

# Behold and Behave

## *A Seldom Spring Adventure*

**Introduction:** A hidden vault awaits daring adventurers, with puzzles, traps, and even a few treasures, under the watchful gaze of a diligent beholder overseer.

*An adventure for 4th level characters*

by Barry Dore



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2019 by Barry Dore and published under the Community Content Agreement for Dungeon Masters Guild.

# Behold and Behave

*This beholder was quite talkative, even polite, but made it very clear that if we tried to cheat our way past the puzzle, there would be consequences.*

—Dirk Seldom

## Introduction

This adventure is designed for a party of 4th level characters. It is set in the Forgotten Realms.

A hidden vault awaits daring adventurers, with puzzles, traps, and even a few treasures, under the watchful gaze of a diligent beholder overseer.

## Background

Raman and Grath Turntide were Illuskan brothers whose daring adventures made them the topic of countless tales. Despite their aptitude for magic, they embodied the mightiest of Northlander heroes in manner and deed.

Raman, the elder brother, was an eldritch knight. With a strong arm, sharp wit and silver tongue, he was a true leader of men. Fearless in battle and as resourceful as he was brave, he led a seemingly charmed life, blessed with an abundance of glory and riches.

Grath, on the other hand, was a skilled ranger on the hunter's path. Though never quite a match for his brother when it came to inspiring the men around him, Grath was calm and efficient when it came to dispatching foes, overcoming the odds with grim determination when all else failed.

Following their illustrious adventuring careers, the Turntide brothers channeled their wealth into the construction of a grand vault to memorialize their escapades. This was to be no common memorial for regular folk to enjoy, but a hidden repository of daunting challenges for future heroes to overcome.

As a final touch, the brothers employed the service of a beholder, and a few of its lesser kin, to oversee the vault through future generations.

## Overview

The vault remains hidden and under the watchful gaze of the beholder Xynkil, which takes its responsibilities very seriously.

A series of trapped puzzle rooms stand between visitors and the brothers' treasure vault, as do a variety of minor constructs.

Though ideally located within the northern Savage Coast region, you can place this vault wherever you prefer.

Its entrance is magically-barred and concealed. It opens only for the briefest of times, on the rarest of occasions, limiting the opportunity for random monsters and explorers to find their way in.

### Puzzling Your Players

There are a number of rooms in this dungeon featuring traps that can be overcome with varying degrees of logic and intuition.

However, taken as individual puzzles, their overall theme may be lost, leading to player confusion and uncertainty.

Rather than simply provide DC requirements for ability checks to solve these puzzles, I have left this in the hands of you as DM.

I suggest providing clues to struggling players if they succeed at appropriate ability checks, such as Intelligence (Investigation).

However, this should be a last resort to avoid frustration.

Don't deny your players the satisfaction of figuring things out for themselves by reducing mental challenges to a simple die roll.

### Adventure Hooks

This adventure is intended to follow an introduction from Dirk Seldom at Seldom Spring (see the following page), but here are just a few alternative options.

- ◆ The characters discover a treasure map that reveals the location of the vault and a time when it will open.
- ◆ A wealthy explorer seeks to hire a skilled party of dungeon delvers to assist in a private undertaking. Details about the mission are not forthcoming, but the pay is good.
- ◆ While traveling in the wilderness, one or more characters begin to feel as if they're being watched. Following, or perhaps fleeing, the source of these feelings will lead the party to the vault entrance.

## Seldom Spring Adventures

This is the forth in a series of loosely connected scenarios, to which the party may be introduced by Dirk Seldom, in Seldom Spring.

*Seldom Spring* is free to download at <https://www.dmsguild.com/product/251013/Seldom-Spring>.

However, each scenario can be played independently of the others and without the use of that document.

If you plan to incorporate *Seldom Spring* into your campaign, I recommend allowing your players to read its contents at their leisure, prior to running this adventure.

The following player introduction is a continuation of the Feathered Hat entry found in *Seldom Spring*.

## Player Introduction

It's quiet in the Seldom Spring.

A few other patrons have just headed out to the hot spring, leaving you momentarily alone in the common room.

Dirk wanders out of the kitchen with a wooden tray and starts gathering empties. But then he pauses, scans the room, and abandons his task to join you at your table.

There's an excited glint in his eye as he greets you and takes a seat.

"Friends. Have I told you about my old childhood heroes, the Turntide brothers?"

Not waiting for an answer, he continues without pause.

"They left behind a secret vault with all of their greatest treasures."

"Only a few know where its entrance can be found, and fewer still know when."

"Fortunately for you, I know both the time and the place, and the time is now!" he exclaims enthusiastically.

Finally pausing, he scans your faces, then points to the feathered hat displayed on the wall.

"I still regret aborting our visit after Hanjo died," he continues.

"It was a heavy loss, both emotionally and strategically, so I felt that it was the wrong time to press on."

He looks at the hat once more and sighs.

"It was probably the right decision, but we never got the chance to finish what we started."

"Perhaps you'd like to try in our stead."

## Preparations

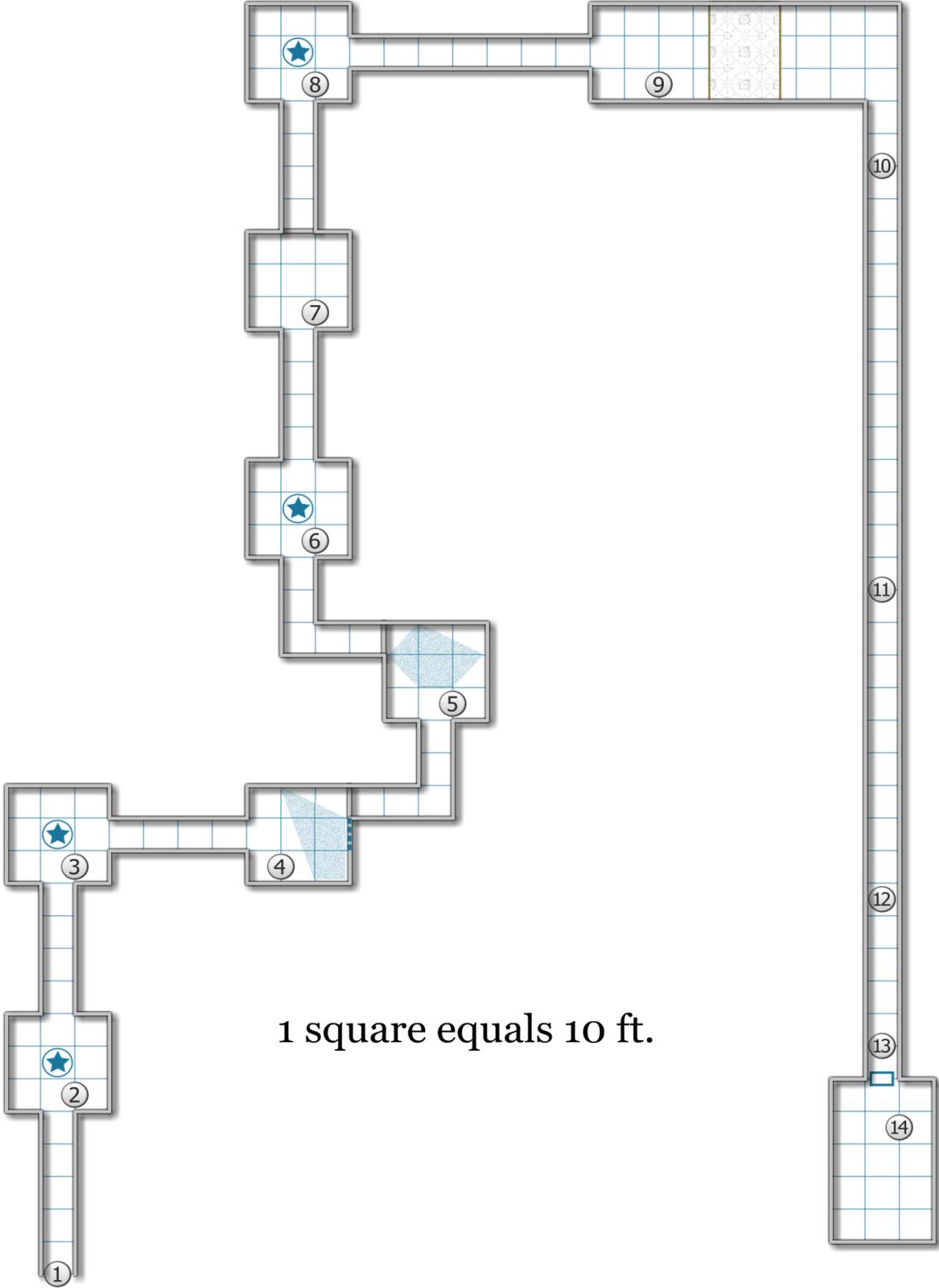
If the characters do indeed wish to explore the Turntide brothers' vault, Dirk will be only too happy to give them directions, and to tell them precisely when its entrance will reveal itself.

He will also be happy to discuss what he knows of the vault itself, but actually remembers very little in terms of specific details, and suspects it will have all changed anyway.

The one thing he will stress to the characters is that the resident beholder is not to be taken lightly. It will not hesitate to annihilate anyone who it deems to have broken its rules.



# The Vault



1 square equals 10 ft.

## 1. Entrance

---

When the party arrives at the entrance, all they will find is solid rock. However, the way forward will reveal itself at the appropriate time.

If using an alternative adventure hook, this may need to happen immediately, before the characters wander off.

Where solid rock blocked your path only moments before, a passage presents itself in the blink of an eye.

Without fuss or fanfare, a perfectly formed tunnel has appeared, magically lit and spotlessly clean.

This passage descends deep into the ground.

The passage slopes steeply, but not enough to be hazardous to the party.

There are no guards or traps awaiting the characters, just a long well-lit tunnel.

Except where otherwise noted, this dungeon is illuminated by magical **bright light** at all times.

## 2. Sand Timer

---

The tunnel leads into a plain square chamber, with perfectly even walls, floor and ceiling.

The only fixture in this room is a large ornate sand timer, which releases its first grain upon your arrival.

It seems that your time here is limited, but what happens when the time runs out is anyone's guess.

Anyone approaching or attacking the sand timer will discover that it is insubstantial to the touch.

Whether it is physically incorporeal or purely an illusion, the characters have no way to influence this mysterious timepiece.

The party has two hours to complete its business and leave the vault before the entire entrance tunnel collapses, trapping the characters inside.

Characters may attempt a DC 15 Intelligence check to correctly estimate this time limit.

Provided the characters endeavor to make haste, they should have no trouble taking a single **short rest** without fear of becoming trapped.

## 3. Memorial Chamber

---

Two illustrious heroes are embodied in the masterfully carved statues that greet you as you enter this chamber.

They stand atop a stone plinth, insuring that they tower head and shoulders above you all.

The plinth bears a brightly polished plaque with an inscription that reads:

*“Raman and Grath Turntide were mighty champions both, battling foes on land and sea. Though Raman always led, Grath was never more than a step behind.”*

It's only when you finally look up toward the ceiling that you spot the five-eyed spherical abomination hovering above you.

“Hello dearies,” it says warmly, in the unbecoming voice of an elderly woman.

The party has been greeted by a spectator, who refers to itself as Rose.

It has learned the Common language purely to facilitate its role here; greeting visitors and praising the heroic endeavors of Raman and Grath Turntide.

If questioned about the heroes, it can impart all of the information contained in this adventure's background.

It can also explain that the characters will become trapped here if they don't leave before the sand in the timer runs out. However, its perception of time is such that it can't provide specific details.

### Bubble and Squeak

Rose is accompanied by a pair of gazers, which will fly out of hiding once introductions have been made, or combat has begun.



These gazers have childlike mentalities and follow Rose's lead. One mimics Rose with an occasional “hello dearies” in a voice befitting a young girl, while the other sounds more like a boy saying “pew pew.”

Rose refers to this pair as Bubble and Squeak.

*Stat blocks for these beholder-kin are provided on the following page.*

## Spectator

Medium aberration, lawful neutral

---

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 0 ft., fly 30 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

---

**Skills** Perception +6

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Common, Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 3 (700 XP)

---

### Actions

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

**Eye Rays.** The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. *Confusing Ray.* The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. *Paralyzing Ray.* The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Fear Ray.* The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. *Wounding Ray.* The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Create Food and Water.** The spectator magically creates enough food and water to sustain itself for 24 hours.

---

### Reactions

**Spell Deflection.** If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

## Gazer (x2)

Tiny aberration, neutral evil

---

**Armor Class** 13

**Hit Points** 13 (3d4 + 6)

**Speed** 0 ft., fly 30 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

---

**Saving Throws** Wis +2

**Skills** Perception +4, Stealth +5

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 14

**Languages** -

**Challenge** 1/2 (100 XP)

---

**Aggressive.** As a bonus action, the gazer can move up to its speed towards a hostile creature that it can see.

**Mimicry.** The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

---

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

**Eye Rays.** The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it.

1. *Dazing Ray.* The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. *Fear Ray.* The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. *Frost Ray.* The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. *Telekinetic Ray.* If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

## 4. The Chimera & Pegasus

---

You stand within another square chamber.

To your left and right, the walls are decorated with elaborate carved relief, each depicting a sailing ship at sea.

The ship to the your left displays a prominent sail bearing a mighty beast with the heads of a dragon, a lion, and a goat.

A plaque at its base reads:

*“Raman captained the Chimera. Fearless and resourceful, he was a great leader of men.”*

To your right, the ship's sail is adorned with a majestic winged horse.

It's plaque reads:

*“Grath took to the seas aboard the Pegasus, leading his men with grim determination.”*

Finally, numerous stone tiles decorate the far wall of the chamber. Each tile bears an image of a single creature.

The stone tiles form an 8 by 8 grid, as detailed on Handout 1 (see page 14). Give this to the players now.

Most of these tiles are fixed in place, but those bearing the likeness of a dragon or a horse can be pressed about an inch into the wall. This can be accomplished with *mage hand*, as well as by more mundane means.

The way to pass this room is to press the correct dragon tile, which is in the second column from the left, followed by the only horse tile.

When the correct dragon tile is pressed, it will lock in place with an audible click.

Note that this dragon tile is located next to a lion tile and a goat tile, in the same order that they appear on the chimera. The horse tile represents the pegasus.

Pressing any other dragon tile will trigger a trap, causing a magical jet of flame to erupt from the chimera's dragon head.

Each creature in the highlighted area of the map must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

The trap resets automatically, but will only trigger once per round, no matter how many tiles are pressed.

Pressing the horse tile has no effect unless the correct dragon tile has been pressed beforehand; it will simply spring back into place once pressure is removed.

Once the correct dragon tile is locked, pressing the horse tile will open the way forward; raising the wall that blocks the passage to the left of the tiles.

## 5. The Manticore & Peryton

---

Two flying monstrosities manifest within the intricate carved relief that dominates the far wall of this chamber.

The first, a winged lion with a disturbingly human-like face, brandishes a tail tipped with deadly spikes.

The second is more akin to a giant eagle, but topped with the head of a stag, complete with menacing antlers.

An accompanying plaque reads:

*“In their early days, Raman found fame by slaying a marauding Manticore, while Grath dispatched a Peryton to make his name known.”*

A careful examination of the manticore will reveal six narrow holes in its body, while a study of the peryton will highlight that its left antler appears to be crooked, as if not fixed in place.

The way to pass this room is to fill the six holes, which represent wounds, and then pull on the antler, which acts as a lever. This will open the way forward.

Pulling on the antler before filling the holes will trigger a trap, launching a cone of iron spikes at the party.

Each creature in the highlighted area of the map must succeed on a DC 13 Dexterity saving throw, or take 10 (3d6) piercing damage.

These spikes are ideal for filling the holes in the manticore's body, but any comparable implements will suffice.

Should anyone attempt to break the stone spikes from the manticore's tail, they will trigger an additional trap, causing it to unleash a magical roar. This trap can only activate once.

Each creature in the room must make a DC 15 Constitution saving throw, taking 18 (4d8) thunder damage on a failed save, or half as much damage on a successful one.

## 6. The Witch & Lycanthrope

---

Two foul wretches are embodied in the statues that await you in this chamber.

The first, a hunchbacked crone, leans heavily on a gnarled staff, while a stooping wolf-man lurks beside her.

An accompanying plaque reads:

*“Raman went on to slay the Witch of Waxenear Swamp, as Grath dispatched the murderous Lycanthrope of Oatsway.”*

Instinctively, you look up to behold a five-eyed ball of rage glaring back at you.

This spectator is less friendly than the one called Rose, speaking Common in a perpetually angry male voice.

If pressed for a name, it refers to itself as Thorn. It is disinclined to help and easily provoked into a fight.

Like Rose, it is accompanied by a pair of gazers. This odd couple share a singular joy in life; mimicking a belching sound they once heard made by a member of Dirk Seldom's party.

Thorn hasn't given them names, as he doesn't consider them important enough to merit individual recognition.

These beholder-kin have the same stat blocks as Rose and her companions (see page 6).

## 7. The Cyclops & Gorgon

---

This square chamber is flanked by more elaborate carving.

The relief to your left clearly represents a hulking cyclops, as confirmed by the plaque that reads:

*“As Raman's fame grew, he bested the mighty Cyclops of Deepshade Pass.”*

To your right, the carving of a bull seems somewhat out of place, menacing though it appears.

However, its plaque reads:

*“Not to be outdone, Grath hunted the Gorgon of Old Marrow Hills, claiming its head as a trophy.”*

Characters inspecting these carvings closely will discover that the gorgon's head is loose, as is the eye of the cyclops.

The way to pass this room is to press the eye of the cyclops, until it locks in place with a click, and then pull the gorgon's head forward, as if to remove it. The eye can be moved with *mage hand*, but the head cannot.

Pulling on the gorgon's head first will trigger a trap, causing it to emit a foul green magical gas that envelops anyone stood directly in front of it.

Any creature affected must make a DC 13 Constitution saving throw. On a failure, the creature begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified.

It should be made clear to the players that anyone restrained by this gas is fighting to resist its effects, allowing them to make timely use of Bardic Inspiration, *resistance*, or any other appropriate effects they can bring to bear.

You can allow the party to revive a petrified character by soaking them in water from the fountain in Area 8, should they think to try.

## 8. The Drake & Rakshasa

---

This room is dominated by a magnificent fountain, with water cascading from the open mouth of a large statue modeled on a dragon. The water falls into a clear pool at its feet. A cat-like humanoid of rakish appearance stands in sculpted splendor astride the dragon's tail.

An accompanying plaque reads:

*“But few deeds compare to Raman's glorious defeat of the Bearded Drake of Gundarlun, or Grath's victory over the Rakshasa pirate, Aatush the Cruel.”*

The water is clear and fresh, forming a pool about six inches deep.

Anyone drinking from the pool may immediately regain hit points by spending one or more Hit Dice. Each character regains an extra 1d6 hit points the first time they spend one or more Hit Dice in this way.

Water removed from the pool has no special properties, aside from those detailed in Area 7, but the fountain magically replenishes to maintain its level.

## 9. Grand Hall

Blazing torches line the walls of this grand hall.

Ahead of you, a pattern of decorative tiles form a break in the plain stone floor that is typical of this vault.

They would surely be the highlight of this room, if not for the floating monstrosity that hovers just beyond.

This, you have no doubt, is the mythical beholder.

This beholder is Xynkil, overseer of the vault.

It is happy to converse with the characters and will openly explain that it is there to punish anyone trying to cheat their way past the tile puzzle.

Its antimagic cone should prevent most methods of bypassing the puzzle in any case, but it will not hesitate to disintegrate anyone who insists on breaking its rules.

The torches here provide **bright light** in the absence of magical illumination.

### The Puzzle

Give the players Handout 2 (see page 14).

In order to solve this puzzle, the party must utilize the information inscribed on the plaques throughout the preceding chambers.

Two characters must embody the heroic brothers, stepping in turn to the tiles associated with their deeds.

The correct tiles are shown below. The character representing Raman takes one step first, then Grath's substitute takes one, and repeat.

Completing the puzzle correctly disarms all tiles. Until then, an incorrect move triggers one or more traps:

Each pillar has a blade trap, triggered by anyone taking a wrong move onto a tile adjacent to that pillar and targeting all creatures adjacent to it; attacking with a +10 bonus, inflicting 10 (3d6) slashing damage on a hit.

Each tile in the 1st, 3rd, and 5th rows trigger a lightning arc trap, which targets all creatures on that row; inflicting 21 (6d6) lightning damage, with a DC 17 Reflex saving throw for half damage.

Each tile in the 2nd, and 4th rows trigger a freezing blast trap, which targets all creatures on that row; inflicting 21 (6d6) cold damage, with a DC 17 Constitution saving throw for half damage.

### Inscriptions

*Raman and Grath Turntide were mighty champions both, battling foes on land and sea. Though Raman always led, Grath was never more than a step behind.*

*Raman captained the Chimera, fearless and resourceful, he was a great leader of men. Grath took to the seas aboard the Pegasus, leading his men with grim determination.*

*In their early days, Raman found fame by slaying a marauding Manticore, while Grath dispatched a Peryton to make his name known.*

*Raman went on to slay the Witch of Waxenear Swamp, as Grath dispatched the murderous Lycanthrope of Oatsway.*

*As Raman's fame grew, he bested the mighty Cyclops of Deepshade Pass. Not to be outdone, Grath hunted the Gorgon of Old Marrow Hills, claiming its head as a trophy.*

*But few deeds compare to Raman's glorious defeat of the Bearded Drake of Gundarlun, or Grath's victory over the Rakshasa pirate, Aatush the Cruel.*

Lion	<b>Dragon<sup>5</sup></b>	Wolf	<i>Tiger<sup>5</sup></i>	Horse	
<i>pillar</i>	<b>Cyclops<sup>4</sup></b>	Horse	<i>Bull<sup>4</sup></i>	Crone	<i>pillar</i>
Tiger	<b>Crone<sup>3</sup></b>	Dragon	<i>Wolf<sup>3</sup></i>	Goat	
<i>pillar</i>	<b>Lion<sup>2</sup></b>	Cyclops	Bull	<i>Stag<sup>2</sup></i>	<i>pillar</i>
<b>Goat<sup>1</sup></b>	Stag	Lion	<i>Horse<sup>1</sup></i>	Dragon	

**Raman** (1st) / **Grath** (2<sup>nd</sup>)

## Xynkil, Beholder

Large aberration, lawful evil

---

**Armor Class** 18 (natural armor)

**Hit Points** 180 (19d10 + 76)

**Speed** 0 ft., fly 20 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

---

**Saving Throws** Int +8, Wis +7, Cha +8

**Skills** Perception +12

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 22

**Languages** Common, Deep Speech, Undercommon

**Challenge** 13 (10,000 XP)

---

**Antimagic Cone.** The beholder's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

### Actions

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

**Eye Rays.** The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it.

1. *Charm Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. *Paralyzing Ray.* The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Fear Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. *Slowing Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. *Enervation Ray.* The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8)

necrotic damage on a failed save, or half as much damage on a successful one.

6. *Telekinetic Ray.* If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or container.

7. *Sleep Ray.* The targeted creature must make a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs or undead.

8. *Petrification Ray.* The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. *Death Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

### Legendary Actions

---

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

**Eye Ray.** The beholder uses one random eye ray.

### Lair Actions

Although Xynkil is a long-term resident of this dungeon, this is not its lair, so it does not have access to any lair actions.

Characters who survive long enough may face Xynkil again in the future adventure Xynkil's Vault.

## 10. Hallway

---

This magically illuminated hallway stretches into the distance, seemingly serving no purpose at all.

Arms and armor adorn the walls of the corridor, though most appear to be more cosmetic than functional.

Some of these seemingly ornamental items are actually minor constructs.

Two suits of animated armor and four flying swords will attack the characters as they proceed along the hallway.

They will strike from both sides, to surrounded the party.

### Animated Armor (x2)

*Medium construct, unaligned*

---

**Armor Class** 18 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

---

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages** -

**Challenge** 1 (200 XP)

---

**Antimagic Susceptibility.** The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

### Actions

---

**Multiattack.** The armor makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

### Flying Sword (x4)

*Small construct, unaligned*

---

**Armor Class** 17 (natural armor)

**Hit Points** 17 (5d6)

**Speed** 0 ft., fly 50 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

---

**Saving Throws** Dex +4

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** -

**Challenge** 1/4 (50 XP)

---

**Antimagic Susceptibility.** The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the sword remains motionless, it is indistinguishable from a normal sword.

### Actions

---

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

## 11. Champions Arch

---

An elaborate archway forms a break in this exceedingly long passage.

The brothers Raman and Grath are once again immortalized in stone, their bodies flanking the corridor while their outstretched arms and weapons form a decorative arch.

Though this archway may seem a little foreboding, or even threatening, it is actually harmless.

In this particular representation, Raman bears a shield and holds aloft a longsword, while Grath raises a spear in one hand and carries a handaxe in the other.

## 12. Vault Approach

---

As you finally approach the end of this ridiculous hallway, an imposing suit of armor moves to intercept you, with sword and shield at the ready.

This is a helmed horror. It will not attack first, unless the PCs attempt to pass it, but it will prepare to fight. If it has its turn before being attacked, it will take the Dodge action.

Once combat begins, two flying hammers will join it in battle.

### Helmed Horror

*Medium construct, neutral*

---

**Armor Class** 20 (plate, shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft., fly 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

---

**Skills** Perception +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** force, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, frightened, petrified, poisoned, stunned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 14

**Languages** understands Common but can't speak

**Challenge** 4 (1,100 XP)

---

**Magic Resistance.** The helmed horror has advantage on saving throws against spells and other magical effects.

**Spell Immunity.** The helmed horror is immune to three spells chosen by its creator: *heat metal*, *moonbeam*, *witch bolt*.

### Actions

---

**Multiattack.** The helmed horror makes two longsword attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

## Flying Hammer (x2)

*Small construct, unaligned*

---

**Armor Class** 15 (natural armor)

**Hit Points** 22 (5d6 + 5)

**Speed** 0 ft., fly 50 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	5 (-3)	1 (-5)

---

**Saving Throws** Dex +2

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** -

**Challenge** 1/4 (50 XP)

---

**Antimagic Susceptibility.** The hammer is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the hammer must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the hammer remains motionless, it is indistinguishable from a normal hammer.

### Actions

---

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

## 13. Vault Door

---

Finally you have reached the end of the hallway, where a large imposing door awaits you.

This barrier bears an image of a cloud and three lightning bolts.

A large iron ring serves as its handle.

Though heavy, this door can be opened without resorting to strength checks. It is neither locked nor trapped.

Characters may attempt a DC 15 Intelligence (Religion) check to identify the emblem on the door as the holy symbol of Valkur, Northlander god of sailors.

## 14. The Vault

---

The door opens to reveal a magnificent treasure vault, containing a somewhat less magnificent smattering of treasure.

A floating skull, that sparks like a tiny storm cloud, hovers over the minuscule pile of loot.

Its eyes are intense spheres of light and they seem to be looking at you.

The floating skull is all that remains of Raman Turntide, and his mind has not fared much better than his body.

The disappointing pile of loot is all that is left of the brothers' combined fortune after paying for the vault's construction and hiring Xynkil for a ludicrous sum.

Though prepared to converse with the characters, the skull is quite mad and will attack at the first sign of threatening behavior or any attempt to take its treasure.

It will rant about its fall from grandeur and the pitiful state it has been reduced to, even as it fights the party.

Despite its failing sanity, the skull will make intelligent use of its spells, such as including itself in the area of *shatter* to maximize the number of enemies it can hit, taking advantage of its immunity to the damage.

### Loot

The following items of value are all that remain of the legendary riches of the Turntide brothers: 7 scrimshaw carvings from Icewind Dale (worth 10gp each), 2 pearls (worth 100gp each), 6 *spell scrolls* (*cure wounds*, *entangle*, *grease*, *hunter's mark*, *mage armor*, *shield of faith*), a *cloak of the manta ray*, a magical shield (see below), 2 silvered daggers, and a 50 ft. silk rope.

### Raman's Guard

*Armor (shield), (requires attunement)*

*This wooden shield bears the holy symbol of Valkur, Northlander god of sailors; a cloud and three lightning bolts.*

While holding this shield, you have resistance to lightning damage, gain advantage on all Dexterity (Acrobatics) checks made aboard a ship, and have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

## Stormskull

*Tiny undead, neutral evil*

---

**Armor Class** 13

**Hit Points** 40 (9d4 + 18)

**Speed** 0 ft., fly 40 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

---

**Skills** Arcana +5, Perception +2

**Damage Resistances** cold, fire, necrotic, piercing

**Damage Immunities** lightning, poison, thunder

**Condition Immunities** charmed, frightened, paralyzed, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

---

**Illumination.** The stormskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

**Magic Resistance.** The stormskull has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The stormskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The stormskull has the following wizard spells prepared:

Cantrips (at will): *shocking grasp*

1st level (3 slots): *shield*, *thunderwave*

2nd level (2 slots): *gust of wind*, *shatter*

3rd level (1 slot): *lightning bolt*

### Actions

---

**Shocking Grasp.** *Melee Spell Attack:* +5 to hit with advantage if the target is wearing armor made of metal, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn.

### Aftermath

---

Xynkil and any other remaining beholder-kin will leave the vault forever if the stormskull is destroyed.

The party still needs to escape the dungeon. As they are unlikely to have a precise way to gauge the time, feel free to have the sand run out just as they are leaving, causing a shower of rocks to hurry them to the surface.

## Handout 1

Dragon	Bull	Wolf	Crone	Goat	Lion	Dragon	Wolf
Goat	Cyclops	Tiger	Lion	Dragon	Cyclops	Tiger	Stag
Stag	Crone	Bull	Stag	Tiger	Bull	Lion	Dragon
Wolf	Dragon	Lion	Goat	Wolf	Lion	Crone	Tiger
Tiger	Goat	Stag	Cyclops	Dragon	Stag	Wolf	Cyclops
Crone	Lion	Wolf	Stag	Bull	Horse	Dragon	Goat
Bull	Tiger	Cyclops	Crone	Lion	Wolf	Bull	Lion
Cyclops	Wolf	Dragon	Bull	Goat	Tiger	Cyclops	Crone

## Handout 2

Lion		Dragon		Wolf		Tiger		Horse	
<i>pillar</i>	Cyclops		Horse		Bull		Crone		<i>pillar</i>
Tiger		Crone		Dragon		Wolf		Goat	
<i>pillar</i>	Lion		Cyclops		Bull		Stag		<i>pillar</i>
Goat		Stag		Lion		Horse		Dragon	