

EYEWALL

Engineered in forgotten depths by forgotten tinkering mages, these inscrutable entities were perhaps once considered the perfect guardians of certain vulnerable locations. Their original creators have long since disappeared, leaving them scattered across various troves and tombs among the underworld. Those who come to possess such areas inevitably put them to the same use.

An Eyewall is nothing more or less than a giant eyeball embedded in a stone wall. Other than its affinity for magic, it can do nothing an eye cannot: it does not speak, hear, move, or show any sign of sophisticated thought. Its only discernible behavior is animosity toward any creature that enters its field of view, which it expresses through its hateful glare.

The gaze of an Eyewall is no mere discomfort; the one caught in its vision is unable to move by any means, save magic. It uses the movement portion of its turn to change the target of its gaze, but any creature within line of sight is subject to its other magical effects.

When not engaged with perceived enemies, it spends its time behind its thick, stony eyelids. These protect it, and in turn protect others from its gaze, but the stone cannot block its truesight, and so it is always aware when intruders appear.

It seems that a creature who demonstrates mastery over the Eyewall's domain can by some means cow it, forcing it to accept their minions as its compatriots, and to take extra efforts to protect any treasures they leave in its keeping.

BIOLOGY

The Eyewall straddles the line between living and otherwise, its needs so simple it can subsist on ambient magic, living indefinitely without the need to eat or sleep, never succumbing to age or natural disease. It was once assumed that these barely-living creatures could not reproduce, and that their numbers would inevitably dwindle. Instead, careful studies of a few captive specimens have shown that they exhibit some independence, over huge scales of time.

It is capable of drifting across its wall, though at a glacial pace, approximately five feet in every ten years. It may do so to achieve a better vantage of intruders; but if it finds itself with nothing to protect, it will leave the area entirely, immersing fully into the wall and traveling underground, over thousands of years, seeking new treasures to protect. It shuns the surface for unknown reasons, and will not emerge in a place the sun can touch.

If it finds multiple treasures, or several rooms leading into one trove, it will divide, splitting like a cell while cocooned in stone. The process takes at least a hundred years. By this means, Eyewalls have been found in places where they were never intentionally placed, and are expected to increase in frequency toward the distant future.

EYEWALL

Large Construct, Neutral

Armor Class 12 (Natural Armor)

Hit Points 110 (10d12+55)

Speed -

STR	DEX	CON	INT	WIS	CHA
+1	-	+2	+3	+4	0

Saving Throws Dex Fail

Skills Insight +6, Perception +12

Damage Vulnerabilities Piercing

Damage Resistances Psychic

Condition Immunities Frightened, Grappled, Prone, Restrained

Senses Truesight 120, Passive Perception 18

Languages Understands Common and Undercommon but does not speak

Challenge 4 (1,100 XP)

Actions

Close Eye. The Eyewall closes its stone eyelids, increasing its AC by 4. In this state it cannot use spells or other abilities, but its Truesight is not diminished. It uses another action to open its eyelids.

Held Gaze. The Eyewall uses either its movement or reaction to choose one creature within its line of sight. The target's movement, of all types, is reduced to 0, and cannot be regained by any nonmagical means until the Eyewall chooses a new target or loses consciousness.

Spellcaster. The Eyewall is a 5th-level spellcaster. Its spellcasting ability is Intelligence (Spell save DC 14, +6 to hit with spell attacks). It requires no material or vocal components to cast its spells, and uses somatic components with its pupil, which does not break Held Gaze. It has the following Wizard spells prepared: • Cantrips (at will): Acid Splash, Mage Hand, Minor Illusion • 1st Level (4 slots): Fog Cloud, Magic Missile, Sleep • 2nd Level (3 slots): Hold Person, Magic Weapon, Web • 3rd Level (2 slots): Counterspell, Dispel Magic, Hypnotic Pattern

DM SUPPLEMENT

OVERVIEW

The Eyewall's effective Challenge Rating varies widely depending on how it's used, and specifically what it's used in conjunction with. Because of its immobility and relative lack of offensive abilities, it's entirely possible that it could be creamed by a savvy group of players even below the recommended level of 4. It comes into its own, however, when combined with other monsters.

The basic function of the Eyewall is to impede or lock down the PCs. A single one is little more than a nuisance if properly handled; two in the same location can provide a deadly hazard; if their numbers equal or exceed those of the PCs, they could be impossible to defeat even by a party of very high level.

The preferred use of the Eyewall is in tandem with another monster or small group of monsters. Ideally, there should be one heavy-hitting, melee-oriented monster for the Eyewall to aid. Depending on the makeup of the party, this could be supplemented with ranged or spellcasting enemies, or with other melee-oriented foes. The Eyewall has many options to both hinder the party and aid its allies.

PLACEMENT

The Eyewall should be placed in a chamber of at least moderate size, located within said chamber such that its line of sight covers all paths that could lead to the treasure it protects. If you wish to be lenient, there may be obstacles in the room that block its line of sight or provide cover, or the chamber may be so large that PCs can move outside of its range. The exact placement is not usually critical because of the wide range of its senses and spells.

STRATEGY

A lone Eyewall has few offensive options, and so will make the best use of its magic to reduce the party's effectiveness while focusing damage on the greatest threats. When the party enters its view, it will immediately use its reaction to target the largest and most imposing member with its Held Gaze. If another party member proves to be greatly formidable in later turns, it will turn on them instead. On its first turn, it will use an appropriate spell to attempt to incapacitate the party or otherwise impede their ability to attack it, while holding its 3rd level slots in reserve to counter magic. Once it manages to affect at least one PC, it will alternate such attempts with damaging spells, prioritizing whoever seems most vulnerable at the time.

Multiple Eyewalls working together will adopt similar methods, focusing their damage on the same target in an attempt to bring one or more PCs down quickly.

When working with other monsters, it will focus primarily on interference, using its magic and Held Gaze to trip up the party and create the best opportunities for its colleagues to be effective. It will not use damaging spells unless the opportunity arises and a PC seems vulnerable and on the verge of death.



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