

Beholder Star Father

The Lord, The All-seeing Eye, The Father

Lesser Deity

Symbol: 10 large golden rings with Emerald stones

Home Plane: The Prime (Wildspace)

Alignment: Lawful Neutral

Portfolio: Knowledge, Rulership, Manifest Destiny, Civilization, Time and Space

Worshippers: Beholders (all varieties)

Cleric Alignments: LE, LN, LG

Domains: Commerce (EbCS), Community (CD, DLCS), Creation (CD), Domination (Drac), Insight (DLCS), Knowledge, Law, Magic, Meditation (DLCS, EbCS), Mentalism (DLCS, FRCS), Nobility (CW, FRCS), Wealth (Drac)

Favored Weapon: eye ray or wand

The Beholder Star Father is a recent addition to the divinity of Wildspace. He appears as a giant (16 foot diameter) beholder, with a huge central green eye, and a wise look in his eyes. His 10 eye stalks often appear in many different colors, though they have been known to be all green as well.

Though intellectually, beholders realize that the All-seeing Eye obtained his divinity only recently, he is credited as a progenitor of the beholder race. This is all because he is also seen as having mastered time and space.

The Lord, though he was known by a common name then, is one of the few beholders to have ever survived the grueling trek to the top of mount H'Catha long enough to have told the tale. The clutch group that traveled up the mountain with him did not survive, but whether or not this is due to the travails of the journey, or the machinations of the Eye, one cannot be certain. What is known is that the Star Father came down the mountain full of great knowledge, and wisdom and demanded veneration.

Dogma

As the God of Manifest Destiny, Rulership and Civilization the Lord believes in a strict hierarchy

where each being abides by their caste, with beholders out the top of the pyramid, and himself, with the Great Mother, even above that.

As the God of Knowledge, the All-seeing Eye demands scholarship of all beholders, with non-intellectual, or intellectually challenged beholders ranking in the lowest caste, only suitable to be used and discarded when they can no longer be used anymore.

Finally, as the God of Time and Space, the Father requires mysticism. Through a rite first handed down by him to his first followers, followers of the Star Father learn mystical paths without having to gouge out their central eye (though it does turn green).

The Beholder Star Father teaches that each beholder has a divine right to rule, and where he encourages the competitiveness of the beholder race, his dogma teaches that "different" beholders are not to be destroyed, but being that they are obviously inferior, they must serve the "Master Race".

Clergy and Temples

Within "Poleis" (poh-lahys), singular "Polis", there is always a cleric of the Star Father. Poleis are a collection of beholders with similar appearances. Though the scions of one particular breed (Polis) will distinguish themselves as a "ruling caste", other Poleis will caste themselves, and rarely change. True beholders are always the top caste, with beholder-kin next, and an individual ruling Polis deciding how other races are caste beneath that.

The ruling Polis is always backed by the temple and clergy of the Star Father. If the church removes its support, the rulers will soon find themselves overthrown.

Clergy of the Star Father may be of almost any divine spell-casting class, with Favored Souls, followed by Paladins ranking highest among them. Most clergy of the Lord of Time and Space are also some sort of arcane spell-caster, with Sorcerers ranking most common. Familiars among his clergy

usually take the form of Eyeballs, though Imps and Brownies are not unheard of.

Temples of the Eye take the form of large repositories of knowledge, libraries, laboratories, and debate houses. Wherever there are his worshipers, you'll find these Temple shrines in vast numbers.

The Star Father

**Cleric 10/Sorcerer 10/Mystic Theurge
10/Archmage 5/Hierophant 5**

Huge-Size Aberration (Lawful)

Divine Rank: 10

Hit Dice: 33D8+495 (aberration) plus 10D8+150 (cleric) plus 10D4+150 (sorcerer) plus 10D4+150 (mystic theurge) plus 5D4+75 (archmage) plus 5D8+75 (hierophant) (1,579 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 5 ft. Fly 280 ft. (Perfect)

AC: 70 (+9 Dex, +10 divine, +28 natural, +15 deflection, -2 size) (touch 42, flatfooted 61)

Base Attack: +57

Attacks: 10 eye rays (+74 ranged (touch)) plus bite (+70 melee) or by spell (+75 melee or +74 ranged)

Damage: 10 eye rays (by spell-like ability) plus bite (2D6+5) or by spell

Space/Reach: 15 ft./10 ft.

Special Attacks: eye rays, domain powers, salient divine abilities, spell-like abilities, turn undead, high arcana, hierophant abilities

Special Qualities: All-around vision, damage reduction 20/epic and chaotic, darkvision, flight, immortality, divine immunities, fire resistance 15, spontaneous casting of divine spells, understand, speak, and read all languages and speak directly to all beings within 10 miles, remote communication, godly realm, *teleport*, *greater at will*, *Plane Shift at will*, familiar (eyeballs), SR 42, divine aura (1,000 ft., DC 35), *true seeing*

Saves: Fort +63, Ref +57, Will +69

Abilities: Str 30, Dex 28, Con 40, Int 36, Wis 40, Cha 40

Skills: Appraise +63, Bluff +65, Concentration +65, Craft (Alchemy, Navigation, Shipmaking) +63, Diplomacy +81, Intimidate +69, Knowledge (Arcana, Dragonkind, History, Local, Nature,

Nobility And Royalty, Portals And Gates, Religion, Space, The Planes) +63, Listen +103, Pilot (Helm) +59, Profession (Spacehand) +63, Search +103, Sense Motive +97, Spellcraft +101, Spot +107

Feats: extend spell, heighten spell, improved initiative, persistent spell, reach spell, sudden empower, sudden extend, sudden maximize, sudden quicken, sudden silent, sudden still, sudden widen.

Epic Feats: additional domain X10 (Commerce, Community, Creation, Domination, Insight, Magic, Meditation, Mentalism, Nobility, Wealth), additional item space (ring) X8, epic spellcasting (arcane, divine, nature)

Eye rays: Though the God has only 10 eye stalks, like a typical beholder, atypically he has displayed 14 distinct powers in confrontations. Each of the god's 10 eye stalks can discharge a ray once a round, though each ray may only be discharged once. The god's perfect maneuverability allows him to bring all 10 eye stalks to bear on any opponent, in any direction, at any time.

Each of the God's 14 known eye rays resembles a spell cast by a 35th level caster. Each eye ray has a range of 10 miles and a save DC of 41. The save DCs are Charisma-based. The 14 eye rays include:

Charm Monster: The target must succeed on a Will save or be affected as though by the spell. He often uses this ray to confuse the opposition, usually employing it early in a fight against melee combatants. The beholder generally instructs a charmed target to either restrain a comrade or stand aside.

Charm Person: The target must succeed on a Will save or be affected as though by the spell. He uses this ray in the same manner as the charm monster ray.

Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.

Dispel Magic, Greater: This works like the targeted dispel function of the spell. The deity's dispel check is 1d20+20.

Exhaustion: This works like the spell ray of exhaustion (no save).

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. The tactical genius likes to use this ray against warriors and other powerful creatures early in a fight, to break up the opposition.

Finger of Death: The target must succeed on a Fortitude save or be slain as though by the spell. The target takes 3d6+25 points of damage if its saving throw succeeds. The God uses this ray to eliminate dangerous foes quickly, especially arcane spellcasters.

Flesh to Stone: The target must succeed on a Fortitude save or be affected as though by the spell. He likes to aim this ray at enemy spellcasters, and also uses it on any creature whose appearance he finds interesting. (After the fight, the beholder takes the statue to his lair as a decoration.)

Harm: This works like the spell, causing 150 points of damage (Will half).

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Scorching Ray: This works like the spell, dealing 72 points of fire damage (no save). The beholder creates only one fiery ray per use of this ability.

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). The beholder likes to use this ray against warriors and other physically powerful creatures. He knows his foes can quickly awaken the sleepers, but he also knows that doing so takes time and can delay an effective counterattack.

Slow: This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. He'll often use this ray against the same creature targeted by his *disintegrate*, *flesh to stone*, or *finger of death* ray. If one of the former rays fails to eliminate the foe, this ray might at least hamper it.

Telekinesis: A beholder can move objects or creatures that weigh up to 3750 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Domain Powers: + 20 to profession checks made to earn a living, calm emotions as a spell-like ability 10/day, + 10 on diplomacy checks, cast

conjuration and law spells at + 1 levels, uncanny dodge, all knowledge skills and appraise are class skills, use empower spell 10/day as a free action, grant + 35 to Will save to ally 10/day, inspire allies, granting +10 morale bonus on saving throws, attack and damage rolls, ability checks, and skill checks as a standard action, 15 rounds, 10/day, skill focus (appraise)

Salient Divine Abilities: Automatic Metamagic – Quicken Spell, Avatar, Call Creatures (up to 9 Beholders), Control Creatures (Beholders), Divine Blast, Divine Blessing: Charisma, Divine Blessing: Wisdom, Divine Recall (The Civilization of Space), Divine Spellcasting, Grow Creature (Beholders), Instant Counterspell

Spell-like Abilities: the Father may use the following spell-like abilities one per round, at will, in addition to his other attacks, as a 20th level caster, except conjuration and law spells as a 21st level caster (DC 35 + spell level); *Alarm, Analyze Dweomer, Antimagic Field, Antipathy, Astral Projection, Augury, Bless, Calm Emotions, Clairaudience/Clairvoyance, Command, Commune, Comprehend Languages, Create Food and Water, Demand, Detect Scrying, Detect Secret Doors, Detect Thoughts, Dictum, Discern Lies, Discern Location, Dispel Chaos, Dispel Magic, Divination, Divine Favor, Dominate Person, Enthral, Find the Path, Forbiddance, Foresight, Geas/Quest, Genesis, Glibness, Glyph of Warding, Greater Arcane Sight, Greater Command, Greater Status, Heroes' Feast, Hold Monster, Identify, Imbue With Spell Ability, Legend Lore, Leomund's Secret Chest, Lesser Confusion, Locate Object, Magic Circle Against Chaos, Magic Vestment, Major Creation, Mass Heal, Mass Owl's Wisdom, Mass Suggestion, Mind Blank, Mind Fog, Minor Creation, Minor Image, Miracle, Modify Memory, Moment Of Prescience, Monstrous Thrall, Mordenkainen's Disjunction, Mordenkainen's Magnificent Mansion, Nystul's Magic Aura, Obscure Object, Order's Wrath, Owl's Wisdom, Permanent Image, Polymorph Any Object, Prayer, Protection from Chaos, Protection from Spells, Rary's Telepathic Bond, Refuge, Repulsion, Sequester, Shield, Shield of Law, Shield Other, Spell Resistance, Spell Turning, Status, Storm of Vengeance, Suggestion, Summon Monster IX, Sympathy, Tongues, True*

Creation, True Domination, True Seeing, True Strike, Zone of Truth.

Turn Undead: the All-seeing Eye turns undead as a 10th level cleric with a + 15 charisma modifier.

High Arcana: as a 5th level Archmage, the Lord knows the following High Arcana; Arcane Reach 60', Mastery of Elements, Mastery of Shaping, Spell Power + 3

Hierophant Abilities: as a 5th level Hierophant, he knows the following abilities; Blast Infidel, Divine Reach 30', Faith Healing, Gift of the Divine, Mastery Of Energy

Clerics Spells/Day:
6/9/9/9/8/8/7/7/6/6/3/3/2/2/2/2 (DC 35 + spell level)

Sorcerer Spells Known:
6/10/10/10/9/9/9/9/8/8/3/3/2/2/2/2 (DC 38 + spell level)

0 – *arcane mark, dancing lights, detect magic, mage hand, mending, message, open/close, prestidigitation, ray of frost.* 1st level – *color spray, identify, magic missile, ray of enfeeblement, reduce person.* 2nd level – *blindness/deafness, hypnotic pattern, knock, mirror image, protection from arrows.* 3rd level – *enhance rating, lightning bolt, magic circle against chaos, ray of exhaustion.* 4th level – *arcane eye, enervation, fear, greater invisibility.* 5th level – *enhance maneuverability, hold monster, passwall, wall of force.* 6th level – *globe of invulnerability, greater dispel magic, legend lore.* 7th level – *drawmij's instant summons, prismatic spray, reverse gravity.* 8th level – *bigby's clenched fist, mass charm monster, polar ray.* 9th level – *mass old monster, power word, kill, shapechange.*

All-around Vision: as a beholder, the deity is incapable of being flanked as he can see in all directions at once. He takes a -4 penalty to saves vs. Gaze attacks.

True Seeing: through a ritual learned during his trek up H'Catha (*miracle*) the Eye's own central eye has had the *antimagic cone* replaced with a continual *true seeing* effect. This effect extends in a 60° cone in front of the God, to an extent of 10 miles. This *true seeing* effect also extends through the deity's remote sensing ability in a 60° cone also to a range of 10 miles. Unlike the spell, this effect can be enhanced with other sense altering

magic, such as *detect* spells many divinations, and magical items such as a crystal ball. If the Star Father uses his spell-like ability to cast *true seeing* on another being, that spell-like ability will last for 20 minutes, and have a range of 120'. In combat, the All-seeing Eye, effectively can only see, using true sight, in a 60° arc under normal circumstances. As part of a move action, the Lord can fix his eye on any 60° arc on the battlefield and use *true seeing*. As a move action, he can sweep the battlefield in any 180° arc. As a full round action he can use *true seeing* in every direction for 10 miles. If a divine spell caster of sufficient levels to cast *miracle* calls upon the Star Father to grant his vision to a beholder, thus granting him *true seeing* instead of *antimagic cone*, then that beholder meets the requirements to take the Beholder Mage or Beholder Priest prestige classes without having to gouge out their central eye. Furthermore, the Lord of Time and Space favors those who would take spellcasting classes, and a *miracle* used for this purpose costs the Cleric nothing in experience. The God himself pays the XP cost.

Possessions: The Star Father possesses 10 rings of Major Spell Storing, and is thus capable of storing up to 100 levels of spells.

Other Divine Powers

As a lesser deity, the Star Father may take 10 upon any check. He treats a 1 on the saving throw or attack roll normally and not as an automatic failure. He is immortal.

Senses: the Father can see (using normal vision or darkvision), hear, touch, and smell any distance up to 10 miles. As a standard action, he can perceive anything within 10 miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing powers of deities of his rank or more at up to two remote locations at once for 10 hours.

Automatic Actions: the All-seeing Eye can use Craft (Navigation), all Knowledges, Pilot (Helm), and Profession (Spacehand) as a free action if the DC for the task is 20 or lower. He can perform up to five such free actions each round.

Create Magic Items: The Lord can create any ring of spell storing (minor, normal, or major) regardless of its cost.

Avatars

The Star Father's avatars look just like him, except that they only 8 feet around. He sends them to help beholders who are trying to become "civilized", or who are trying to uncover information. The Eye's avatars only lead other beholders in times of crisis, and while leading, the avatar constantly reinforces the status quo and the authority of the Temple of the Star Father. Often, when they leave, they arranged to leave one of the Eyes of the General or the Magistrate in charge to smooth things over while the new regime (backed by the Church) takes telekinetic grip on the populace of whatever Poleis the avatar was sent to rescue.

Avatar of the Star Father: as the deity except divine rank 5; AC 60 (touch 37, flatfooted 51); Atk + 69 ranged (touch) (eye rays) and + 64 melee (2D6 + 5 bite) or + 70 melee (spell) or + 69 ranged (spell); SA high arcana, turn undead, Hierophant abilities SQ DR 20/epic and chaotic, fire resistance 10, SR 37, divine aura (50', DC 30); SV Fort + 58, Ref + 52, Will + 64; all skill modifiers are reduced by 5

Salient Divine Abilities: automatic metamagic – quicken spell, call creatures (2 beholders), control creatures (beholders), divine blast, divine blessing: charisma, divine blessing: wisdom, divine recall (the civilization of space), divine spellcasting, grow creature (beholders), instant counterspell

Spell-like Abilities: Caster level 15th; saving throw DC 30 + spell level