

CONTACT

Part One of the Beholder Corps Series

A beholder tyrant ship crashed into the Dragonspine Mountains many years ago. Three beholders survived and found a home in Mulmaster. A recent archaeological dig may have discovered the crash site. The Mulmaster Beholder Corps doesn't want the ship's secrets to fall into the hands of someone who could use it for evil. Do you have what it takes to help the Corps?

A Four-Hour Adventure for 11th–16th Level Characters



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Adventure Code: CCC-TRI-10 BHC1-1

Optimized For: APL 14

Version: 1.6

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INTRODUCTION

Welcome to *Contact*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Beholder Corps* series.

This adventure is designed for **three to seven 11th–16th level characters** and is optimized for **five characters with an average party level (APL) of 14**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than 11	Very weak
3–4 characters, APL equivalent to 11	Weak
3–4 characters, APL greater than 11	Average
5 characters, APL less than 11	Weak
5 characters, APL equivalent to 11	Average
5 characters, APL greater than 11	Strong
6–7 characters, APL less than 11	Average
6–7 characters, APL equivalent to 11	Strong
6–7 characters, APL greater than 11	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

“...saw a star fall from heaven into the pine woods to the northwest. It had a greenish colour, and caused a silent brightness like summer lightning.”

—H. G. Wells, *The War of the Worlds*

ADVENTURE BACKGROUND

Over one hundred years ago, before the Spellplague, an eye tyrant clan ship crash-landed into a deep ravine in the Dragonspine Mountains. Of the thirty-five beholders aboard the clan ship, fifteen survived. Finding that their levitation abilities would not allow them to escape the mountains, the hapless beholders instead began tunneling ever deeper into the mountains.

Eventually the beholders emerged into the labyrinthine tunnels beneath Mulmaster. They began to ponder their next move, realizing that they represented a force powerful enough to challenge the strongest human armies on the surface.

Unfortunately, as the beholders were still gathering allies to make their power play, a group of adventurers stumbled across their lair. Clearly outmatched in a direct confrontation, the adventurers prevailed by triggering a cave-in, burying the beholders in the underground lair.

Of the fifteen beholders of the Corps, only three survived the crush of rubble: Xorack, Xamott, and Xanshin. The three have not been idle over the last hundred years, coming up with plans to seize power while slowly disintegrating their way out of the underground prison.

LOCATION AND NPC SUMMARY

The following NPCs feature prominently in this adventure.

Xorack (ZOR-ack). Primary speaker for the Mulmaster Beholder Corps. Xorack fancies himself the leader of the group.

Xamott (ZA-mott). Xamott claims to be a military tactician. It knows all about troop formations and fleet maneuvers.

Xanshin (ZAN-shin). Xanshin is a bit of a practical joker. It rarely takes things seriously and will be the first to say it hates being part of the military.

Captain Vaxonar (VACKS-o-nar). When the Beholder Corps was first captured by the Eyes of Flame, Captain Vaxonar was ordered to transport them to the prison world of Prioxa. The Beholder Corps escaped their cells, sabotaged its ship, and crashed it into a mountain.

Kryxaz (KRICKS-az). Former jailor for the Eyes of Flame. Kryxaz believes the Corps were in the right to defy the Queen of Fire. As such, it freed the Corps from their cells.

ADVENTURE OVERVIEW

Recently, the Red Wizards of Thay have conducted archaeological excavations in the Dragonspine

Mountains. The archaeologists believed they found something under a rockfall and sent back to Mulmaster for help. The Red Wizards sent two mages and a dozen workers to help move the boulders. This was a week ago, and the entire excavation party has disappeared.

The Mulmaster Beholder Corps believe the dig site is where their clan ship crashed years ago. Knowing that the power of their crashed ship could be used for bad things, the Beholder Corps has summoned a group of adventurers to investigate the wreckage and set its self-destruct before the Red Wizards can put together a search party and find the ship.

The adventure is broken down into an introduction and four parts:

Introduction. The characters meet with the Mulmaster Beholder Corps at the Steel and Ale brewery. Here, the party learns about a Thayan archaeologist who went missing in the Dragonspine Mountains. The Beholder Corps believe the archaeologist has discovered the crash site of their ship. Therefore any search and rescue missions by the Thayans will lead them to the vessel. The Beholder Corps ask the party to get to the dig site first, and if it is the crash site, destroy the ship before the Thayans can use it for their own benefit.

Part 1. The characters make their way through the mountains and discover the dig site is indeed the crash site. The party finds a group of duergar excavating the ship and attempting to get it running. The party must try to get into the ship through brains, cunning, or brawn.

Part 2. The characters explore the myriad passages in the ship. Onboard defense measures try to stop them along the way. The party stumbles upon the brig where they find a likely ally, along with evidence of the events that occurred before the crash. When the party comes across the engine room, they find that a duergar necromancer has raised several beholder zombies.

Part 3. The characters finally find the bridge where they meet the beholder captain of the ship. The beholder and its commander are trying to find the Beholder Corps and believe flying the ship will help. The party learns the Beholder Corps are supposedly war criminals.

Part 4. The characters have to solve some puzzles, escape, and get clear of the ship before the self-destruct blows it to pieces with them inside.

ADVENTURE HOOKS

This adventure takes place primarily in the Dragonspine Mountains. However, the characters must first meet with the Beholder Corps at The Steel and Ale Brewery in Mulmaster. The players

can invent their own reason for being there or use one of the following adventure hooks:

Honorary Corps Member. Xorack of the Beholder Corpse has contacted you. After freeing it from the elder brain beneath Yûlash, Xorack trusts you with its life. It has a favor to ask of you and you must meet it at the Steel and Ale tavern in Mulmaster.

The Factions. The factions have rebuilt Mulmaster with the assistance of the Beholder Corps. Xamott has reached out to the faction leaders looking for help. You have been asked to meet Xamott at the Steel and Ale tavern in Mulmaster.

Sage—Researcher. You have been following the Red Wizards' attempts at excavating ancient artifacts. You heard the Beholder Corps was having a meeting to discuss one of these sites. Your love of knowledge brings you to the Steel and Ale tavern in Mulmaster.

INTRODUCTION. THE EYES HAVE IT

"The Queen of Fire will destroy us all if no one stands up to her."

—Tryvaxa, Corps Chronicler

Estimated Duration: 20 minutes

The streets of Mulmaster are packed with people going to and fro as you make your way to the Docks. A sign with a flagon painted on it juts out above the stone building known as the Steel and Ale Brewery. As you walk in, the largest human being you have ever seen stands behind the bar laughing with a sailor in flamboyant clothing. He greets you with a smile and says "Welcome to the Steel and Ale my friends, I am Ron Brody, owner of this place. Are you looking to join the mug club?"

ROLEPLAYING RON BRODY

Brody is a massive human being. Given his size, Brody is far more jovial than most would expect. Known for asking his patrons to compete in feats of strength and giving drinks to the winners, Brody has many friends. Brody loves a tale of adventure and often gives a free mug club membership to those with proof of exciting adventures.

Quote: "Did I ever tell you about the time I let a hundred red plumes punch me in the stomach?"

If time permits, allow the characters to roleplay with Ron Brody. If they ask about a meeting, Brody may first ask for the players to have a pushup contest or face him in an arm wrestling match. Use Strength (Athletics) checks for any competition Brody requests. Brody has a +15 to his Strength (Athletics) checks if the players ask him to compete as well. Brody will offer any winners free membership in the Steel and Ale Mug Club, which offers half-price drinks after sunset.

After having some fun, Brody will eventually let the party into the storage basement of the brewery where they meet the Mulmaster Beholder Corps.

You hear at least three voices bickering back and forth in a bizarre language. When you reach the bottom of the basement stairs, the arguing immediately stops and the beholders turn toward you and greet you with a laugh and a smile. "Welcome, friends! We appreciate your punctuality." Xorack looks down at you. "We have much to discuss!"

The Beholder Corps, while typically silly, are very serious as they speak to the party. Things are dire and they need the party's help. Xorack begins:

- The Thayans from Mulmaster have been conducting archaeological digs around the Moonsea for weeks.

- Recently, an archaeologist stumbled upon a bizarre structure in the Dragonspine Mountains.
- The Red Wizards sent representatives and additional archaeologists to help excavate the structure.
- This occurred three weeks ago and the excavating party has gone missing.

Xanshin takes over:

- The Thayans have called city representatives to discuss a rescue and recovery plan.
- The representatives will be meeting tomorrow at noon.
- With all we have done to help during the rebuilding of Mulmaster, we have been asked to attend.
- Our window is short and we must act before it closes.
- We will try to delay the Thayans as much as possible for you.

Xanshin turns to Xamott who then takes over:

- We believe the structure the Thayans discovered is the ship we crashed here on.
- We know the Red Wizards have helped in rebuilding Mulmaster, but you know as well as we do, they have a dark history.
- We can't risk the Thayans discovering our ship and using any of it for their own purposes.
- We ask that you go to the dig site to investigate this structure. If it is our ship, we need you to destroy it.
- There is a self-destruct panel located on the bridge. Just push the big green, red, and blue buttons and then pull the lever next to them.
- There may be protections in place surrounding the self-destruct. As we escaped from the wreck, we saw this on one of the officers. (Give them **Player Handout 1**).
- I'm not sure what it means, there was a 2nd sheet on another officer in the brig that I lost when we escaped. Maybe it is still there?
- We can give you a map to the dig site and we can give you a rough floor plan of the ship. We were stationed in the brig at the front of the ship and never really had access to the orb engines nor the bridge, which were in the rear.
- There should be an entrance hatch located on the front of the ship. The hull is too thick for you to get through otherwise.
- We can offer you 1,000 gp for investigating the dig site. If the ship is there and you can destroy it, we will give you another 1,000 gp.

If the party asks about the orb engines, Xorack will chime in:

- It is how the ship flies.
- It is powered by the arcane energy projected by beholders' eyes.

If the party asks about the other beholders who were on the ship, Xorack tells them:

- As far as we know, we are the only survivors of the crash.
- We counted thirty corpses in all but, to be fair, there could have been many bodies that were covered by rocks and debris from the crash.
- We got out as fast as we could as we thought the ship was going to explode.

If a character asks, they can attempt a DC 21 Wisdom (Insight) check. If they succeed, they believe that Xorack is withholding information. A DC 21 Charisma (Persuasion) check, Xorack gives this additional information.

- We were prisoners aboard the ship.
- Captain Vaxonar was in charge of transporting us to a detention facility.
- We escaped and caused the ship to crash.
- We were arrested as war criminals for standing up against the Eyes of Flame—a terrible beholder faction led by the Queen of Fire.
- The Eyes of Flame have committed genocide against beholders and other races across the cosmos.

Allow the party to purchase supplies in Mulmaster if they wish. All items are the same cost as the Player's Handbook.

The Beholder Corps gives the characters a *scroll of comprehend languages* and tells the characters they may need it to decipher the Deep Speech language.

The Beholder Corps has also secured passage to the Dragonspine Mountains aboard an old air cultist air ship. The party is to meet with Khaled Bin Zafir—an inventor who has rebuilt the air ship. With the air ship, the party can make the three week journey to the mountains in just a week's time.

Khaled bin Zafir has been experimenting with many of the Cult of Howling Hatred's air ship. He believes he has found a way to use the lingering magic in the ship to charge the Howling Hatred's items. If a character owns a set of *wingwear* or owns a *balloon pack*, Khaled offers to perform the ritual, charging the items as though they were next to an air node.

PART 1. THE DIG SITE

"The fleet is needed elsewhere, take the Corps members to the detention facility at Prioxxa. That is an order, Captain Vaxonar."

—Xamaryx, Admiral of the Eyes of Flame fleet

Estimated Duration: 60 minutes

At this time of year the Dragonspine Mountains are a beautiful sight. Flowers bloom in various colors and the crisp air surrounds you with their beautiful scents. Your captain, Khaled Bin Zafir drops you off at the base of a small rock outcrop saying, "I'm going to hide this thing down in a nearby forest so the Thayans can't see it if they arrive early."

You climb the outcrop to top of a massive cliff where you appear to be standing above the point indicated on the map. Looking down, there is an eighty foot drop below you to the top of where a massive rockslide happened. Rockslide is a bit of an understatement as many of the rocks are actually boulders, some of which are the size of houses.

There is a staircase attached to the rock wall beneath you that descends 200 feet down to the ground beside the rockslide. The wooden slats on the staircase show no wear from the elements, and the nails and bolts holding it together are not rusted.

Characters who succeed on a DC 15 Intelligence (Nature) check can clearly determine that the rockfall was clearly caused by something smashing into the cliff. The party should decide how they wish to descend. The staircase is a cleverly designed **trap** built by the duergar below.

FALLING STAIRCASE

Simple trap (level 11–16, dangerous threat)

The staircase has been built to stop or slow intruders. It also serves as a signal to the duergar that intruders have arrived.

Trigger. Once more than 400 pounds are on the stairs (roughly 2 medium creatures wearing armor) they give way tumbling to the rocks below.

Effect. All creatures on the staircase must succeed on a DC 20 Dexterity saving throw or fall, taking 63 (18d6) bludgeoning damage and landing prone. On a successful save, the creature grabs onto the rock face, which is crumbling apart. In order to climb, the creature must succeed on a DC 20 Strength (Athletics) check. Otherwise, it falls, taking 31 (9d6) bludgeoning damage and landing prone.

Countermeasures. Characters with a passive perception of 23 or higher notice that a few of the bolts holding the stairs to the cliff are loose fitting and do not hold the stairs to the wall at all. A successful DC 20 Intelligence (Investigation) check

will also notice the bolts, but only if a character examines the staircase.

THE ENTRANCE

As you get to the bottom of the cliff, you look back at the rockfall. A cave entrance leads beneath the boulders with a wooden scaffold holding up a giant boulder above its entrance. It appears much more work has been done at this dig site than just a few people could do themselves.

GENERAL FEATURES

The dig site has the following general features:

Terrain. Boulders are suspended by wooden structures around the ship. The rocks are giant chunks of granite that broke off the cliff from the impact of the crash.

Light. The cavern is filled with dim light coming through gaps between the rocks and the main entrance.

Smells and Sounds. The sound of hard labor and a slight humming emanate from the ship.

If the staircase trap collapsed, the duergar have mobilized their guards, and are alert to sneaking characters, and suspicious of the party's motives. If any duergar warlords are present (strong and very strong paries only), they are enlarged and invisible.

As the characters reach the cave entrance they hear the clang of metal and stone. Rays of light beam down from gaps where the boulders don't completely touch creating dim light. After squeezing between two large boulders, the characters see a massive chamber with wooden scaffolds and structures shoring up the boulders around a large flesh-colored structure. This is indeed the Beholder Corps' ship.

Dozens of duergar work in and around the ship, breaking rocks and clearing away rubble. Several other duergar are working inside giant panels on the ship, sparks flying from their tools. The ship looks like a huge dart, its back end still covered by mountain-sized boulders as is the nose. The front of the ship has a hatch on the top that is currently opened.

Allow the characters to figure out how they want to get into the ship. This will most likely lead to one of three choices: sneaking, talking, or fighting.

SNEAKING

If the party wishes to sneak, they may do so by making the appropriate hiding and stealth checks, opposed by the perception of the duergar. If the duergar have not been alerted, use their passive Perception. Otherwise, make active Wisdom (Perception) checks with advantage for the duergar guards. These checks must be made once per turn as the characters attempt to sneak into the ship.

If the party succeeds in this path, the *dwarven plate* is instead found in part 2, “The Engine Room.”

TALKING

If the party wishes to talk to the duergar, allow them to do so. If the duergar were alerted by the falling staircase, the guards are suspicious, and the DC for convincing the duergar to let them pass in peace increases by 3.

If the duergar were not alerted, the party may speak with the leaders, then make a single DC 22/25 Charisma (Persuasion) or a DC 24/27 Charisma (Intimidation) check. If the party offers a payment of 2,000 gp or more, they may make their persuasion checks with advantage, but not their intimidation checks. If the characters fail their check, proceed with combat.

If the party succeeds in this path, the *dwarven plate* is instead found in part 2, “The Engine Room.”

COMBAT

A **duergar despot**, 2 duergar champions (use **champion** statistics with dwarf features) and 2 duergar conjurers (use **conjurer** statistics with dwarf features) are scattered around the chamber. All the other duergar who are working are **commoners** with dwarf features.

SETTING UP THE ENCOUNTER:

Very Weak

- **Duergar Despot**: AC 21, 119 hp, Init –3
- **Duergar Champion (2)**: AC 18, 165 hp, Init +2

Weak

- **Duergar Despot**: AC 21, 127 hp, Init –3
- **Duergar Champion (2)**: AC 18, 165 hp, Init +2
- **Duergar Conjurer (2)**: AC 12 (15 with *mage armor*), 49 hp, Init +2

Average

- **Duergar Despot**: AC 21, 135 hp, Init –3
- **Duergar Champion (2)**: AC 18, 165 hp, Init +2
- **Duergar Conjurer (2)**: AC 12 (15 with *mage armor*), 49 hp, Init +2

Strong

- **Duergar Despot**: AC 21, 143 hp, Init –3
- **Duergar Champion (2)**: AC 18, 165 hp, Init +2
- **Duergar Conjurer (2)**: AC 12 (15 with *mage armor*), 49 hp, Init +2
- **Duergar Warlord**: AC 18, 75 hp, Init +0

Very Strong

- **Duergar Despot**: AC 21, 168 hp, Init –3
- **Duergar Champion (2)**: AC 18, 165 hp, Init +2
- **Duergar Conjurer (2)**: AC 12 (15 with *mage armor*), 49 hp, Init +2
- **Duergar Warlord (2)**: AC 18, 83 hp, Init +0

If the duergar have been alerted by the falling staircase trap, they will move as follows. The duergar

champions stand guard forty feet away from the ship and the conjurers are on top of the ship's hull. The duergar despot stands behind a boulder on the right side of the chamber. If there are duergar warlords, scatter them among the room, enlarged and invisible.

DUERGAR CHAMPION (CHAMPION)

- Change **Hit Points** to 165 (22d8 + 66).
- Change CON saving throw to +7.
- Add Dwarf Features.
- One of the Champions is wearing *dwarven plate*, which adds +2 to AC and has the following reaction:
Dwarven Plate. If the champion would be moved across the ground against its will, it is moved 10 feet less.

DUERGAR CONJURER (CONJURER)

- Change **Hit Points** to 49 (9d8 + 9).
- Change WIS saving throw to +6.
- Add Dwarf Features.

DWARF FEATURES

- Change type to *dwarf*, alignment to *lawful evil*.
- Change Speed to 25 ft.
- Increase CON and WIS bonus by +1.
- Add **Damage Resistances** poison
- Increase Perception bonus and passive Perception by 1.
- Add **Senses** darkvision 60 ft.
- Change **Languages** Dwarvish, Undercommon
- Add:
Dwarven Resilience. The dwarf has advantage on saving throws against poison.

TRICKS OF THE TRADE

These creatures are intelligent and will try to stay out of area of effect formations until they can get into close combat.

Duergar Despot. The despot will stay at range at first, attempting to catch several party members with its Flame Jet. Once the party makes that difficult (using the terrain or duergar as shields, etc.), it will engage in melee. If there are enough party members surrounding it, either the despot or one of the conjurers will cast *stinking cloud*, centered on the despot.

Duergar Conjurers. The conjurers will use their highest-level spell slots to fire *magic missiles* at any fighters or paladins wearing plate armor. The conjurers will focus on sending *magic missiles* at the same target for as long as possible, but are not opposed to launching 1 or 2 missiles at familiars and pets. They will even fire a stray *magic missile* at anyone who appears to look “displaced.”

Duergar Warlords. If any duergar warlords are present (strong and very strong parties), they will focus on engaging any casters or ranged attackers. The champions will engage the same type of attackers, or double up on one, so the warlord can use Call to Action to deal as much damage as possible in a round.

DEVELOPMENTS

Once the duergar are defeated or avoided, a faint humming starts emanating from the back of the ship. The humming builds in volume and frequency as the characters descend into the hatch.

If the characters decide to keep one of the duergar alive and interrogate it, it provides the following information:

- Four weeks ago, we were on patrol under the Dragonspine Mountains and were approached by an injured beholder.
- The beholder killed half our army and enslaved us.
- It forced us to dig out its ship and has forced us to repair it.
- We have no idea how this thing works or how to repair it and apparently it doesn't either.
- It demanded that we called it Captain Vaxonar.
- Captain Vaxonar has been holed up in the ship for several days.
- Two weeks ago a group of archaeologists came to the site, we were ordered to kill them.

TREASURE

In an old footlocker beneath the duergar's workspace, the characters find 15 gold bars worth 200 gp each. One of the champions is wearing a set of *dwarven plate*. This armor resizes to fit its wearer.



PART 2. THIS THING IS OPERATIONAL

"Sir, the Corps aren't in their cells! The engines are malfunctioning!"

—Zavrox, Eyes of Flame Commander

Estimated Duration: 80 minutes

The hatch opens into the heart of the ship. There is a thirty foot drop and no ladder. Below is a faintly lit corridor with what looks like a stone hall. The passage is flesh-colored and tubular. The hallway proceeds off to the front of the ship and extends beneath you towards the back of the ship. The pulsing hum emanates from the rear of the ship. You remember the Beholder Corps telling you that the Brig was at the front of the ship while the engine room and bridge were towards the aft.

GENERAL FEATURES

The ship has the following general features:

Terrain. The walls and floors are made out of a bizarre rock-like flesh-colored material. Doors all have buttons and glass panels next to them. The doors open by motion detection. Each hallway is 30 feet long.

Light. The walls of the ship have a faint pinkish-orange glow.

Smells and Sounds. The scents of ozone and metal waft through the chamber. A humming sound vibrates through the walls apparently emanating from the back of the ship.

This section is best done as theater of the mind. The party should feel a need to explore the brig first—before the engines—to find the missing puzzle piece the Beholder Corps lost.

The ship has automated defenses that are currently active. All hallways have an open door at each end. On the wall next to the door is a small pad with buttons and a glass plate. It is apparent that codes can be put into these devices. Two halls have automated defenses. Use the chart below to determine which defenses the party will encounter. Each trap may only be used once. Due to the alien nature of the traps, the characters can only use arcana knowledge to try and reroute the flow of energy in the device, turning off the defenses for that hallway. On a successful DC 23 Intelligence (Arcana) check, the effect of the trap is ignored.

SHIP'S DEFENSES

Party Strength	Trap Difficulty
Very Weak	2 Easy
Weak	1 Medium, 1 Easy
Average	2 Medium
Strong	1 Hard, 1 Medium
Very Strong	2 Hard

GAZER (EASY)

A fleshy protuberance with an eyeball embedded in it extends from the ceiling. The eye transmits what it sees to the bridge. Characters with a passive Perception score of 17 or higher notice the gazer. If the characters notice and destroy it in a single round nothing happens. The device has AC 10, 20 hit points, and a damage threshold of 15. If they don't destroy the device, the device withdraws into the ceiling. Take note and make the changes as necessary in the battle on the bridge with Captain Vaxonar.

FLURRY OF SPIKES (EASY)

Thick, tiny spines shoot out of the floor, the walls, and the ceiling. All creatures must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) piercing damage from the flurry of spines.

HEAT WAVE (EASY)

The walls of the corridor radiate massive amounts of heat, making it difficult to breathe. Characters must succeed on a DC 18 Constitution saving throw or gain 1 level of exhaustion.

FLASH-BANG (MEDIUM)

There is a flash of bright light and an accompanying loud sound. Characters must succeed on a DC 19 Constitution saving throw. If they fail, the character is blinded and deafened for the next minute. If this trap goes off, make a note and make the changes as necessary in the battle on the bridge with Captain Vaxonar.

GRASPING TENTACLES (MEDIUM)

Fleshy tentacles sprout from the walls and the floor. All creatures must succeed on a DC 19 Dexterity saving throw. If they fail, they are restrained and take 10 (3d6) bludgeoning damage. Have them roll initiative. A creature who is restrained may attempt a DC 21 Strength (Athletics) or Dexterity (Acrobatics) check to break free. The creature takes 10 (3d6) bludgeoning damage each time it fails the check. The tentacles have AC 14 and 15 hit points, are immune to psychic damage, and will release the creature if reduced to 0 hit points. Other party members who are not restrained may aid a single creature who is restrained—granting them advantage on their check—or they may make the check themselves to pull another party member out.

Initiative ends once all party members are freed from the tentacles.

POISONOUS SPORES (MEDIUM)

A cloud of spores shoots out of vents in the ceiling. Party members must make a DC 21 Constitution saving throw, taking 14 (4d6) poison damage and becoming poisoned for the next hour on a failed

save, or half as much damage and are not poisoned on a successful one.

FIRE RAY (MEDIUM)

A spurt of fire shoots from the wall. Characters must make a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

MAGIC DRAIN (MEDIUM)

Pulsating colorful lights radiate from the ceiling. Characters must succeed on a DC 19 Intelligence saving throw. If they fail, a random magic item they control that has charges loses 3 (1d6) charges.

DISINTEGRATION RAY (HARD)

A beam of green light shoots from the end of the hall, targeting a random party member. The target must succeed on a DC 20 Dexterity saving throw or take 35 (10d6) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

PETRIFICATION RAY (HARD)

The walls spray a foam-like substance at the feet of the party, which solidifies around their ankles. All creatures touching a surface must succeed on a DC 20 Dexterity saving throw or become restrained. At the end of its next turn, a creature immobilized in this way must then succeed on a DC 20 Constitution saving throw or be petrified until freed by the *greater restoration* spell or other magic.

MAGICAL SUPPRESSION (HARD)

A series of throbbing pulses shoot over the party. Each character must succeed on a DC 20 Intelligence saving throw. On a failure, a random magic item on their person becomes unattended.

THE BRIG

Before you spans a massive rectangular room. The walls and floor appear to be made of the same material as the passages you've been traveling. Every fifteen feet you see an alcove carved into the walls, floors, and ceiling. The alcoves are protected by metal bars. Across the room you see the dried remains of rotting carcasses. Their acrid stench causes your eyes to water.

There are four corpses in total. The bodies clearly belong to beholders, rotted almost beyond recognition. A successful DC 20 Wisdom (Perception) check reveals the remnants of an orange cloth within the rotting piles of flesh. This cloth is a bandana with the image of an eye shrouded in flames sewn into it.

A majority of the cells in the brig have rotted corpses in them and are locked. There are three cells that are unlocked. There are no corpses in

these cells. The only thing the players can find is a large piece of leather and 10 leather sacks in each cell.

Scattered about the room are oddly shaped metal blades that couldn't be wielded by a humanoid. There are numerous scorch marks on the walls and floors. A battle clearly happened here some time ago.

Any creature with a passive Perception of 20 or higher, or who succeeds on a DC 20 Wisdom (Perception) check hears a noise that sounds like metal falling against the floor. The sound emanates from a vent on the other side of the brig.

The vent isn't fully attached and comes off with ease. The characters hear whispering coming from inside the vent shaft. The vent is a tight fit—medium size creatures must squeeze to get in. Creatures larger than Medium can't fit into the shaft (this includes creatures that are treated as Large, such as goliaths and firbolgs).

As the players crawl through the tube, a faint light flickers in the distance and the passage opens up into a 15 ft. by 15 ft. chamber. In the chamber are many blankets and dirty pillows, along with several stuffed animals and wooden toy soldiers.

In the corner of the chamber lies an orb of flesh with two eyestalks on its left side. On its right side where it looks like two other eyestalks once grew are two stubs. The lower eyestalk on its left side dangles limply, dragging on the floor behind it. A large eye opens in the middle and the **spectator** trembles as it looks at the party.

ROLEPLAYING KRYXAZ

Kryxaz is an innocent spectator who was conscripted to the Eyes of Flame against his will. He uses a soft tone and sounds child-like when he speaks. He loves the Beholder Corps and will help anyone who works with them. Kryxaz is scared of the captain and the creatures the dark dwarf made. He used to be a correctional officer in the brig.

Quote: "Please don't tell the captain I'm alive!"

Who are you and why are you here?

- I was an officer on this ship before it crashed.
- Some beholders were imprisoned here and I felt they didn't deserve it. I helped them get out!
- I didn't realize they'd make the ship crash! As it was going down, I tried to save all the gazers on the ship. I got them into the pod and then turned to see if any were left. I turned back around and my brother Nyxax was in the pod and closed the door before I could get in.
- The ship crashed and I was trapped under a boulder. I had to chew off my eyestalks to get free.

What has happened on the ship?

- Somehow the captain survived. He left and came back weeks later with these dark skinned dwarves.
- One of the dwarves brought the first officer, Commander Zavrox, back to life! He then did the same to several other beholder corpses.
- The captain is obsessed with finding the Corps and is trying to get the ship running so he can locate them!

If the characters tell Kryxaz that the Beholder Corps live and are in Mulmaster:

- They live? Can you take me to them?
- They were right to stand up to the Queen of Fire, her hive has been killing innocents across the realm!
- Maybe they can help by killing the captain and his crew?

With a successful DC 20 Wisdom (Perception) or Intelligence (Investigation) check, the characters notice another piece of paper with a star grid and ship on it beneath a stuffed bear. Give them **Player Handout 2**.

At the front of the brig is another door. It opens when someone gets close to it. This opens into what looks like a small closet with bulkheads on the left and right walls. Glass windows are embedded in the bulkheads revealing a giant boulder to the left and a room with many control panels and technologies inside. These are escape pods one of which has been detached while the one on the right is still there. Kryxaz offers to help get the party out with the escape pod once they use the self-destruct.

THE ENGINE ROOM

The pulsing you heard outside starts to get stronger as you walk towards the aft of the ship. It feels like the walls and floor are humming as they vibrate in tune with the pulses. The hall you are in starts to open up and you see a room. You hear someone yelling in Common, "I am doing my best Captain, there just isn't enough power! Their eyes barely even ignite the Orb Drive!"

The room ahead is 60 feet wide, 70 feet long, and 50 feet tall. Inside is a duergar necromancer (use **necromancer** statistics with dwarf features) in dark robes and **6 beholder zombies**. There are also 8 beholder zombies that are strapped into a massive contraption that bisects the room. The contraption seems to disappear into the back wall of the room and proceed into the aft of the ship. A platform on a scaffold is built up to the base of the device. This provides light cover to those who look through it. There is no ladder or staircase, but the scaffold

can be climbed with a successful DC 15 Strength (Athletics) check.

The strapped-in beholder zombies stare into the device. Ten fleshy tubes protrude from the device and encapsulate the eye stocks of the beholder zombies. These zombies are currently powering the engines, which are not powerful enough to make the ship fly. However, they are powerful enough to enhance the beholder zombies in the room. Use the chart below to determine how the beholder zombies are enhanced based on the number of beholder zombies fastened to the device.

The 6 beholder zombies in the room indicate that they are being enhanced by the orange glow from their central eye. If any beholders strapped into the device are killed, the glow coming from the other beholder zombie's eyes becomes weaker. These effects are cumulative:

ZOMBIE POWER EFFECTS

Attached	Effect on Beholder Zombies
2–3	Advantage on turn undead saving throws
4–5	+1 AC
6–7	Automatically succeed on turn undead saving throws
8–9	May use 2 eye rays each turn instead of 1
10+	The DC of eye rays is increased by 1

During combat, beholder zombies in the device will remain in the device and are considered environmental effects. The beholder zombies in the device can be killed if at least 20 damage is dealt to them, powering down the engines. Only the beholder zombies that are not attached to the device grant XP. A DC 21 Intelligence (Arcana) check reveals that this device powers the ship and is also enhancing the beholder zombies. A *detect magic* spell reveals strong abjuration and conjuration magic emanating from the device.

After the party enters the room, the door in the hallway behind them closes and locks, making escape nearly impossible. Only with a DC 25 Intelligence (Arcana) check can the door be opened.

As the number of beholder zombies in the device dwindles, the humming and vibrations that emanate from the engines becomes slower.

TACTICS

The necromancer starts with *mage armor* cast on himself. The first round of combat, the necromancer steps onto the back of a beholder zombie and uses it for transportation to fly up and away from the party. The necromancer will then cast *cloudkill* on the party (and beholder zombies, as they're immune). The beholder zombies will focus their eye rays on whichever target is closest to them.

SETTING UP THE ENCOUNTER:

Very Weak

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (4):** AC 15, 93 hp, Init –1
Only 6 Beholder Zombies start in the device

Weak

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (5):** AC 15, 93 hp, Init –1

Average

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (6):** AC 15, 93 hp, Init –1

Strong

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (7):** AC 15, 93 hp, Init –1

Very Strong

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (6):** AC 15, 93 hp, Init –1
10 Beholder Zombies start in the device

DUERGAR NECROMANCER (NECROMANCER)

- Change **Hit Points** to 78 (12d8 + 24).
- Change WIS saving throws to +6.
- Add Dwarf Features.

DWARF FEATURES

- Change type to *dwarf*, alignment to *lawful evil*.
- Change Speed to 25 ft.
- Increase CON and WIS bonus by +1.
- Add **Damage Resistances** poison
- Increase Perception bonus and passive Perception by 1.
- Add **Senses** darkvision 60 ft.
- Change **Languages** Dwarvish, Undercommon
- Add:
Dwarven Resilience. The dwarf has advantage on saving throws against poison.

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- Change **Languages** Dwarvish, Undercommon
- Add:
Dwarven Resilience. The dwarf has advantage on saving throws against poison.

DEVELOPMENTS

A door opens on the right wall of the room once the necromancer and beholder zombies are defeated. If the necromancer and beholder zombies that aren't in the device are defeated, the beholder zombies that are in the device continue what they are doing and ignore the party. If the party chooses to kill the beholder zombies in the device after combat ends, they may do so. If they wish to look into the device, they see a vast array of mirrors and crystalline structures reflecting and refracting towards the back of the ship.

TREASURE

The necromancer has a bag with a large diamond worth 1,000 gp, a spellbook, and a *scroll of animate dead*.

In addition, if the party bypassed the duergar without combat in part 1, there is also a set of *dwarven plate* in the necromancer's bag. This armor resizes to fit its wearer.



PART 3. TAKE ME TO YOUR LEADER

"We are trapped in Toril's gravity, Captain; our propulsion can't counter it! We're going down!"

—Zavrox, Eyes of Flame Commander

Estimated Duration: 60 minutes

You leave the engine room and move through several passages before getting to the far end of the ship. A towering one hundred and twenty foot shaft rises above you. The walls are smooth and twenty feet in diameter. From the Beholder Corps' description, the shaft should lead directly to the bridge.

Give the party time to plan their way up the shaft. The passage is completely smooth and impossible to climb with an ordinary check. Once they get to the top of the shaft, the hall doubles back toward the front of the ship. Thirty feet away from the shaft is a closed metal door.

Justing out next to the door is a metallic device with an indent twice the size of a human head. Closer inspection reveals a pane of glass within the device. Any character who puts their head in front of the screen notices a flash of green light that turns into a vertical line emanating from the glass. The line moves from left to right across the character's face and then disappears. Once the light is done moving, words written in Deep Speech appear reading "Not Permitted," accompanied by a buzzing sound.

The bridge is warded against conjuration magic that would allow a character to teleport in. If a character attempts to do so, they are teleported to a space in front of the eye scanner.

This should prompt the characters to get a beholder zombie corpse from down the shaft and scan its eye in the device. If they don't figure it out, allow them to make an Intelligence check to realize this will open the door.

THE BRIDGE

TRAPPED HALLWAYS

If anyone failed the Gazer trap or if the flash-bang went off, Captain Vaxonar and Commander Zavrox are hidden beneath the platform, waiting for the characters to arrive and aren't saying a word. When the characters investigate the desk, the beholders attack the party.

Alter the following boxed text accordingly.

The doors open to reveal a massive spherical room. The sphere is made of a translucent material and appears to have veins coursing with blood inside of them. You get the sense that you are inside a giant eyeball. The room is about ninety feet in diameter and a platform extends out to the center of the sphere. Upon the platform rests a bizarre large metal desk. Panes of glass are attached to the desk and multicolored lights blink from various buttons on the desk. Beyond the desk, a beholder shouts at another beholder with cloth wrapped around its massive body. As you step in through the door, it closes shut behind you, locking you inside!

If a character can understand Deep Speech, they hear the beholder that isn't wrapped in cloth shout "I don't care if it isn't working Commander Zavrox! The Beholder Corps are war criminals and must be caught! Get the engines working, even if you have to strap into the device yourself!"

Captain Vaxonar is a **beholder** and Commander Zavrox is a beholder mummy lord (use **mummy lord** statistics with beholder zombie Eye Rays).

If the characters try to parlay with Captain Vaxonar, it will talk to them in Deep Speech and give them the following information while mocking them. If no one understands Deep Speech, it tries again in Undercommon.

- You shouldn't be here; this ship belongs to the fleet of the Eyes of Flame.
- We are close to getting the engines active! Then we will retrieve the Beholder Corps and bring them to the prison colony on Prioxa!

If the party mentions they are here on behalf of the Beholder Corps, Captain Vaxonar gets furious and shouts the following with saliva spraying from his crazed mouth:

- You are fools to follow those war criminals.
- The Corps dared to defy the Mother of Fire and stole her fleet plans!
- I took great pride in capturing those false heroes and was transporting them to their final resting place until the unthinkable happened!
- Somehow those turncoats escaped and caused my ship to crash here!
- Bring them to me and I will let you leave with your lives!

If the party refuses, Captain Vaxonar shouts: "Kill them all, Commander Zavrox. That is an order!"

TRICKS OF THE TRADE

Captain Vaxonar is a beholder that uses some of the variant eye abilities for a beholder from *Volo's Guide to Monsters*. Vaxonar's central eye is pretty brutal. The Power Word Stun ability could effectively remove a character from the battle altogether, making it not very fun. For Weak and Very Weak parties the eye won't be used. For Average parties, you are encouraged to use the ability every other turn, or have Vaxonar turn to face other characters so the same character isn't stunned every time.

SETTING UP THE ENCOUNTER

Very Weak

- **Captain Vaxonar:** AC 180, 180 hp, Init +2
The Captain will not use its power word stun eye.
- **Beholder Zombie:** AC 15, 93 hp, Init -1

Weak

- **Captain Vaxonar:** AC 180, 180 hp, Init +2
The Captain will not use its power word stun eye.
- **Beholder Mummy Lord:** AC 17, 97 hp, Init +0

Average

- **Captain Vaxonar:** AC 180, 180 hp, Init +2
- **Beholder Mummy Lord:** AC 17, 97 hp, Init +0

Strong

- **Captain Vaxonar:** AC 180, 220 hp, Init +2
- **Beholder Mummy Lord:** AC 17, 129 hp, Init +0

Very Strong

- **Captain Vaxonar:** AC 180, 220 hp, Init +2
- **Beholder Mummy Lord:** AC 17, 129 hp, Init +0
The mummy lord may use two eyes rays per turn.

CAPTAIN VAXONAR LEGENDARY RESISTANCE

Legendary Resistance (3/Day). If Captain Vaxonar fails a saving throw, it can choose to succeed instead.

CAPTAIN VAXONAR LAIR ACTIONS

On initiative count 20 (losing ties), Captain Vaxonar takes a lair action to cause one of the following effects; Captain Vaxonar can't use the same effect two rounds in a row:

- The platform becomes coated with a sticky slime, causing the area to be difficult terrain until next turn.
- 4 **gas spores** shoot out of the floor and join the combat.
- Spectral Tentacles erupt out of the walls and the platform. Any creature within 10 feet of the platform or the walls must succeed on a DC 17 Dexterity saving throw or be grappled until the end of their next turn.

CAPTAIN VAXONAR (BEHOLDER)

Captain Vaxonar uses some of the variant eye abilities from *Volo's Guide to Monsters*, detailed below:

- Replace the Antimagic Cone with the following:
Power Word Stun Cone. The beholder's central eye creates an area of magic that can stun its opponents. The creature with the lowest hit points is stunned (as long as they have fewer than 150 hit points). A creature stunned in this way may attempt a DC 16 Wisdom saving throw at the end of their turn, ending the effect on a success.
- Replace the *charm ray* with the following:
Confusion Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be confused per the spell *confusion* for 1 minute. The character can make attempt the save again at the end of its turn, ending the effect on itself on a success.
- Replace the *slowing ray* with the following:
Curse Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw. On a failed save, the target is cursed per the spell *bestow curse*.
- Replace the *telekinetic ray* with the following:
Force Ray. Create one 10-foot-square wall of force panel per the spell *wall of force*.
- Replace the *petrification ray* with the following:
Dance Ray. The targeted starts dancing per the spell *Otto's irresistible dance*. The target can attempt a DC 16 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.
- Add the following Legendary Action:
Detonate. Captain Vaxonar causes a gas spore within 30 feet to explode, killing it.

COMMANDER ZAVROX (MUMMY LORD)

- Change size to *Large*.
- Remove the **Rejuvenation** feature.
- Replace Multiattack with the following:
Multiattack. Commander Zavrox can use its Dreadful Glare and make one attack with its rotting bite. Or it can use its Eye Ray and make one attack with its rotting bite.
- Replace Rotting Fist attack with the following attack:
Rotting Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.
- Add **Eye Ray** attack from beholder zombie.
- Remove Legendary Actions.

TACTICS

On initiative count 20, the Gas Spore lair action will go off first. Captain Vaxonar will use its legendary

actions to get a gas spore to erupt if it can affect more than one character. It will then hover around the control desk, focusing its eye on the platform. Commander Zavrox will use its glare attack and try to inflict mummy rot on as many enemies as possible, using spells only if necessary. Both beholders will fly away from the platform if they are injured by a sneak attack or a smite attack. When Vaxonar has 40 hit points left, it will move to the control desk and use its action to send a message to the fleet.

DEVELOPMENTS

Once the characters defeat Captain Vaxonar, he flails around the desk smashing the buttons and causing sparks to fly. "The Beholder Corps will pay for this, and so will you! Arrrgghhhhh!" The walls begin to glow and red words flash within one of the pieces of glass embedded in the desk. Characters that can read Deep Speech notice that one of the screens says "Message Sent". If a character wishes, they can attempt a DC 24 Intelligence (Arcana) check to find out what message was sent. If they succeed, they find the following message:

"The Beholder Corps lives! They are on Toril!"

The message was sent to someone named Admiral Xamaryx

On Commander Zavrox's body, the characters find another star map drawn under some of its wrappings. Give the characters **Player Handout 3**.

Next to the other screen is the 3 buttons and lever for the self-destruct. A character must keep all 3 buttons down at once (requiring both hands) and another character must pull the lever. The lever cannot be pulled by a *mage hand*.

TREASURE.

Also embedded in the console desk is a large piece of purple onyx worth 500 gp and a large black pearl worth 1,000 gp. Once the self-destruct has been set, proceed to part 4, "Countdown."



PART 4. COUNTDOWN

Estimated Duration: 20 minutes

The door leading out is locked and a small glass panel beside it flashes bizarre Deep Speech letters. Glowing on the door is a grid of stars. There are also individual ship drawings that can be moved across the star map's surface when touched. On the control desk, another screen shows five statements with numerical buttons below them. The screen flashes a message in Deep Speech. It reads "input codes".

Set a timer for 20 minutes and let the characters try to solve the puzzles to get out of the Bridge and then move through the ship to get out. If the timer reaches 0 before the players get out, everyone in the ship takes 35 (10d6) fire damage and 35 (10d6) bludgeoning damage.

The walls and door of the room are immune to damage, and the same teleportation ward exists, causing players to instead be teleported to the door of the bridge if the party tries to teleport out.

The only way out is to solve the puzzles and run back to the escape pod.

Because the desk is fifty feet away from the door, it may be a good idea to sit the players at separate tables if space allows. This way, they can focus on their own puzzle and will allow for module replayability.

THE DOOR PUZZLE

Cut out the shapes in **Player Handout 4**, then give the handout to the players. The numbers show how many ships are located in each column and row. Ships may not touch, even diagonally. Characters may recognize that the paper the Beholder Corps gave them has a matching grid to this one. Another piece of paper shows the same grid and the position of another ship. Even when they get all the ships placed, nothing happens until the console puzzles are solved.

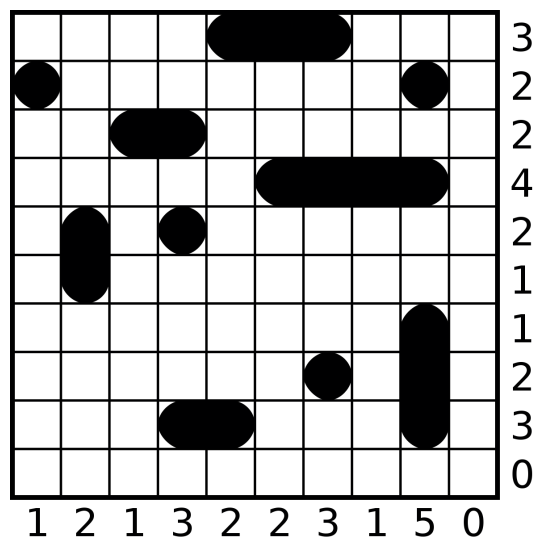
If there is no progress in 10 minutes, give the party members at the door one of the following chances to figure out where a missing ship belongs. If they succeed, they may choose what ship they want you to place.

Luck. A character with the Lucky feat may expend one use of their luck ability and you can show them where a ship belongs. This option may only be used one time regardless of how many characters have the lucky feat or how many uses a character may have left.

Insight. A character may attempt a DC 20 Wisdom (Insight) check. If they succeed, you can

show them where a ship belongs. This option may only be used one time.

THE DOOR SOLUTION



THE CONSOLE PUZZLE

On the desk, there is another puzzle. Beside a screen are ten buttons, each with a number written on it. The screen has instructions to find a code the players need to enter.

This puzzle requires a bit of math skill. Because of this, if there are many kids playing at the table, you may choose to remove the 5th piece of this puzzle. It is designed to take close to 20 minutes to figure out as it is written. If there are only three players at the table, you may want to skip the 5th piece of the puzzle as well.

Cut out the 5 puzzles on **Player Handout 5**. Hand them puzzle number one. When they complete it, then punch the code into the screen, the screen says "Affirmative" and then puzzle number 2 pops up. Proceed in this manner until all the puzzles have been answered.

If there is no progress in 10 minutes, give the party members at the console one of these chances to figure out where a missing or incorrect digit belongs. If they succeed, they may choose what digit they want you to give them.

Luck. A character with the Lucky feat may expend one use of their luck ability and you can reveal one missing or incorrect digit. This option may only be used one time regardless of how many characters have the lucky feat or how many uses a character may have left.

Insight. A character may attempt a DC 20 Wisdom (Insight) check. If they succeed, you can reveal one missing or incorrect digit. This option may only be used one time.

THE CONSOLE SOLUTION

Code #1 — 444
Code #2 — 753
Code #3 — 612
Code #4 — 264
Code #5 — 3247

When the characters solve all the puzzles and have entered the codes, give them **Player Handout 6**.

The letters from that handout can be used to find the passphrase by simply checking which letters fall beneath ships from the door puzzle in left to right, top to bottom order.

THE PASSPHRASE IS

Eyes of Flame Will Reign

All the characters need to do is enter the passphrase on the glass panel next to the door. Once the door is opened, stop the timer and allow the characters to make their way toward the front of the ship. The hatch where they came in is closed and won't open. When they realize this, Kryxaz the spectator meets up with them. "What did you do? The only way out is the last escape pod!" The characters rush to the bow of the ship and squeeze in with Kryxaz.

XP REWARD

If the characters solve all the puzzles without help, reward each player 1,500 XP.

JOIN THE CORPS!

The pressure against your bodies almost makes you pass out as the pod shoots through the sky. Smoke and flames envelop the pod as you shoot clear. The pod descends sharply and splashes down into the Moonsea. The door opens and the welcome scent of fresh air embraces you. The airship comes to pick you up and take you home. As you travel across the Moonsea, you see two Thayan ships sailing toward the crash site.

When the players arrive in Mulmaster, Xorack is awaiting their arrival. When the characters tell it about the "message sent" screen, its gaze drops to the ground. "Well then, we must prepare ourselves. It would appear that the war is coming to us!" Xorack then offers the players membership in the Beholder Corps if they want it!

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Duergar Despot	8,400
Champion	5,000
Conjurer	2,300
Duergar Warlord	2,300
Necromancer	5,000
Beholder Zombie	1,800
Beholder	10,000
Beholder Mummy Lord	10,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Bridge Puzzles	1,500

The **minimum** total award for each character participating in this adventure is **10,500 experience points**.

The **maximum** total award for each character participating in this adventure is **12,500 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Gold Bars (15)	3000
Beholder Corps Payment	2000
Black Pearl	1000
Large Diamond	1000
Purple Onyx	500
Destroying the Ship	1000
Investigating the Dig Site	1000

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

DWARVEN PLATE

Armor (plate), very rare

This item can be found in **Player Handout 8**.

SPELL SCROLL OF COMPREHEND LANGUAGES

Scroll, common

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF ANIMATE DEAD

Scroll, uncommon

This item can be found in the *Dungeon Master's Guide*.

NECROMANCER'S SPELLBOOK

The spellbook contains the following spells:

1st level: *false life, mage armor, ray of sickness*

2nd level: *blindness/deafness, ray of enfeeblement, web*

3rd level: *animate dead, counterspell, vampiric touch*

4th level: *blight, dimension door, stoneskin*

5th level: *bigby's hand, cloudkill*

6th level: *circle of death*

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

Honorary Corps Member. The Beholder Corps is in your debt and offer you a permanent (secondary) position in the Mulmaster Beholder Corps. You will aid the Corps in battle, help them earn respect, and many other things a low-ranking officer might do. In turn, the Beholder Corps will come to your aid when it is most convenient, and allow you to pick a slightly less pompous title than their own. This may come into use in the future...

More information can be found in **Player Handout 7**.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Xorack (ZOR-ack). Primary speaker for the Mulmaster Beholder Corps. Xorack fancies itself the leader of the group. It always seems to have a big plan dreamed up.

Xamott (ZA-mott). Xamott claims to be a military tactician. It knows all about troop formations and fleet maneuvers. Just ask, and it will make up a story about these things.

Xanshin (ZAN-shin). Xanshin is a bit of a practical joker. It rarely takes things seriously and will be the first to say it hates being part of the military. Where it does shine however, is its wit and cleverness.

Captain Vaxonar (VACKS-o-nar). When the Beholder Corps were first captured by the Eyes of Flame, Captain Vaxonar was ordered to transport them to the prison world of Prioxa. The Beholder Corps members escaped their cells, sabotaged its ship, and crashed it into a mountain. Needless to say, Vaxonar despises the Beholder Corps and wants them destroyed.

Commander Zavrox (ZAV-rocks). When Captain Vaxonar believed it was the only survivor of the crash, he recruited an army of duergar to help it. Among the duergar was a powerful necromancer. Vaxonar commanded the necromancer to bring Commander Zavrox back to life any way possible. Using ancient magic the necromancer brought Zavrox back as a mummy. This process severely weakened the necromancer who later began turning all the other dead beholders into zombies.

Kryxaz (KRICKS-az). Former jailor for the Eyes of Flame. Kryxaz believes the Corps were in the right to defy the Queen of Fire. As such, it freed the Corps from their cells. As the ship fell, Kryxaz tried to save all the gazers on board by getting them to an escape pod. When it turned to see if it got them all, its twin brother, Nyrax snuck into the escape pod and closed the door. With no chance of escape, Kryxaz was pinned beneath a giant boulder. It was able to chew off two of its eye stalks to get free. It has been living in the ventilation system of the ship since the crash.

APPENDIX. MONSTER/NPC STATISTICS

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee weapon attack:* +9 to hit, reach 5 ft. one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged weapon attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Source: *Volo's Guide to Monsters*

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 XP

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

CONJURER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6 Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash*,* *mage hand*,* *poison spray*,* *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *unseen servant**

2nd level (3 slots): *cloud of daggers*,* *misty step*,* *web**

3rd level (3 slots): *fireball*, *stinking cloud**

4th level (3 slots): *Evard's black tentacles*,* *stoneskin*

5th level (2 slots): *cloudkill*,* *conjure elemental**

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping spaces.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Source: *Volo's Guide to Monsters*

DUERGAR DESPOT

Medium humanoid (dwarf), lawful evil

Armor Class 21 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (–3)	19 (+4)	15 (+2)	14 (+2)	13 (+1)

Saving Throws Con +8, Wis +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Dwarvish, Undercommon

Challenge 12 (8,400 XP)

Innate Spellcasting (Psionics). The duergar despot's innate spellcasting ability is Intelligence (spell save DC 12). It can cast the following spells, requiring no components:

At will: *mage hand*, *minor illusion*

1/day each: *counterspell*, *misty step*, *stinking cloud*

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

Psychic Engine. When the duergar despot suffers a critical hit or is reduced to 0 hit points, psychic energy erupts from its frame to deal 14 (4d6) psychic damage to each creature within 5 feet of it.

Sunlight Sensitivity. While in sunlight, the duergar despot has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The despot makes two iron fist attacks and two stomping foot attacks. It can replace up to four of these attacks with uses of its Flame Jet.

Iron Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must make a successful DC 17 Strength saving throw or be thrown up to 30 feet away in a straight line. The target lands prone and then takes 10 (3d6) bludgeoning damage.

Stomping Foot. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 18 (3d8 + 5) to a prone target

Flame Jet. The duergar spews flames in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much on a successful one.

Source: *Mordenkainen's Tome of Foes*

DUERGAR WARLORD

Medium humanoid (dwarf), lawful evil

Armor Class 20 (plate mail, shield)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	12 (+1)	12 (+1)	14 (+2)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 11

Languages Dwarvish, Undercommon

Challenge 6 (2,300 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The duergar makes three hammer or javelin attacks and uses Call to Attack, or Enlarge if it is available.

Psychic-Attuned Hammer. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage while enlarged, plus 5 (1d10) psychic damage.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Call to Attack. Up to three allied duergar within 120 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharge 4–6). The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

REACTIONS

Scouring Instruction. When an ally that the duergar can see makes a d20 roll, the duergar can roll a d6 and the ally can add the number rolled to the d20 roll by taking

3 (1d6) psychic damage. A creature immune to psychic damage can't be affected by Scouring Instruction.

Source: *Mordenkainen's Tome of Foes*

NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7 Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (2 slots): *false life*,* *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness*,* *ray of enfeeblement*,* *web*

3rd level (3 slots): *animate dead*,* *counterspell*, *vampiric touch**

4th level (3 slots): *blight*,* *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

Source: *Volo's Guide to Monsters*

BEHOLDER ZOMBIE

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (–1)	16 (+3)	3 (–4)	8 (–1)	5 (–3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech and Undercommon but can't speak

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 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.

2. **Fear Ray.** The targeted creature must succeed on a DC 14 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.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 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 nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

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 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 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 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. The target 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 a container.

7. *Sleep Ray.* The targeted creature must succeed on 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 and 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.

MUMMY LORD

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Con +8, Int +5, Wis +9, Cha +8

Skills History +5, Religion +5

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 15 (13,000 XP)

Magic Resistance. The mummy lord has advantage on saving throws against spells and other magical effects.

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*
1st level (4 slots): *command*, *guiding bolt*, *shield of faith*
2nd level (3 slots): *hold person*, *silence*, *spiritual weapon*
3rd level (3 slots): *animate dead*, *dispel magic*
4th level (3 slots): *divination*, *guardian of faith*
5th level (2 slots): *contagion*, *insect plague*
6th level (1 slot): *harm*

ACTIONS

Multiattack. The mummy can use its Dreadful Glare and make one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom save against magic or become frightened until the end of the mummy's next turn. If the target fails by 5 or more,

it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

LEGENDARY ACTIONS

The mummy lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mummy lord regains spent legendary actions at the start of its turn.

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

GAS SPORE

Large plant, unaligned

Armor Class 5

Hit Points 1 (1d10 – 4)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	1 (–5)	3 (–4)	1 (–5)	1 (–5)	1 (–5)

Damage Immunities poison

Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius) , passive Perception 5

Languages —

Challenge 1/2 (100 XP)

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After that creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. The gas spore resembles a beholder. A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence (Nature) check.

ACTIONS

Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

APPENDIX. ENCOUNTER SETUP

THE ENTRANCE

VERY WEAK PARTY STRENGTH (18,400 XP)

- **Duergar Despot:** AC 21, 119 hp, Init -3
- **Duergar Champion (2):** AC 18, 165 hp, Init +2

WEAK PARTY STRENGTH (20,700 XP)

- **Duergar Despot:** AC 21, 127 hp, Init -3
- **Duergar Champion (2):** AC 18, 165 hp, Init +2
- **Duergar Conjurer:** AC 12 (15 with *mage armor*), 49 hp, Init +2

AVERAGE PARTY STRENGTH (23,000 XP)

- **Duergar Despot:** AC 21, 135 hp, Init -3
- **Duergar Champion (2):** AC 18, 165 hp, Init +2
- **Duergar Conjurer (2):** AC 12 (15 with *mage armor*), 49 hp, Init +2

STRONG PARTY STRENGTH (25,300 XP)

- **Duergar Despot:** AC 21, 143 hp, Init -3
- **Duergar Champion (2):** AC 18, 165 hp, Init +2
- **Duergar Conjurer (2):** AC 12 (15 with *mage armor*), 49 hp, Init +2
- **Duergar Warlord:** AC 20, 75 hp, Init +0

VERY STRONG PARTY STRENGTH (27,600 XP)

- **Duergar Despot:** AC 21, 168 hp, Init -3
- **Duergar Champion (2):** AC 18, 165 hp, Init +2
- **Duergar Conjurer (2):** AC 12 (15 with *mage armor*), 49 hp, Init +2
- **Duergar Warlord (2):** AC 20, 83 hp, Init +0

DUERGAR CHAMPION (CHAMPION)

- Change **Hit Points** to 165 (22d8 + 66).
- Change CON saving throw to +7.
- Add Dwarf Features.
- One of the Champions is wearing *dwarven plate*, which adds +2 to AC and has the following reaction:
Dwarven Plate. If the champion would be moved across the ground against its will, it is moved 10 feet less.

DUERGAR CONJURER (CONJURER)

- Change **Hit Points** to 49 (9d8 + 9).
- Change WIS saving throw to +6.
- Add Dwarf Features.

DWARF FEATURES

- Change type to *dwarf*, alignment to *lawful evil*.
- Change Speed to 25 ft.
- Increase CON and WIS bonus by +1.
- Add **Damage Resistances** poison
- Increase Perception bonus and passive Perception by 1.
- Add **Senses** darkvision 60 ft.
- Change **Languages** Dwarvish, Undercommon
- Add:
Dwarven Resilience. The dwarf has advantage on saving throws against poison.

THE ENGINE ROOM

VERY WEAK PARTY STRENGTH (12,200 XP)

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (4):** AC 15, 93 hp, Init –1
Only 6 Beholder Zombies start in the device

WEAK PARTY STRENGTH (14,000 XP)

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (5):** AC 15, 93 hp, Init –1

AVERAGE PARTY STRENGTH (15,800 XP)

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (6):** AC 15, 93 hp, Init –1

STRONG PARTY STRENGTH (17,600 XP)

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (7):** AC 15, 93 hp, Init –1

VERY STRONG PARTY STRENGTH (19,400 XP)

- **Duergar Necromancer:** AC 15, 78 hp, Init +2
- **Beholder Zombie (6):** AC 15, 93 hp, Init –1
10 Beholder Zombies start in the device

DUERGAR NECROMANCER (NECROMANCER)

- Change **Hit Points** to 78 (12d8 + 24).
- Change WIS saving throws to +6.
- Add Dwarf Features.

DWARF FEATURES

- Change type to *dwarf*, alignment to *lawful evil*.
- Change Speed to 25 ft.
- Increase CON and WIS bonus by +1.
- Add **Damage Resistances** poison
- Increase Perception bonus and passive Perception by 1.
- Add **Senses** darkvision 60 ft.
- Change **Languages** Dwarvish, Undercommon
- Add:
Dwarven Resilience. The dwarf has advantage on saving throws against poison.

THE BRIDGE

VERY WEAK PARTY STRENGTH (11,800 XP)

- **Captain Vaxonar:** AC 18, 180 hp, Init +2
The Captain will not use its power word stun eye.
- **Beholder Zombie:** AC 15, 93 hp, Init -1

WEAK PARTY STRENGTH (23,000 XP)

- **Captain Vaxonar:** AC 18, 180 hp, Init +2
The Captain will not use its power word stun eye.
- **Commander Zavrox:** AC 17, 97 hp, Init +0

AVERAGE PARTY STRENGTH (23,000 XP)

- **Captain Vaxonar:** AC 18, 180 hp, Init +2
- **Commander Zavrox:** AC 17, 97 hp, Init +0

STRONG PARTY STRENGTH (23,000 XP)

- **Captain Vaxonar:** AC 18, 220 hp, Init +2
- **Commander Zavrox:** AC 17, 129 hp, Init +0

VERY STRONG PARTY STRENGTH (23,000 XP)

- **Captain Vaxonar:** AC 18, 220 hp, Init +2
- **Commander Zavrox:** AC 17, 129 hp, Init +0
Commander Zavrox may use two eyes rays per turn.

CAPTAIN VAXONAR (BEHOLDER)

Captain Vaxonar uses some of the variant eye abilities from *Volo's Guide to Monsters*, detailed below:

- Replace the Antimagic Cone with the following:
Power Word Stun Cone. The beholder's central eye creates an area of magic that can stun its opponents. The creature with the lowest hit points is stunned (as long as they have fewer than 150 hit points). A creature stunned in this way may attempt a DC 16 Wisdom saving throw at the end of their turn, ending the effect on a success.
- Replace the *charm ray* with the following:
Confusion Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be confused per the spell *confusion* for 1 minute. The character can make attempt the save again at the end of its turn, ending the effect on itself on a success.
- Replace the *slowing ray* with the following:
Curse Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw. On a failed save, the target is cursed per the spell *bestow curse*.
- Replace the *telekinetic ray* with the following:
Force Ray. Create one 10-foot-square wall of force panel per the spell *wall of force*.
- Replace the *petrification ray* with the following:
Dance Ray. The targeted starts dancing per the spell *Otto's irresistible dance*. The target can attempt a DC 16 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.
- Add the following Legendary Action:
Detonate. Captain Vaxonar causes a gas spore within 30 feet to explode, killing it.

CAPTAIN VAXONAR LEGENDARY RESISTANCE

Legendary Resistance (3/Day). If Captain Vaxonar fails a saving throw, it can choose to succeed instead.

CAPTAIN VAXONAR LAIR ACTIONS

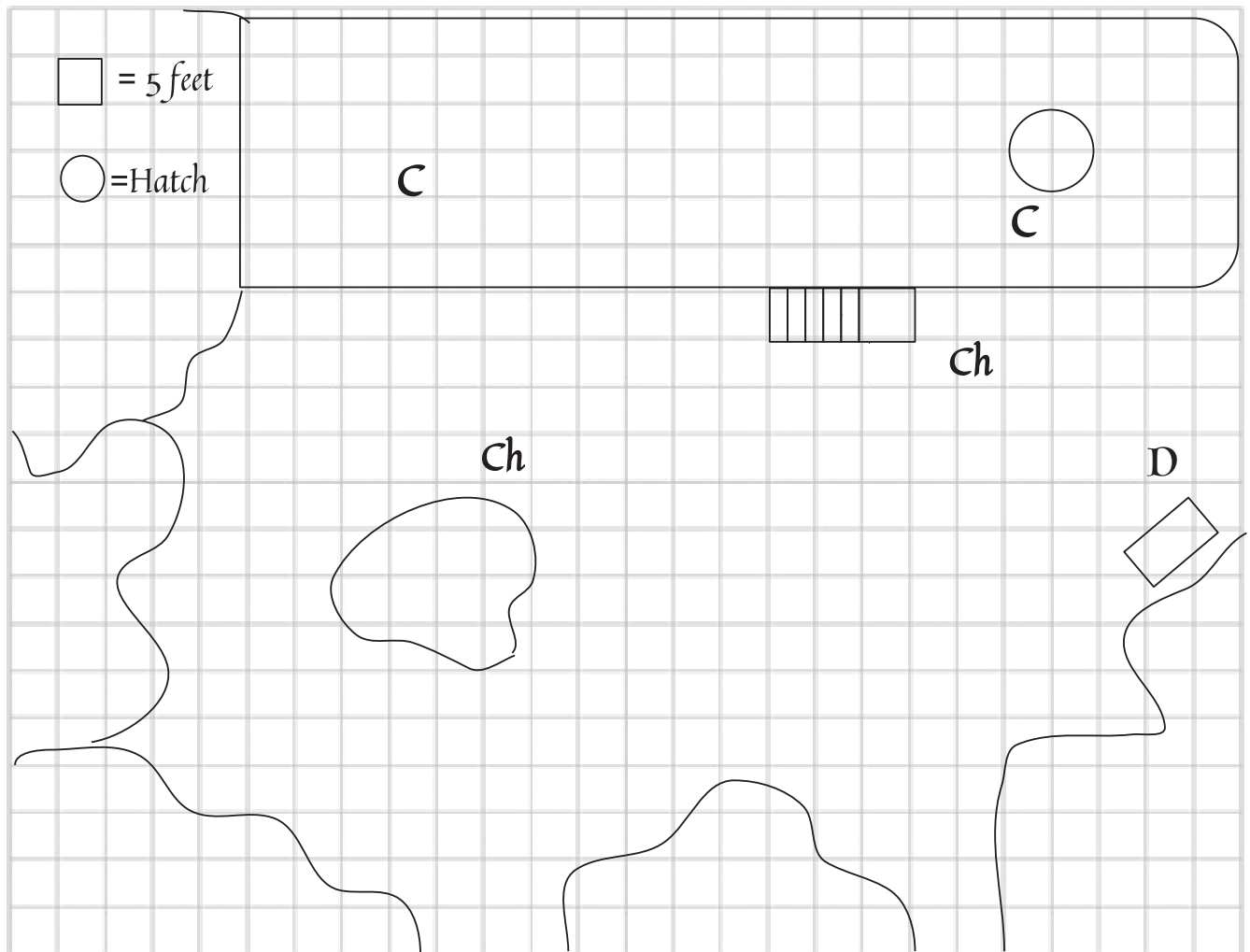
On initiative count 20 (losing ties), Captain Vaxonar takes a lair action to cause one of the following effects; Captain Vaxonar can't use the same effect two rounds in a row:

- The platform becomes coated with a sticky slime, causing the area to be difficult terrain until next turn.
- 4 **gas spores** shoot out of the floor and join the combat.
- Spectral Tentacles erupt out of the walls and the platform. Any creature within 10 feet of the platform or the walls must succeed on a DC 17 Dexterity saving throw or be grappled until the end of their next turn.

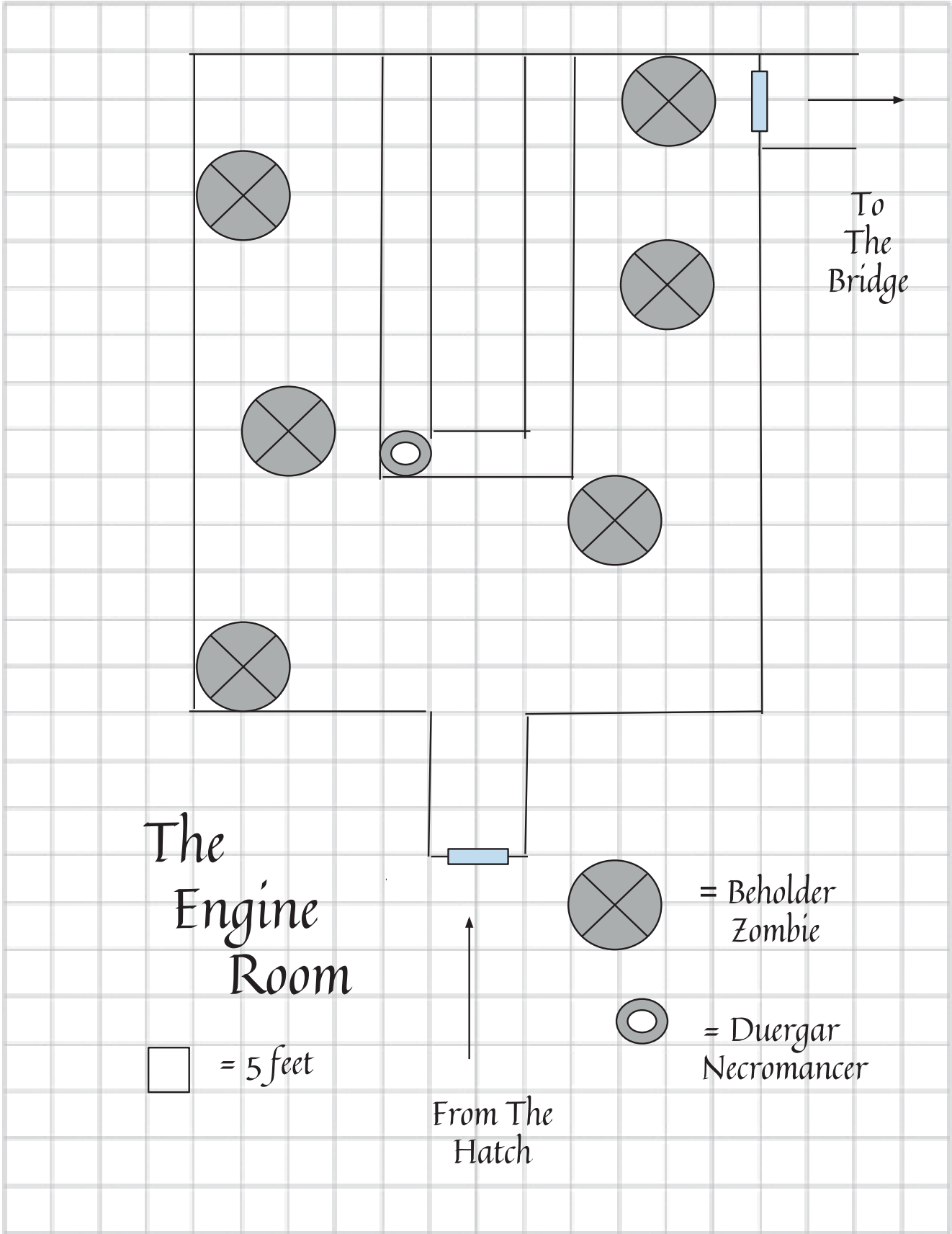
COMMANDER ZAVROX (MUMMY LORD)

- Change size to *Large*.
- Remove the **Rejuvenation** feature.
- Replace Multiattack with the following:
Multiattack. Commander Zavrox can use its Dreadful Glare and make one attack with its rotting bite. Or it can use its Eye Ray and make one attack with its rotting bite.
- Replace Rotting Fist attack with the following attack:
Rotting Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.
- Add **Eye Ray** attack from beholder zombie.
- Remove Legendary Actions.

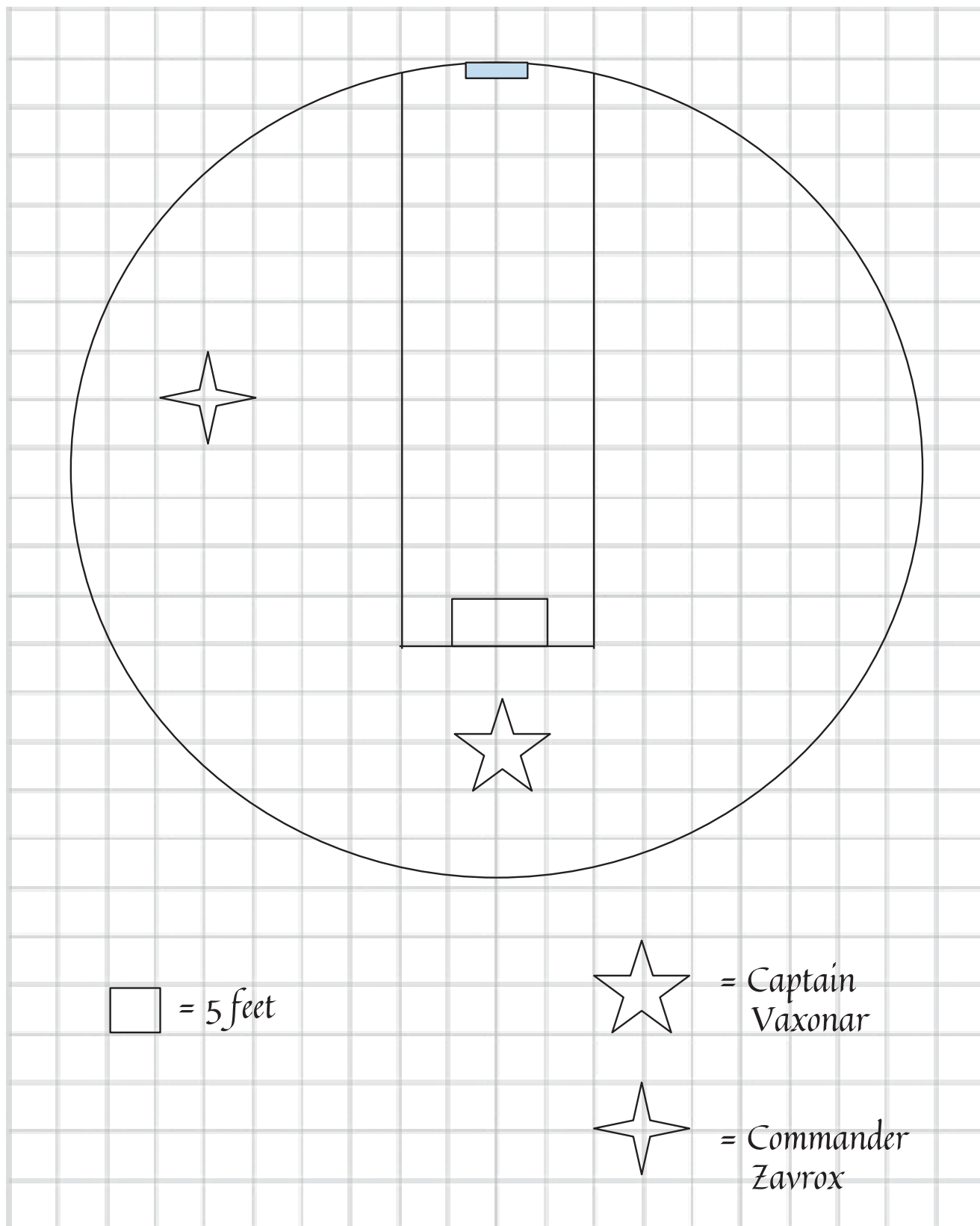
DM APPENDIX. THE DIG SITE MAP



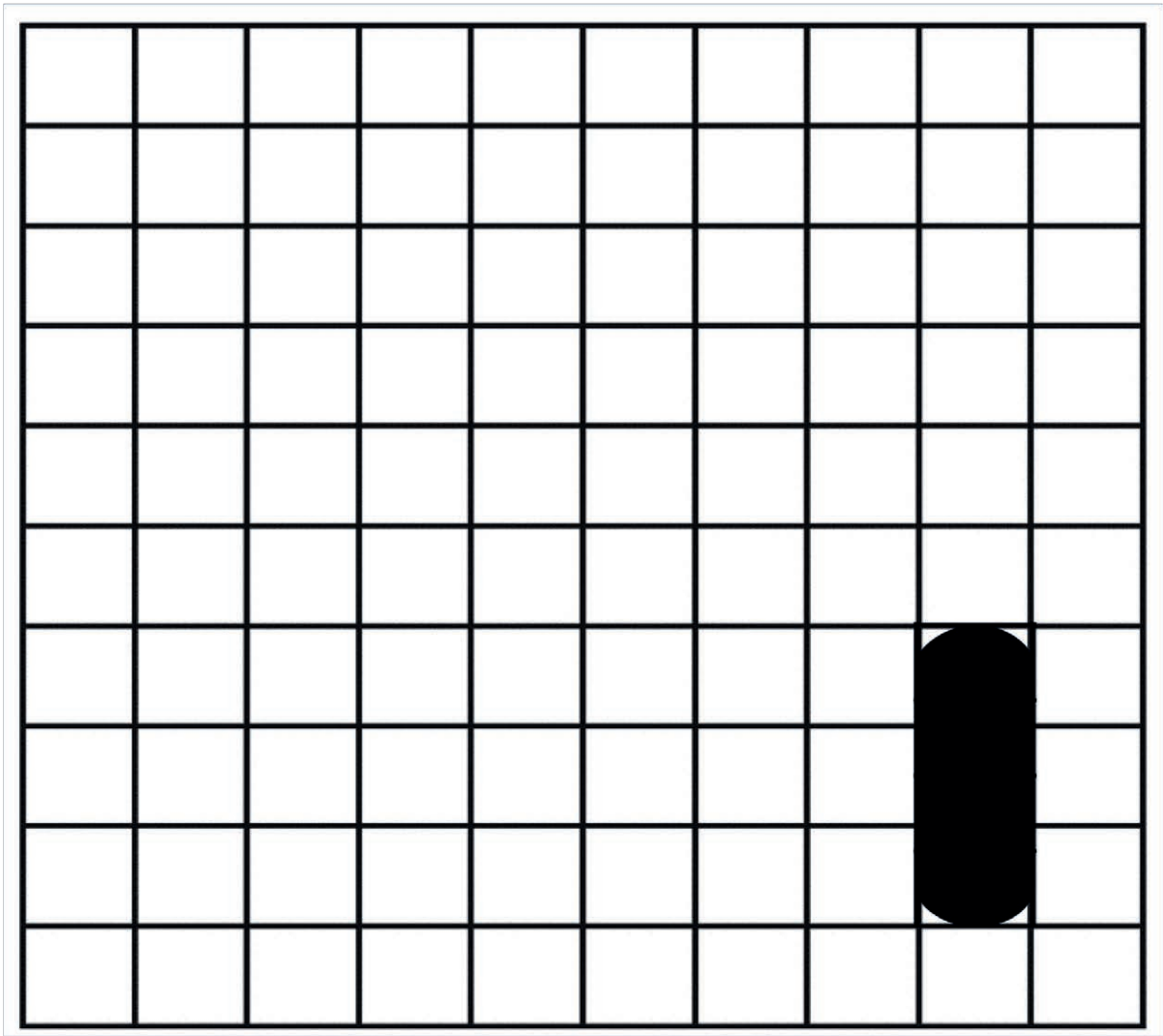
DM APPENDIX. THE ENGINE ROOM MAP



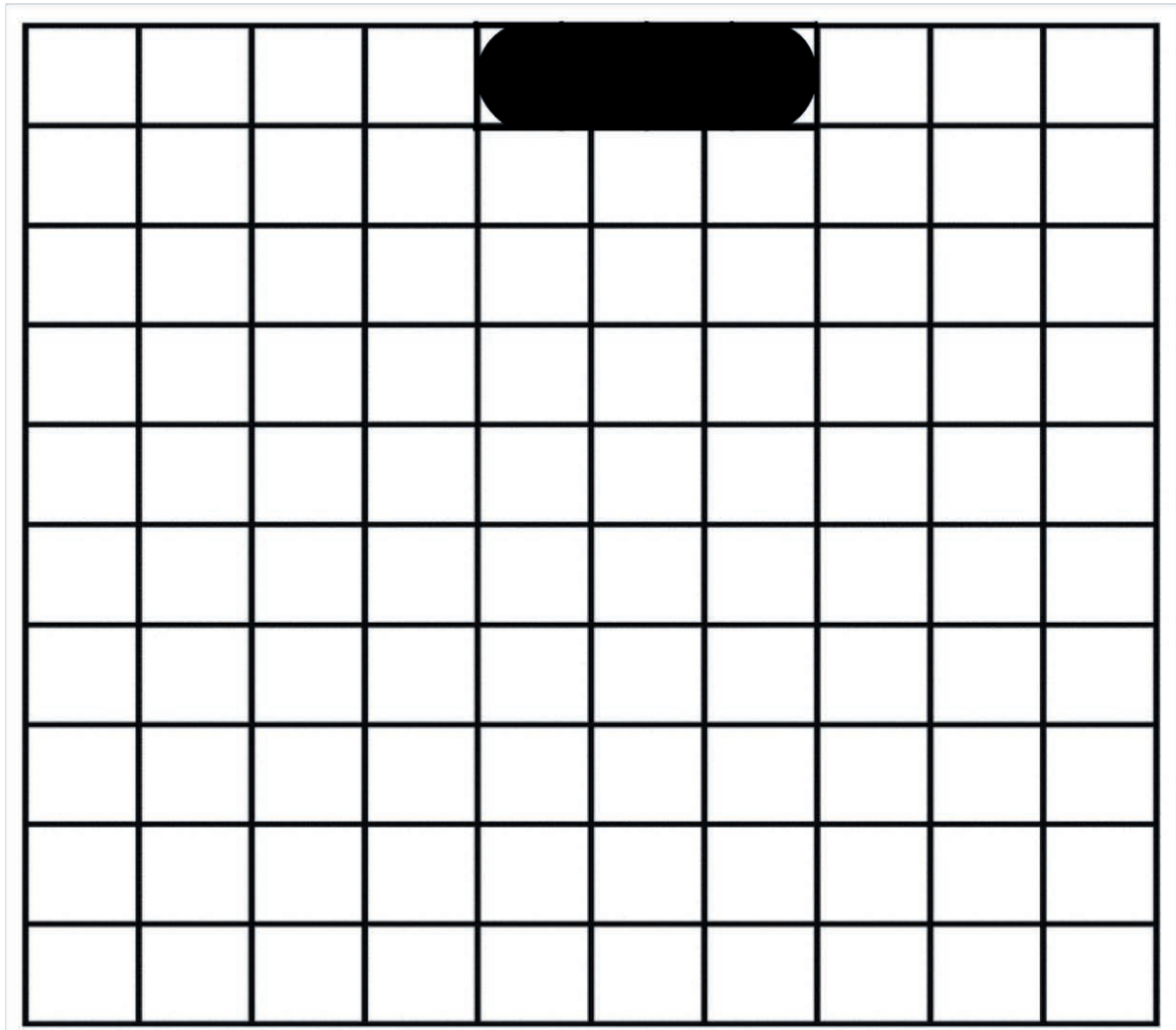
DM APPENDIX. THE BRIDGE MAP



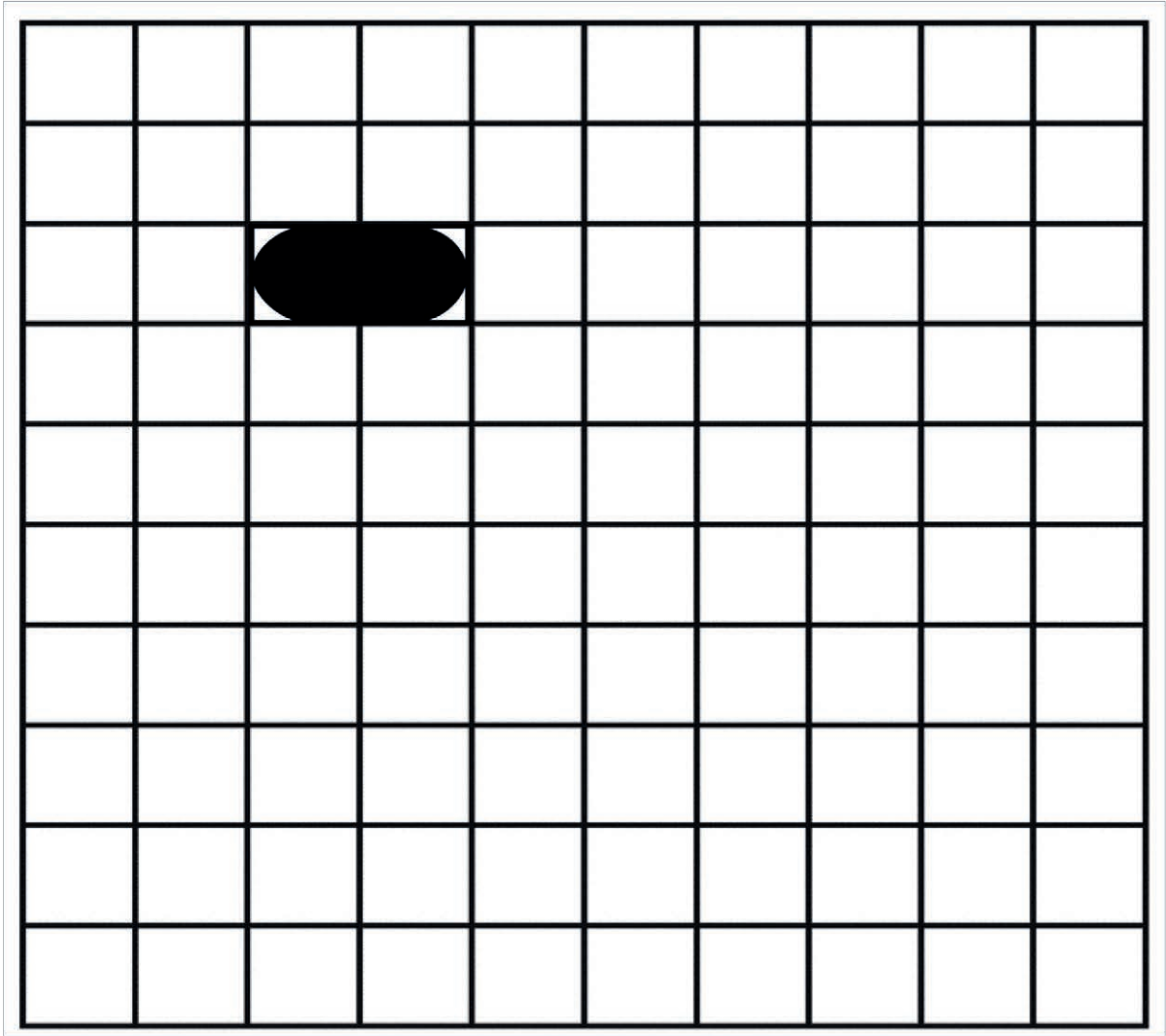
PLAYER HANDOUT 1: A 10X10 GRID WITH A BATTLESHIP ON IT.



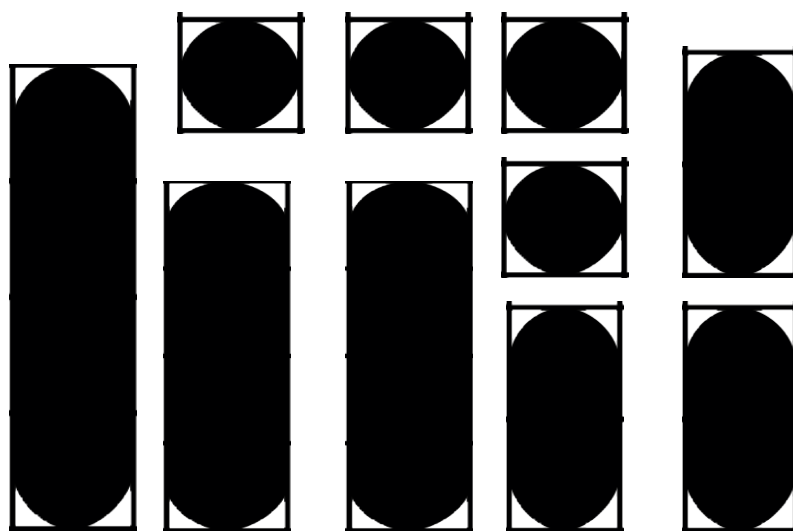
PLAYER HANDOUT 2: A 10X10 GRID WITH A BATTLESHIP ON IT.



PLAYER HANDOUT 3: A 10x10 GRID WITH A CRUISER ON IT.



PLAYER HANDOUT 4: A 10x10 STAR MAP



										3
										2
										2
										4
										2
										1
										1
										2
										3
										0
1	2	1	3	2	2	3	1	5	0	

PLAYER HANDOUT 5: FIVE NUMBER PUZZLES

CODE #1—THREE DIGITS

- Subtracting the third digit from the first digit gives you 0.
- The middle digit is half the sum of the first and third number.
- Multiplying the first and third digit gives you 16.

CODE #2—THREE DIGITS

- All three digits are consecutive odd numbers.
- When all three digits are multiplied together you get 105.
- The lowest digit goes on the right and the highest digit on the left.

CODE #3—THREE DIGITS

- First digit is two times the sum of the second and third digit.
- Middle digit is one less than the third digit.
- The sum of all three digits is 9.

CODE #4—THREE DIGITS

- First digit from the left is half of the third digit.
- Digit in the middle is three times the first digit.
- Multiply all three digits to get 48.

CODE #5—FOUR DIGITS

- The first and last digits are prime.
- The second digit is half the third digit.
- The product of the second and fourth digit is two more than the product of the first and third digit.
- The sum of all four digits is equal to the third digits squared.
Each digit is a different number.

PLAYER HANDOUT 6: A 10x10 GRID WITH LETTERS ON IT

T	A	R	D	E	Y	E	Z	P	I
S	N	S	I	O	Z	K	J	O	N
D	G	F	F	R	B	C	M	U	E
Y	D	Q	Y	Z	L	A	M	E	F
U	W	V	I	M	N	B	A	J	P
F	L	Q	R	O	U	C	E	V	D
I	R	M	C	B	O	A	D	L	T
S	Y	V	N	U	A	R	C	E	W
P	A	D	I	G	H	S	R	N	L
J	D	F	E	M	V	Z	A	F	N

PLAYER HANDOUT 7. STORY AWARDS

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STORY AWARD

Honorary Corps Member. The Beholder Corps is in your debt and offer you a permanent (secondary) position in the Mulmaster Beholder Corps. You will aid the Corps in battle, help them earn respect, and many other things a low-ranking officer might do. In turn, the Beholder Corps will come to your aid when it is most convenient, and allow you to pick a slightly less pompous title than their own. This may come into use in the future ...

STORY AWARD

Beholder Corps Cadet. If you are already an honorary Corps member, the Beholder Corps promote you to Cadet status. You are allowed to attend formal meetings as guard and protector of the Beholder Corps. The Beholder Corps will treat you as a sworn brother and will fight with you until the bitter end.

STORY AWARD

Beholder Corps Ensign. If you are already a Beholder Corps Cadet, you are promoted to the rank of ensign within the Mulmaster Beholder Corps. In addition to your Cadet bonus, you swear to follow the commands of Xorack, Xamott, and Xanshin when battle breaks out. The Beholder Corps will grant you inspiration whenever you do a mission for them.

STORY AWARD

Beholder Corps Lieutenant. If you are already a Beholder Corps Ensign, you are promoted to the rank of Lieutenant within the Mulmaster Beholder Corps. In addition to your Ensign bonus, if you are the highest-ranking Beholder Corps member in the party, all other Beholder Corps members will follow your reasonable commands when on a mission for The Beholder Corps.

PLAYER HANDOUT 8. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

DWARVEN PLATE

Armor (plate), very rare

While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

This item can be found in the *Dungeon Master's Guide*.