

OGLER

A ball of muscle and eyes hovers in place, strongly resembling a floating head with a fanged maw for a neck. A single tentacle sprouts from it tipped with its biggest, most expressive eye. It is clearly intelligent, angry, and evil to its core.

Ogler CR 13

XP 25 600

LE Large aberration

Init +6; **Senses** darkvision 60 ft.;

Perception +19

DEFENSE

AC 26, touch 11, flat-footed 24;

(-1 size, +2 Dex, +15 natural)

hp 93 (11d8+44)

Fort +9, **Ref** +5, **Will** +11

Defensive Abilities spell resistance 20

Immune flanking

OFFENSE

Spd fly 30 ft (good)

Melee bite +8 (2d4)

Ranged eye beam +9 ranged touch

Special Attacks gaze attack

STATISTICS

Str 10, **Dex** 14, **Con** 18

Int 15, **Wis** 15, **Cha** 17

Base Atk +8; **CMB** +9; **CMD** 20

(cannot be tripped)

Feats Blind-Fight, Flyby Attack,

Improved Initiative, Iron Will

Skills Intimidate +12, Knowledge

(arcane) +11, Perception +19, Stealth

+11; +8 racial bonus on Perception

Languages common

ECOLOGY

Environment Any

Organization solitary, pair, cluster (3-6)

Treasure 11 600 gp



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For more of Hugo’s work, visit

<http://butterfrog.deviantart.com/>

SPECIAL ABILITIES

Eye Beams (Su) Ogler’s eyes do more than process the world around them.

Five of their eyes can bulge out at a time, unleashing powerful magic in the form of eye beams. Eye beams are ray attacks with a range of 100 ft. Ogler’s have a caster level of 13. An ogler’s save DCs are Charisma based. An ogler’s eye beams are devastating, but their magic is impure. Eye beam effects with a duration other than instantaneous last for 3 rounds or their usual duration, whichever is shorter.

An ogler can target a single creature with up to two eye beams and can attack with five eye beams as a standard action. They can choose up to five of the following rays to use as an eye beam:
Acid Beam: 4d6 points of acid damage with no save.

Charm Monster: The target is affected by a *charm monster* spell. Will DC 19 to resist the effect.

Disintegrate: The target is affected by a *disintegrate* spell. Fort DC 19 for partial damage.

Force Blow: The target is overrun as though by a creature with CMB +15.

Lightning Beam: 6d6 electricity damage. Reflex DC 19 for half.

Ray of Enfeeblement: The target is affected by a *ray of enfeeblement* spell with no save.

Slow: The target is affected by a *slow* spell. Will DC 19 to resist the effect.

Sound Burst: The target is affected by a *sound burst* spell. Fort DC 19 to partially resist the effect.

Reverse Gravity: The target is affected by a *reverse gravity* spell, with the following exceptions: An ogler's reverse gravity eye beam affects a single target, hurling her 100 feet in the direction opposite the pull of gravity. The duration is instantaneous. Reflex DC 19 to resist the effect.

Telekinesis: The target is affected by a *telekinesis* spell. An ogler can move up to 325 pounds with this beam. Will DC 19 to resist the effect.

Additionally, an ogler can choose one of the following rays to use as an eye beam. This ray attack counts as one of the ogler's five eye beams that round.

Black Tentacles: This beam affects an area as the spell *black tentacles*.

Flesh to Stone: The target is affected by a *flesh to stone* spell. Fortitude DC 19 to resist the effect.

Ice Storm: This beam affects an area as the spell *ice storm*.

Summon Monster III: This beam summons a monster from the *summon monster III* list.

Wall of Fire: This beam affects an area as the spell *wall of fire*.

Gaze attack (Su) Once per round, an ogler can use its large eye to gaze upon all creatures within 30 feet. An ogler's gaze attack can mimic one of the following eye beam attacks: *charm monster*; *disintegrate*; *force blow*; *slow*; *sound burst*; *flesh to stone*. An ogler can not use a ray as both an eye beam and a gaze attack on the same turn.

Oglers are a bizarre sight unlike any other monster. Their entire body is an orb made up of dozens of eyes with exotic pointed eyeballs constantly looking about and one giant eye always pointing in the direction the creature is heading. There is no explanation for how it stays airborne or what propels its flight. It is known that oglers remain in the air even when they sleep, but finally touch ground when they die. Oglers are 10 feet wide. Their carcasses weigh 2000 lbs or more.

Born from a perversion of magic, oglers use their powers to torment the world. Although they are brilliant creatures, they do not care that they can not rationalize their desire to spread pain and destroy. Perpetuating evil pleases oglers, and that is reason enough for them.

In combat, oglers try to minimize threats as quickly as possible. In the first few rounds, they favour their disabling eye beams; *charm monster*, *ray of enfeeblement*, *slow*, and *flesh to stone*. Then they focus their direct damage attacks on the targets that resisted their initial onslaught or that they ignored. They prefer to slow warriors and then keep them back with *force blow* and *telekinesis* or distract them with summoned monsters or walls of fire. Because ogler eye beams have short durations, they tend to fight in three-round patterns.