

Hunt for the Deathsider

By [u/Spelljammer Geek](#)

Preface

This is a modernization of an adventure I created well over a month ago at the time of me writing this. Note, much will remain the same but there will be tweaks where the original failed to uphold some standards. In any case, this is dumb and DMs just want to torture their players (I should verily hope not you scoundrels).

This adventure is made for dumb-dumbs between levels 7-9 with a number of imbeciles numbering around 4 but it could be higher for other reasons. This adventure is suggested to be used with [u/SurrealSage](#)'s supplement called "More Adventures in Space" or use [u/TrickishWheat8](#)'s supplement.

Key

Bolded Names = Refer to statblock or adventure

***Italics* = Spells**

*** = featured at the end of the adventure**

**** = Featured in [u/SurrealSage's](#) Supplement**

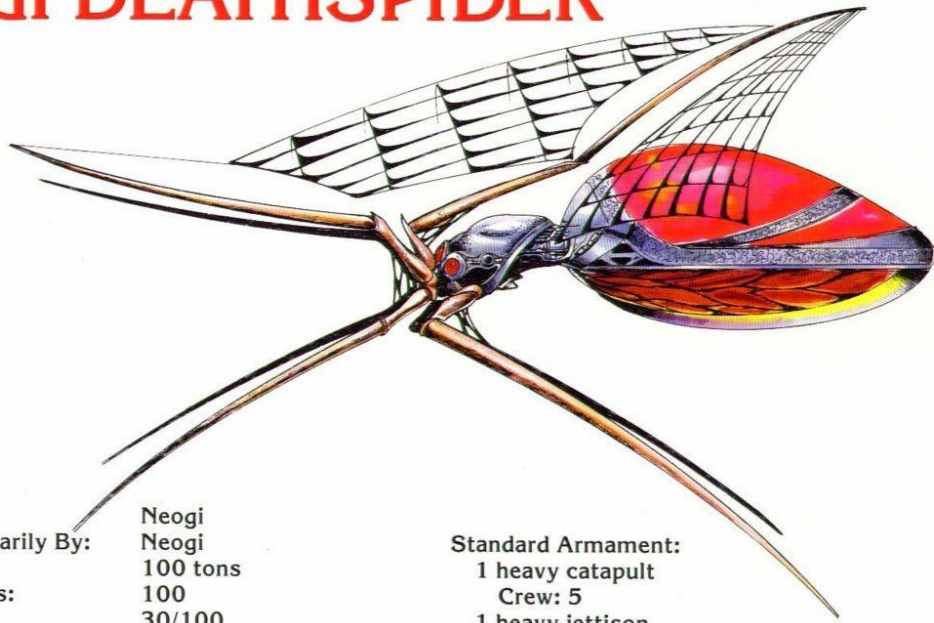
Tips

Giving magic items to the neogi and adding appropriate loot for the imbeciles you play with is expected because this is a tough mini-adventure and don't forget it. Note, how there are many spots where there is no information. These spots like, loot, personality, and individual stats are left vague. Are some of the thugs, lizardfolk, elves, or scro? Where are they sitting does the main hold have an escape ship? All this is yours to answer!

Trouble Shooting and Fitting

If you already have a full-fledged Spelljammer campaign it is super easy to implement as a deathspider that needs capturing. Or you need to have a stealth mission or the deathspider is crashed. Describe the room of the boss fight as having a door that leads to some storage. If the fight is going unexpected in some game braking way then have a cyberhulk power up and burst through. If not have them find the depowered cyberhulk and they can keep it or scrap or even sell it.

NEOGI DEATHSPIDER

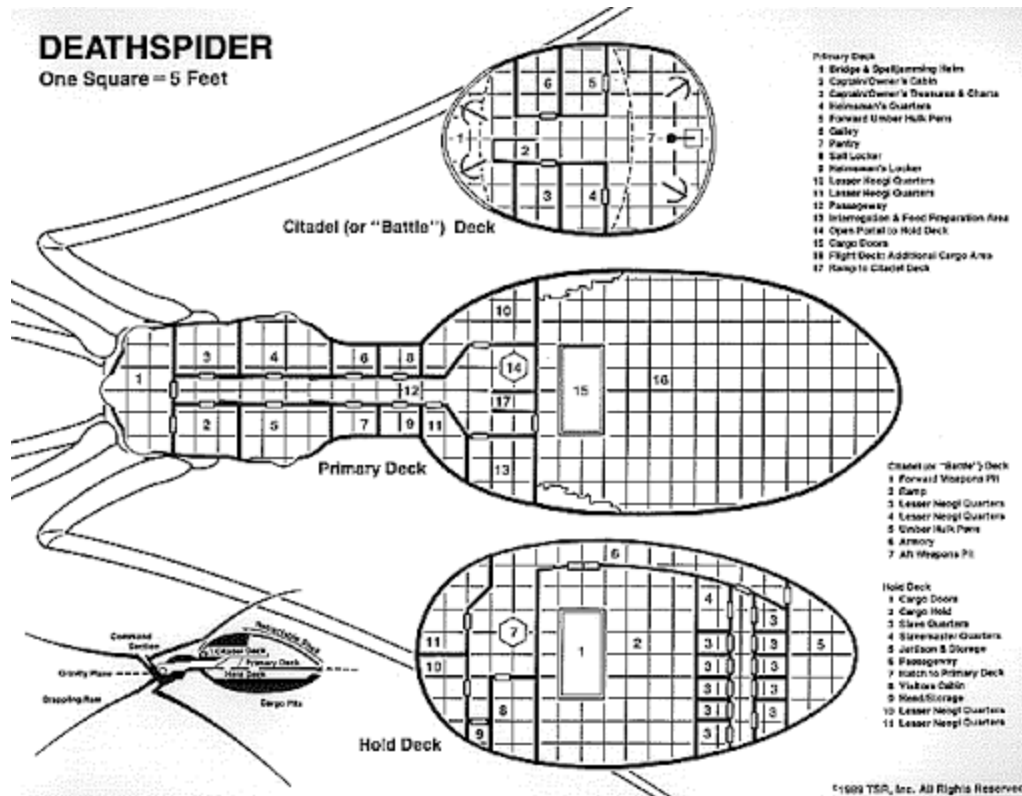


Built By: Neogi
Used Primarily By: Neogi
Tonnage: 100 tons
Hull Points: 100
Crew: 30/100
Maneuverability Class: E
Landing—Land: No
Landing—Water: No
Armor Rating: 5
Saves As: Crystal
Power Type: Major helm
Ship's Rating: As for spelljammer

Standard Armament:

1 heavy catapult
Crew: 5
1 heavy jettison
Crew: 4
4 heavy ballistae
Crew: 4 each
1 grappling ram
Cargo: 50 tons
Keel Length: 175'
Beam Length: 50'

Example Ship



Example Deck

The quest giver has recently spotted from his dungeon a neogi deathspider through the use of a scrying spell. He has teleported there and cast teleportation circle and made his way back. Being the arrogant twerp he is he has tasked the characters on the threat of death and the promise of goods to clean it out and bring it to him. If the characters (players) do not know about spelljammer tech and the like, have the quest giver explain it and the neighboring points of notice (in this case the tears of Selune and Selune itself in RealmSpace). Then have a teleportation circle take them to dragon rock where they meet the LG **Neogi** (canon stuff kinda neat) Brassons and have him/it explain other stuff, point to shops, and have a clear the sewers quest even. When the players are ready have the quest-giver show up at an opportune moment.

This next section will relate to the deathspider and its inhabitants.

This death spider is commanded by 3 powerful and unique neogi warlocks by the names of **Kl'snkr**, **Rakntial**, and **Twilakistel**. **Twilakistel** is the most powerful of them. There are 5 other **neogi**. These Neogi are renegades and have no allies outside of their vessel. There are 40 slaves, 15 are **Thugs** loyal to the neogi. There are 5 **umberhulks** and 3 **cyberhulks**, which are umber hulks with the following changes:

- Its type is construct

- Its Constitution score is 20
- It has 110 hitpoints
- It is unaligned
- It understands the languages of its creator
- Immune to poison and resistant to lightning damage
- Immune to the charmed, exhausted, frightened, paralyzed, and petrified conditions
- Its attacks deal an extra 2 (1d4) lightning damage
- It has a CR of 7

The lead neogi are complicated and hard to describe but I will do my best. Here are some things about them:

- they have proficiency in Constitution saving throws
- they lose the spell casting trait except for their cantrips
- they gain the following two

Shared Pact Magic. The 3 neogi masters use charisma as their spellcasting ability. Three spellslots are restored whenever one of these neogi finishes a short rest. The neogi have the following warlock and wizard spells.

PLEASE NOTE not all spells that the neogi use are warlock ones. Most are but the rest thematically fit. A spell that is not on the warlock list still functions like one.

1st-5th (9 5th-level slots): *arachnophobia**, *arms of Hadar*, *blurry***, *counterspell*, *create portal***, *dimension door*, *fear*, *hold helm***, *hold person*, *identify race**, *invisibility*, *shield*, *jettison***, *unseen servant*, *venom bite**

**Featured at the end of the adventure*

***Featured in [u/surrealsage](#)'s supplement*

Each Neogi knows how many spellslots are remaining between them. In determining what happens to the slots when a neogi dies, put a 3 next to each Neogi you have on the sheet. When it casts a spell have it attempt to pick from another Neogi's slots more often than not then mark that neogi's number down by one. For example, if Rakntial has 2 slots remaining in its more or less personal pool and it dies the remaining spellslots are 6 and cannot go above this until Rakntial is returned to life or a replacement is found.

A neogi can augment their spells as a part of the casting of it in the following ways;

- the neogi can choose which neogi in the triad the spell originates from for max efficiency
- if a spell has a range of touch or self and deals no damage, the neogi choose to have all the neogi affected by it (cure wounds, far step, haste, invisibility, shield)
- Instead of casting a spell, it can use its action to plead to its patron by expending a spellslot. The neogi must then make a DC15 persuasion check for their patron is a fickle creature. If it succeeds three spellslots are added to the pool 1d4 rounds later. The DC increases by 5 for each time that particular neogi uses this ability

Personal Spells. Each of the neogi warlocks has at least one personal spellslot that only it can use. A personal spellslot is set aside from the main pool of slots and can be used for all the things that a regular spellslot of its level can be used for (5th). Unique spells are spells that the neogi specifically bargained for from its patron and are not always warlock spells but usually are.

If you so choose you can have an object fly around throughout the fight. It is called the Orb of Concentration. Its stats are as follows:

- It is Tiny
- AC 18
- 60 hp
- It has a flying speed of 60 feet and is a hover
- resistance to all damage and immunity to all conditions
- It can concentrate on two spells in place of the neogi using their Constitution saving throw modifier for any and all saving throws (including concentrating on spells).
- If this is used, add an extra 5,000 xp to the encounter

The following table shows the difference between neogi.

<i>Name of Neogi</i>	<i>Base Stats</i>	<i>HP</i>	<i>CR and prof. bonus</i>	<i>Unique Spells + caster level</i>	<i>Personal spellslots</i>	<i>Mystic Arcanum</i>	<i>ASI And Save Dcs</i>	<i>Pact Boon+ bonus invocations (pick boon and invocations)</i>
<i>Kl'snkr</i>	<i>Neogi Master</i>	110	7(+3)	10th level, burning hands, cure wounds, darkness	1	N/A	DEX +2, CHA +1 Save DC15	1 boon, 2 invocations
<i>Rakntial</i>	<i>Neogi Master</i>	110	7(+3)	10th level, banishment, fly, hex	1	N/A	DEX +2, CHA +1 Save DC 15	1 boon, 2 invocations

Twilakis tel	Neogi Master	150	9 (+4)	14th level, contact other plane, far step, lethal hatchling, Melf's meteors** summon aberration*	2	6th; Tasha's otherworldly guise 7th; Crown of Stars	DEX +4, CHA +2 Save DC17	pact of tome and 1 boon, 3 invocations
---------------------	---------------------	-----	--------	--	---	---	--------------------------	--

Whoa, that was a lot!

The neogi bosses should be encountered together with at least one **cyber hulk**. They should only be in an open area that the players have already visited and only when the other neogi have been slain or dealt with. Use any death spider map that can accommodate the number of creatures in this adventure. In the example map given area 16 on the primary deck or area 2 on the hold deck will do nicely. Spread the neogi and umberhulks anyway you want to.

Getting Home

This is the home stretch, literally. Surviving slaves will agree to help the players use the ship and any surviving neogi will see itself as a slave to one of the characters (leader or highest charisma score) by its perverted logic.

In any case, a deathspider is well armed and well protected. But beware everyone hates a deathspider so you may encounter a few ships and being renegades, even other neogi ships are no comfort. Roll 3 times on this table to see what happens and space out fights accordingly. Use [u/surrealsage's](#) ships!

WARNING! This section may give out a lot of Xp feel free to decrease amounts

D12	Ship(s)	Disposition	Difficulty	Flee/Surrender Conditions
1	2 Thresher Ship pirates	Hostile	Medium (3,000 xp)	One ship reaches 25% HP, or both reach 50%
2	1 unlucky Tradesman	Passive	Easy (200 xp if you fight, 700 if you help)	75% Submit, 25% will flee Will not fight

3	1d4+1 Flitters and 2 Cutters	Hostile	Hard (8,000 xp)	Half flitters rounded down are gone and a cutter is at 50% HP or 1 cutter is down
4	1 Nautiloid	50%Neutral (trader, will attempt to contact telepathically to any remaining neogi or highest INT character), 50% hostile	Medium (4,000 xp)	At 20-25% HP it will planeshift
5	Deathspider and Mindspider	Hostile	Deadly (15,000 xp)	Both fight Will fight till one reaches 25% HP
6	1 Squid Ship	50% hostile, 50% neutral	Medium (5,000 xp)	Will flee at 35% HP
7	3 Dragon Ships	25% neutral, 75% hostile	Deadly (9,500 xp)	Ships will retreat when two reach 45% HP
8	2 turtle ships and 1 war turtle ship	neutral (may want to trade)	Medium (6,000 xp)	When 2 ships reach 75% HP
9	1 Whale Ship Cruise	Passive (may offer goods for safe travel)	Easy (1,000 xp)	Will flee when attacked firing until it can reach spelljamming speed

10	2 Galleons or 1 Gunship variant	neutral or hostile	Medium (3,000 xp) or Hard (6,000)	Will flee at 75% health or if gunship then 25%
11	Two groups are trading with each other (roll twice ignoring results above 11)	Varies	Varies (Average out both XPS between ships for peaceful confrontation.)	Varies
12	Two groups are fighting with each other (roll twice ignoring results above 11)	Both are locked in combat though will accept aid.	Varies (If they help the good/neutral or weaker side they gain xp equal to half the opposing sides normal value	A ship may flee if it is sorely outnumbered and outgunned. A deathspider has a good chance to scare off most anyone.

If they make it back to their employer make sure they are well compensated though the employer might be a bit sad about the damage to the ship. Slaves will likely be unloaded and thankful and if there is a remaining neogi it might go its own way or stay with the characters depending on how it was treated.

Spells

Venom Bite

2nd level evocation

range 120 feet

components; v, s,m (neogi fang)

Duration: Instantaneous

Classes; sorcerer, warlock, wizard.

Casting Time 1 action

You conjure 3 glowing sets of jaws. The jaws seek their way to a target. Each set of jaws can be directed at a different creature. They have advantage on their attack roll and deal 2d4 poison damage and 1d4 necrotic damage on a

hit. If multiple jaws strike the same target it is paralyzed until the start of its next turn.

At higher levels, this spell creates 1 additional set of jaws.

Arachnophobia

3rd level conjuration range 30 feet components; v, s,m (a piece of phase spider silk)

Duration: 1-hour Concentration

Classes: bard, druid, sorcerer, warlock, wizard

Casting Time: 1 action

You summon two spectral giant spiders within 30 feet of you. They obey your mental commands (no action required) and act on your initiative and remain till the spell ends or they die. They use the **giant spider** statistics with the following changes;

- Its typing is celestial or undead (your choice)
- It has resistance to nonmagical bludgeoning piercing and slashing
- AC equal to 11 plus half your caster level
- Its bite deals psychic damage instead of piercing
- Any saving throw that is required to be made using your spell save DC
- If a creature fails a save from a spider it is frightened until the end of your next turn

At higher levels, this spell creates an additional spider per level of spellslot to a max of 5

Identify Race

4th level Divination

Range: touch

Components: V, S

Duration: Instantaneous

Classes: bard, cleric, druid, warlock, wizard

Casting Time; 1 action

You learn the identity of the race of a creature as well as a wealth of knowledge that the target knows about their race. You also learn if another race's blood is in this creature within the last 7 generations.

Lethal Hatchling

5th level Necromancy

Range: 60 feet

Components: V, S, M (Neogi eggshell)

Duration; Instantaneous

Classes; warlock, wizard

Casting Time: 1 action

You hurl an orb into the body of another creature and that creature must make a CON save or have it enter them and starts to grow. At the end of each of its turns for 4 rounds, it must make a CON saving throw or take 8d8 necrotic damage or half on a success. If the target succeeds on a save the orb harmlessly deteriorates inside them. If the target fails every save and has less than 10 hitpoints or is reduced to zero hitpoints it dies and a **neogi hatchling** crawls from its chest killing it.