



# LAB 113

THE TEACHERS RESEACH FACILTY

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**CONCLASH SEASON 4**

Containment has failed. The Teacher's Pet is loose.

# LAB 113

## THE STORY THUS FAR

The Guild sent adventurers to New Arcanum and were immediately thrown into the fire. A Monstrous Beholder had been released in an old dungeon and the adventurers were tasked with dealing with that. Upon defeating the monster, they met with **Guildmaster Alyndor “Aly” Marvale**. She explained that several surrounding labs were known or suspected to be running illegal experiments. The adventurers then hunted down these labs, learning more about the teacher that the cultists were taking orders from in the process. They also discovered that the Road Thieves Guild was connected to the cult through its leader, known as the **Rath Guided Maw (lizardfolk)**. As they investigated and shut down more of the labs they found journals detailing horrifying experiments that the cult had performed, and learned that those kidnapped from Evenfall were transformed into the monstrosities used to guard many of the labs. They ended up fighting creatures known as dream leeches that tried to feed off their minds. They eventually ran into a large half-orc known as **Brannik**, the third in command of the Road Thieves and a foe and friend on different occasions. He was in the city looking for his orphans, a band of pick-pockets that Brannik raised and watched over with extreme father-like pride. He and the adventurers raided a lab together and shut it down, parting ways as potential future allies. The adventurers then helped **Holt** and another adventurer known as **Sage** explore a dungeon that was rising out of the ground near New Arcanum, discovering more relics related to the one who slumbers. They later were sent to another lab where they met **Brannik** again, who informed them that the cult and Rath had used his kids in their experiments and transformed them into the dream leeches that had been guarding the labs. Brannik unfortunately had already been compromised by Rath, and transforms into a were-displacer beast, attacking the adventurers. They manage to defeat him and just before he dies, he requests that they kill Rath for him and his kids. The adventurers continue shutting down labs till they find another relic that tells them where in Grand to look for the one who slumbers. They use an airship as teleportation is being watched, and are attacked by Rath whom they defeat. However, there is still one lab left that the guild needs them to shut down... one that even the cultists fear.

## SUMMARY OF NEW ARCANUM

A marvel of magic and mathematics, New Arcanum stands as the crown jewel of the Arcane Registry’s ambition, a sanctuary of intellect carved from the desert itself. Protected by a shimmering glass-like barrier, the city maintains a perfect temperate climate while the

scorching sands and violent storms of the outside world batter harmlessly against its transparent shell. Inside, floating laboratories drift across the skyline, and roads spiral outward from a central monument of wonder... the Senate Obelisk.

## NEW ARCANUM LEGACY

Founded just over a century ago by Merric Goldbright, Archmage and former head of the Arcane Registry, New Arcanum was built when the Registry severed ties with the city of Grand. In a feat of spellcraft unmatched since the Age of Myths: Merric, Evelio Voxis, and a council of one hundred mages raised the first sector of the city in only three days, fabricating its streets and structures through a combination of arcane calculus and mass fabrication spells. The Senate Obelisk, a colossal floating spire of dark navy stone carved with radiant runes, was constructed thirty years later as both a seat of governance and a living monument to magical progress. The city, with its concentric circles and mathematic layout, create a city of progress and arcane wonder.

## CULTURE AND PEOPLE

New Arcanum’s population is a blend of elves, half-elves, dwarves, genasi, and owlins, though visitors from across the realms arrive daily. The citizens value intellect and innovation above heritage or wealth. Magical debate is a public pastime, and invention is seen as divine expression. The city glows at night, lamps illuminate the streets, while floating labs drift in synchronized patterns across the skyline. Magic carpets fly through the city. The people tend to be academic first and personable second; as such they initially come off somewhat cold or disconnected. But they also tend toward the eccentric and are often prone to whimsical outbursts, enjoying the beauty that magic creates. They frequently love to mentor others in the arcane.

# DM SUMMARY



LAB 113 IS ONE OF THE LAST SLUMBER CULT LABS in New Arcanum. It is also the one none of the captured cultists will talk about. With the majority of adventurers returning to Grand to find the substance known as Molokite, New Arcanum asks those that recently arrived from Evenfall to investigate and bring back any info related to the lab and the cultists. However, as they move through the lab they begin to realize that they are being watched. They find secrets within about the teacher and his experiments while battling hallucinations triggering suspicion of their fellow adventurers. They are then attacked by the creature referred to as “teacher’s pet”. If they can defeat it and get out alive, they may just be able to fill in a piece of the greater puzzle.

## PLAYER TEASER

The lab is spoken of in hushed voices. The cultists fear it and warn not to go in. The teacher’s pet got out and has made the lab its lair. Don’t get caught, and don’t wander off. Your friends may not be who you think they are.

## KEY NPCs

### ALYNDOR “ALY” MARVALE

- **Race:** Tiefling
- **Appearance:** Simple but elegant robes, faint perfume always present, smiles warmly, she has a smirk on her face at all times.
- **Personality:** Polite, matter-of-fact, sharp with compliments, fond of small pranks or bad jokes.
- **Role:** Guildmaster of New Arcanum.

## REWARDS

250 GP

Uncommon magic item (list below)

## RUN DOWN

**This one-shot runs approx. 3 hours for level 5**

**Characters.** This is mainly a puzzle adventure with the final combat being deadly but fast. The players will make their way through the lab and discover two journals that contain clues they need to figure out. These clues will lead them to different areas of the lab to collect the ingredients to mix in order to weaken and kill the teacher’s pet. While exploring and finding the ingredients, they will be hunted and hit with hallucinations that will make the players believe they are attacking one another. Once they find the ingredients, decipher the journals, and mix the potion, they can use it to weaken the teacher’s pet, stripping away its special powers and some of its HP.

## BRIEFING (10 MINUTES)

The adventurers walk into the large domed building of the Adventurers Guild. The potions bar sits in the center; fizzy concoctions abound, while bitter and sweet smelling potions waft through the air. A pinkish colored Tiefling greets them as they walk in.

### GUILDMASTER ALYNDOR “ALY” MARVALE

“We’ve found it. The last lab tied to the Slumber Cult within this city.”

“Curiously, it’s silent. No guards, no movement. And every cultist we’ve captured refuses to speak of it, save for one consistent warning: it must not be opened.”

*[Aly tilts her head, thoughtful.]*

“Naturally, that makes it irresistible.”

*[She steps closer to you, voice lowering just a touch.]*

“I won’t pretend this is safe. Whatever lies beyond that door is either abandoned... or waiting. I need you to go in, investigate, and bring back anything- notes, symbols, constructs... anything that explains what this place was meant to do.”

*[She gestures lightly to the sealed entrance.]*

“Once you’ve gathered any or all information, come back to the door.”

*[Then, with a small, playful smile:]*

“Knock on the door three times, and on your heads twice. I’ll open the main doors for you.”

*[She pauses just long enough for the absurdity to settle, clearly pleased with herself.]*

“Precision is important in these matters.”

“Off you go. Try not to make me regret this.”

“I’ll be listening for the knocking!”

### DM NOTE:

Once inside the lab it needs to stay closed till they deal with Jeffery. If players attempt to leave before confronting Jeffery, have him guard the door.

## ACT 1 EXPLORING THE LAB (60 - 90 MINUTES)

The entrance of the lab seems to be intact, but the adventurers find several cultist bodies lying on the ground. They appear to have been attacked. (Investigation/Medicine Check DC 15 will reveal that they attacked each other).

The door is locked tight and a crumpled paper is found on one of the bodies that reads "Containment failed: the teacher's pet is now loose."

They can force the door open with a combined Athletics check averaging DC 15, or a thieves tool check DC 20. Once inside, they see a long hallway with an intersection, and a room just further down. : You can use the map or make your own, but there should be six main rooms (detailed below) along with a few smaller ones that contain nothing relevant.

**Have players roll random perception checks and let them know they feel like they are being watched.**

### ARCANE LAB (9X9 ROOM)

A room with desks around a large specimen vat, some alchemical mixing tables on the far wall, and several bodies on the ground.

#### Things to find - Investigation DC 14

- Inside the vat is some sort of yellow substance.
- A journal that contains a few cryptic notes. (see journal entries)
- More cultist bodies that appear to have have attacked each other.
- A note that says "It can camouflage."

### COMBUSTION LAB (10X9 ROOM)

The room has bookshelves lining one wall and a few desks set up. Two large mechanical devices are mounted on the wall. The devices are active and are firing large jets of fire into a strange-looking mushroom.

#### Things to find - Investigation DC 15

- Only one body is in here and it looks half-eaten.
- There is evidence of scorch marks around the room that have come from something other than the devices.
- The devices can be switched off but they require a tinker check DC 16.
- To grab the mushroom requires a slight of hand check DC 25 to grab it without getting burned. Otherwise they take 6d6 fire damage from the machine.

### PLANT LAB (10X4 ROOM)

The room is mostly dirt but contains two devices that are generating a magical circuit that appears to be enhancing the plant. Several bodies lay next to the plant. The plant is alive but feigning death in order to

lure the players in. If they get within 10ft of it they will need to make a DEX save DC 15 or be swallowed. They take 2 acid damage every round of combat they are in the plant. It's AC is 10 with 30 HP and it is vulnerable to fire damage. Only one creature at a time can be inside it.

#### Things to find - Investigation DC 14

- No bodies in this room but several bone piles.
- Vines with sharp razor-like barbs covering the plant.
- To harvest the vines takes a DC 15 nature check.
- Odd tracks that lead through the room are recent.

### CONTAINMENT CELL (10X8 ROOM)

The room is mostly empty with 2/3 of the room making a large cell. Above the cell door reads "Jeffery V2". The door to the cell is destroyed and mangled.

#### Things to find - Investigation DC 12

- The few bodies seem to be just as mangled as the door, showing that something strong did this.
- Slime is coating the inside of the containment cell. (If any player touches the slime, they need to make a DC 14 CON save or take 4d4 poison damage.)
- Odd tracks lead to and from the Cell into the rest of the lab. It appears that the creature has come back here a few times.

### DISSECTION LAB (13X5 ROOM)

The lab has several bodies in it that are in various states of dissection. The room is very cold, which seems be intentional to help preserve the bodies.

#### Things to find - investigation DC 16

- The bodies have traces of mutation and alteration to them.
- The tables are the source of the cold and seem to be hollow.
- Inside the tables is a brown mold that seems to be absorbing all heat in the area.
- A journal is hidden in a drawer in one of the research tables. (see journal entries)

### LIBRARY (10X5 ROOM)

The room is full of research books mostly on anatomy of different races. A handful of books are on different types of plants and molds., and several books relate to the teacher's experiments.

#### Things to find - Investigation DC 12

- None of the books are authored and look to be filled with info that was discovered in Lab 113.
- The teacher's books are all about how to create monstrosities using a method that is not explained, but it suggests that whoever is reading the book would know.
- (secret) The players can only find this if they have read the hidden journal or roll an investigation check DC 25. A perfect Serum mixture that a researcher lost.

## ACT 2 TEACHERS PET (40 - 60 MINUTES)

As the player explore and find the journals the creature should reveal its self. It will not attack first it will try to force them into killing each other. Where ever they are in Lab 113 does not matter. Teachers pet (also known as Jeffery) is immune to all damage types and conditions, It is also very intelligent and will target creatures based on their class prioritising healers, casters, and ranged characters first. It also knows it can be hurt, and does not need to eat but enjoys killing things for fun.

### FUN THINGS ABOUT JEFFERY

Players can make several kinds of insight, nature, medicine, or perception checks to find out the following info. (DC 14)

- Jeffery seems to be very intelligent.
- Jeffery likes watching players try to kill it or each other.
- Jeffery seems to act like its playing with food(thinks players are like a cat toy).
- Wants them to run so it can chase them.
- Does not seem to have any vulnerabilities.

The players can fight or run but Jeffery will attack and then run off as he wants to stalk and hunt them for as long as possible. The players will need to read through the journals figure out the secret serum to killing Jeffery and then mix it in the Arcane Lab. Jeffery should be ambushing them and flaunting its invulnerable nature to them doing some damage maybe downing one of them, then rushing off while they search for and acquire the four ingredients and then attempt to mix them.

Make sure players have enough time to read the journals and figure out the puzzle and time to try and mix the serum. Once they have it made they only get one chance to hit him with it. This should be treated like a soft initiative to allow players to set themselves up for success.

#### JEFFERY'S IGNORANCE.

Jeffery does not know what the players are doing. It just thinks they are running around like all the other people did.

### MIXING THE SERUM

Below is the perfect mix that will remove all of Jeffery's immunity's. If the mix is imperfect or is missing one of the ingredients only half of the immunity's to damage will be removed. An Arcane check DC 15 is needed to complete the serum. Failure results in an imperfect serum

- Brown mold - first
- Yellow Mold - second
- Razorvine - third
- Fireball Fungus - last

## ACT 3 JEFFERY'S END? (30 - 50 MINUTES)

Once the serum is mixed the party will need to lure or hunt down Jeffery. This can be done in a number of ways but hinting at Jeffery's ignorance and what seems like a flair for the dramatic should help the players come up with something. But Jeffery will get upset if they play dead.

Once they have hunted or lured him in they will need to hit him with the serum. If a player willing gets within melee range of him (5ft even if they have reach) the roll can be made with advantage. Once the serum is given Jeffery will not be sure what happened but will begin to act more erratically.

### ROLL INITIATIVE - FIGHT BREAK DOWN

Jeffery is still very strong and will flee once he takes damage. He will try to separate the players while moving quickly down hall ways. If they stay together he will start using his breath weapon.

### SECRET (ENDS THE FIGHT QUICKLY)

If they find the 2nd vial of serum and hit Jeffery with it, it will make him vulnerable to all damage.

### CONCLUSION (10 MINUTES)

Once Jeffery has been defeated his corpse burns away. Whispers chant for a few moments saying "what slumbers soon awakes."

Once the party returns to the door and preforms the special knock, Aly will open the door and greet them.

#### GUILDMASTER ALYNDOR "ALY" MARVALE

"Ah... back to daylight. And I brought sweets. You've earned both."

*[She listens as they recount what they found]*

"Well... Jeffery sounds awful. Gives every Jeffery a bad name. How terribly rude."

"Good work uncovering the lab's true purpose. From what you've described, I think we can all agree, this is not a recipe we'll be finishing."

*[She produces a small, delicate gem shaped like a dragonfly.]*

"A tidy solution."

*[With a flick, she tosses it past them into the chamber. It bursts in a flames that ripple outward, consuming papers, runes, and machinery in a clean, hungry wave until only ash remains.]* "There. Now no one will be tempted to continue that research. At least... not here."

"Now then, you all deserve a reward... and a bath."

*[A pause. Perfectly straight faced.]*

"With extra bubbles. I insist."

## DM ADVENTURE INFORMATION

### CRYPTIC JOURNAL I

The Teacher promised us advancement. He promised that all who served in these halls would be remade into something greater. He called this place a cradle for the next age. He told us that what we carved, cooled, burned, and bled for would one day matter.

Now the doors are barred. The warning bells are silent. The halls stink of opened bodies and burst glass, and the Teacher is gone. He left us with the thing.

I hear it moving at all hours. Wet dragging. Splintering bone. Once, I heard a voice calling from the corridor in the Teacher's tone, soft and patient as ever, asking to be let in. It was not him. I know it was not him.

I have returned to the compound notes. Not to perfect it. Not to present it. To kill what he made.

**Razorvine** proves again to be the strongest bonding agent available to us. The razorvine extracts from the **Plant Research Lab** retained charge far better than expected. Once refined, the sap clings to every surface.

**Yellow Mold** remains highly volatile, but useful. The yellow cultures were tested in the **Arcane Pod**, where the Teacher wanted a breath-borne agent that could enter a body before armor or resolve could matter.

**Fireball Fungus** is plainly the activator. The fireball fungus cultures from the **Combustion Lab** were always unstable, but their final reactions were promising. Dried and rendered to powder, they awaken the prepared mixture and force change.

**Brown mold** continues to show great use as a base. Its stabilizing qualities remain the most reliable of any substance we stored in the lower laboratories. **Brown mold** was originally maintained in the **center chamber beneath the dissection tables**, where its cold kept harvested flesh from turning before the Teacher wished it opened.

We suspect that the proper union of these will create the fatal flaw in the great creature. The Teacher lied. The Teacher left us. So let his masterpiece choke on what remains of his work.

### HIDDEN JOURNAL II

We have the correct materials. Of that I am certain. We have always had the correct materials. The failure was never in the choice, only in the hand and in the time we no longer have. Containment failed. Or perhaps it did not fail at all. Perhaps he simply decided we were of greater use as test subjects than as researchers. I have not seen him since the screaming began in the east hall.

**Brown Mold** we keep beneath the stone tables and body trays. Every stable attempt at making the serum required it. Its just watching me from the other side of the room not hiding like it wants me to see it. Jeffery... the abomination the Teacher promised would change the world. now it sits watching me.

**Yellow Mold** is necessary, though harmful to any that breath it in. Every attempt to stir or agitate it at the wrong stage has ended with rot-cloud, coughing blood, or dead assistants on the floor. I watched Jeffery crush the head of one of my lab assistants while I made the mix, he even rested his head next to me watching me with wonder. I nearly ruined the mixture.

**Razorvine** performed beyond expectations it thickens the mixture and keeps the other agents joined long enough to matter. I haven't seen him in days though, and food is running low. I fear i'll starve before he kills me.

**Fireball Fungus** It is an activator. It must complete the work, not begin it. I made it. I had it in my hands ready to use. but lost it when Jeffery came through the door. I threw it in panic, I think it rolled under a desk near the library. I can hear him now, I think hes lost interest in me. I don't think I will make it out of the lab. Teacher may all the gods curse you and the one that slumbers devour you.

## HAZARDS

You can find more about the different items via the hazards section of the DMG.

If using 5E look on chapter 5 adventure environments

If using 5.5E look on chapter 3 DM tool box

## MONSTER APPENDIX A

### JEFFERY 2.0

*Huge monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 50 (5d12 + 15)

**Speed** 80 ft., climb 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	12 (+1)	16 (+3)	10 (+0)

**Saving Throws** Str +8, Con +8

**Skills** Perception +6, Athletics +8, Stealth +10

**Immunities** Everything

**Senses** Darkvision 60 ft., Tremorsense 100 ft., Passive Perception 16

**Languages** Understands Draconic, Mimicry (use others voices)

**Challenge** 7 (2,900 XP) PB +3

**Amorphous.** Jeffery can move through a space as narrow as 1 foot wide without squeezing.

**Legendary Resistance (1/Day).**

If Jeffery fails a saving throw, he can choose to succeed instead.

**Superheated Hide.**

Any creature that strikes Jeffery with a melee attack or touches him takes 5 fire damage.

**Volatile Core.**

When Jeffery reaches 0 hit points, he erupts in a final explosion. Each creature within 30 feet must make a DC 16 Dexterity saving throw, taking 28 (8d8) fire damage on a failed save, or half as much on success.

The blast ignites all flammable materials within range.

**Mimicry.** Jeffery can make its self sound like other creatures and even change its shape to look similar to other creatures but

never a perfect match. It uses this to cause chaos and try to have allies fight each other.

### ACTIONS

**Multiattack.** Jeffery makes two Slash attacks and one Tail Slam.

**Slash.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 5) slashing damage plus 5 (1d10) fire damage.

**Tail Slam.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 5) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be pushed 15ft and knocked prone.

**Sticky Fire breath (Recharge 3–6).**

Jeffery breaths out a 20ft cone dealing 15 (4d8) fire damage. Creatures hit by the attack can make a DEX save DC 14 to take half on a success and are not set on fire. The breath Ignites everything in the area. The fire deals 5 (1d10) fire damage to creatures at the start of their turn unless submerged in water or use an action to put the flames out.

### LEGENDARY ACTIONS

Jeffery can take 2 legendary actions, choosing from the options below. He can only take one legendary action at a time and only at the end of another creature's turn.

**Fiery Lunge (Costs 1 Action).** Jeffery moves up to half his speed toward a creature and makes a Slash attack.

**Heat Burst (Costs 1 Action).** Jeffery flares with heat, each creature within 10 feet must make a DC 14 Constitution saving throw or take 7 (2d6) fire damage.

**Ember Roar (Costs 1 Action).** Jeffery emits a deep, growl. Creatures within 30 ft. must succeed on a DC 14 Wisdom saving throw or be frightened until the end of their next turn.

# LOOT TABLES

## GUILD VAULT (PICK ONE)

Roll	Magic Item
1 - 10	Bag of holding
11 - 20	Circlet of Blasting
21 - 30	Medallion of Thoughts
31 - 40	Immovable Rod
41 - 50	Rod of the Pact Keeper
51 - 60	Staff of the Python
61 - 70	Wand of Magic Missiles
71 - 80	Slippers of Spider Climbing
81 - 90	Headband of Intellect
91 - 00	Deck of Illusions

WE LOVE FEEDBACK!

