within 120 feet of it. The spell targets the chosen creature instead of the beholder god. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the beholder god rolls the attack roll, using its Intelligence as its spellcasting ability.

Regional Effects

The region containing or connected to the beholder god's lair is warped by the creature's unnatural presence, which creates one or more of the following effects:

- Creatures within 20 miles of the beholder god's lair sometimes feel like they're being watched.
- When a creature sleeps within 15 miles of the beholder god's lair, they are plagued with nightmares of disincorporated eyes and deep, calculating laughter.
- When the beholder god sleeps, reality warps within 1 mile of its lair. Marks on cave walls may change subtly, eerie trinkets may appear, harmless slime might coat a statue, and so on. These affects apply only to natural and nonmagical objects that aren't on anyone's person.