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# THE LOST LABORATORY

**EXPLORE THE RUINS OF A WIZARD'S LABORATORY AND FIGHT OFF  
A DEADLY FUNGAL THREAT!**

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# Adventure Primer

## CREDITS

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## RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

## Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

## Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful good
CG	Chaotic good
NG	Neutral good
LN	Lawful neutral
N	Neutral
CN	Chaotic neutral
LE	Lawful evil
CE	Chaotic evil
NE	Neutral evil

# The Lost Laboratory

The Lost Laboratory is a Fifth Edition adventure for **three to seven characters of 5th to 7th level** and is optimized for **four characters with an average party level (APL) of 6**. Characters who survive this adventure should earn enough experience to reach the **7th level**.

This adventure takes place in an abandoned structure deep within the earth. This adventure assumes placement in the DM Dave Worlds' Dark Sea campaign setting, specifically beneath Farnhurst Hollow. However, it can just as easily be placed in any campaign setting that has an underground, rocky cave system. This adventure can be played as a one-shot or as the finale of the two-part series, *Chittering Mines*.

## BACKGROUND

Buried deep below the earth is an old duergar wizard's complex. Once upon a time it hummed with activity as the duergar wizard Sorcha and her assistants researched and experimented with the creation of half-dragons. Now, it lies in ruin, consumed by a parasitic fungus. Its former occupants roam its festered halls in search of fresh bodies to infect.

## Adventure Hooks

The adventure takes place in a freshly unearthed dungeon, so it should be relatively easy for the characters to stumble upon it or overhear rumors leading to the location. You can use the following hooks to kick off the adventure:

**Top Secret.** The owner of a local mining company, Iron Isles Mining Co., believes a valuable artifact is inside and wants the

characters to investigate the unearthed facility to recover it. They are willing to pay 1000 gp for the artifact or its precise location.

**It's Free Real Estate.** The characters overhear a rumor, either in a tavern or on the street, that the entrance to an ancient duergar dungeon has been unearthed and that there is a valuable artifact within.

**So They May Rest.** A crew of three duergar miners entered the lost laboratory to learn more about its contents. None have returned and it is believed they likely died. The local township offers the characters 900 gp to retrieve their bodies and return them to the town for a proper burial.

## THE LOST LABORATORY

The Lost Laboratory is an ancient duergar wizard's facility buried deep within the earth. Inside, the characters will encounter fungal creatures that have overtaken the facility, dead miners that had attempted an expedition into the facility, and the products of the wizard's experiments.

## Resting During the Adventure

The adventure features many combat encounters and dangerous traps. As such, the characters will frequently need to retreat and rest. Each time they leave the dungeon, there is a chance that more fungal creatures begin populating the dungeon. At your discretion, 2d6 **sprouts** (see Appendix D) spread throughout the dungeon.

## General Features

Unless otherwise noted, locations in The Lost Laboratory have the following features.

**Ceilings.** The rugged stone ceilings are 9 feet high.

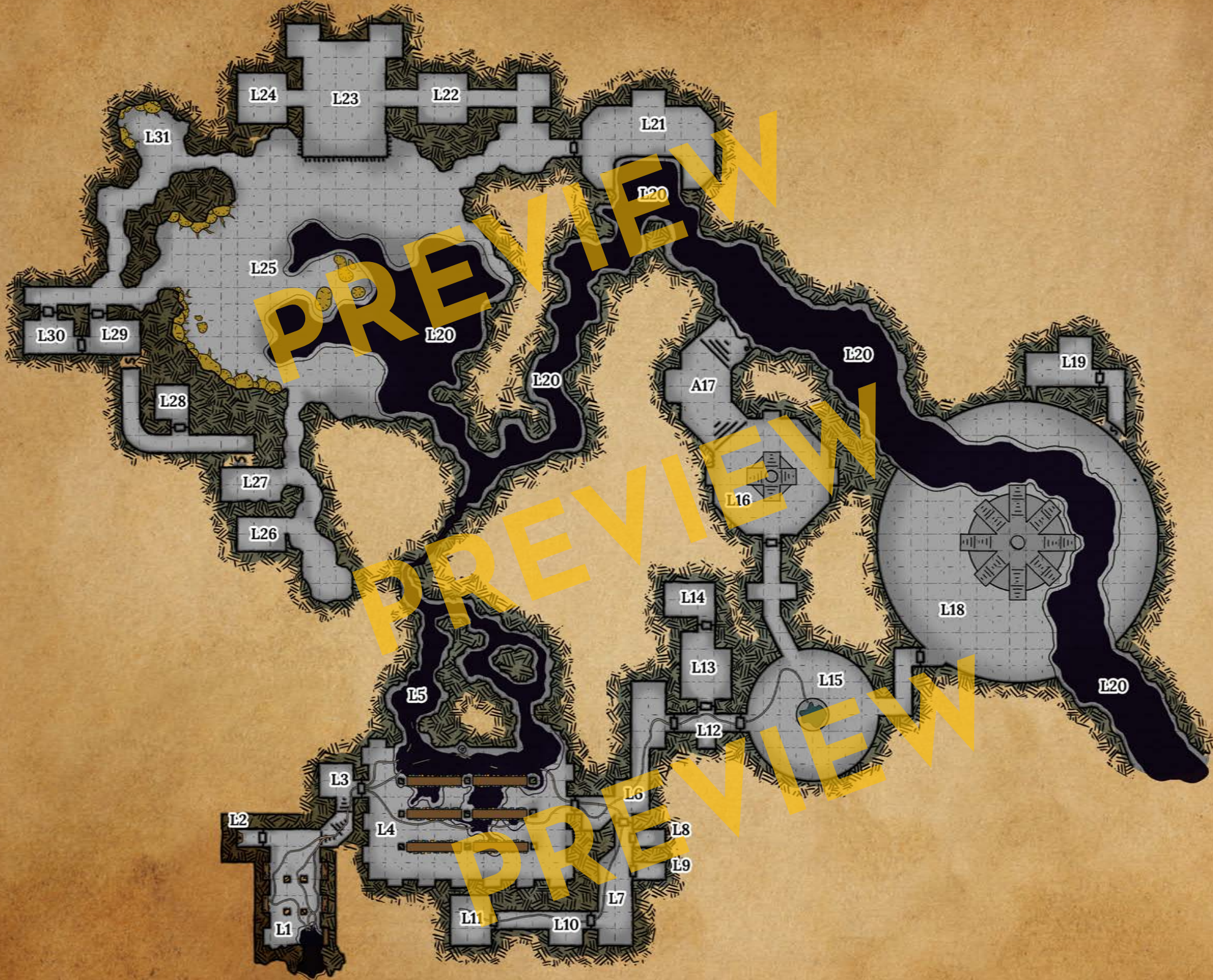
**Floors and Walls.** The floors and walls are made of smooth, polished orange marble.

**Doors.** All of the Lost Laboratory's doors are 6 feet tall and made of solid granite. They have AC 17, 18 hit points, and immunity to poison and psychic damage. Most of the doors can be locked. A locked door can be broken open by a character who uses their action to make a successful DC 20 Strength (Athletics) check, or a character can use their action to make a DC 16 Dexterity check using proficiency in thieves' tools to pick the lock.

**Climate.** The lost laboratory is humid and hot, becoming increasingly uncomfortable as it gets deeper.

**Light.** There are no reliable sources of ambient light in the dungeon.

**Black Ichor.** This black, oily liquid is difficult terrain and is too viscous to swim in.





## KEYED LOCATIONS

The following locations are keyed to the map of The Lost Laboratory.

### L1. Master Bedroom

Characters begin in the pool of black ichor at the southwest corner of the room. The ichor is oily and smells like rot, but is otherwise harmless.

Read the following:

Black ichor leaks into this large, 35-by-15-foot bedroom through the western wall. A queen bed rots in the northwest corner, and alcoves along the north and south walls are stocked with damp books. There is a door in the northeast corner and a set of ropes leading to stairs in the southeast corner.

Four shambling humanoids with fungal outcroppings over their body occupy the center of this room.

**Encounter.** There are four **sprouts** (see Appendix D) standing in the center of this room. They are facing away from the entrance and do not attack the characters until they make a loud sound or get within 10 feet of a sprout.

**Bookshelves.** The books are illegible, ruined by decades of humidity and decay. A successful DC 17 Intelligence (Investigation) check reveals that some of the books refer to dragons and half-dragon creatures.

### L2. Latrine

When the door is opened, read the following:

Moths burst out of this 5-foot room. There is a latrine carved out of stone and a shelf haphazardly stuffed with books, mops, and buckets.

**Trap: Latrine.** The latrine features a *portable hole*. Creatures that attempt to remove the *portable hole* from the latrine must succeed on a DC 17 Strength saving throw or get pulled into the *portable hole*. The *portable hole* contains excrement and a **gibbering moulder**. The gibbering moulder is surprised by the sudden intrusion and lashes out after it regains its composure.

### L3. Lounge

Read the following:

In this 5-foot wide lounge there is a large, muscular fungal duergar lying unconscious on a broken couch. Ropes trail underneath the stone door to the south.

**Encounter.** There is one **heavyweight** (see Appendix D) in this room. Characters can attempt to pass through its space quietly with a DC 16 Dexterity (Stealth) check. On a failure, the heavyweight awakens and attacks.

## L4. Library

Read the following:

This 40-foot wide, 60-foot long room is filled with pristine bookshelves and alcoves holding potions. The eastern wall has collapsed, revealing natural stone passages and allowing a black ichor to spill across the room. An ornate pedestal stands in the midst of the collapsed eastern wall. A rope peels off into the ichor while the two other ropes continue to a door at the southern wall.

**Library Contents.** The bookshelves and potion alcoves are protected by permanent *walls of force*.

A successful DC 13 Intelligence (Arcana) check reveals that a creature must interact with the authentication pedestal to access the library's contents.

When an unauthenticated creature attempts to interact with the protected shelves a *programmed illusion* of an old duergar wearing robes appears and reprimands the creature by shouting "You know the rules! Identify yourself first!"

**Authentication Pedestal.** This black stone pedestal features a hand-shaped recess.

A successful DC 13 Intelligence (Arcana) reveals that the pedestal is magically connected to the *walls of force*.

When a creature places their hand on the pedestal it quietly hums for 10 seconds before determining whether or not they are authorized. The pedestal is keyed to specific individuals, namely the wizard apprentices that worked here. A creature attempting to access the platform must be

alive. Unfortunately, there are no authorized creatures remaining alive.

Many of the previous inhabitants are now nearly unrecognizable fungal creatures. A character may discern what a fungal creature looked like before death with a successful DC 16 Wisdom (Medicine) check by dissecting a fungal creature and examining their bone structures.

The first time an unauthorized creature lets the pedestal scan them, a buzzer sounds.

The second time a *programmed illusion* of an old duergar appears beside the pedestal and shouts "You think you can steal from me!?"

The third time the room immediately begins filling with an acidic gas (see Trap: Acidic Gas).

**Trap: Acidic Gas.** When a creature comes into contact with the acidic gas or starts its turn in it, it must make a DC 15 Constitution saving throw, taking 27 (5d10) acid damage on a failure, or half on a success. The acidic gas lasts for 10 minutes, after which it is safe to re-enter the room.

**Treasure.** Characters will have to be clever to get past the *walls of force*, however those that do are rewarded with a veritable bounty. The room contains 10 vials of black dragon blood, 10 vials of copper dragon blood, 20 vials of kobold blood, 10 *potions of animal friendship*, three *potions of acid resistance*, two *potions of gaseous form*, and 700 lbs. of rare tomes in pristine condition worth 2000 gp.

## L5. Crevice

There is a dead miner beneath the ichor. A creature that succeeds on a DC 15 Wisdom (Perception) check notices the miner's body when they are within 10 feet of it. The miner is wearing *eyes of the eagle*.

## L6. Junction

Characters can smell the fungal duergar in this room through the door with a successful DC 12 Wisdom (Perception) check.

This irregularly-shaped set of rooms serves as a junction between some quarters and the laboratory's specimen storage center. The ropes split here again, one veering west and the other east.

**Encounter: Sprouts and Latch.** There are four **sprouts** and one **latch** (see Appendix D for both creatures). They attack hungrily.

## L7. Hallway

Read the following:

The ceiling rises to 20 feet in this 35-foot long hallway, which is barren except for two large stalactites hanging from the ceiling and three doors. There are two doors on the southern wall and a rope leading to a door in the northwest corner.

This 35-foot long hallway holds nothing of value.

**Encounter: Ropers.** There are two **ropers** concealed as rocky breaks in the ceiling. They wait until a creature is standing between them to attack.

## L8. Impromptu Containment Cell

Read the following:

This 5-foot wide, 10-foot deep room is empty except for a few bare shelves and a twisted, fungal half-dragon kobold crawling on the walls.

**Encounter: Latch.** There is a half-dragon kobold on the walls. Treat them as a **latch** (see Appendix D) with the following changes:

- New Action: Acid Breath (recharge 5–6). The latch exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

It skitters across the walls, viciously attacking any creature that opens the door to this room.

## L9. Closet

Read the following:

Acidic yellow slime clings to the walls, floors, and ceilings of this 5-foot wide, 10-foot deep room. There is a robe left on a coat rack at the back of the room.

**Hazard: Yellow Slime.** A patch of yellow slime covers a 5-foot square. A creature that comes into contact with yellow slime takes 6 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, or cold or radiant damage, destroys a patch of yellow slime.

**Treasure.** At the far end of the room is a robe of useful items coated in yellow slime.

## L10. Apprentice Quarters

Read the following:

A rope continues through this 15-foot hallway through a door on the northern wall. There is a bunk bed against the eastern wall, covered in fungus. The shape of two duergar holding one another can be discerned from the fungus on the bottom bunk.

There is nothing of value in this room.

## L11. Study

Read the following:

A rope leads into this room through the southern door and terminates at the body of a duergar miner slumped against the northern wall. There are two small desks against the west wall.

**Miner.** The miner is a female duergar (**commoner**) that weighs 240 lbs. She has a name tag that reads “Eola”, a dungeoneer’s pack without any rations, and a *continual flame* lantern.

## L12. Junction

Read the following:

A rope passes through the north and south doors of this 20-foot long by 5-foot wide juncture. There is a door on the eastern wall and fungal tendrils curling out of an alcove on the west wall.

**Encounter: Shrieking Corpse.** A half-dragon kobold (**shrieker**) is in the alcove in the west wall. When a creature reaches the center of this hall, either to pass or to open the west door, the shrieker is alerted. Read the following:

A half-dragon kobold discernible only by its head is plastered in the alcove. It begins screeching and shaking wildly. Creatures begin audibly banging and smashing the walls of the room to the east.

Characters that see the shrieker must succeed on a DC 16 Wisdom saving throw or become frightened of the shrieker for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on a success.



## L13. Office

Read the following:

Two large desks are thrown against the walls of this 15-foot wide room. There are two duergar sprouts and a large, bloated fungal duergar obstructing passage from the eastern door to the western door.

**Encounter.** There are two sprouts and one superspreader (see Appendix D for both creatures) in this room. If the shrieker in the hallway (L12) is alerted, the sprouts smash themselves into the doorway while the superspreader lurks behind them. They attack anything that opens the west door.

## L14. Filing Room

Read the following:

From the outside this room appears to be a mere 10 feet wide, however upon stepping through its doorway the walls dissolve out of sight and in their place an endless expanse of shifting filing cabinets comes into focus.

**Filing Room.** The room is larger inside than it is on the outside, similar to a *bag of holding*. It holds thousands of records meticulously filed by Sorcha and her assistants covering their research and experiments with half-dragons. Characters that succeed on a DC 14 Intelligence (Arcana) check learn that the room radiates a conjuration aura. Additionally, a creature inside the room that makes a successful DC 16 Intelligence (Arcana) check is able to discern a magical boundary in a 10-foot radius around the doorway.

Characters may manually search through filing cabinets in a 10-foot-radius of the door. For every 10 feet that a creature walks beyond that radius they must make a DC 17 Intelligence saving throw or become lost. A lost creature appears to be gone only for a moment before they are expelled within 10 feet of the door, however from the creature's perspective years have passed. Roll a d4 for every 10 feet they walked beyond the first, this is the number of years that have passed for the creature.

**Cabinets.** Each cabinet has an identifying serial code and a plastered paper note describing its contents.

A successful DC 14 Intelligence (Arcana) check reveals transmutation auras emanating from the cabinets. A successful DC 16 Wisdom

(Insight) check reveals that the cabinets may respond to verbal commands.

A creature that wishes to summon a cabinet from beyond the safe 10-foot-radius around the doorway may speak the search terms aloud. The following subjects are valid and return a cabinet (see File Information for details of each subject):

- Dragons, half-dragons
- Experiments, results
- Personnel files

If a request cannot be satisfied, all the cabinets warble briefly before 5 (2d4) cabinets smash into the creature that made the request. The creature must succeed on a DC 14 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful save.

**File Information: Dragons, Half-Dragons.** The following information on dragons and half-dragons can be discovered from the filing cabinets:

- Decades of health reports on two young dragons, one black and one copper, that were captured as wyrmlings.
- Health reports on a wide variety of kobolds, many of which are marked as deceased.

**File Information: Experiments.** The following information is available on the subject of experiments being run in the facility:

- Status reports on the creation of physiologically-stable half-dragon kobolds.

**File Information: Personnel Files.** The following information is available on personnel:

- Staff primarily consisted of duergar.
- The most frequent accidents resulting in death involved the young dragons.



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## L15. Examination Tank

Read the following:

A wet, 10-foot circular platform occupies the center of this 40-foot-radius dome-shaped room. A rope skirts the wall from the northern door to a passage in the east, and there is a door to the south.

**Platform.** The platform is a magical water tank used to subdue and observe creatures. When a small or larger creature is placed on the platform, a *wall of force* forms around its perimeter from the floor to the ceiling. Read the following:

A stone pedestal with a red button rises out of the floor in front of the pedestal, however the button appears jammed into the stone.

Water begins bubbling in through grates in the platform, filling the platform but not spilling over it. After a moment, black ichor begins polluting the water. The water steadily rises.

The pedestal-tank fills with black ichor in 5 rounds. A creature inside the platform is helpless and can do little but drown. Normally, the water would safely put the creature into stasis, however the black ichor has contaminated the process.

The red button is jammed into the pedestal and is unresponsive. To reset the button and deactivate the *wall of force* the button must be unjammed. In a round a single character with proficiency in thieves' tools can occupy the pedestals space and make a DC 20 Dexterity

check to unjam the button. Alternatively, any number of characters can use their action to make a DC 20 Strength (Athletics) check, unjamming the button on a success.

## L16. Containment Chamber

Read the following:

This 20-foot-radius octagonal room contains a large platform with four sets of stairs leading to a pedestal at the top. A rope skirts the north wall of the room between the western door and down a wide set of stairs to the northeast.

**Encounter: Fungal Rats.** There are two giant rats (**heavyweights**, see Appendix D) roaming throughout this room.

**Platform and pedestal.** Stairs on the platform ascend 5 feet to a pedestal with a red button on it. When a character presses the button the pedestal rises 10 feet out of the ground, revealing a stasis cell beneath each set of stairs.

**Sequestered Cells.** There are four cells embedded in the raised platform. A red glow emanates from the east, south, and west cells, whereas the north cell does not glow at all.

A DC 14 Intelligence (Arcana) check reveals that the lit chambers can be interacted with by verbal commands. When a creature says the command word "Unlock" or "Release" in front of a red cell, the *sequester* spell containing its contents ends. Once a cell is unlocked, it cannot be locked again without re-casting *sequester*. The creatures inside the cells are feral, driven mad by fungal infection, and attack without reservation.

**North Cell.** There is no light coming from this cell.

**East Cell.** A red glow emanates from this cell. Inside, there is a fungal copper dragon (**heavyweight**, see Appendix D).

**South Cell.** A red glow emanates from this cell. The cell contains a fungal black dragon (**superspreader**, see Appendix D).

**West Cell.** The west cell contains a fungal kobold (**latch**, see Appendix D).

## L17. Overgrown Passage

This corridor is overgrown with chitinous fungus. A rope passes through the area.

Characters can clear the fungus 5 feet at a time with a successful DC 14 Strength (Athletics) check. Each time the characters clear a 5-foot cube of fungus there is a 25% chance that they hack into a **spout** (see Appendix D), which then attacks.

## L18. Large Containment Chamber

Read the following:

This massive 40-foot-radius circular room contains a large platform with eight sets of stairs leading to a pedestal at the top. There is one door to the northwest and a river of black ichor flowing between a massive break in the northeast and southwest walls.

**Platform and Pedestal.** Stairs on the platform ascend 5 feet to a pedestal with a red button on it. When a character presses the button, the pedestal rises 10 feet out of the ground, revealing a stasis cell beneath each set of stairs.

**Sequestered Cells.** There are eight cells embedded in the raised platform.

A DC 14 Intelligence (Arcana) check reveals that the lit chambers can be interacted with by verbal commands. When a creature says the command word “Unlock” or “Release” in front of a glowing red cell, the *sequester* spell containing its contents ends.

Two of the cells are empty. The remaining six cells contain fungal half-dragon kobolds, treat them as **sprouts** (see Appendix D) with the following changes:

- Acid Breath (recharge 5–6). The sprout exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

**Secret Door.** An entrance to a secret room (L19) is embedded in the southeastern wall. A character within 30 feet of the door notices the outline of the secret door with a successful

DC 15 Wisdom (Perception) check or a Passive Perception of 15.

## L19. Surveillance Room

This small room has a peep hole that allows observation of the large containment chamber (L18). There is a single panel with two buttons, one green and one red.

**Encounter.** There is one **sprout** and one **heavyweight** (see Appendix D for both creatures) wearing the tattered remains of an apprentice’s cloak. They attack any creature that enters the room.

**Green Button.** When the green button is pressed, the platform in the large containment chamber (L18) raises and all of the *sequestered* cells are released.

**Red Button.** When the red button is pressed, an acidic gas is released into the large containment chamber (L18). When a creature comes into contact with the acidic gas or starts its turn in it, it must make a DC 17 Constitution saving throw, taking 55 (10d10) acid damage on a failure, or half on a success. The acidic gas lasts for 1 hour, after which it is safe to re-enter the room.

## L20. River of Black Ichor

Read the following:

A 15-foot wide stream of viscous black ichor slides north down this breach in the stone walls.

**Black Ichor.** The black ichor here is extremely difficult to traverse. When a creature comes into contact with the ichor or starts its turn in it, they must make a DC 13 Strength (Athletics) saving throw, taking 11 (2d10) necrotic damage

and falling prone on a failure, or taking half of the damage on a success.

Additionally, for every minute that the characters linger in the river there is a 10% chance that two **black puddings** emerge from the ichor and attempt to consume the characters. The black puddings treat the ichor as normal terrain.

## L21. Break Room

Read the following:

The half-dissolved body of a duergar miner with a rope attached to them is strewn over the railing leading into this 30-foot wide by 45-foot long room. There is an alcove on the eastern wall with a table embedded in it. On the table is a dwarvish sign next to a beautiful array of fresh fruits, vegetables, and salted meats.

**Sign.** The sign on the table reads “Do not tamper with the experiment” in dwarvish.

**Table.** A DC 13 Intelligence (Arcana) check informs the a character that the table is enchanted with a variation of *gentle repose* that allows anything placed on it to be preserved indefinitely, at least in theory. The table is inscribed with the fear glyph of the *symbol* spell (save DC 17), which is triggered when a creature touches the food. The table can be dislodged from the wall with a successful DC 16 Strength (Athletics) check and moved 10 feet away to break the glyph.

**Spread.** The spread functions as a *heroes’ feast*.

## L22. Security Checkpoint

This small room functions as a checkpoint before entering the observation deck (L23). There are two desks for unloading items and a set of metal bins.

**Encounter: Latch and Heavyweight.** There is one **latch** and one **heavyweight** (see Appendix D for both creatures) in this room. They lash out at any sources of noise.

## L23. Observation Deck

Read the following:

This 30-foot wide room features a floor-to-ceiling glass barrier along the west wall. There are two doors, one to the north and another to the south. Scattered throughout the room are various tables and chairs with note-taking instruments.

**Encounter: Sprouts and Superspreader.** There are two **sprouts** and one **superspreader** (see Appendix D for both creatures) shambling around this room.

**Desks.** Characters that succeed on a DC 15 Wisdom (Perception) check notice the shattered remains of an orb in a desk near the back. A successful DC 14 Intelligence (Arcana) check identifies the orb as magical, and if they succeed by 17 or more they recognize the item as a shattered *orb of dragonkind*.

## L24. Storage

There is nothing of value in this room.

## L25. Dragon Chamber

Read the following:

The smell of sulfur suffocates the humid air of this massive, 40-foot-radius circular room hewn out of natural rock. Chitinous fungi covers the walls and floors, climbing across stalactites, crescendoing into huge purple blooms. A bulbous fungal mound pulses slowly in the center of the room, three sprouts shamble around it.

**Encounter: Sprouts.** Characters that get within 40 feet of the fungal mound attract the attention of three **sprouts** (see Appendix D) lurking in this room. They attack without reservation.

**Fungal Mound.** When the characters get within 10 feet of the fungal mound in the center of the room, read the following:

Closer inspection of the mound reveals a large, lethargic eye with scaly black skin looking out from beneath the fungi.

A moment later, a young copper dragon, its face and body split apart by winding fungi blooms, ruptures from the upper ceiling of the cavern room. It clings to the wall and bellows.

**Encounter: Fungal Copper Dragon.** There is one **young black dragon** in the center of the room buried beneath fungus and one **fungal young copper dragon** (see Appendix D). The young black dragon is a non-combatant, however the fungal copper dragon is

extremely hostile and has no sense of self-preservation.

**Ruu, the young black dragon.** After the fungal young copper dragon is defeated, the characters have an opportunity to speak with Ruu, the young black dragon encased in fungus. While young black dragons are typically understood to be selfish, evil creatures, Ruu is battered and its spirit broken. Ruu can tell characters the following:

- Ruu has been kept in this facility since it was a wyrmling.
- Axan, the young copper dragon, was captured as a wyrmling shortly after Ruu arrived.
- A duergar wizard named Sorcha was using her magic to create half-dragon creatures.
- Ruu is tired and would like to rest.

Characters can chisel away the fungus consuming Ruu's body, however it will take 8 hours of effort and they will need to cast *lesser restoration* twice to successfully heal Ruu. Once healed, Ruu is indebted to the characters and will do its best to help them survive whatever remains in the dungeon.

## L26. Storage

This small 10-foot wide closet contains brooms, buckets, and various other cleaning instruments.

**Treasure.** There is one *immovable rod* in the closet. A DC 12 Intelligence (Investigation) check identifies the metal rod as noteworthy.

## L27. Alcove

Read the following:

The writhing bodies of several kobolds are melded together in a fungal mass at the end of this 20-foot long hall.

**Encounter: Kobold King.** There is one **kobold king** (see Appendix D) embedded in the wall. When the characters walk within the kobold king's vision, it dislodges from the wall and chases after them.

**Secret Door.** A DC 14 Wisdom (Perception) check reveals a hastily sealed secret door on the eastern wall. Characters that listen at the door before entering hear footsteps scampering away with a successful DC 15 Wisdom (Perception) check.

## L28. Homunculus's Secret Lab

Read the following:

This small, 10-foot wide room is cluttered by a desk and an assortment of glass jars.

**Encounter: Homunculus with a Jar.** Underneath the table is a **homunculus** carrying a brain in a jar. The brain belongs to Sorcha, the duergar wizard that once ran the facility. The homunculus does not want to fight and attempts to flee or hide if it can. Unfortunately, the homunculus doesn't know much except that if the brain dies, so does it. Characters that are able to communicate with Sorcha's brain can have a conversation with Sorcha. She is greatly displeased with her current situation and berates anybody who will listen.

## L29. Groundskeeper Lounge

Read the following:

A sofa rots along the south wall. Three fungal sprouts meander clumsily throughout the room.

**Encounter: Sprouts.** There are three **sprouts** (see Appendix D) in this room.

**Secret Door.** A DC 14 Wisdom (Perception) check reveals a hastily sealed secret door on the western wall.

## L30. Groundskeeper Barracks

Read the following:

One bunk bed is shoved against the north wall of this 15-foot wide room. There is a bloated fungal creature gnawing on one of the beds.

**Encounter: Superspreader.** There is one **superspreader** (see Appendix D) in this room. It hungrily attacks any creature that disturbs it.

## L31. Feed Storage

Read the following:

This natural stone area is stacked with dozens of barrels containing salted meats. There are also several body parts hovering in the air nearby.

**Encounter: Black Pudding.** The room is occupied by a **black pudding**. It waits patiently for creatures to enter its space.

## CONCLUDING THE ADVENTURE

Even if the characters survive the dangerous expedition into the heart of the lost laboratory, the threat of the parasitic fungus remains. As a sprawling, infectious threat it may appear anywhere.

### Adventure Hook Resolutions

There were three adventure hooks mentioned in the introduction. Here is the resolution for each adventure hook:

**Top Secret.** Whether or not the characters discover the shattered orb of dragonkind, the representatives of Iron Isles Mining Co. will be disappointed to learn that there is nothing valuable to be extracted from the location. They pay the characters 1000 gp for their effort and begin looking for new prospects.

**It's Free Real Estate.** While the artifact in the lost laboratory was neither a tidalstone (see Appendix C) nor in working order, if the characters kept the shattered pieces they can auction it off to a collector for 800 gp.

**Lost Daughter.** The township is grateful for the recovery of any bodies the characters were able to find. They pay 300 gp for each body returned.

### Advancement

By the adventure's conclusion, the characters should earn enough experience points to reach the 7th level.

# Appendix

## ANTHOPHAGE

Anthophage are parasitic fungi that infect living creatures, drain them of nutrients, and hijack their bodies. The host's mind is left untouched, a prisoner in its own rotting body.

The process of becoming infected by anthophage spores is slow, requiring days or weeks of exposure to spores. A flesh-and-blood creature that is infected appears normal for the first 48 hours, then gains a random form of indefinite madness, and finally after another 48 hours becomes a Sprout.

### Sprout

Sprouts are the earliest stage of infected. Fungal stalks rupture the skin and cover the body, stripping the host of control over their muscles, however the mind of the host remains in-tact.

These incredibly dangerous creatures attack in groups, each greedily grappling and biting at prey in an attempt to incapacitate their targets so that they can meld them into their fungal form.

### Latch

Latches are nimble infected that have developed long, chitinous tentacles. They clamber across walls, ceilings, and through narrow passages, preferring to lurk in dark corners.

## Superspreader

The host bodies of superspreaders have responded to the infection by producing overwhelming quantities of bile and gas. Slow and bloated, the superspreaders rely on Sprouts and Latches to incapacitate and pull potential targets into range.

## Kobold King

This creature is the mangled mass of several kobold sprouts melded together. Their internal organs, muscles, and bones twisted and fused in every direction. These creatures are known for ejecting viscera and bones at their targets.

## Heavyweight

Heavyweights are covered in dense, almost coral-like chitinous fungi. They hit like a truck, take a beating, but they move slower, relying on Latches to pull prey in and Superspreaders to slow targets down.

## SPROUT

Medium plant, chaotic evil

**Armor Class** 13

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	17	10	11	10	8
(+3)	(+3)	(+0)	(+0)	(+0)	(-1)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** Darkvision 60 ft., passive Perception 10

**Challenge** 2 (450 XP)

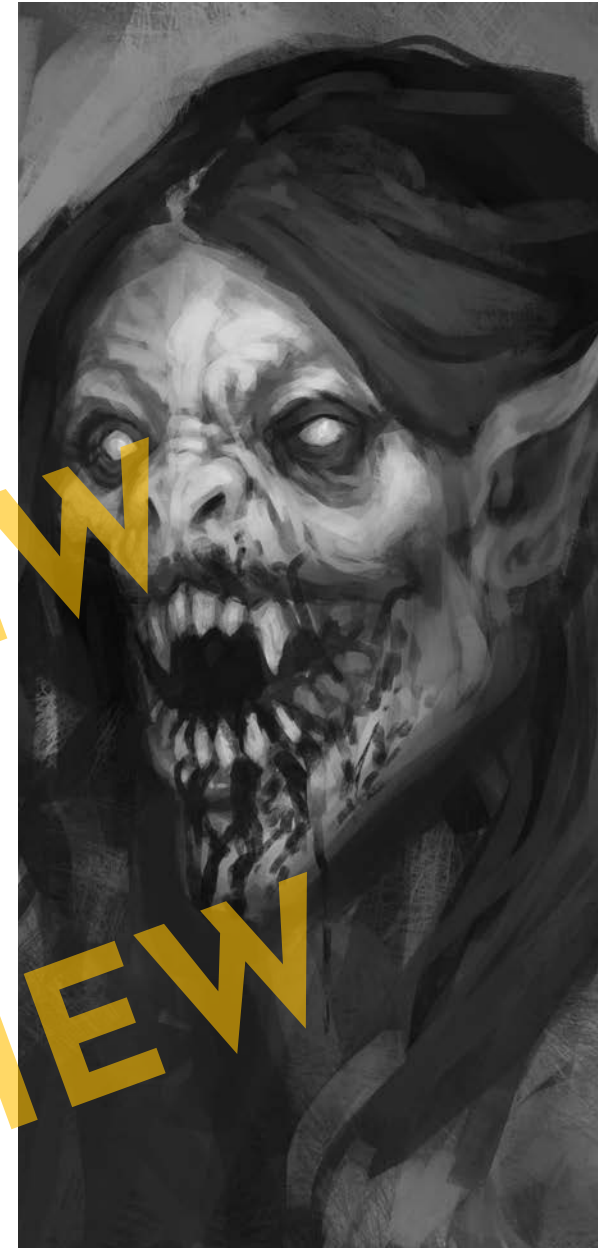
**Stench.** Any creature that starts its turn within 5 ft. of the sprout must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. If the saving throw fails by 5 or more, the target is also incapacitated while poisoned in this way. On a successful saving throw, the creature is immune to the sprout's Stench for 24 hours.

## Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. The target must succeed on a DC 10 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself.

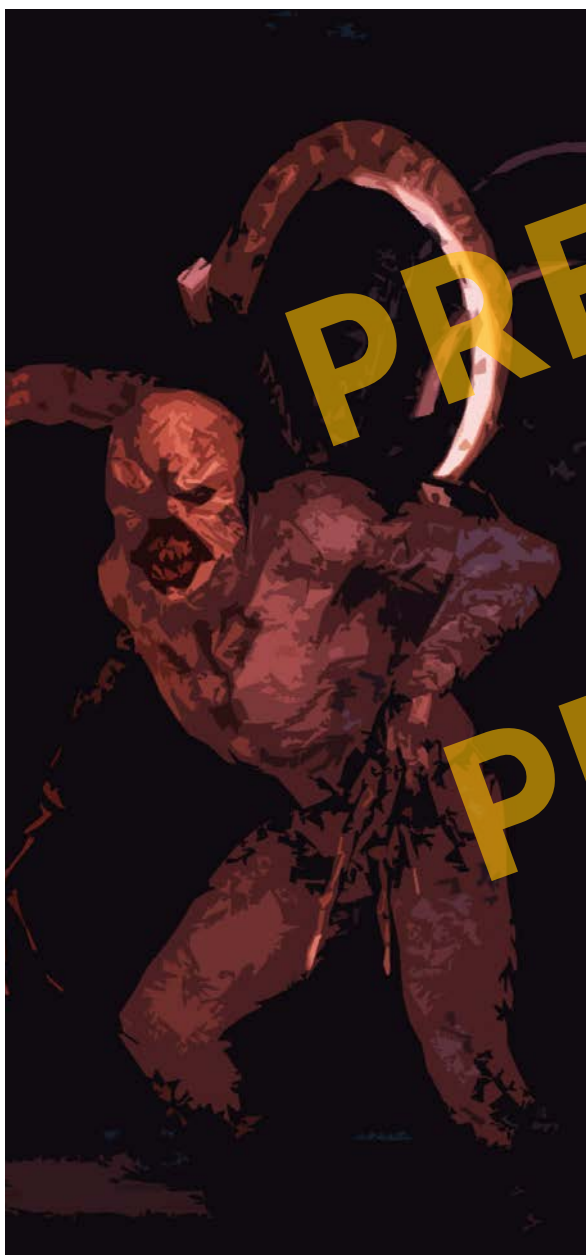
**Parasitic Meld.** The sprout initiates a Constitution contest with an incapacitated Medium or Small creature within 5 feet of it that isn't protected by *protection from evil and good*. If it wins the contest, the sprout absorbs the creature's body, the creature dies, and the sprout gains 20 temporary hit points. As long as these temporary hit points remaining, the sprout's size is Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If the sprout lacks the room to become Large, it attains the maximum size possible in the space available.

The body of a creature absorbed by the sprout can be recovered if the sprout is killed.



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## LATCH

Medium plant, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

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

STR	DEX	CON	INT	WIS	CHA
14	14	14	7	12	7
(+2)	(+2)	(+2)	(-2)	(+1)	(-2)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Challenge** 3 (700 XP)

**Grasping Tendrils.** The latch can have up to six tendrils at a time. Each tendril can be attacked (AC 15; 5 hit points; resistance to necrotic damage; immunity to poison and psychic damage). Destroying a tendril deals no damage to the latch, which can extrude a replacement tentacle on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 12 Strength check against it.

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

**Parasitic Expertise.** While the latch is grappling a living creature, it has advantage on all of its ability checks, attack rolls, and saving throws.

## Actions

**Multiattack.** The latch makes three tendril attacks and uses Reel.

**Tendrils.** *Melee Weapon Attack:* +4, reach 15 ft., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage. The target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the latch can't use this tendril on another target.

**Reel.** The latch pulls each creature grappled by it up to 15 feet straight toward it.

**Life Drain.** Each creature that the latch is grappling takes 14 (4d6) necrotic damage and must make a DC 12 Constitution saving throw. On a failed saving throw, a target's hit points are reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a sprout, unless the humanoid is restored to life or its body is destroyed by fire.

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## SUPERSPREADER

Medium plant, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18	8	19	3	10	4
(+4)	(-1)	(+4)	(-4)	(+0)	(-3)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** Darkvision 60 ft., passive Perception 10

**Challenge** 4 (1100 XP)

**Spider Climb.** The superspreader can climb on difficult surfaces, including upside down on ceilings, without requiring an ability check.

## Reactions

**Necrotic Consumption.** When a Small or larger living creature dies within 10 feet of the superspreader, the superspreader regains 10 hit points. If the superspreader still has all of its hit points remaining, it spawns a gray ooze instead. The ooze appears in an unoccupied space within 5 feet of the superspreader and remains until destroyed. Gray oozes summoned in this way roll initiative and act on the next available turn.

## Actions

**Spew Bile.** Ranged Weapon Attack: +6, range 30/150, one target. Hit: 27 (6d8) acid damage. The target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the target exudes toxic fumes in a 10-foot radius. The fumes spread around corners. Any creature that starts its turn in the area must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.



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## HEAVYWEIGHT

Large plant, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
20	9	18	5	10	5
(+5)	(-1)	(+4)	(-3)	(+0)	(-3)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** Darkvision 60 ft., passive Perception 10

**Languages** -

**Challenge** 5 (1800 XP)

**Symbiotic Regeneration.** The heavyweight regains 10 hit points at the start of its turns. The heavyweight dies only if it starts its turn with 0 hit points and there is not a living plant creature within 30 feet of it.

### Actions

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

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

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## KOBOLD KING

Large plant, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	12	10	6	7	5
(+1)	(+1)	(+0)	(-2)	(-2)	(-3)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Challenge** 3 (700 XP)

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

**Viscera Removal.** As a bonus action, the kobold king ejects unwanted internal organs from its mass into an unoccupied space within 5 feet of it. A creature that enters the space for the first time on its turn or ends its turn in the space must succeed on a DC 10 Dexterity saving throw or fall prone in that space.

### Reactions

**Kick 'Em While They're Down.** When a creature falls prone in a space within 5 feet of the kobold king, the kobold king can make one claw attack against that creature.

### Actions

**Claw.** *Melee Weapon Attack:* +3, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage and 7 (2d6) poison damage.

**Eject Spine (1/Day).** The kobold king ejects an unwanted spine from its mass. The kobold king targets one creature it can see within 30 feet of it. That target must succeed on a DC 10 Dexterity saving throw or take 14 (4d6) piercing damage and 7 (2d6) poison damage. After the kobold king ejects the spine, it falls prone and gains resistance to bludgeoning damage for 24 hours.

By DMDave

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