



DEATH TYRANT LORE

Arcana DC 10: The central eye of a death tyrant neutralizes any healing received by those under its gaze, and imbues those that die in its sight with undeath.

Arcana DC 15: A beholder dreaming of death may awake to find its flesh sloughing off, leaving only its naked skull behind.

Arcana DC 20: Alternately, a beholder may dream of another beholder it has killed returning to life to torment it, in which case the death tyrant springs into existence fully formed, with whatever memories and intentions its creator imagined it having. Some elder orbs reportedly can provoke such nightmares in themselves intentionally, thus creating death tyrant thralls.

History DC 15: Death tyrants are known to marshal vast armies of undead, far beyond the few hundred that the greatest humanoid necromancers can keep enthralled.

Nature DC 15: One of the death tyrant's eyes binds a target in chains of shadow, which greatly weaken when exposed to bright light.

DEATH TYRANT TACTICS

The death tyrant tries to keep its most injured foes centered in its negative energy cone. After being reduced below half HP, it switches from using random rays with its legendary actions to targeting its most injured enemy with its Death Ray each turn, provided it hasn't lost any legendary actions to its Many Eyes ability.

OVERSEER LORE

Arcana DC 15: Overseers are reknowned for their ability to disrupt and even destroy magical items. For this reason above all else, most archmages try to avoid any sort of direct conflict with beholder hives.

History DC 20: Overseers are rarely found in isolation, typically serving as envoys and enforcers of a hive mother. Like a hive mother, they seem to have a way of reconciling the differences between beholders, a feat once considered blessedly impossible.

Nature DC 20: Overseers are covered in a fascinating symbiotic fungus that appears to feed off the transdimensional radiation overseers absorb while in the Far Realm, granting them a great deal of resilience, though the fungus contracts and retreat when exposed to fire.

OVERSEER TACTICS

Overseers typically open by teleporting into range of as many enemies as possible, then trying lash as many of them as it can close enough to trigger attacks of opportunity from its bite, the goal being to keep them clustered for Epidemic of Despair or Arc Lightning. From there, it uses random eye rays, preferentially targeting any creature that demonstrates an ability to do fire damage.



DEATH TYRANT

Large aberration/undead, lawful evil

Armor Class 19 (Natural Armor)

Hit Points 253 (22d10 + 132)

Speed fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	22 (+6)	19 (+4)	15 (+2)	19 (+4)

Saving Throws STR +5, INT +9, WIS +7, CHA +9

Skills Perception +12

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Paralyzed, Petrified, Poisoned, Prone

Senses Darkvision 120 ft., Passive Perception 22

Languages Deep Speech, Undercommon, Telepathy 120 ft.

Challenge 14 (11,500 XP)

Negative Energy Cone. The death tyrant's central eye emits an invisible, magical 150-foot cone of negative energy. At the start of each of its turns, the tyrant decides which way the cone faces and whether the cone is active.

Any creature in that area can't regain hit points. Any humanoid that dies there becomes a zombie under the tyrant's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.

Magic Resistance. The death tyrant has advantage on saving throws against spells and other magical effects.

Many Eyes (3/day). If the death tyrant fails a saving throw against an effect that would blind or incapacitate it, it may choose to succeed instead. The death tyrant takes one fewer legendary action each turn for each time it has used this ability.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Rays. The death tyrant shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 ft. of it:

1. Decay Ray (Luminescent Green). The target must succeed on a DC 17 Dexterity saving throw or have its maximum hit points reduced to its current hit points until it completes a long rest.

2. Compulsion Ray (Wispy Red). The target must succeed on a DC 17 Wisdom saving throw or take 33 (6d10) psychic damage and be unable to voluntarily leave the death tyrant's eye cone until the end of its next turn.

3. Terror Ray (Wavy Purple.) The target must succeed on a DC 17 Wisdom saving throw or become Frightened for the next minute. The creature repeats this save at end of each of its turns, ending the effect on a success or taking 22 (4d10) psychic damage on a failure.

4. Dispel Ray (Pale Silver). The death tyrant ends one spell affecting the target.

5. Seizure Ray (Mottled Green). The target must succeed on a DC 17 Constitution saving throw or be Poisoned for the next minute. While Poisoned in this way, whenever the creature casts a spell it is Stunned until the beginning of its next turn. A Poisoned creature repeats this saving throw at the end of each of its turns, ending the effect on a success.

6. Blood Ray (Sludgy Crimson). The target must succeed on a DC 17 Constitution saving throw or become susceptible to bleeding for the next minute. Whenever the afflicted character takes damage, it begins bleeding, losing 10 hit points at the start of each of its turns. The creature stops bleeding when magically healed, or with a successful DC 17 Wisdom (Medicine) check, but retains its susceptibility. This can be applied to the same creature multiple times, with its effects applied cumulatively.

7. Etherealness Ray (Diaphanous White). The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target is shunted partially into the ethereal plane, gaining a 30 ft. fly speed and dealing half as much damage with attacks that use Strength for the next minute, or until the death tyrant uses this ability again.

8. Enchaining Ray (Gleaming Blue-Grey). The targeted creature must succeed on a DC 17 Strength saving throw or be restrained (escape DC 16) as chains of seething shadow envelop its body. A creature in bright light may attempt to escape as a bonus action.

9. Doom Ray (Shivering Maroon). The target must succeed on a DC 17 Charisma saving throw or be cursed. While cursed, the creature acquires a Doom counter each time it takes necrotic damage. If the creature drops to 0 hit points while cursed, it immediately fails one Death Save for each Doom counter it has.

10. Death Ray (Streaky Black). The targeted creature must succeed on a DC 17 Dexterity saving throw or take 44 (8d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The death tyrant can take 3 legendary actions, choosing from the options below.

Eye Ray. The death tyrant uses one random eye ray.

Death Ray (Costs 3 actions). The death tyrant uses its Death Ray.

OVERSEER

OVERSEER

Huge aberration, lawful evil

Armor Class 19 (Fungal Armor)

Hit Points 180 (19d10 + 76)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	22 (+6)	16 (+3)	16 (+3)

Saving Throws STR +10, CON +9, INT +11, WIS +8

Skills Perception +13

Damage Resistances Bludgeoning, Slashing

Senses Darkvision 120 ft., Passive Perception 23

Languages Common, Undercommon, Deep Speech, Telepathy 1 mile

Challenge 15 (13,000 XP)

Fungal Armor. If the overseer takes any fire damage, it loses its damage resistances and has its AC reduced to 16 until the beginning of its next turn.

Magic Resistance. The overseer has advantage on saving throws against spells and other magical effects.

Beholderkin Dominator. A beholderkin of CR 8 or lower that starts its turn within 1 mile of the overseer must succeed on a DC 19 Wisdom saving throw or be magically Charmed by the overseer and placed under its control. The overseer hears and sees anything that a beholderkin under its control does.

Actions

Multiattack. The overseer makes three melee attacks and chooses one of its eye rays, or uses two of its eye rays, chosen at random (reroll duplicates).

Gnashing Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 22 (5d6 + 5) piercing damage.

Tentacle Lash. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage and the creature must succeed on a DC 18 Strength saving throw or be pulled up to 10 ft. toward the overseer and knocked prone.

Eye Rays. The overseer chooses one of the following effects, targeting a creature or object it can see within 120 ft. of it:

- **1. Disjunction Ray.** The target must succeed on a DC 19 Dexterity saving throw or have each spell affecting it end, and have each of its non-artifact magical items become nonmagical and inert for the next minute.
- **2. Arc Lightning Ray.** The target must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 45 (10d8) lightning damage and the overseer uses this ability again, targeting a new creature within 10 ft. of the previous one. The overseer may not target a single creature more than once in a turn with this ability.
- **3. Polar Frost Ray.** The target must succeed on a DC 19 Constitution saving throw or take 52 (8d12) cold damage and have its movement speed reduced by half.
- **4. Epidemic of Despair Ray.** The target must succeed on a DC 19 Charisma saving throw or be afflicted with crushing despair. For the next minute the target and each of its allies within 20 ft. of it subtract 1d4 from the result rolled for attacks and saving throws.
- **5. Teleportation Ray.** The target teleports up to 60 ft. to a location the overseer can see. An unwilling target makes a DC 19 Charisma saving throw, resisting the effect on a success.
- **6. Temporal Stasis Ray.** The target must succeed on a DC 19 Charisma saving throw or be frozen in time. Until the end of the overseer's next turn, the creature is incapacitated and immune to all damage and conditions.
- **7. Death Ray.** The target must succeed on a DC 19 Dexterity saving throw or take 44 (8d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.
- **8. Disintegration Ray.** The target must succeed on a DC 19 Dexterity saving throw or take 36 (8d8) force damage. If this damage reduces a creature to 0 hit points, its body becomes a pile of fine gray dust.