

BEHOLDER TRAP

Complex trap (level 5-10, deadly threat)

The eccentric Beholder Mage Gigthocsh's laboratory is located in the Underdark, not far from Ched Nasad, between the drow city and the Gauth Grottoes, and not far from the Netherese Caverns, where items and documents from that lost arcane civilization are occasionally unearthed.

The entrance to Gigthocsh's laboratory and home is set up to deter both humanoid intruders and beholder-kin alike, as the mage's choice to put out its central eye in exchange for arcane power has left it with few friends among its own kind.

After descending a 20' diameter shaft through the stone, the players will come out at one edge of a round room, 120' across and 20' high. The room is obviously carved by magic, as there are no joints or seams in the smooth rock. The floor near the middle of the room appears polished to a mirror finish for about 20' around, but not under, the statue.

An exit appearing to be another shaft up is on the far side. This is a false exit that goes 70' up but leads nowhere. The actual exit from the room to Gigthocsh's lab is a 20' diameter shaft located above the statue, and covered by an illusion (*Investigation DC 18* to discover).

In the center of a room is what appears to be a small stone statue of a beholder. Ten head-sized silver orbs are mounted in the walls 10' off the ground, arranged evenly around the room.

Trigger. This trap activates as soon as any creature except for Gigthocsh leaves the area immediately under the entrance shaft. It remains active while any creature is in the room.

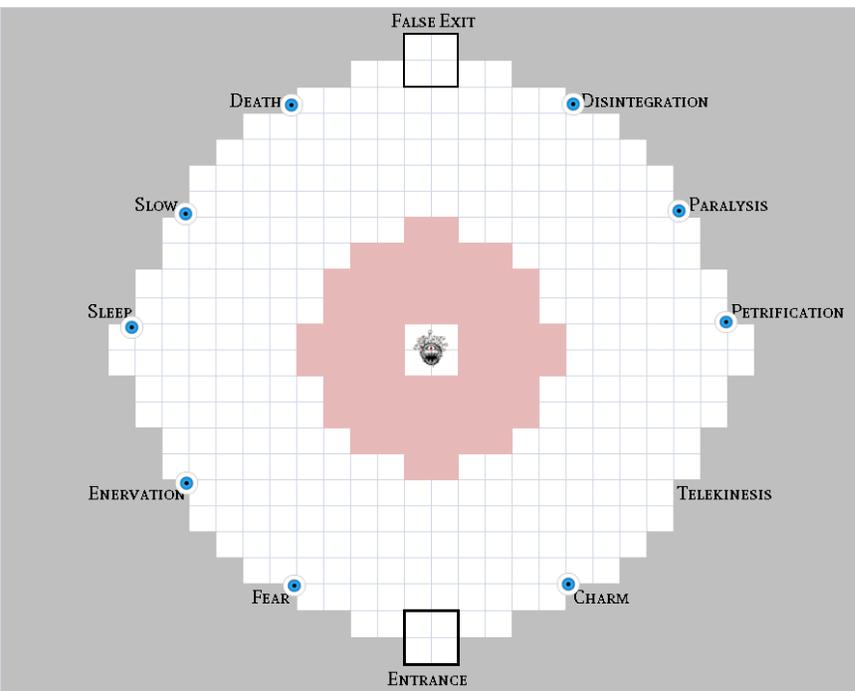
Initiative. The trap acts on initiative count 20 (Statue/antimagic cone) and initiative count 10 (Rays).

Active Elements. The beholder statue in the middle of the room projects a 90° antimagic cone. Each round, an unpredictably increasing number of rays fire randomly. The floor around the beholder statue is magically slick and may cause characters to fall.

Antimagic Cone. The statue in the middle of the room activates on initiative count 20, projecting a 90° antimagic cone (as the *Antimagic Field* spell), aimed at an occupied section of the room. If the party cannot all be caught within the area of the cone, roll randomly to see which party member will be at the center of the cone area.

Rays. Starting in Round 1, 3 Rays will fire at any creature within range. Each ray has a range of 90'. Ray sources under the effect of the antimagic cone do not fire, nor will rays target creatures within the cone. Roll on the Ray Chart to determine which rays will fire, rerolling any rays which are disabled or in the cone.

Dynamic Elements. The longer the trap is active, the more rays fire each round.



RAY CHART

1	<i>Charm Ray.</i> Wis DC 16 or attempts to protect the trap and encourage others to leave the area. Duration 1 minute or until damaged by the trap. No repeat save at end of turn.
2	<i>Paralysis Ray.</i> Con DC 16 or paralyzed for 1 minute, saving at end of each turn, ending effect on success.
3	<i>Fear Ray.</i> Wis DC 16 or frightened for 1 minute. Frightened creatures will attempt to climb out. Can repeat saving throw at the end of each turn.
4	<i>Slow Ray.</i> Dex DC 16 or subject to the effects of <i>Slow</i> .
5	<i>Enervation Ray.</i> 8d8 necrotic damage, Con DC 16 half.
6	<i>Telekinetic Ray.</i> Str DC 16 or slammed into ceiling, taking 2d6 bludgeoning damage; Restrained until eye rays fire again.
7	<i>Sleep Ray.</i> Wis DC 16 or fall asleep for 1 minute, waking if damaged or if another creature takes an action to awaken.
8	<i>Petrification Ray.</i> Dex DC 16; on a failed save, restrained and starting to turn to stone; on a success, ends; on a failed save, petrified.
9	<i>Disintegration Ray.</i> Dex DC 16 or take 10d8 force damage. If reduced to 0hp, turned to dust.
10	<i>Death Ray.</i> Dex DC 16 or 10d10 necrotic damage. If reduced to 0hp, dies instantly.

Ray Escalation. At Initiative 20 on each turn, roll 1d4. On a 4, increase the number of eye rays that fire each turn.

Constant Elements. The magically slick floor around the beholder statue presents an obstacle to anyone who tries to run or walk up to it.

Smooth Floor. The stone floor around the beholder statue is magically polished, and is so slick that it offers no traction. It is difficult terrain. Any creature that enters the area or ends its turn there must succeed on a DC 14 Dexterity saving throw or fall prone. A DC 15 *Acrobatics* check allows someone to walk normally, without treating this as Difficult terrain.

Countermeasures. Each of the trap's elements can be thwarted by particular countermeasures.

Master Shutdown. If someone discovers the illusion covering the actual exit for the room (*Investigation DC 18*), and can reach the opening 20' in the air, a 40' climb (*Athletics DC 20*) up the smooth walls will take that person to the top of the shaft. A glowing orange stone covered in runes sits inside a glowing jade bowl at the top. Removing the orange stone deactivates the trap.

Antimagic Cone Statue. A character may grab the beholder statue and wrestle it to point in a desired direction. This requires a DC 18 *Athletics* check as an action. When the statue attempts to re-orient itself on initiative count 20, the character must make another DC 14 *Athletics* check to continue to hold it. The statue ceases to function if removed from the room.

Alternatively, the statue may be destroyed. If someone damages it, it immediately floats to a height of 15', returning to ground level at initiative count 20. The statue has AC 18, 60hp, resists non-magical damage, is immune to psychic & poison damage, and is vulnerable to acid and thunder damage.

Ray Generators. Each ray generator is a small orb of silver with a black onyx stone embedded in the middle. Magically carved arcane glyphs cover both the gemstone and the silver.

As an action, a character who can reach a generator may attempt to safely deface the carvings with a DC 16 *Intelligence (Arcana)* check. On a failure, the ray discharges immediately into the unlucky saboteur.

A generator may also be pried out of the wall using an appropriate lever and a DC 15 *Strength (Athletics)* check.

Alternatively, the ray generators may be destroyed. Each one has 20hp and a damage threshold of 10. They are immune to psychic and poison damage, resistant to piercing damage, and vulnerable to acid and thunder damage. Each time one is shut down or destroyed, one random eye ray within range will fire immediately upon whatever creature is closest to the disabled ray generator.

Slick Floor. In addition to bypassing the slick part of the floor via magic or jumping, the floor can be rendered non-slick by use of spells that affect the ground, such as *Mold Earth* or *Spike Growth*. Dealing at least 20 damage to an area of the floor with a bludgeoning weapon will also crack a 5' square, rendering it safe to walk on normally.