

Great Mother (CE Greater Goddess of the Beholders; Magic, Fertility, and Tyranny)

(unknown)

ARMOR CLASS: -5/-3/-2

MOVE: 3" (floating)

HIT POINTS: 160

(20 HD, THAC0 5)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4d8 (bite)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: L (18' diameter)

ALIGNMENT: Chaotic Evil

WORSHIPER'S ALIGNMENT:

Chaotic Evil (beholders)

SYMBOL: egg with central eye

PLANE: Abyss

CLERIC/DRUID: 18th level cleric

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST:

18th level magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

S: 15

I: 21

W: 20

D: 10

C: 18

Ch: 20

LEVEL/X.P. VALUE: (determine)

The enormous form of the Great Beholder Mother floats through the planes as she wishes, returning to a wretched subplane within the Abyss (whose location only she knows) when she is preparing to lay the great eggs which form the Hive Mothers on many worlds infested with beholders. Her eggs have given rise to all the beholder races, including some monstrous beasts reputed to exist which are as large as the Mother herself and which have magical powers not far short of those of her. It is even said that she has mated with demons and gehreleths and worse, always consuming them in the process, and that the dreadful offspring roam the lower planes in a variety of grotesque forms.

Silently gliding through space, this monstrous horror is mostly wrapped up in her contemplations of the philosophy of chaos and evil, and it is said that she is the ultimate sage on these topics. But she is intensely intellectually arrogant and jealous and brooks not even the



possibility of her ever being in error about anything. She does not bother to acquire knowledge and magic as other major deities such as Ilsensine do, because she knows all she will ever need to know. She goes about her business of populating worlds with more great beholders unconcerned by the piffling efforts of mortals, or even of other gods.

Role-playing Statistics: The Great Mother only dispatches an avatar to defend her creations when they are under threat as a species in a world, or in a major part of it. She is most likely to intervene if the enemies are drow or some agents of lawful good. Even so, she is a creature of whim, sometimes allowing a world to be virtually depopulated of beholders, and other times becoming utterly enraged by a small pocket of her offspring being threatened. She is otherwise neglectful of her children, and certainly does not deal with trivia such as omens or signs. Some sages allege that the Great Mother is drawn to powerful planar-traveling magics, the sites of permanent gates and the like, and may investigate these.

The Great Mother appears as a truly huge, bloated beholder bearing debris all over its body—small rocks, stones, encrusted gems, scraps of armor and broken weapons, shells, dragon's teeth and all forms of debris.

Special Att Def: The Great Mother swallows whole any creatures below large size on a hit roll of 19 or 20; acid damage inside the avatar is 6d6 pts/rd (internal AC is 2). Her vast body (AC -5) takes 85% of hits and other locations 5% each (small eyes AC 2, eyestalks AC -3, 25 hp; central eye AC 2, 60 hp). The avatar can radiate to 20' distance any of the following effects at will: *Fear*, *Chill* (1d8 damage per round), *Hopelessness* (as the symbol) and *Repulsion*, one effect only during each round. All saving throws against spell effects from her eyes are made at -4 (cumulative with any other penalties which may apply). She suffers only half damage from blunt weapons and is unharmed by non-magical weapons

#### How the Priesthood Works

The Great Mother does not have regular priests who officiate at rituals, lead the faithful, gain spells through prayer, and the like. The Great Mother's magical gifts to her offspring have been so great that she feels no need for them to receive extra blessing in this way. Rather, temporary priestesses are created by the Great Mother through visits from her when she deems it necessary. If, as happens very rarely, beholders flock together (or are forced together through conflict with other races, the Great Mother will temporarily empower very old female beholders with special abilities. These will be Hive Mothers if there are any present (see the SPELLJAMMER boxed set, pp. 69-70).

The chosen females gain the spellcasting powers of a 9th level cleric for a period as deemed necessary by the Great Mother, but not exceeding 7 days (she may always revisit after this time has expired, of course). Each is able to have access to up to 4 different spheres of spells from those listed below, and they gain +2 to saving throws against all spells from those selected spheres if other clerics use them against the beholder priestesses. They can also command non intelligent undead (skeletons and zombies) as a 9th level cleric for the same duration.

#### Duties of the Priesthood

Beholder clerics revere the Great Mother, and use powers granted to them in strife between beholders and other races: powers are specifically granted for this and related purposes.

Requirements:

AB must be old female (hive mother)

AI CE;

WP any,

AR none;

SP all, astral, combat, divination, necromantic (rev), numbers, protection, thought, time:

PW see above;

TU see above:

LL 9,

HD n/a:

Shamans no.