

MECHANICAL BEHOLDER

When you hear the mechanical beholder click to life, it sounds like death itself snapping its fingers.

A mechanical beholder takes the form of an oversized eye tyrant whose central eye is a viewport window. Part conveyance, part laboratory, and part siege engine, the vehicle can transport up to six humanoids through any terrain or medium, including underwater and through solid stone. A complex and often dangerous manipulation of gears, levers, and buttons controlled the original mechanical beholders, but more recent models feature magical controls that respond to voice commands—though not always accurately.

Equipment and Options. The mechanical beholder can be outfitted with a variety of sensors, probes, and gauges, allowing for functions as varied as determining alchemical composition, picking up on magical auras, or making masterfully dry martinis. Its range of armaments includes a disintegration ray modeled after that of its monstrous namesake (which for reasons of liability is advertised as being designed exclusively for waste removal). Portholes and hatches allow characters inside the beholder to make ranged and magical attacks from within it.



MECHANICAL BEHOLDER

Huge vehicle (15 ft. by 15 ft.)

Creature Capacity 1 crew, 5 passengers

Cargo Capacity crew and passengers' normal gear

Travel Pace 3 miles per hour (72 miles per day)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn the mechanical beholder can take 1 action. It cannot take any actions if it has no crew.

Eye Rays. The mechanical beholder can use its eye ray tentacles.

Move. The mechanical beholder can use its helm to move using its magical propulsion unit.

HULL

Armor Class 18

Hit Points 200 (damage threshold 10)

CONTROL: HELM

Armor Class 16

Hit Points 25

Move up to the speed of the ship's magical propulsion unit, with one 90-degree turn. The helm can be attacked only if the hull has taken 100 or more damage. If the helm is destroyed, the mechanical beholder can't move.

MOVEMENT: MAGICAL PROPULSION UNIT

Armor Class 16

Hit Points 100; –5 ft. speed per 25 damage taken

Speed (magical) burrowing speed 30 ft., flying speed 30 ft. (hover), swimming speed 30 ft.

WEAPON: EYE RAY TENTACLES (6)

Armor Class 14

Hit Points 50

Magical Attack: The mechanical beholder shoots the following magical eye rays at up to three targets that would be visible to the crew and are within 120 feet of it.

Disintegration Ray. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) 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.

Enervation Ray. The targeted creature must make a DC 15 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Paralyzing Ray. The targeted creature must succeed on a DC 15 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.