

Eye Entity

Level:	2	Special	
Hits:	80	Abilities:	Innate Spells (Detect Magic, Counterspell 1x/rnd each);
Size:	Small	Stats:	St 75 (5), Co 75 (5), Ag 75 (5), Qu 75 (7), Sd 75 (5), Re 75 (6), In 75 (6), Pr 75 (6)
Movement:	24'/rnd	PP:	66
Initiative:	+13	RR:	Stamina RR 30; Will RR 30; Magic RR 30
Defensive		Treasure:	N N2(10) N
Bonus:	35 (+15 Stats; +20 Instinctive Defence)	Important	
Attacks:	+56 Spell (up to 9 ranks each in Shock, & Fear)	Skills:	Perception (9) 56; Spells (16 ranks max)
# Encounter:	1		
Size:	1'-2' across		
Outlook:	Mission		
Lifestyle:	Servile		

Eye Entities are huge, bloodshot, disembodied eyes which fly magically through the air, performing deeds for their master. Their gaze ability is many and varied, depending on what purpose its necromantic creator wishes it to have. As such, almost all eye entities created have spells of the necromantic list. They are formed through a magical ritual and a foul alchemical process, which combines the eyes of living creatures into one huge eye, and will not attack their creator. The number of eyes needed depends on the type of eye entity: minor = 50-100 eyes, lesser = 500-800 eyes, greater = 2000-3000 eyes, major = 5000-10,000+ eyes.

Combat

These entities will try not to become involved in melee combat directly, casting spells from a distance. They appear to flee, casting darkness, or other spells from a distance.

Spellcasting

All eye entities have spell casting abilities, instilled in them by the process that created these foul monsters. All possess Detect Magic, which gives them the ability to detect their "patrol area", and thus they do not set off any wards, traps or other devices set up in the same area (dungeon/cavern/etc). They can also counterspell magical attacks

against it although this counts towards its one magic attack per round limit. This attack will always be used against a Dispel magic attack, which will cause it to "sleep" for a number of rounds equal to ranks in Dispel magic cast.

Myths and Misconceptions

Their gaze can cause many ill-effects, and some are said to be able to release energy ("Shock" as per the spell) from their pupils.

Treasures

Eye Entities are almost always created by a Necromancer to guard a person, place or objects, usually the necromancer's grave, lab or other such area. As such a minor fortune is almost always to be found where ever it is found.

Encounters

These are usually encountered in a dungeon complex, secret temple or other area where Necromancers ply their trade. They are used to protect areas that living creatures should not go. Only the creator can pass by safely and the sudden death of a creator may render the area off limits to all.

Other Statistics

Lesser

Level: 6
Hits: 130
Size: Medium
Movement: 24'/rnd
Initiative: +16
Defensive
Bonus: 35 (+15 Stats; +20 Instinctive Defence)
Attacks: +70 Spell (up to 14 ranks each in Shock, Fear, Detect Life, Curse, Inflict Pain)
Encounter: 1
Size: 5'-8' across

Outlook: Mission
Lifestyle: Servile
Special
Abilities: Innate Spells (Detect Magic, Counterspell 1x/rnd each);
Stats: St 75 (5), Co 75 (5), Ag 75 (5), Qu 75 (9), Sd 75 (5), Re 75 (7), In 75 (7), Pr 75 (7)
PP: 108
RR: Stamina RR 61; Will RR 61; Magic RR 61
Treasure: R N2(10) N
Important
Skills: Perception (21) 83; Spells (48 ranks max)

Greater

Level: 10
Hits: 243
Size: Large
Movement: 24'/rnd
Initiative: +18
Defensive
Bonus: 40 (+20 Stats; +20 Instinctive Defence)
Attacks: +85 Spell (up to 20 ranks each in Shock, Fear, Detect Life, Curse, Inflict Pain, Darkness, Nightvision)
Encounter: 1
Size: 15'-20' across

Outlook: Mission
Lifestyle: Servile
Special
Abilities: Innate Spells (Detect Magic, Counterspell 1x/rnd each);
Stats: St 75 (5), Co 75 (5), Ag 75 (5), Qu 75 (10), Sd 75 (5), Re 75 (8), In 75 (8), Pr 75 (8)
PP: 146
RR: Stamina RR 108; Will RR 108; Magic RR 108
Treasure: R R2(50) N
Important
Skills: Perception (33) 96; Spells (80 ranks max)

Major

Level: 15
Hits: 408
Size: Huge
Movement: 24'/rnd
Initiative: +22
Defensive
Bonus: 40 (+20 Stats; +20 Instinctive Defence)
Attacks: +85 Spell (up to 20 ranks each in Shock, Fear, Detect Life, Curse, Inflict Pain, Darkness, Nightvision; Invisibility; Inflict Injury)
Encounter: 1

Size: 30'=50' across
Outlook: Mission
Lifestyle: Servile
Special
Abilities: Innate Spells (Detect Magic, Counterspell 1x/rnd each);
Stats: St 75 (5), Co 75 (5), Ag 75 (5), Qu 75 (12), Sd 75 (5), Re 75 (10), In 75 (10), Pr 75 (10)
PP: 173
RR: Stamina RR 132; Will RR 132; Magic RR 132
Treasure: R2 R2(100) N
Important
Skills: Perception (48) 113; Spells (120 ranks max)