

# Xynkil's Vault

## *A Seldom Spring Adventure*

**Introduction:** In the depths of the Underdark, the beholder Xynkil patiently guards its precious treasure, waiting to destroy anyone foolish enough to try and steal it.

*An adventure for 11th - 12th 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.

# Xynkil's Vault

*For those of you unacquainted with the deadly beholder, they are fearsome floating abominations, spherical in form and covered in eyes.*

—Dirk Seldom

## Introduction

This adventure is designed for a party of 11th to 12th level characters. It is set in the Forgotten Realms.

In the depths of the Underdark, the beholder Xynkil patiently guards its precious treasure, waiting to destroy anyone foolish enough to try and steal it.

## Background

The beholder Xynkil has long dwelt within the Sword Coast region of the Forgotten Realms, building its fortune in a variety of ways while hatching convoluted long-term plans to conquer the entire region.

During this time, it has gradually come to the attention of Xanathar, Waterdeep's notorious beholder crime lord.

Now Xanathar wants Xynkil dead, but prefers not to waste its own resources on fulfilling this desire.

## Overview

Xynkil is currently holed up in its lair, somewhere deep in the Underdark.

The exact location of this lair is left to you, with the option left open to connect its small segment of the Underdark to other areas of your choosing.

If you prefer to keep this scenario entirely self-contained, a long passage from the surface can take the party directly to Area 1.

## Adventure Hooks

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

- ◆ Through underworld connections in Waterdeep, the party learns that Xanathar wishes to see the end of one of its rivals. Though no bounty has been offered, it would surely be considered worthy of a favor owed, should the party succeed in vanquishing this rival.
- ◆ More dumb luck! The party's exploration of the Underdark leads them to the location of Xynkil's

vault. Maybe they can ask the beholder for directions.

- ◆ Xanathar isn't the only one wishing to put an end to Xynkil's life. The Emerald Enclave is also aware of its intolerable existence and has recently ascertained the location of its lair. They seek to send faction agents or dependable mercenaries to deal with this inevitable problem.



### Seldom Spring Adventures

This is the eighth and final 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*, as was the adventure *Behold and Behave*. It is not necessary for the characters to have completed that scenario.

## Player Introduction

---

It's busy in the Seldom Spring today and it seems you're not the only daring explorers relaxing in the common room.

You catch snippets of enthusiastically delivered tales from nearby tables, as fellow adventurers share news of their latest exploits, of heroic deeds and wondrous treasures.

But your attention is drawn to a new arrival.

A hooded man, dressed in simple traveling attire, heads directly for Dirk Seldom, hands him what appears to be a letter, and then departs as abruptly as he arrived.

You observe Dirk contemplating the letter for a moment before opening it. It's hard to judge his reaction from across the common room, but he scans the throng of customers after reading it and finally settles his gaze on your table.

"Well this is odd," he announces, as he takes a chair at your table.

"I've received a letter from an anonymous *friend*, claiming to identify the location of a beholder's lair," he explains, in a rather bemused tone.

"And not just any beholder."

He motions towards Hanjo's feathered hat, still gathering dust on the wall.

"This friend claims to know where I can find the beholder that killed poor Hanjo."

Dirk chuckles as he looks at the letter again.

"Well my adventuring days are done, and I certainly have no desire to face that abomination again," he informs you with a shake of his head.

"But if I had to pick the most able group here, who might just stand a chance of defeating such a creature..."

"Well then I think I'd have to pick you," he says, with a look of genuine sincerity.

"Still, that's hardly reason enough to go pick a fight," he suggests, trailing off as a new thought crosses his mind.

"Although, perhaps you'd find the Turntide brothers' true fortune among its treasures," he declares enthusiastically.

## Preparations

---

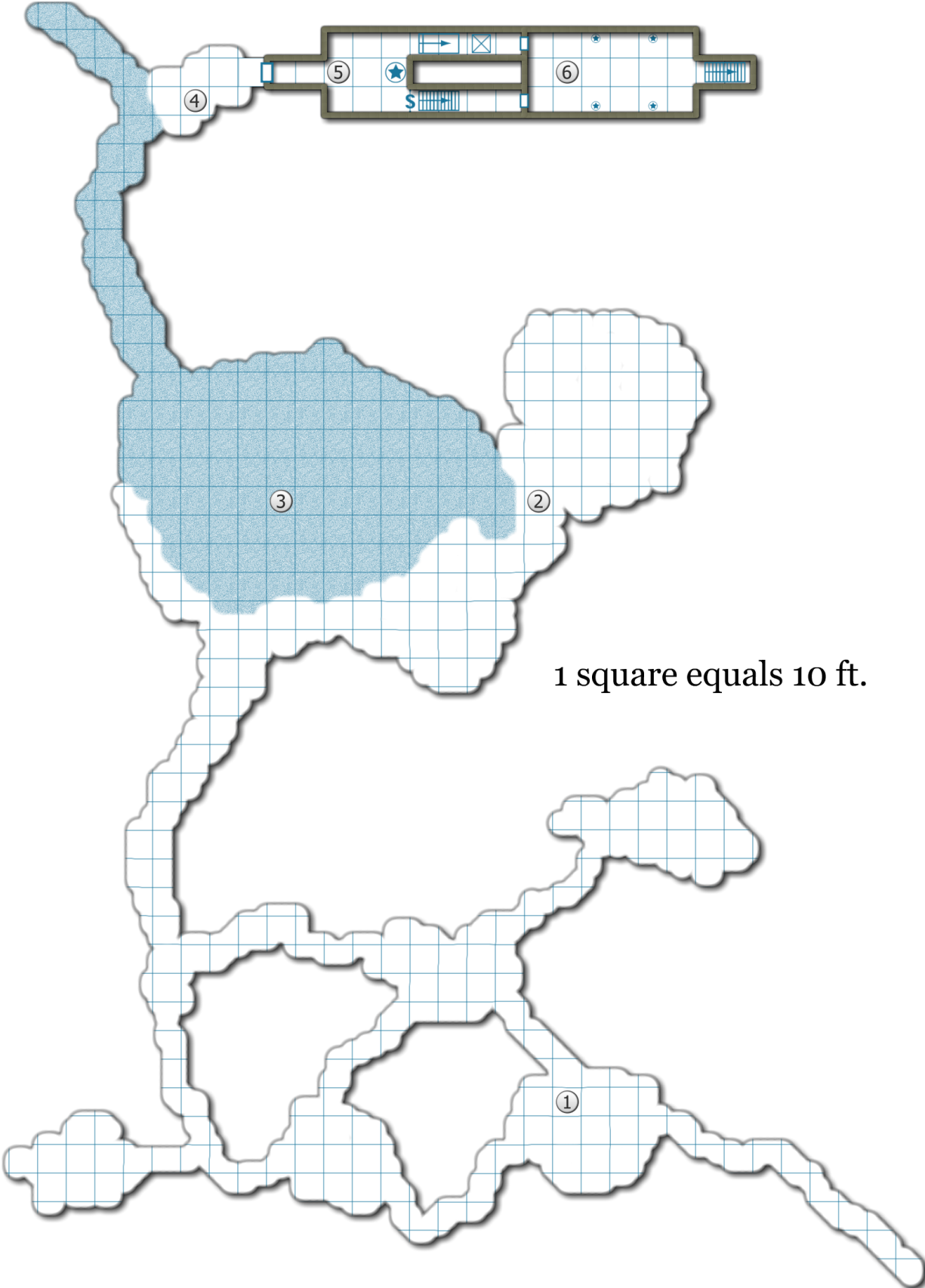
If the party shows interest in venturing into the depths of the Underdark, to face great peril, and hopefully reap even greater rewards, Dirk will share the directions he's been given.

He will advise against needless distractions on the way, emphasizing that the characters should be at their very best when facing the beholder.

Brunthor will check that the characters are well stocked with suitable supplies for a journey into the Underdark, and will prepare a hearty meal to ready them for their travels.



Vault Entrance



1 square equals 10 ft.

## 1. Quaggoth Caves

A dozen quaggoths and their thonot currently dwell in these caves. This thonot, their shaman, has crystal growths covering its hide.

Though hostile toward intruders, and naturally aggressive, these quaggoths will not normally attack unless they feel threatened. However, they attack elves on sight, and will fight to the death to destroy them.

The quaggoths avoid the cavern to the north, having already encountered the giant that lives there, though they do sneak in occasionally to collect water.

If the party doesn't include any elves, the quaggoths will gladly let the characters pass through their area, hoping that they will then kill the fomorian and her pet.

These humanoids survive on a diet that is heavy in mushrooms, which could explain their relatively mellow state of mind. However, these mushrooms are ill-suited for general consumption (see sidebar).

Collectively, the quaggoth possess the following minor treasures, spread throughout their lair: a large gold bracelet with a lobster head design (worth 250gp), 3 chunks of amber (worth 100gp each), 4 pieces of sardonyx (worth 50gp each), 114gp, 89sp, and 230cp.

### Quaggoth (x12)

*Medium humanoid (quaggoth), chaotic neutral*

---

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., climb 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

---

**Skills** Athletics +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Undercommon

**Challenge** 2 (450 XP)

---

**Wounded Fury.** While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

#### Actions

---

**Multiattack.** The quaggoth makes two claw attacks.

**Claw. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

## Quaggoth Thonot

*Medium humanoid (quaggoth), chaotic neutral*

---

**Armor Class** 15 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., climb 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

---

**Skills** Athletics +5, Intuition +3, Perception +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Undercommon

**Challenge** 3 (700 XP)

---

**Innate Spellcasting (Psionics).** The quaggoth's innate spellcasting ability is Wisdom (spell save DC 11). The quaggoth can innately cast the following spells, requiring no components:

At will: *feather fall*, *mage hand* (the hand is invisible)  
1/day each: *cure wounds*, *enlarge/reduce*, *heat metal*, *stoneskin* (self only)

**Wounded Fury.** While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

#### Actions

---

**Multiattack.** The quaggoth makes two claw attacks.

**Claw. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

#### Poisonous Mushrooms

The mushrooms here are poisonous, which doesn't stop the quaggoths from eating them in great number.

Characters may attempt a DC 15 Intelligence (Nature) check to identify the mushrooms' poisonous properties.

Anyone with a poisoner's kit, and proficiency in its use, can then use these mushrooms to make Pale Tincture poison, as detailed on page 258 of the *Dungeon Master's Guide*.

Eating these mushrooms has the same effect as ingesting the derivative poison, but they will deteriorate rapidly once picked.

Allow the party to make as much Pale Tincture as you are comfortable for them to have. It would likely take several mushrooms and a measure of time to make each dose.

## 2. Giant Hermit

The approach to this area borders a wide expanse of shallow water. Vines hang from many parts of the high ceiling, while other vegetation grows around the edge of the water and in cracks in the wall.

This vegetation is quite nourishing, but not at all tasty.

The rear of this cavern is home to an angry fomorian giant, named Skunkflower, and her pet displacer beast.

This giantess was tricked into entering a magical portal, and is now trapped by her size within the confines of this cavern.

She has survived primarily on a diet of plants and fish ever since, but is happy to eat almost anything that ventures into her domain.

She has no treasure on account of her predicament.

### Displacer Beast

*Large monstrosity, lawful evil*

---

**Armor Class** 13 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

---

**Senses** darkvision 60 ft., passive Perception 11

**Languages** -

**Challenge** 3 (700 XP)

---

**Avoidance.** If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Displacement.** The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

### Actions

---

**Multiattack.** The displacer beast makes two attacks with its tentacles.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

## Skunkflower, Fomorian

*Huge giant, chaotic evil*

---

**Armor Class** 14 (natural armor)

**Hit Points** 149 (13d12 + 65)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

---

**Skills** Perception +8, Stealth +3

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Giant, Undercommon

**Challenge** 8 (3,900 XP)

### Actions

---

**Multiattack.** The fomorian attacks twice with its greatclub or makes one greatclub attack and uses Evil Eye once.

**Greatclub.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Evil Eye.** The fomorian magically forces a creature it can see within 60 feet of it to make to a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

**Curse of the Evil Eye (Recharges after a Short or Long Rest).** With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.



### 3. Subterranean Pool

---

This pool is fed by a slow intake of water through cracks in the cavern floor. It flows lazily into the passage to the north, where it averages a couple of feet in depth.

There is plentiful vegetation both along the edge of the water and beneath its surface. This combined with the depth of water makes the whole area **difficult terrain**.

The area is also swarming with quippers, which will hungrily attack any creature entering the water. They can only be seen by characters within 10 feet, though their presence becomes obvious once they start feeding.

Furthermore, a carrion crawler lurks near Area 4. It will climb along the ceiling, concealed by vines, to attack the first character advancing into the watery passage.

#### Swarm of Quippers (x12)

*Medium swarm of Tiny beasts, unaligned*

---

**Armor Class** 13

**Hit Points** 28 (8d8 - 8)

**Speed** 0 ft., swim 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

---

**Damage Resistances** bludgeoning, piercing, splashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** -

**Challenge** 1 (200 XP)

---

**Blood Frenzy.** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

**Water Breathing.** The swarm can breathe only underwater.

#### Actions

---

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

### Carrion Crawler

*Large monstrosity, unaligned*

---

**Armor Class** 13 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 30 ft., climb 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

---

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 2 (450 XP)

---

**Keen Smell.** The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

**Spider Climb.** The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

#### Actions

---

**Multiattack.** The carrion crawler makes two attacks: one with its tentacles and one with its bite.

**Tentacles.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until the poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

### Beyond the Edge

If you are using this adventure as part of a larger area of the Underdark, the watery passage may continue off the map, connecting with any other area of your choosing.

If not, the water continues through holes too small for anything larger than a Tiny creature to traverse.

### 4. Vault Door

---

This large reinforced door is secured by an *arcane lock* spell. The lock can therefore be picked with a DC 25 Dexterity (Thieves' Tools) check, and the door can be broken open with a DC 30 Strength check.

Dispelling or suppressing the *arcane lock* lowers both of these DCs by 10.

## 5. Entry Hall

---

The walls, floor, and ceiling of this square chamber are perfectly smooth and entirely unadorned.

A large statue representing a crude humanoid figure is the chamber's only feature. The figure's arms are raised, as if to hold the ceiling aloft.

To the left of the statue, a stairway descends further into this mysterious dungeon.

This statue is actually a stone golem. It will remain stationary when the party arrives, but will immediately Ready its Slow action.

It will trigger this action as soon as there are three or more creatures that it can see within 10 feet of it. It will also use Slow on its turn whenever the action is ready to use and it can see three or more opponents within range.

If the characters either attack the golem, or trigger the sliding stairs, before triggering its readied action, the golem will attack on its next turn.

### Sliding Stairs

Anyone taking an action to carefully examine the stairs, from within 5 feet, can attempt a DC 18 Intelligence (Investigation) check to determine that they are a trap.

A weight of 200 pounds is required to trigger this trap, turning the stairs into a slide. Any objects or creatures on the stairs at this time will be deposited at the bottom of the slide.

The stairs reset once the weight is removed, but can be triggered repeatedly with sufficient weight.

Anyone taking an action can attempt a DC 16 Dexterity (Thieves' Tools) check to disable the trap. Success will increase the weight limit to 400 pounds, and jam the stairs in their slide position if triggered again.

### Pit Trap

Anyone able to examine this area of floor, from within 5 feet, can take an action to attempt a DC 20 Wisdom (Perception) check, locating the trap on a success.

A weight of 200 pounds is required to trigger this trap, releasing the lid above a 20-foot deep pit. Any objects or creatures on the lid at this time will fall into the pit.

A gelatinous cube fills the bottom half of the pit (see following page for details). It will automatically Engulf anything landing on it, up to its limit of one Large creature, or up to four Medium or smaller creatures.

### Secret Door

Any character taking an action to search this section of wall can locate the secret door by succeeding on a DC 20 Wisdom (Perception) check.

Once located, the door can be opened with a *knock* spell, or by taking a further action and succeeding on a DC 20 Intelligence (Investigation) check.

### Stone Golem

*Large construct, unaligned*

---

**Armor Class** 17 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

---

**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons.

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

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands Deep Speech but can't speak

**Challenge** 10 (5,900 XP)

---

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

---

**Multiattack.** The golem makes two slam attacks.

**Slam. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Slow (Recharge 5-6).** The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't take more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## Gelatinous Cube

Large ooze, unaligned

---

**Armor Class** 6

**Hit Points** 84 (8d10 + 40)

**Speed** 15 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

---

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** -

**Challenge** 2 (450 XP)

---

**Ooze Cube.** The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

**Transparent.** Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

### Actions

---

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

**Engulf.** The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces.

Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

## 6. Inner Hall

---

A hallway extends sixty feet beyond the doorway, ending at the top of a staircase.

The walls, floor, and ceiling are as smooth and featureless as before, but four imposing suits of armor stand watch over this room.

These suits of armor are helmed horrors. They will attack anyone entering the room, and anyone attacking from outside the room.

### Helmed Horror (x4)

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: *gust of wind*, *heat metal*, *shatter*.

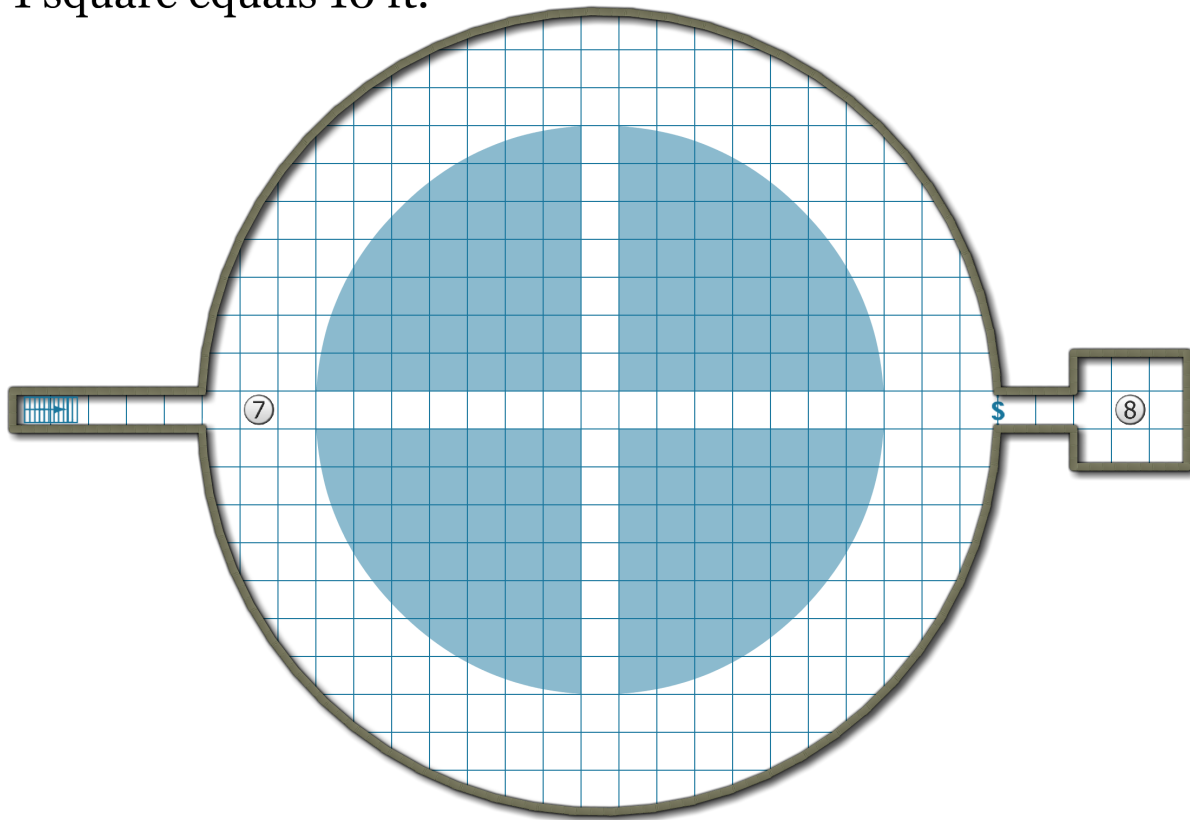
### Actions

---

**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.

1 square equals 10 ft.



## 7. Xynkil's Lair

This vast domed chamber is Xynkil's lair. It is 210 feet across, with a ceiling 105 feet high.

A circular pit, 150-foot wide and 30-foot deep, spans much of this chamber's floor, with 10-foot wide stone platforms crossing the expanse.

Xynkil hovers in the center of the room, just above these platforms, facing toward the stairs.

Any magic illumination the characters possess will be snuffed out as the party descends the stairs, as will any other magical effects, as they enter Xynkil's Antimagic Cone.

### Conversation

If the characters attempt to start a conversation with Xynkil, it is happy to oblige, but only until it becomes bored.

It fully intends to exterminate the entire party for trespassing in its domain, but considers good manners to be an essential part of being a courteous host, even when you plan to murder your guests.

If any of the characters took part in the Seldom Spring adventure *Behold and Behave*, Xynkil will recognize those characters and acknowledge their prior meeting.

### Combat

In battle, Xynkil will make full use of its many attacks, including its Legendary and Lair Actions, aiming to neutralize as many threats as possible, rather than trying to destroy one opponent at a time.

It will attempt to fling melee attackers into the pit, with Telekinetic Ray, but will rise toward the ceiling if unable to keep such opponents at a distance.

### Secret Door

Reduce both of the following DCs by 3 if the characters found the secret door in Area 5.

Any character taking an action to search this section of wall can locate the secret door by succeeding on a DC 20 Wisdom (Perception) check.

Once located, the door can be opened with a *knock* spell, or by taking a further action and succeeding on a DC 20 Intelligence (Investigation) check.

## 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** 14 (11,500 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

---

On initiative count 20 (losing initiative ties), the beholder can take one lair action to cause one of the following effects:

- ◆ A 50-foot square area of ground within 120 feet of the beholder becomes slimy; that area is difficult terrain until initiative count 20 on the next round.
- ◆ Walls within 120 feet of the beholder sprout grasping appendages until initiative count 20 on the round after next. Each creature of the beholder's choice that starts its turn within 10 feet of such a wall must succeed on a DC 15 Dexterity saving throw or be grappled. Escaping requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.
- ◆ An eye opens on a solid surface within 60 feet of the beholder. One random eye ray of the beholder shoots from that eye at a target of the beholder's choice that it can see. The eye then closes and disappears.

The beholder can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

## 8. Treasure Vault

---

This square chamber is clearly the beholder's treasure vault.

A collection of precious relics and eye-catching weapons line the walls of this chamber, mounted on stands like exhibits in a museum.

An open chest, brimming with smaller treasures and a wealth of coins, rests across the room from you.

Many of these treasures were once owned by the brothers Raman and Grath Turntide, and used as payment to Xynkil for its services; as detailed in the Seldom Spring adventure *Behold and Behave*.

The chest contains the following: a small gold idol of the dwarven god Abbathor (worth 750gp), a pair of silver bracers set with obsidian studs (worth 300gp), an emerald (worth 1000gp), a black pearl (worth 500gp), a flask of diamond dust (worth 300gp), a *potion of greater healing* (labeled in Gnomish), a *potion of fire breath* (labeled in Ignan), a *potion of giant strength* (stone; labeled in Draconic), a flask containing *oil of slipperiness* (labeled in Dwarvish), a scroll case containing 3 *spell scrolls* (*protection from energy*, *tongues*, *giant insect*), 2 gold ingots (worth 50gp each), 64pp, 2098gp, 483ep, 3188sp, and 1050cp.

The exhibited treasures are labeled in Deep Speech and are as follows:

### The Hand of Azuth

*Wondrous item*

*This golden idol embodies the holy symbol of Azuth.*

This idol may be brandished as a holy symbol. While it is on your person, you have resistance to fire damage.

### Nafinyal's Rod

*Rod (requires attunement by a warlock)*

While holding this rod, you gain a +2 bonus to spell attack rolls and to the saving throw DCs of your warlock spells.

While attuned to this rod, you can cast *see invisibility* once using a warlock spell slot. You can't do so again until you finish a long rest.

### Nafinyal's Charm

*Wondrous item (requires attunement)*

While wearing this pendant, increase your Intelligence and Charisma scores by 2, to a maximum of 20.

### Raman's Drakeslayer

*Weapon (longsword)*

*This elegant blade bestows a boon of good fortune upon its bearer, but is notably less kind to dragons.*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you also gain a +1 bonus to all saving throws.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 slashing damage. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

### Grath's Impaler

*Weapon (spear)*

*This spear's adamantine head singles it out as an exceptional weapon, even before considering its magical properties.*

You gain a +2 bonus to attack and damage rolls made with this magic adamantine weapon.

When you roll a 20 on your attack roll with this weapon, the target takes an extra 7 piercing damage.

### Grath's Cleaver

*Weapon (handaxe), (requires attunement)*

*The blade of this perfectly-balanced handaxe is inscribed with the holy symbol of Selûne; a pair of eyes surrounded by seven stars.*

This magic weapon has the finesse property.

While attuned to this weapon, you gain favored enemy: beasts. When you hit a favored enemy with it, the enemy takes an extra 1d6 slashing damage.

As a bonus action, you may summon this weapon into your empty hand. It must be within one mile of you and on the same plane of existence, or the action fails.

## Aftermath

---

If the characters return to Seldom Spring, Dirk will be keen as always to hear news of their latest adventure.

This is the end of the Seldom Spring series, at least for now, but you can always use Dirk and his companions to send your party on other adventures.

For more of my work on the DMs Guild, check out all of my content here:

[https://www.dmsguild.com/browse.php?author=Barry\\_Dore](https://www.dmsguild.com/browse.php?author=Barry_Dore)