

## Beholder Wands

Beholders are imposing creatures. They are alien, frightening, and utterly violent. Facing one of these murder balls could be the highlight of a campaign—for those who survive!

Unfortunately, beholder encounters are all too often brief. Their paranoia makes social interaction difficult, and beholders can quickly overwhelm a party in combat if their deadliest eye rays come to bear. This brevity leaves little opportunity to explore the alien qualities of beholders or their links to the Far Realm. Without another point of interaction, much of the flavor of these iconic creatures is lost.

The tools in this supplement help you explore the broader dimensions of beholders, giving them a place of greater prominence in the game. Exploring these options provides insight into the eldritch magic of the Far Realm. It can also lure characters into the dangerous world of hidden horrors, alien monsters, and competing cults!

## The Cult of Benovav

History is littered with the wreckage of sorcerous traditions that pursued the power of the Far Realm. Alienists, fleshwarpers, grell alchemists—these and other obscure cabals tried to solve the perpendicular calculus of magics that don't accord with our reality. The tale of these aberrant traditions is recorded in their failed experiments. Troves of their eldritch tomes, cursed magic items, and betentacled monstrosities lie hidden in the dark places of the world.

Thus went the Cult of Benovav. This short-lived society hunted aberrations as a source of crafting materials. The Wands of Benovav are made from beholder eyestalks and represent the cult's longest-lasting legacy. After a decade of exploiting the solitary nature of beholders, the cult perished upon encountering a rare hive of them. Only a few of the original wands survive though newly crafted ones circulate from time to time. Occasionally, some brave arcanist discovers the ancient writings of the cult and goes on a (short-lived) beholder-hunting spree to replicate these crafts.

## Beholder Wands

There are ten versions of the wands, described below. Each is named for the specific eyestalk needed to craft it and each seems to have its own peculiar features or personality. Despite each beholder having one of each type of eyestalk, some versions of the wands are rarer than others. This suggests that different *beholder wands* are more difficult to enchant than others.

Each *beholder wand* has 7 charges and regains 1d6 + 1 expended charges daily at midnight. If you expend a wand's last charge, you must succeed on a DC 15 Wisdom saving throw or suffer a random long-term madness effect for 1d10 × 10 hours. (See Madness in the *Dungeon Master's Guide*.)

### EYESTALK OF CHARM

*Wand, rare (requires attunement)*

This fleshy, limp wand is topped with a pink eyeball. It emits disturbing slurps after each use.

While holding this wand, you can use an action to expend 2 of its charges to cast *banishment* (save DC 15) or *confusion* (save DC 15).

### EYESTALK OF DEATH

*Wand, very rare (requires attunement)*

The gray eyeball at the end of this wand turns to stare at any injured creature within 10 feet of it. The wand's bearer senses the wand's hunger during these moments.

While holding this wand, you can use an action and expend charges to cast the following spells:

**Circle of Death.** You can expend 3 charges to cast *circle of death* (save DC 17). This version inflicts 4d6 necrotic damage and only affects creatures in a 10-foot radius sphere.

**Feeblemind.** You can expend 4 charges to cast *feeblemind* (save DC 18).

### EYESTALK OF DISINTEGRATION

*Wand, very rare (requires attunement)*

The green eyeball at the end of this thin wand winks rapidly in the presence of small birds. Nothing else seems to capture the eyestalk's attention.

While holding the wand, you can use an action to expend 3 of its charges to cast *eyebite* (save DC 17), using only the "sickened" effect, or to cast *chain lightning* (save DC 17). This version of *chain lightning* inflicts 6d8 lightning damage on the primary target and 3d8 lightning damage on up to two secondary targets.

### EYESTALK OF ENERVATION

*Wand, rare (requires attunement)*

This shriveled stalk is sturdy but it feels brittle to the touch. In combat, the red eyeball at the tip of the wand comes to life, twisting and writhing until it is used.

While holding this wand, you can use an action and expend charges to cast the following spells:

**Create Undead.** You can expend 3 charges to cast *create undead*; this version of the spell can be cast at any time of day.

**Polymorph.** You can expend 2 charges to cast *polymorph* (save DC 15), which lasts only 1 minute while you concentrate.

### EYESTALK OF FEAR

*Wand, uncommon (requires attunement)*

When used, this flexible stalk grows rigid with fear, causing the wielder to feel its anxiety. The white eye at the tip is lidless.

While holding this wand, you can use an action and expend charges to cast the following spells:

**Gaseous Form.** You can expend 2 charges to cast *gaseous form*.

**Moonbeam.** You can expend 1 charge to cast *moonbeam* (save DC 13).

### EYESTALK OF PARALYZING

*Wand, rare (requires attunement)*

The deep blue eye at the end of this stalk sparkles in the light. It's wielder feels a mild sense of hunger toward creatures it knows to be spellcasters.

While holding this wand, you can use an action and expend charges to cast the following spells:

**Modify Memory.** You can expend 3 charges to cast *modify memory* (save DC 17).

**Silence.** You can expend 1 charge to cast *silence* (save DC 13).

### EYESTALK OF PETRIFICATION

*Wand, rare (requires attunement)*

When using this wand, the gray eye at the tip closes tightly and the stalk emits a hissing laugh. Throughout history, wands of this description have appeared in the hands of evil magic-users, divine and arcane spellcasters who went bad after suffering a mental lapse of some kind.

While holding this wand, you can use an action to expend 2 of its charges to cast *Otto's irresistible dance* (save DC 17) or *wall of ice* (save DC 17). The wall exists only as a single 10-by-10-foot panel and lasts only 1 minute while you concentrate.

## EYESTALK OF SLEEP

*Wand, uncommon (requires attunement)*

The yellow eye on this stalk routinely stares at its wielder with evident hostility. Perhaps it remembers what it used to be and resents being wielded by lesser beings.

While holding this wand, you can use an action to expend 1 of its charges to cast *blindness/deafness* (save DC 13) or *misty step*. This version of *misty step* can target a willing creature you see within 30 feet.

## EYESTALK OF SLOWING

*Wand, uncommon (requires attunement)*

This wand is topped with a vibrant brown eyeball. It hums with enthusiasm when its powers are used on humanoid targets.

While holding this wand, you can use an action to expend 2 of its charges to cast *bestow curse* (save DC 15) or *sleet storm* (save DC 15). This version of *sleet storm* effects only a 10-foot-cube.

## EYESTALK OF TELEKINESIS

*Wand, rare (requires attunement)*

This eyestalk has a large, lavender eye at one end. The stalk twists itself into a neat coil when not being held.

While holding this wand, you can use an action to expend 3 of its charges to cast a version of *geas* (save DC 17) that lasts for 1 hour, or *wall of force*. This version of *wall of force* lasts only 1 minute while you concentrate and appears only as a 10-foot-square panel.

## Benovav Research Notes

The lost cult's research notes are a rare treasure. The party might find them in treasure hoards, either a whole set or just a few pages that suggest where others can be found. A character can discover the deeper secrets of *beholder wands* by acquiring and researching a whole set of the notes. This knowledge might lead a wily character to some darker flesh-crafting options. It might also draw the dangerous ire of beholders and various aberration-hunting associations, both of which might try to stop this line of research.

Deciphering a whole set of the notes requires 10 days of research and a successful DC 18 Intelligence (Arcana) check. If the check fails, the character can try again after investing another 10 days of research. If the check is successful, the researcher must then succeed on a DC 20 Wisdom saving throw or suffer an indefinite madness effect; aberrant lore is a dangerous thing. (See Madness in the *Dungeon Master's Guide*.)

A character that succeeds in understanding the notes can use them for the following benefits:

### GRAFTING

The researcher can use the arcane insight to attune *beholder wands* (or help other characters attune such wands) by surgically grafting them to their users' flesh. These wands animate like beholder eyestalks that sprout from whatever body part they are grafted to. Thus attuned, the wands' users can wield them without needing an empty hand to hold them.

### ENCHANTING

The researcher can use the eldritch diagrams to craft *beholder wands* according to the rules in the *Dungeon Master's Guide*. The notes themselves constitute a formula. (See the Magic Item Formulas sidebar in chapter 7.) The "special materials" required for crafting these items are the eyestalks of a beholder. (See Crafting a Magic Item in chapter 6.) At the Dungeon Master's discretion, the eyestalks of certain beholderkin may also qualify as special materials for making these wands.

# Credits

**Writer:** Randall Right

**Steel Patrons:** Abbi Taylor, Albert, An Actual Wombat, Andy King, Annie Monette, Anthony White, BlackbirdofTx, Brandin Freimuth, Brian Smith, Buddy Brewer, Caitlin Bellinger, Celestina Knight, Cheryl, Chris, Cpt Howdy, Craig Savage, David, David Dyer, Fluff Husky, Jalen Terrance, Jeanette Mathy, John Blase, Jonas Ancher, Joseph Brown, Kerry McCorkle, Kierstynn Fallon, Kyle Somers, Lara Ty, Luke Hermann, Luke Rule, M0nk3yy, Martin Trouman, Max David, Michael, Neil Brass, Paul S, Platypulogist, Quentin Turner, Ryan Lawecki, Scott Badeaux, Scott Thomas, SonOfSofaman, Steve Yahner, Tim, Tom Kloosterman, Tyler Shaw, unrequited, Victor Johansson, Zachary holohan-Wade

**Everything Else:** Matthew Perkins

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