

Introduction

Dr. Aiden Miller

Aiden grew up with talent for magic, but he neglected his power to instead adopt a field of medicine in the clergy. His interest is primarily held due to his own illness: a special form of albinism. When in sunlight, Aiden becomes wracked with agony, and bright light causes his eyes to shine red.

Aiden studied necrotic magic under a nameless god, but his wizardly power comes from forbidden grimoires in a library that he created and enchanted using knowledge gained by dissecting sorcerers and other beings of inherent magical properties.

After studying for years, Aiden still believes that he can grow and become more powerful with knowledge, but he does not seek this out as fervently as in his youth. None of his studies have yielded successful fruit to his own condition, rendering Aiden to fall into nihilism.

Years ago, Aiden established his first clinic. It was originally a cover for his spare body storehouse (Aiden cloned himself numerous times so that, in the event of his death, his soul can inhabit one of his spare bodies). However, he found that applying his medical craft to surgeries is quite relaxing in his old age. He charges low fares and will sometimes even pay patients to allow him to perform new surgeries. Aiden will gain something from every encounter--be it knowledge or money or experience.

The Clinic

Aiden Miller crafted his home, his clinic, using powerful magic to connect separately-created demiplanes into a space separate from reality. Aiden's clinic has multiple entrances and appears from the exterior as a metallic building two stories high with a set of stairs leading to the only entrance which is located on the second floor. Attempting to enter through any means aside from the front door results in entering the physical building, which is a normal warehouse. Entering through the front, however, grants entry to one of Dr. Miller's demiplanes.

Doors inside of the clinic connect, rather than to a physical location, to another one of the demiplanes. The locations a door connect to change frequently and can only be controlled by Dr. Miller and those he appoints as doctors. Walking through a door and then backing out of it may result in seeing a completely new room or entering the room you just backed out of.

While inside the clinic's demiplane, escape is impossible except through a created exit. Tearing apart the floor or walls reveal an endless void. Entering this void can cause a character to appear in a random room or in an unoccupied space of the room they just exited. Spells that attempt to travel between planes instead lead to the Festering Pit (see Changes to Spells below). There are currently six physical exits for the clinic along the Swords Coast. All of them connect to the primary demiplane.

When playing through this adventure, use the unpredictable nature of the clinic to your advantage to force players into rooms that you wish them to explore. Should the party split up against your wishes, have them open a door only to reunite regardless of their positions and perceived distances. If players attempt to walk in and out of a door repeatedly in the hopes that they will come across the exit, have the door disappear after several attempts; this forces them to move onwards.

Escaping the Clinic

This adventure relies on players exposing themselves to different types of challenges. Sometimes, the way forward will be through diplomacy, ingenuity, or combat. Players will be able to escape after moving through 5 different rooms of the clinic. Walking or passing through the same door that players entered through does not count toward this number unless otherwise specified.

Mutable Difficulty

This adventure is made for characters of various levels set based on encounter difficulty and level. Instances where difficulty can be changed are represented by ‘/’. The syntax is as follows: ‘1st-8th level / 9th-12th level / 13th level +’. Often, there will be fewer difficulty options which indicate an ‘easy’ and ‘difficult’ option.

Changes to Spells

Some spells have their effects altered when cast inside of the clinic. Consult the list below.

Spells that sent a creature to another plane instead transfer the individual(s) to the Festering Pit of the Experimental Ward. The duration of the spell is unaffected. The following spells are some that would be affected:

- Banishment
- Blink
- Gate
- Plane Shift
- Teleport
- Teleportation Circle

Spells and effects that control the weather or ambient temperature are inhibited due to being inside the clinic. The spells will consume their spell slots and activate but be hindered. The following spells are affected:

- Control Weather--ambient temperature can be controlled, but wind and rain affect only outside the walls of the clinic. Tearing apart the walls of the clinic will expose those inside to the conditions. Sunlight cannot be changed as there is no sun inside the demiplane.
- Earthquake--casting this spell destroys the room in the clinic when cast. Walls and floor are torn apart completely after 1d10 rounds, after which all creatures are flung into the void and appear in random rooms throughout the clinic. This causes Dr. Miller to instantly and vengefully focus on the caster.
- Fire Storm--see Storm of Vengeance
- Meteor Swarm--meteors fall onto the ceiling and tear massive holes into it. Creatures targeted with the spell take the full amount of fire damage but take no bludgeoning damage. If the spell is cast again, targets beneath holes in the ceiling may be struck for full damage.
- Ice Storm--see Storm of Vengeance
- Sleet Storm--see Storm of Vengeance
- Storm of Vengeance--unless specified otherwise by the caster, the rain and weather effects will fall outside of the clinic and not affect those beneath the metal ceiling. The range and area of the spell must be scaled down accordingly if cast inside of the clinic (this can be done but must be specified).

Dr. Miller despises illusions and, as such, has warded his clinic against magical disguises. Whenever a creature casts one of the following spells, the illusion they create is outlined in a faint blue light as long as the spell remains active. Creatures enveloped in this light suffer a -5 penalty to stealth checks that rely on being out of sight, and they are not considered invisible. Spells affected include:

- Disguise Self
- Greater Invisibility
- Hallucinatory Terrain
- Invisibility
- Major Image
- Minor Illusion
- Mirror Image--casting this spell creates the duplicates, but the duplicates are outlined in a faint blue light. The caster is not outlined. Characters acutely aware of the blue light and its significance can easily discern which duplicates are simply illusions and which is real.
- Silent Image

Creatures not familiar with this effect may not notice the faint blue glow without close inspection. All doctors in the clinic, however, are completely aware of this effect and will immediately spot it. Dr. Miller himself always offers one chance to dispel illusions before he becomes greatly annoyed.

Adventure Hooks

Low-Level Hooks (1st-8th)

- **Escape the Clinic**--Players are completely unfamiliar with Dr. Miller and his clinic and awaken inside the Capsule Chamber after losing a battle or otherwise being captured. Player characters may not know each other aside from their shared status as prisoners of the doctor. Players' goal, then, involves the doctor only tangentially as they attempt to escape the clinic.
- **Scouting the Unknown**--Few know about the mysterious Dr. Miller, and those that try to investigate him generally wish they hadn't. Players may be hired by an organization to infiltrate the clinic and investigate Dr. Miller. In this case, the party may let themselves be captured by Dr. Miller or even offer themselves up to be experimented upon so that they are able to infiltrate the clinic. Either way, the party will begin the adventure in the Capsule Chamber. Their goal is to explore several rooms and learn what they can about the doctor and his experiments before escaping and reporting to their employer.

Mid-Level Hooks (9th-12th)

- **No Rest for the Wicked**--Before being one of Dr. Miller's doctors, Calvin the Wicked was an 'ordinary' healer, though he was run out of practice after experimenting too many times on his patients. Some of these patients or the families of those he maimed or killed may seek vengeance and send the party on a mission to find and kill Dr. Calvin. In this case, the party may be captured and start in the Capsule Chamber or, alternatively, enter the clinic through the front door and appear in one of the Cloning Rooms at random. After exploring 5 rooms, the party should encounter Calvin in The Long Hallway.
- **Prescription Pickup**--Few know that Dr. Miller battled a Tarrasque. None know that he was able to seal it away in his clinic for experimentation. Some, however, know that Dr. Miller has been fervently working on a mixture that he cares about tremendously and would like to know why. In this instance, the party's goal is to seek out the Unstable Tarrasque Mixture held in the Sample Room. When players search the room, if this is their objective, they are guaranteed to find it. Their objective is to steal the syringe and take it to their employer for study.

High-Level Hooks (13th+)

- **Return to the Clinic**--Should players have played through this adventure in the past, it is possible that they have a desire to return to put an end to Dr. Miller. The party will enter the clinic through a random Cloning Room. After clearing 5 rooms, the party will encounter Dr. Miller himself. If the party is aware of the Unstable Tarrasque Mixture, they may think of using it as a way to kill Dr. Miller.
- **Perfect Specimen**--Dr. Miller has a vested interest in many affairs in the world, though his influence is difficult to see. The party's adventures may conflict with many of his goals, prompting Dr. Miller to remove the party and experiment upon them. In this instance, Dr. Miller will ritual cast a spell allowing him to teleport each of the party members instantly into the Festering Pit where they will begin the adventure. The party's goal, then, is simply to discover where they are and escape. Dr. Miller will actively try to kill the players and experiment upon them.

Specimen Chambers

Capsule Chamber

As you open your eyes, you find yourself in an unfamiliar setting: pale light emanates from alien fixtures and lightly reflects off of metallic floor and walls. Slowly regaining your senses, you try to move and find that your trapped in a glass cylinder akin to what a child might keep a pet or insect. Examining your surroundings, you discover there are others in the room with you in similar situations. All of you appear to be wearing the same tattered, common clothing and do not seem to have any other possessions on you.

Players are trapped in a reinforced glass cylinder. Examining the glass reveals small perforations for air along the sides. Because characters are separated from their gear and arcane equipment, spellcasters may only cast spells that they can innate use without material components. Casting spells such as misty step can allow a character to escape their cylinder. The cylinders can, alternatively, be broken from within with a DC 14 / 19 / 24 Athletics check or a DC 10 Athletics check from the outside. Characters can successfully knock over their cylinder and cause it to shatter on contact with the ground with a DC 14 / 19 / 24 Acrobatics check.

Characters that, due to poor rolls, lack of innovation, or other reasons are unable to escape will be presented with an opportunity to escape in the form of another prisoner: Zamine Gloomwalker. Zamine is a CN Tiefling **bandit**. She has been a prisoner of Dr. Miller's for only a few days, but this is enough time for her to know that he is bad news. She has bided her time in an attempt to locate other members of her gang, but she now believes that they must surely all be dead. She will use her *misty step* spell to escape from her bondage and slowly try to sneak away

from her chambers. Characters that call out to her or otherwise try to get her attention will receive it as she approaches their prisons. Zamine will, however, need to be assured that characters will neither attack her nor get caught as both would cause her trouble. Characters can convince her with adequate propositions, the promise of a reward once they escape, or by making a successful Persuasion attempt DC 12. Characters that attempt to threaten Zamine will earn her ire and cause her to abandon the players and move on her own.

Should the entire party fail to receive Zamine's aid, they will soon be visited by one of Dr. Miller's **Dread Nurses**. The Dread Nurse will move from capsule to capsule and free each player; it will then immediately attempt to grapple the player and paralyze them with an attack. Characters that resist the attack are freed and will be able to attack the hostile Dread Nurse which will fight until killed. Should all players fail the saving throw and be incapacitated by the Dread Nurse, Zamine will return to kill the Dread Nurse and save the players--her conscience having gotten the better of her as she believes that no one should suffer at the hands of the doctor if she can help it.

After players escape, they are able to properly look at the room they occupy:

As you look around, you see numerous other glass cylinders that stretch out across a massive chamber. The cylinders are spread apart enough for an individual to walk between them equidistantly, but the center aisle has additional space to traverse. From the center aisle, you can see the walls of the room and two doorways on opposite sides of the room.

Zamine, if she is with the players, can explain what she knows of the clinic's layout and how hallways and rooms seem to connect at impossible positions making navigation difficult. She can also describe having seen Dr. Miller taking the same route twice but arriving in two different locations.

Creature Cages

The feral sounds of wild animals reaches you far before you enter this chamber containing a number of animals and monsters--only some of which you recognize. All the creatures appear to be trapped behind similar capsule prisons that you found yourself in, however some creatures appear to have prisons made of a reinforced metal rather than glass; and others have specially-made prisons of other kinds.

Should characters inspect the captured creatures, describe the following:

While a disturbing sight, closer inspection reveals that all creatures in this chamber appear to be sorted by species, gender, and size with additional subcategories. Each creature is kept in its own capsule, though creatures of a kind seem to have their capsules bound together through pipes at the top. A small pedestal rests in front of each subcategory of creature with a book resting upon it. The creatures that catch you eye include:

Read from the list below any creatures that the party may find interesting and recognize. Multitudes of all such creatures are in the room, and should players wish to inspect closer, feel free to reveal them all. Explain the different categories of creatures--beasts, insectoids, winged beasts, and reptiles--and allow them to move between them.

Beasts

- **Apes**
- **Black Bears**
- **Blink Dogs** - kept in capsules lined with special bars that disrupt the Blink Dog's Teleport ability. If the bars are removed from one of the cages, they can be used as a countermeasure against teleportation as a creature holding onto one cannot magically teleport or change planes. Should the players remove these bars, the Blink Dogs held captive will realize this and escape after 1d6 minutes.
- **Death Dogs**
- **Dire Wolves**
- **Displacer Beasts** - these creatures are kept in normal capsules but can use their Displacement feature to appear to be free. The illusion has a blue outline caused by the clinic's effects (see Changes to Spells).
- **Swarms of Rats**- see Swarms of Bats
- **Tigers**
- **Wolfs**
- **Worgs**

Insectoids

- **Ankhegs**
- **Ettercaps**
- **Giant Spiders**
- **Giant Wasps**
- **Plesiosaurus** - capsule is almost completely filled with water--approximately 5 feet of space are left at the top for the creature to breathe air. Only one is in the clinic. Should it be freed, all creatures in a 60ft radius of the capsule must make a DC 15 Strength saving throw or be knocked prone by the wave of water released.
- **Phase Spiders** - kept in a capsule as well as a magical prison present only in the Ethereal Plane. Should a Phase Spider be freed from its capsule on the Material Plane, there is a 50% chance that it will not notice and will remain in its capsule on the Ethereal Plane. The pedestal for Phase Spiders is the source of this magic, which can be dispelled by using *Dispel Magic* or a similar spell. Doing so removes the magical prison from all of the Phase Spiders, at which point 2d10 of them will attack the party in search of food.
- **Remorhazes**

- **Swarms of Insects** - see Swarms of Bats
- **Swarms of Poisonous Snakes** - see Swarms of Bats

Monstrosities

- **Mimics** - in their capsules, mimics may look like any inanimate object including furniture, weapons, or an assortment of useful items. If freed, they will reveal their true nature.

Winged Beasts

- **Axe Beaks**
- **Chimeras** - the capsules are reinforced magically and are immune to bludgeoning, fire, and slashing damage. The pedestal for Chimeras is the source of this magic, which can be dispelled by using *Dispel Magic* or a similar spell. If the magic is dispelled, several Bulettes will immediately escape. 3 Chimeras will immediately attack everything in sight--even each other.
- **Cockatrices**
- **Griffons**
- **Hippogriffs**
- **Swarms of Bats**- unlike other capsules, this container holds 1d6 swarms of a single species. Additionally, kept inside of the container, are the skeletal remains of a humanoid. On the human's finger is a **Ring of Regeneration**. The skeleton itself is enchanted such that the effects of the ring persist even though the wearer is dead. The result is a corpse that endlessly provides nourishment for the swarm. No soul is attached to the corpse, and it cannot be resurrected.

Reptiles

- **Basilisks** - kept in one-way reflective glass similar to that found in the Dissection Table. This prevents the Basilisk from using its Petrifying Gaze even if it appears to be looking directly at a player.
- **Bulettes** - the capsules are reinforced magically and are immune to bludgeoning damage. The pedestal for Bulettes is the source of this magic, which can be dispelled by using *Dispel Magic* or a similar spell. If the magic is dispelled, several Bulettes will immediately escape. 1/3/5 Bulettes will immediately attack the players. Any Bulette that attempts to tunnel into the ground is thrown into the void and appears in a random room of the clinic.
- **Constrictor Snakes**
- **Crocodiles**
- **Giant Constrictor Snakes**

- **Tarrasque** - kept in a minute cage with multiple powerful locks surrounding it is a small, orange lizard. Rather than the tarrasque that is subjected to magic, it is the space around the Tarrasque that is modified to make it appear tiny. Incredible measures are in place to prevent this creature from escaping or being stolen as it is Dr. Miller's greatest specimen. He plans to create a serum from the scales of the Tarrasque but, as of yet, has not found a way to pierce the creature's hide. Three *Arcane Lock* spells are cast upon the Tarrasque pedestal that must be dispelled simultaneously to unlock the source of the magic imprisoning the beast. If only one or two of the locks is dispelled, they will immediately reactivate. After the locks have been removed, *Dispel Magic* or a similar spell must be cast at 9th level remove the space-warping effects of Aiden's magic. If cast at a lower, level, an ability check to remove the magic is set at a DC 27. A *Wish* spell will immediately end the creature's confinement. Once free, the Tarrasque will quickly revert to its original size and wreak havoc upon the clinic. Dr. Miller will be forced to intervene and eject the creature from his demiplanes and, reluctantly, let it loose upon the Material Plane.

Oozes

- **Black Puddings**
- **Gibbering Mouthers** - kept in capsules that are completely soundproof. The pedestal for Gibbering Mouthers is the source of this magic, which can be dispelled by using *Dispel Magic* or a similar spell. If the magic is dispelled, the gibbering of the creatures echoes throughout the room causing all creatures that can hear it to suffer the ill effects of their Gibbering feature.
- **Gray Oozes**
- **Ochre Jellies**

Any player that reads the book on the pedestal in front of a creature learns basic information about it. Should a character spend time reading through the book, they may make a DC 10 Intelligence check. On a success, reveal any additional information about the prison if additional information exists (for example, reveal that the Blink Dogs' bars are made from a special material and that material's properties).

While the capsules are meant to prevent creatures from escaping, they are not meant to prevent outsiders from freeing them. A successful DC 15/20/25 Investigation check performed by a player allows them to find a latch necessary to open any of the capsules. Once this check is made successfully, it does not need to be made again for other such prisons. The containers can also be forced open with a DC 20 Athletics check which can be assisted by multiple players or by dealing enough damage to them. The capsules, from the outside, have an AC 12 and 10 hit points

with resistance to Bludgeoning damage and immunity to acid, psychic, poison, and necrotic, and radiant damage.

Unbeknownst to the players, a **Dread Crawler** is in this room outside of any container and is aware of the players. It slithers and crawls on capsules and stops whenever players might try to search for it. It appears, then, to be trapped inside of the capsules when in reality it is on the outside. Characters with a passive perception of 16 or greater can see the insect as it remains stationary. Characters may choose to investigate the creature, and a successful DC 14 Investigation check reveals that the Dread Crawler is outside of any container. If a player attacks and misses the Dread Crawler, their attack will instead hit the container the crawler is on. The crawler is territorial but will only attack players if they get too close to it.

To progress forward, players will need to find the exit door. After exploring any of the creatures in a section and express an interest in leaving, read the following:

The back wall of this massive room is equally large: at least 30ft. in height and width. An archway approximately 8ft. high rests in the center of the wall and appears to be the way out. Small arcs of light flow from the doorway into a pedestal resting a short distance away from the door.

If a character examines the pedestal, read:

Small arcs of light seem to flow from this pedestal to the doorway but also behind you toward all of the creature capsules. Unlike other pedestals in this room, this one has no book resting atop it and instead has some sort of locked box attached to the top. You can feel power emanating from within.

When any creature draws within 10ft. of the doorway, read:

Suddenly, the passageway vanishes before your very eyes! After scanning the room briefly, you see the doorway appears to have moved to a different section of the wall.

The doorway is enchanted such that a creature approaching will cause the doorway to teleport to a random position on the wall (including being positioned vertically). Players will need to find a way to move through the door before it teleports or move fast enough to enter the passage before it moves. The magic that controls the teleportation for the door resides in the pedestal a short distance from it. The pedestal has 30 hit points and AC 27. The mechanism is sealed off with an *Arcane Lock* spell. The lock can be forced open with a DC 30 Strength check or a DC 27 Sleight of Hand check using thieves tools or similar devices. After the lock is open, a magical device is exposed. The device's magic can be stopped by smashing it (no check required) or casting *Dispel Magic* or a similar spell. However, doing such a thing will also remove necessary auxiliary power to the creature capsules. After 1d10 rounds of the power source's absence, creatures will

begin to escape from captivity and wreak havoc. The Tarrasque will be completely unaffected by this as its power cell is self-contained.

Rather than breaking the magical device, characters may try several other methods to get past the teleporting door including but not limited to:

- Moving at least 100ft/round to enter the doorway before it teleports
- Using *Dimension Door* or a similar spell to enter through the doorway
- Inserting a rod from one of the Blink Dogs' capsules into the pedestal or doorway--this will prevent it from teleporting
- Destroying sections of the wall such that the doorway does not have sufficient space to teleport
- Covering the pedestal or the door in an antimagic field prevents the door from teleporting.
- Covering the wall in creatures such as insects so that the door cannot teleport to get away from all of them (if at least 30 creatures approach the wall at the same time from different locations including vertically, at least one of them will be able to enter the door. Freeing creatures from the capsules could cause this effect).

Sample Room

This long corridor is lined with shelves containing miscellaneous jars of fluid. As you walk down the hall, you find a circular area containing a small desk upon which lie several neat papers. Another, larger, metal table rests in the center of this area. Small drawers sit beneath this table.

Examining the jars reveals that each contains some matter suspended in the fluid. Roll on the table below to determine what is in a particular jar if you want something random or strange.

- | | |
|----------------------------------------|--------------------------------------------|
| 1. Humanoid eye | 6. Humanoid Tongue |
| 2. Horned Beetle Taxidermy | 7. Living Skin |
| 3. Dragonborn Left Hand | 8. Humanoid Spine |
| 4. Metallic Prongs | a. May be used as a 1d6 bludgeoning weapon |
| a. These may be used as thieves' tools | 9. Humanoid Skull |
| 5. Purple Worm Venom | 10. Humanoid Lung |

Spellcasters that spend at least 1 hour in this room can find material components excluding gems and gold. These components should permit them to cast their spells as they progress through the adventure. If players are ever low on material components and need to refill, return them to this area.

If players look at the desk with papers, read:

The papers on this desk contain words written in a messy handwriting. However, there are some sketches, diagrams, and drawings among the pages that are surprisingly good. They depict human anatomy and seem to record the results of several experiments.

Characters that wish to learn more must make a DC 16 Insight check in order to understand the handwriting. If they are able to do so, give them the following information compiled from multiple experiments:

- Darkness Experiment - Dr. Miller contained a culture of persons completely in darkness and experimented upon them to see if they could adapt. The results are a set of contact lenses made from the iris of the subjects.
- Knowledge Taboo Experiment - Dr. Miller isolated a town and cursed their crops to never grow. He then offered meat as sustenance for the town and told some of the populace the origin of the meat--humanoid flesh. He did this to gauge their reactions and the effects that cannibalistic diets would have and if knowledge of the food's origin would affect the physical health of the subjects. While nothing particularly interesting came of the experiment, it forced Dr. Miller to create skeletal constructs that would constantly generate humanoid flesh when stimulated.
- Reattaching Transplant Experiment - In an effort to create a reusable prosthetic, Dr. Miller created a parasitic creature that could be controlled to act as a limb. While the parasite greatly increased the quality of life of the creature it attached to, it would shorten the creature's life as the parasite slowly ate away at the creature's lifeforce. In the end, the parasites made for a powerful tool in expendable subjects only.
- Vitality Syringe Experiments - In his search for unlocking the power of the Tarrasque's vitality for himself, Dr. Miller captured the creature and attempted to create a syringe from its saliva. The result was an unstable mixture that provided tremendous strength, but the mixture always resulted in death in, at most, 30 seconds. Dr. Miller determined that he will need to harvest Tarrasque scales to fix this solution, but he is unable to find a way to do so.

If characters attempt to search for the results of the experiments in this room, they can make a DC 20 Investigation check once for each experiment to try and find them. If the party finds the result of an experiment, see below for what they find:

- Darkness Experiment - *Suspended in a clear liquid are two eyes in a jar. The eyes appear to be purple-tinted and stare glassily at nothing.*
 - A character may remove the **Darkness Lens** (see Magic Items) from the eyes.
- Knowledge Taboo Experiment - *A small, unlocked box rests on the shelf. Inside are papers detailing the locations of several skeletons from the experiment--they can be found in the Creature Cages room inside capsules containing swarms.*
 - The skeletons and rings can be found in the Creature Cages (see Swarm of Bats).

- Reattaching transplant Experiment - *Lining this shelf are several jars of what appear to be limbs including both arms and legs. However, closer inspection reveals that they are alive! They writhe and move and appear to have a mouth with teeth extending from the point where the arm was severed. A long tongue writhes out from the maw.*
 - Characters may take the jars containing the **Writing Parts** (see Magic Items). There is one jar containing a left and right arm and leg for each parasite as well as one tail.
- Vitality Syringe Experiments - *Inside a small, leather pouch are several syringes. Only one of them is filled with an orange liquid.*
 - The filled syringe is a single dose of **Unstable Tarrasque Mixture** (see Magic Items). The 3 empty syringes may be taken and used as improvised daggers that deal only piercing damage.

There is no exit to this room--only the entrance from which the party came. If, however, they move back through the way they came, they will enter a new area (see The Clinic). If players leave this room in possession of any of a Writhing Part, Darkness Lens, or Unstable Tarrasque Mixture, this room is considered cleared and counts toward the number of rooms needed to leave the clinic.

Dissection Table

Laughter and the clanking of metallic implements sound through the corridor you walk through. As you draw closer, you see a large bowl-shaped room--the borders of which are lined with shelves and tables on wheels with tools. In the center of the room are a large gathering of individuals wearing surgical masks--none of them look completely human. On the operating table is a massive, two-headed creature with light-pinkish skin and three-clawed hands. It appears that none of the creatures have noticed you as the party lingers in the corridor--hiding among the shadows.

In truth, BeeBee has noticed the party--detecting their thoughts with his psychic powers--but he would rather feign ignorance as they enter. Each member of the crew is ultimately a prisoner of BeeBee's, but they resign themselves to their fate and find what joy they can in their lives. Their merriment is forced as they all lament not being able to achieve their desires. In-depth descriptions of each character can be found below. BeeBee's crew is made up of the following creatures and BeeBee himself:

BeeBee is a **Star Spawn Seer** is a troublemaker that likes to stir up conflict and see how mortals react to the alien and strange. In his travels, BeeBee would like to solve the troubles of his crew (even though he is responsible for most of their perils), but he knows that doing so will cause them to leave; so he always leaves them one step away from their goal. BeeBee has a hideout inside the Donjon of an Astral Dreadnought (whom BeeBee named Dave).

Other, the **Star Spawn Larva Mage**: Other is the result of a Yuan Ti Nightmare Speaker that came too close to Dendar the Night Serpent. The result of her holy dedication to her god was a horrid transformation that left her entirely alien. BeeBee found Other devouring Chultans long before Ras Nsi came to power. Should Other come into possession of the Black Opal Crown in Chult, it would be able to begin the summoning of Dendar the Night Serpent. Other has no ambitions or personality aside from friendship with BeeBee.

Devin, the **Allip**: A rising mage named Devon deLafelle finally found the secret true name of Orcus, the Demon Prince of Undeath. However, this secret was guarded with powerful magic that broke Devon's mind and turned him into a wretched Allip. BeeBee watched the entire affair unfold and even secretly provided Devon with some of the information needed for him to deduce Orcus's true name. Devon now follows BeeBee in the hopes that the alien entity will eventually help free him of his curse. BeeBee, of course, likes nothing more than dangling the hope in front of Devon without ever letting him be free. BeeBee enjoys teasing Devon by pronouncing his name 'Devin.' This infuriates the Allip, but he can do nothing.

The Sorrowsworn: **Angry, Hungry, Lonely, Lost** and two **Wretched**. These pitiful creatures wander the Shadowfell without purpose and make perfect additions to BeeBee's crew. BeeBee provides these monstrosities with entertainment and flesh as he travels from plane to plane and torments locals with their unnatural forms. BeeBee finds the Sorrowsworn cute and will always heal them when in danger of dying. He truly values each of these members as much as any other person in his company.

Michelle, the **Meazel**: After losing both her lovers upon her affair being revealed, Michelle became the laughingstock of her town. None would take her seriously or do business with her despite her skill and generally admired beauty. Scorned and lonely, Michelle abandoned her human life to wallow in the darkness and die. However, she survived. Her malice drove her to perform more and more desperate acts that led to her conquering the harsh Shadowfell. What she lacks in power she overflows in ingenuity and cruel wit. This intrigued BeeBee who happily indoctrinated Michelle into his crew. Unlike the others that are haplessly raw to or must follow BeeBee, Michelle can leave whenever she wants. However, her relationship to the alien creature is mutually beneficial as knowledge and experience are key to her survival.

Mike, the **Berbalang**: BeeBee fascinates Mike. while Berbalang are generally sought out for their knowledge, BeeBee could be considered the Berbalang of Berbalangs. Summoned by a cult of warlocks, Mike was prepared to spend years of his life in servitude and give up precious information when demons suddenly poured through multiple portals and killed the warlocks. This was a 'prank' by BeeBee, but the power and intelligence required to perform such a feat

sparked Mike's fascination with the alien. Mike will follow BeeBee until he learns the source of the being's power and his history. BeeBee knows this and tempts the Berbalang with tantalizingly little so as to keep the creature interested but not satisfied. Mike is not his real name.

Lawrence & Natasha, the **Skulks**: This duo of lost souls follows BeeBee aimlessly. While they had no connection to each other in life, they are now forever connected to BeeBee, their summoner. Lawrence was sacrificed to the Shadowfell during a demonic ritual while Natalia willingly attempted to traverse the gray waste to find her lover. The two strangers now, unconsciously, follow BeeBee. BeeBee will, on occasion, flaunt aspects of their lives so that the duo retains their connection and follows him. Natalia has an obsession with painting and loves bards while Lawrence is reminded of his life while near children.

Thoren'zel, the **Star Spawn Hulk**: Lacking true identity and will, Thoren'zel is BeeBee's guard and servant. This Hulk is the amalgamation of flesh from BeeBee's hosts allies upon his first appearance on the material plane. Thoren'zel retains the emotions and memories of all those that he is created from, and they cry out for vengeance against BeeBee. The Seer is aware of this, however, and is completely confident in his control over the Thoren'zel. Only a wish spell or casting greater restoration at 9th level could return Thoren'zel's will.

Should the party linger in the hallway for too long, read:

Suddenly, you feel a breeze against your back. As you turn, you see the stretching hallway before you grow shorter and shorter as the hallway seems to compress before your very eyes!

All party members must make a DC 13 Dexterity saving throw or be thrown from the corridor with great force, taking 4 (1d6) bludgeoning damage. Characters that make the save are able to leave the hall before it closes, leaving a seamless wall in its wake. Regardless of their rolls, all of BeeBee's troupe will clearly see the players as they roll into the room; and the corridor closes with a loud 'THUD.'

After the party interacts (or fights) with BeeBee and his crew, read the following:

Now that you are inside of the room, you are able to observe a few additional details: light is produced through small orbs of floating light just beneath the ceiling. Knives, saws, and jars are scattered across the floor around the motley crew. A metal table sits against one wall--a book and cup of pens rest atop it. On another side of the room, there are two large hampers of clothing neatly piled within. There do not appear to be any exits to this bowl-shaped room--neither corridors nor doors.

Characters that inspect the walls of the room find that one patch of the rounded room is slightly discolored to form a perfect rectangle approximately 10 feet wide and 3 feet tall approximately 3 feet off of the ground. The wall here is smooth to the touch and does not feel like stone. In fact,

though characters would not know this, the wall here is actually one-way glass that patients, doctors, or other individuals might use to peer into the dissection room while work is in-progress. Dr. Miller would use this while Dread Nurses dissect potentially dangerous samples. At the moment, no one is outside observing the party. The glass has 10 HP and an AC of 12 with vulnerability to bludgeoning damage. Exiting through the window leads to a new room. Breaking the glass attracts Dr. Miller's attention and ire.

The clothing hampers contain cleaned surgical robes, masks, and gloves. Characters that wear the full getup can be mistaken for nurses or doctors (except Dr. Miller--their cover will be immediately blown should they claim to be Dr. Miller).

The book on the table is a journal of dissections kept by Dr. Miller. When players examine the book, they can open it to read the following:

The book contains a series of entries similar to that of a journal. The system of dates, however, is completely foreign to you. The journal entries detail several autopsies conducted in this very room. The front and back cover seem to have instructions of sorts.

On the front cover:

"Preparation is imperative. Be sure to collect enough Formaldehyde, thread, cloth, and mirrors prior to each dissection. Replace low supplies prior to starting. Bind individual with physical restraints as opposed to magic to preserve energy and to mitigate external stimuli. Clear off table entirely prior to bringing in subject. Use jars from this room as nurses have been instructed to keep this area well stocked. Should the room be in disarray prior to arrival, consult nearest nurse--they are charged with keeping the area neat in the absence of others."

On the back cover:

"Keep samples in the Chambers Cabinet prior to sealing off the body. Return unused jars to the Supply Cabinet and tools to their proper places on the tables. Sterilize and clean them first. Stained clothing may be left in the marked hamper and will be dealt with by nurses. When completed, use 'Termina' to call in the nurses. Remember they will only respond should the above procedures be followed.

This journal contains the secret to exiting the room--cleaning up. Players will need to clean and return tools to the metal tables around the walls and put jars into the cabinets. All surgeon outfits worn by BeeBee's crew must be retrieved and placed into one of the hampers (which does not matter). After all of this is done, a creature may state 'Termina' aloud. Doing so will alert Dread Nurses on duty and psychically compel them to enter the area. Once the area is sufficiently cleared as determined by the GM and the word 'Termina' is spoken, read:

You feel something slightly off as a sound echos in the distance. The sound of stone and metal is clear as three hallways suddenly open up from the walls. Just as relief spreads throughout you, the sound of footsteps echo from the darkness.

1d6 rounds after the hallways open, 6 **Dread Nurses** arrive from the hallways--two coming from each. The nurses are not hostile unless attacked and intend on carrying out their assigned task--setting the room in order, moving jars to the Sample Chambers, etc.

If players are 9th level or higher, read the following shortly after the Dread Nurses become visible:

A tall, slender woman wearing an outfit similar to the garb found in this room walks between the nurses--she holds her head high and leers in your direction as she makes eye contact. As she holds up her hand, the Nurses immediately stop. "You are not supposed to be in here," she says. "You will be dealt with immediately." The woman lowers her hand and reaches for a tome at her waist. At that moment, the Dread Nurses lurch forward with the intent to kill.

The woman is **Dr. Annabelle Reed**, a student of Dr. Miller's that likes to keep procedures running smoothly throughout the clinic. She perceives the players as a threat because she does not recognize them, so she correctly assumes that they are escaped subjects. She will attempt to kill players and bring them back to Dr. Miller for resurrection and experimentation. While she is careless with the players' lives, she will try to keep their bodies intact as best as she can. She will save her *Time Stop* spell as a means to flee should all the Dread Nurses be killed. BeeBee and his allies will not aid players unless the players have been defeated and BeeBee's group becomes the focus of Dr. Annabelle--in this instance, the crew is easily able to dispatch the nurses. BeeBee and his allies can collectively or individually be swayed to help via persuasion, bribery, or other incentive as the players offer.

Regardless of how players escape--through the window or through one of the hallways which remain open after the Dread Nurses enter--they will be free of the Specimen Chambers and progress to the Cloning Rooms.

Cloning Rooms

Incubation Chamber

You enter a long room to see all manner of medical supplies and devices. Among the more... innocent devices are test tubes, cotton swabs, and empty syringes used to extract blood samples. Multiple medical examination tables line one wall, some with restraints, some damaged and covered with blood. Among the other equipment in the room are drills, bonesaws, and all manner of other torturous devices.

As you look around the room you see two Dread Nurses attending to equipment--the pair seem to be attempting to fix one of the more salvageable damaged tables. One Dread Nurse attends to a surprisingly calm patient who appears to willingly comply with the Dread Nurse's

instructions. Two other unrestrained patients lie on the next two beds over. The three patients appear to be normal humans, but their serenity has an eerie quality to it. A small, green man in a lab coat studies reports and occasionally barks orders at the Dread Nurses as a larger, greenish-yellow bodyguard stands by his side wearing a bored expression.

The 3/5 **Dread Nurses**, 3 patients (who have the same stats as **Cultists**), the Goblin doctor, and the **hobgoblin captain/warlord** bodyguard are not hostile towards the players unless provoked. The Dread Nurses will ignore the players and go about their assigned tasks. If the patients are spoken to, they will talk at length about how proud they are to serve the goals of ‘the Good Doctor.’ They refer to Dr. Miller as honorable, noble, and heroic as they idolize the doctor. Whenever they mention Dr. Miller, they refer to him as ‘The Good Doctor Miller.’

The small green man is **Dr. Deeter Diggergrave**, a timid goblin that conducts surveys and examinations on conscious patients. The doctor will not notice the players at first but, interact with patients or equipment, his bodyguard will alert him to their presence with something to the effect of “*Oi, boss. Looks like we got visitors.*” Dr. Deeter is a very nervous character and will regard the players with suspicion--afraid that they are either thugs sent by Dr. Miller to enforce sample quotas or are intruders intent on killing him and destroying his research. Either way, Dr. Deeter will, with great resolve, attempt to force players to state their business. If players feed into the goblin’s suspicions of being sent by Dr. Miller, he will do everything he can to help players while they are in his room including healing their injuries and offering to store their intelligences in an incubation pod. If players are neutral to Dr. Deeter, he will sort out that they must not be sent by Dr. Miller and will decide that, before they can leave, they will need to be examined. By succeeding on a DC 12 Intimidation check, players can threaten the goblin which will make him scared enough to let the party past without performing an examination. The Intimidation check is made with advantage if the character making the check is 11th level or higher. If players use magic to disguise themselves or create illusions, Dr. Deeter will see through them because of the blue glow (see Changes to Spells); but he will not bring it up or attempt to expose players as he will be too shy and nervous to cause such a confrontation.

Dr. Deeter’s objective in this room is to analyze anomalies in individuals that can survive the cloning process. Should players willingly (or unwillingly if forced by the Nurses) subject themselves to Dr. Deeter’s examination, roleplay the goblin performing various hackneyed interactions using unconventional and ridiculous ways such as:

- Taking a patient’s temperature by sticking his finger in their mouth for a few seconds and then sticking it into his own mouth.

- Asking patients to read a sign across the room with one eye closed (the sign is written in Goblin Tongue and likely won’t be recognized by the players)

-Kicking a patient in the shin repeatedly until the player says that it hurts (no matter how hard Dr. Deeter kicks players, it will not deal damage. Or hurt.)

-Requesting that patients rub their head, pat their stomach, and touch their nose at the same time. If players are able to perform such a ridiculous feat using ingenuity or magic, award them Inspiration.

-Checking how far patients can spit. Should players spit on Dr. Deeter, he will be completely indifferent.

After the examination, Dr. Deeter will be astonished and conclude that all of the players are eligible for cloning. He will insist that players each give him some type of blood or hair sample. Dr. Deeter will begin cloning any players that comply. Should a player die while in Dr. Miller's clinic, their soul can inhabit a clone created by Dr. Deeter. The clone retains all experience points but does not have any equipment. The players cannot be cloned if Dr. Deeter is dead or if Dr. Miller wishes death upon the adventurers.

Dr. Deeter's bodyguard is named Gabba will eye the players with moderate interest, as they are the first potential opportunity he has had to fight in a long time. Players that regard the Gabba may be asked to participate in a test of strength--arm wrestling. Should a player accept, they must succeed 3 Athletics checks against Gabba before failing 3 Athletics checks. If Gabba wins, he will demand tribute worthy of a victor. Players may pay him at least 10gp or offer their congratulations to the hobgoblin and praise his strength--both will be accepted happily. Gabba will refuse to let a player that owes him tribute leave the room. Should a player win, they will earn Gabba's respect; he will then forgive any other player's debts. Gabba will happily wrestle the players multiple times but only one at a time and only if he has not yet lost. He will also only agree to wrestle again if players have given him some form of tribute after their last loss.

If the players attack anyone in the room, the Dread Nurses, patients, and Gabba will attack the players in retaliation. Gabba will use his *Leadership* feature on the Dread Nurses to aid in their combat potential. While the Nurses will try to restrain players, Gabba will use lethal force without hesitation. Dr. Deeter will attempt to flee from battle and try to hide under a bed or in a cabinet; if he cannot hide, he will attempt to fight off his attackers with a clipboard dealing no damage. Dr. Deeter will only leave the room and call for Dr. Miller if every patient has been killed.

While Dr. Deeter has the power to lead players from the clinic (being a doctor, he can navigate the shifting rooms), he will aid them under no circumstance in that endeavor. If players are friendly, he will state that he needs to finish his work and cannot help them. If players decide to wait until Dr. Deeter is finished, he will work for 1d10 hours before assisting the players; at that point, he will lead players directly to Miller's Quarters. If players are hostile, he will declare that he is more terrified of helping enemies of Dr. Miller than being immediately harmed.

After Dr. Deeter finishes examining the players, is killed, or otherwise permits players to leave, players may progress onward through a door at the opposite end of the room.

Rune Batteries

This room is special in that it is a series of connected chambers separated by doors that open vertically. The doors can only be opened by striking them with lightning damage--fortunately, the chambers have a source of lightning damage in the form of batteries. The battery of the room players enter sends its power to the Cloning Rooms.

As you approach the bright chambers ahead, you hear a high-pitched humming and a sporadic sound of a loud cracking. The room you enter is whitish-gray and has streaks of bright blue light moving along the walls and floor. A large, blue orb is fastened with metallic prongs to a pedestal in the center of this room. Some type of metallic rectangle extends from the top of the orb. Crackling blue light and electricity flow directly from the orb into the ceiling above. While there do not appear to be any exits to this room, there is a horizontal crease on the far side of the room. A clear piece of what appears to be glass is set into the center of the crease.

This room's purpose is not to generate energy but rather to store it--Dr. Miller's collection of Grimoires summons forth a tremendous amount of power that is gathered here and distributed throughout the clinic. The room players currently inhabit is one of four chambers where **Battery Spheres** (see Magic Items) are kept. The battery spheres send power to the rest of the clinic from this room. If a player examines the pedestal, a successful DC 13 Investigation check reveals that the words 'Cloning Rooms' are formed in blue light along the side of the pedestal.

The crease in the wall is the slot for a door that opens vertically. The clear piece of 'glass' is actually a cut, translucent blue-white diamond worth 5000gp. The diamond can be pried from the door. The door can only be opened if the diamond inserted into the door is dealt any amount of lightning damage, at which point read:

Suddenly, the wall begins to move. The translucent panel whirls and flashes bright blue. The wall splits in two along the horizontal crease and slowly parts disappearing above and below.

Once the door has been opened, the diamond cannot be reached. A door remains open for 1 hour.

The Battery Sphere in the center of this room can be pried off its pedestal without a check. If any character touches the orb directly while it is on its pedestal and does not use the rectangular handle, they must make a DC 12 / 17 / 22 Constitution saving throw taking 1d10 / 3d10 / 5d10 lightning damage on a failed save as energy flows into them. A character that takes this damage feels power coursing through them. The next time that character touches another creature within the next minute, the touched creature must make a DC 10 / 15 / 20 Constitution saving throw taking 1d8 / 3d8 / 5d8 lightning damage on a failed save. The effect, on a failed save, then transfers to that creature or object, but the DC of the save and the dice size of the

damage each decrease by 2. Using any type of cloth or non-metal substance to protect one as they handle the Battery Sphere or a character possessing this power prevents them from taking this damage.

If players remove a Battery Sphere from the pedestal, the light immediately changes from bright to dim, and energy will no longer flow from the orb into the ceiling.

If players open the door and enter through it, read:

You enter into a dark, round room with four pillars in the center. Inscribed on the pillars are some type of runes. The runes on the pillars glow just enough to give the room a low, unnatural light. Sparks of energy emit from the pillars and occasional arcs of energy can be seen connecting one rune to another. The door you enter through appears to be one of four on the four corners of this room--each room is blocked by a door identical to the one you just passed through.

These pillars are Rune Batteries, and store the power generated by Dr. Miller's Grimoires. The batteries send their power to the Battery Spheres which then send it throughout the clinic.

Players that enter this room from the south will find the battery for the Specimen Chambers to their East, the Experimental Ward to the North of them, and The Workshop to their West. Each of these rooms are identical to the one that the players just exited from except that the name of the ward that the battery powers is written on the pedestal rather than 'Cloning Rooms.'

The pillars have 20 HP and 15 AC, are resistant to slashing, piercing, and fire damage, and are vulnerable to bludgeoning and acid damage. If any pillar is destroyed while at least 3 Battery Spheres are in their pedestals, an alarm will sound; and all open doors will close. If the alarm sounds, Dr. Miller will send **Dr. Annabelle Reed** to investigate. She will enter through a random one of the doors after 7 (1d4 + 5) rounds. Players may notice that room Dr. Annabelle comes from does not appear to be the room that connected to that door. If players are 13th level or higher, Dr. Annabelle will use a *Gate* scroll to summon allies: 2d6 **Dread Nurses**.

If Dr. Annabelle is already dead and players destroy one of the Rune Batteries, Dr. Miller will cause all four doors to the room to open after 7 (1d4 + 5) rounds. Read:

Suddenly, you hear an endless babbling echo all around you. The sounds assail not only your ears but your mind. Several masses quickly close in on you from all sides!

Dr. Miller will send 120 **Gibbering Mouthers** after the party to annihilate them. 1d10 of the creatures arrive every round from each of the four entrances. Players that run through any of the

doorways while the Gibbering Mouthers are still appearing will re-enter the room from a door at random. After all the Gibbering Mouthers have appeared, all the doors will lead to a random location in the clinic as usual. 1 hour after Dr. Miller sends the Gibbering Mouthers, Dr. Miller himself will come to inspect what has happened. If players are still present in the room, he will politely ask them to explain the situation. Players that do so without attacking may be able to negotiate some sort of arrangement.

The Rune Batteries room counts as cleared if the party leaves these chambers with any of the Battery Spheres removed from its pedestal or if any one of the Rune Batteries is destroyed. If either of these are met, Dr. Miller will be annoyed. Removing 3 or more of the Battery Spheres or destroying 1 or more of the Rune Batteries earns Dr. Miller's ire.

Mixing Puzzle

You enter a perfectly square room with four small pedestals in the center. Upon three of the pedestals are leveled containers with red, green, and blue liquid while the final pedestal contains a similar container without liquid. Spaced unevenly along the walls are two chests; a large, orange cylinder; a closed cabinet or wardrobe; and large, circular well raised out of the floor.

On the opposite wall is a closed door that appears to be the only way forward.

Every container in this room is locked with the same mechanism that cannot be opened using thieves tools. Closer inspection of any lock reveals a small basin above the lock with a colored gem inserted into normal place for a keyhole. To open any of the locks, the corresponding color liquid must be poured into the basin by combining the colors of liquids on the pedestals. Should an incorrect color potion be poured into a lock, the liquid will turn to gas and surround all characters in a 5 ft. radius of the lock. Characters in the radius must make a DC 10 Constitution Saving throw or suffer the potions effects as described below.

Players can pry the gems off of the locks with a successful DC 13 Sleight of Hand check. Each gem is worth 50gp. Should the gems be removed from their locks, the locks will not open even if a potion is poured into them. Swapping the color gem in a lock changes the color potion required to unlock the container. For example, a white gem in a lock will always accept a white potion; a red gem inserted into any lock will accept a red potion.

Each of the leveled containers is marked to 10 with the colored liquid (10 being marked as 1 liter). At least 1/10th L is needed to register on any of the locks, so that amount will need to be expended every time players use a container. Liquids can be mixed in the empty container and change colors as one would expect. To see how specifically each color can be made, see the chart below. Should players try to mix other combinations, have a color that would make sense result (ie: yellow from red & green, cyan from green & blue, etc).

The first time characters investigate one of the locks on any of the containers, read the following:

Careful investigation of the lock reveals a befuddling sight--there do not appear to be any mechanisms or slots for a key of any kind with which you are familiar. Instead, there is a small funnel or basin of sory set above the lock. Small holes perforate the bottom of the funnel and a concentric circle around the lock's gem.

Potion Mixing Combinations:

Red - 1 Red, 0 Green, 0 Blue

Orange - 2 Red, 1 Green, 0 Blue

Light Blue - 0 Red, 2 Green, 3 Blue

Purple - 1 Red, 0 Green, 1 Blue

White - 1 Red, 1 Green, 1 Blue

Players that attempt to drink one or more doses of the liquids suffer the appropriate effects listed below. Mixing potions does not alter their effects for the purpose of ingestion.

Red: take 1d6 fire damage per dose as the liquid burns the creature's insides.

Green: gain disadvantage on all Constitution Saving throws and advantage on all Intelligence Saving Throws for 1 hour per dose.

Blue: the creature's skin is bleached the color of the ingested potion for 1 hour per dose.

Characters that investigate the chests find the following:

A medium-sized chest sits upon a chest twice its size. Upon the smaller container is a lock with a light blue gem set into its center where a key would traditionally fit. In the larger chest, an identical lock is present, but a purple gem is set inside.

The small chest is light enough to be carried, but the larger chest weighs over 100lbs. Unlocking the smaller chest by pouring a light-blue concoction inside reveals its contents:

- 2d4 Books, half of which contain 3 spells of level 1 / 3 / 5 each
- A Spell Jar containing Cloudkill VI
- A closed potion set containing the following 6 potions:
 - Potion of Animal Friendship
 - Potion of Climbing
 - Potion of Diminution
 - Potion of Invisibility
 - Potion of Gaseous Form
 - Potion of Water Breathing

Unlocking the larger chest by pouring a purple concoction reveals its contents:

- A set of heavy gloves. Casting *Identify* or a similar spell reveals that they possess a minor enchantment: the wearer is less likely to drop what they are holding due to being startled or simple clumsiness. The wearer gains advantage on all sleight of hand checks.

- 3d6 sets of heavy surgical bibs. The bibs are immune to poison and resistant to acid damage. These effects are non-magical in nature.
- 3d6 gas masks. Air is filtered by the mask to provide clean, breathable air for the wearer. Water or other liquids cannot be filtered by the mask but will also not damage the mask.
- Bandages. A player can use this supply of bandages to gain advantage on a Medicine check to stabilize a dying creature. They can also be used as rope, gauze, or for other purposes. Once the bandages are used 3 times or in 3 different circumstances, the supply will run out.
- A small chest with a traditional keyhole. The key is located around the creature in the cylinder's neck. The chest can be opened with a DC 18 / 20 / 22 Sleight of Hand check with Thieves Tools or forced open with a DC 24 / 27 / 30 Strength check.
 - The chest houses (6d10 * 10) gp -- one of which is a Token of Life. The token of life appears as a normal gold piece unless inspected; if closely examined, the etching will revealed to be a dragon on one side and a boar on the other.

A character that draws close to the cylinder sees the following:

The orange pillar appears to be glass filled with an orange liquid. Suspended in the liquid is a humanoid creature that looks somehow familiar. Around the creature's neck is a chain with a black key. The cylinder appears identical to the ones you found yourself in, however the holes are sealed. Long seams indicate that a door of some kind may be present on the cylinder. In the center of these seams is a small, protruding lock with an orange gemstone inserted in the center. The humanoid creature is a **ghoul/ghast**--but not just any ghoul. It was synthetically created using one of the players as its base. Select a player at random and give the creature eerie similarities to that player. You don't need to make them the same race, but they should have the same hair / eye color and be built similarly. The creature cannot act while suspended in the liquid and appears dead--even under divination magic.

Should players open the cylinder, the thick orange liquid spills onto the ground. Characters can easily avoid the spill should they be careful or indicate wanting to do so prior to opening the cylinder. The liquid was thick enough to stop the creature preserved within from moving. Without such a restraint, it will be free and attack the players with the intention of devouring them. At this moment, if players didn't realize it already, reveal the horrible similarities between the creature and the player it was created from. The creature has advantage on all attack rolls it makes against that player, and that player has disadvantage on all attack rolls against the creature.

When a character draws close to the door, read the following:

A large, metal door stands against the farthest wall. A small bar exists on the right-hand side as a handle. Inserted into the center of the door at eye-level is a strange lock with a clear diamond set into it.

Opening the door allows players to leave and progress to the next area. The door will only open if a white potion is poured into its lock.

When players approach the well, read the following:

A circular rise in the floor about 5 feet in diameter stretches four feet off the ground. A massive lid is set onto the well. Attached to one side of the well is a lock with a red gemstone set into it.

When players unlock the well by pouring a red potion into its lock, the lid slowly becomes transparent before fading away entirely. The well is filled with a red, watery liquid that smells rather sweet. The liquid is a **potion of healing** / **potion of greater healing** / **potion of supreme healing** and holds enough liquid for 4d10 doses. Players can fill canteens or other containers with the liquid for a valuable resource. Containers with undefined space can hold 1d4 doses of potion each.

Close inspection of the wardrobe yields:

A large, rectangular box with double doors rests in the corner of this room. Approximately 2 meters tall, the box appears to be made of ordinary wood. A large lock with a green gem rests between the doors.

Unlike other containers in this room, the wardrobe can be destroyed as it is made of non magical wood. The wardrobe has 10 hit points, and reducing it to 0 hit points will cause the structure to collapse and reveal its contents.

Should players open the lock, read:

The box does, indeed, appear to be a wardrobe as you can see several coats hanging inside. Toward the back wall of the wardrobe, you believe you see something shine or otherwise reflect light.

Should players smash open the wardrobe, read:

After smashing through the box, its structure collapses, causing its contents to fall onto the floor. You hear a crashing sound followed the fabric hitting the floor. Inspection reveals that several coats were contained in the wardrobe. The crash was a mirror, now shattered into pieces.

There are 3d4 coats inside the wardrobe, and they emit faint transmutation magic upon divination. The coats are, in truth, **mimics** that await someone to dawn them and be consumed. Should a character try on a coat, the mimic will use its adhesive feature to stick to the character. It will then form teeth inside the coat and make bit attacks on the coat's wearer until they are completely consumed. After, the mimic will, if there are no nearby hostile creatures, place itself

back in the wardrobe. The mimics will remain completely motionless in their coat forms even if attacked; they will not defend themselves as long as they have not been worn.

Sifting past the coats to the source of reflected light in the back of the wardrobe reveals a large, circular mirror hanging on the back wall. The mirror is enchanted such that a creature that gazes upon its own reflection must make a DC 15/18/21 Wisdom Saving throw or feel woefully inadequate with their appearance and be compelled to try on one of the coats. Should the mirror be smashed, it cannot be repaired through conventional means or with magic by an individual without skill in glasswork. The mirror also loses all its magical properties if smashed.

Experimental Ward

Festering Pit

As players walk through a corridor connecting two rooms, the corridor will shift into a pipe about 3 centimeters in diameter. Players and any items they are wearing will shrink along with the corridor. All objects and characters, even those with complete immunity to magic, are affected by this as the space around the objects changes rather than the objects and characters themselves. Because of the subtlety of this change, it is quite possible that players will not realize that they have shrunk. The size reduction from the pipe lasts until characters exit the pipe, at which point they are returned to their original size. The pipe is meant for refuse including blood and bile and leads to the Festering Pit where they will be discarded. As players walk to a new room, read:

Creeping along the corridor, you begin to notice a slight downward slope as you progress forward. The corridor itself, you notice, has taken on a circular appearance; and the ground is somewhat slippery or greasy.

As the party continues down the hallway, have them make a DC 12/14/16 Dexterity saving throw or stumble and begin falling down the corridor. Taking precautions or walking carefully can allow them to make this check with advantage. Other players can attempt to save them with a successful DC 16/18/20 Dexterity saving throw. When a player falls down the corridor without being saved, read:

Your descent becomes more and more rapid as the floor continues to tilt downwards until, finally, you are ejected from the hallway itself! You fall a short distance before crashing onto your back into something lumpy and wet.

Characters that are able to maintain their balance and progress down the hallway are able to see out the hallway and into the expanse before deciding what to do. Read:

You stand at the edge of the hallway into what seems like a dark void. At the bottom of this void, you can scarcely make out what appear to be the bodies and skeletons of giants.

Players that leave the pipe return to their original size and may realize that the ‘giants’ are normal humanoid bodies--the players themselves have shrunk. If players express a reluctance to jump out of their corridor and into the void, you may wish to force them out by flooding the pipe with blood. In this case, read:

The sound of rushing water echoes around you. The corridor itself begins to rumble. Suddenly, you see it behind you--a massive wave of red.

Because the wave is blood, players that attempt to manipulate it with magic as though it were water will fail. Force all players that attempt to brave the flood to make a DC 30 Strength saving throw to not be knocked down by the wave. Characters that succeed the save must then make a DC 20 Dexterity saving throw (made with disadvantage if they are not attached to the floor or hanging onto some affixed object excluding the floor and walls) or else slip and fall down anyway.

As players reach the bottom of the pit, read:

The smell of decay and pestilence fills your nostrils long before you reach the pit. Perhaps the only aspect worse than the smell is the sight--bodies. Hundreds of bodies and body parts are scattered across this circular pit. Human and inhuman remains litter this festering mass of flesh. After scanning the walls, you realize that there appear to be no exits to this chamber--until you look up. Approximately 20 feet above the ground are a ring of pipes along the outer perimeter of the wall that arc downward in your direction. Beyond the pipes stretches a seemingly never-ending darkness that continues upward.

Powerful necrotic energy swirls around this room, affecting the living negatively. Whenever a character takes damage in this room, they must make a DC 24 Constitution saving throw or have their hit point maximum reduced by that amount of damage for 24 hours. A character whose hit point maximum is reduced to 0 by this effect immediately dies. Undead and constructs are immune to this effect.

The necrotic energies are able to possess the corpses in this room if they are disturbed. Moving or searching through the bodies increases the likelihood that the necrotic energies act. At the end of every hour players spend in the Pit, roll 1d10. Roll an additional d10 for each time a player spends a hour disturbing the corpses. If the roll exceeds 20, read the following:

A foul air rushes past you as a low moan escapes from the ground. A twitch and then another escape from the floor as the dead begin to rise. They slowly rise and then lurch at the living!

The following zombies rise up to attack:

- 1d8 / 5d8 / 15d8 **zombies**
- 0 / 2 / 2d4 **ogre zombies**
- 0 / 0 / 1 **beholder zombie**

1d10 of the zombies are raised within 5ft of player characters. 2d10 are raised 20ft. from the nearest party member. 3d10 are raised 30ft. from the nearest party member. The rest are raised 50ft. or more from the nearest party member. They will all advance toward the party with the intent of killing them. The zombies fight until killed. Additional zombies will not be raised by the necrotic energies until all previous zombies are killed. After the raised zombies are killed, the chances of necrotic energies animating zombies returns to rolling only 1d10.

The pit itself is 300ft. in diameter and extends upwards 50ft., though it appears to stretch up endlessly. The walls and floor of the pit are reinforced magically, unlike other walls in the clinic. As such, they cannot be damaged, destroyed, or manipulated using magic or other means. The floor, rather than a solid platform, is made of a mesh that allows liquids to seep through it. The purpose of this is to prevent the pit from filling with blood. There are three conceivable ways for players to leave:

- Players shrink themselves and enter through the pipes 20ft. off the ground. This does not count as progression or having cleared the Festering Pit for the number of rooms needed to leave the clinic.
- Because the room extends only 50ft. upwards, characters that reach above that point leave the room and will, instead, feel gravity reverse as they fall from the ceiling into a normal corridor of the clinic.
- Players that assume a liquid or gaseous form can slip through the floor's mesh. While gore is accumulated, the players will be deposited in a random room as though they walked through an exit.

Despite the pit being full of flesh, there are no maggots or flies as a result of the necrotic aura. Corpses piled on top are generally fresh while those at the bottom are mostly bone. Blood and gore passes through the mesh on the floor where it is sorted via magic to determine where it should go.

Players that spend enough time in the pit will realize that there is only one way forward--up. The way in which they do so is up to them, but some ideas include:

- Flight magic such as *Fly* or *Levitate*. Searching through the bodies may provide access to items that will assist in the climb (see table below).
- Climbing the walls which can be facilitated by using the *Spider Climb* spell or similar features. Otherwise, the tall, slippery walls can be climbed with a successful DC 23 Strength (Athletics) or Dexterity (Acrobatics) checks. Somehow creating handholds or attaching a rope to a higher-up area reduces the DC to 18 and, at GM discretion, allows the check to be made with advantage. Remember that the walls cannot be damaged.

- Stacking bodies in the pit into a sort of staircase (which takes 1 hour / 10 ft. if done manually). Doing so increases the likelihood that the necrotic energies will possess the corpses and attack players. Increase the chance every hour spent stacking corpses.

Players that examine the bodies may realize that the corpses could contain loot. Many of the dead are former adventurers, treasure-seekers, or would-be ‘heroes’ that tried to kill Dr. Miller. Every party member can scan around the room and attempt to search through the bodies in order to find supplies. Every hour a player spends looking for supplies, they can roll on the table below to see what they find. Searching through the corpses, however, disturbs the bodies and increases the chance that necrotic energies possess them every time a player rolls on the table.

d100	Item
0 - 19	Immovable Rod
20 - 34	Shortsword, +1 / Shortsword, +2 / Longsword, +2
35 - 44	Winged Boots / Wings of Flying
45 - 49	Potion of Climbing
50 - 54	Potion of Healing / Potion of Greater Healing / Potion of Superior Healing
55 - 59	Rope of Climbing / Rope of Entanglement
60 - 69	Bag of Holding
70 - 74	Alchemy Jug
75 - 79	Circlet of Blasting
80 - 84	Shield, +1 / Shield, +2, Shield, +3
85 - 89	Adamantine Armor (medium) / Adamantite Armor (heavy)
90 - 92	Potion of Flying
93 - 95	Animated Shield / Spellguard Shield
96 - 98	Ring of Jumping / Boots of Levitation / Carpet of Flying
99	Talisman of Pure Good

The Long Hallway

Walking through the hallway, you slowly find that the walls are arching outwards--opening up to a massive room. The floor, however, does not expand, and you are left walking on a thin bridge over what appears to be an endless void. You see no end to this path--it seems to stretch on forever. Neither walls nor ceiling nor a bottom to this pit are visible any longer as you stand, alone, on a narrow path. Massive black cylinders dot the sky about 20ft. above you, and they appear to stretch on as infinitely as the void they occupy.

The path the party is on is 15ft. in width and stretches on in length far beyond what they can see. There are no floor, ceiling, or walls in this room as the path stretches across the void. The room's purpose is merely to act as an intermediary between other planes. Doctors, then, need to traverse through this area in order to connect between rooms. As it happens, **Calvin the Wretched** is in this room now.

The massive cylinders are conductors for arcane power that accumulates in various rooms--primarily from the Rune Batteries. They emit a low hum and occasionally crackle. If a player capable of casting spells touches one of the pillars, have them make a Ranged Spell Attack against the pillar. If they fail the save or cannot cast spells, they take 2d10 / 5d10 / 15d10 force damage as surging power from the conductor shocks them. The conductors have AC 20, 30 hit points, and Immunity to slashing, bludgeoning, and piercing damage from nonmagical sources as well as immunity to psychic and poison damage and all conditions. If a conductor is destroyed, it immediately erupts into a 20ft. radius explosion. All creatures in-range must make a DC 27 Constitution saving throw and take 165 (30d10) force damage on a failed save or half on a successful save.

Players will likely be incredibly suspicious of the ominous area and may wish to turn back. If so, allow them to do so and have them move to another random area--but do not count this one as cleared. If the party flies and attempts to explore the ceiling, have them teleport back to the path after they've gone approximately 100ft. above the path. Should they fall off of the path, they will teleport to a random different room in the clinic as though they fell into the void outside the clinic's walls.

Once the party decides to press onward, Calvin will appear. Read:

You notice that several of the cylinders above you appear to shine a silvery-white.
"Ah, so the flies have come upon the spider, eh?" calls a hoarse voice from above. Looking up, you see a figure hanging above you and holding onto one of the silvered cylinders. The man appears deformed or monstrous as four long appendages ending in points extend from his back and cling to the cylinder behind him as he faces you all. "We finally meet. I will enjoy taking you apart."

Dr. Calvin will attack the party immediately after taunting them. He will remain in the air and jump from cylinder to cylinder to avoid the party's attacks. The 'silvered' cylinders are actually

covered in webbing from his *Antimagic Thread* ability. While a cylinder is covered in this substance, a creature can touch the cylinder without being harmed.

Dr. Calvin employs a different strategy based on his perceived strength of the party:

Dr. Calvin Corvus attacks the party from above /

and call forth 2d4 **Dread Nurses** to attack the party. Half come from in front and behind. /

He also call upon an **Umber Hulk**, 1d4 **Gibbering Mouthers**, a psychic **Gray Ooze**, an **Adult Kruthik**, 2 **Oblex Spawn**, and an **Adult Oblex**. The creatures appear randomly on either side of the path. The creatures are surgically modified to obey the psychic commands of Dr. Calvin and cannot be freed from this charm save from a *Wish* spell.

Dr. Calvin wants to capture and experiment upon the party--he wants to know if he can condition them the same as his experimental creatures. As characters fall, he will stabilize on dying characters or cast *Gentle Response* on dead ones so that he may revive them later.

Dr. Calvin's allies will fight until killed and without regard for their lives, but Dr. Calvin values his own life above capturing new subjects. He will flee immediately if brought below half his hit point maximum. If Dr. Calvin has allies remaining in the room and believes that they may be able to defeat the players, he will remain in the room regardless of his current health if there party does not focus on him; but he will move as far from the players as he can.

Because he is a doctor of the clinic, Dr. Calvin has power to move individuals between rooms through the spaces between demiplanes. Unless he is below half health, Dr. Calvin will force any players that try to flee by jumping off the path or run by having them return to where they started. If he is below half health and fears for his life, Dr. Calvin will force players that flee to appear in the Festering Pit--even if they've already cleared that room.

After Dr. Calvin is defeated or escapes, players can reach the next room by moving in either direction on the path or entering the void above or below them.

Mutating Prison

This chamber is a two-level prison ward where prisoners are exposed to a Sibrex on the power level. The Sibrex while players can simply walk away, they can help many persons and even the demon if they feel obligated to interfere.

The circular chamber you enter has a hallway visible on the opposite side to you--perhaps an exit? The floor appears to be made of a metal mesh, and there is a spiral staircase along the wall leading down. The only other object of notice in the room is a metal door with a panel and dial set into it on one side of the wall of this room.

The hallway opposite the party is, indeed, an exit--they can leave as soon as they arrive, and you may consider this room cleared. However, braver or less trusting individuals may wish to explore below.

Players can attempt to peer through the mesh floor, in which case read:

You notice the ground to be wet--covered in some sort of filthy water. As you peer through the floor, you make out some shadowy mass--it appears connected to the walls by a mass of chains. You cannot make out anything else.

The door in the wall connects to localized demiplanes where mutating prisoners are kept. The dial adjusts which demiplane the door connects to, and the clear panel allows one to see into prison. The glass is one-way such that a creature trapped inside the prison cannot tell if someone is watching them from the outside. The dial is set to a random number when players arrive. The door can only be opened from the outside. The table below shows which prisons are accessed based on the dial:

Dial	Name	Race	Stats	Description
1	John	Human	Commoner	Agreed to be experimented upon by Dr. Miller in exchange for having his son saved from illness. He is frail but can recover. Reluctant to leave.
2	Vel Sha'Moore	Half-Elf	Cult Fanatic	Offered herself up to be experimented on for the glory of the elder beings. She has since changed her mind and threatens to harm others if not set free. Left arm ends in a barbed tentacle.
3	Ray Mynx	Human	Bandit	He and Zamine Gloomwalker (see Capsule Chamber) are the last survivors of a bandit company. He appears brittle and weak and has only 3 hit points remaining.
4	Ekemar Khan	Tiefling	Priest	A healer from a town Dr. Miller wished to experiment on. Turned feral from the mutations. Wings sprout from his back, and his head is twice as large as normal.
5	Varis Lolthfel	Elf	Noble	Rude nobleman that wronged Dr. Miller. Hideous, diseased boils sprout from his body. Gas surrounding him is clearly dangerous. He constantly secretes a poison gas forcing all nearby creatures to make a DC 12 Constitution saving throw every minute or take 1d6 Poison damage. Demands to be freed.
6	Minnie & Mika	Gnomes	Berserkers	These gnome twins were captured and kept in separate areas. Minnie escaped and found Mika, but she accidentally locked herself in Mika's prison. Both are surprisingly healthy and chipper.

7	Harry Stonefoot	Halfling	Assassin	Attempted to kill Dr. Miller. He failed. His mind was broken by mutations, but he puts on a facade of normalcy. Will attempt to kill the party when presented the opportunity if freed.
8	Rokhamar	Dragon born	Knight	Disgraced knight sought to pledge himself to the doctor after his people abandoned him. The doctor had other plans. Mutations have made him feral. He is bloated oozes slime.

All prisoners (except Minnie who has miscellaneous equipment stolen from around the clinic) have no weapons or armor. Some may be allies while others are dangerous. The prisoners are exposed to the Sibrex below's *Warp Flesh* feature. Some are more affected than others and have been here longer.

If characters walk down the stairs, read:

The sound of dripping echoes around this chamber. As you walk down the stairs, you see a massive mound of bleeding flesh chained to the center of the room--suspended a few feet off of the ground. The walls of this level are solid metal but have perforations in them. You can hear the sounds of coughing and breathing coming from them. It's at this moment that you see the flesh twitch. It turns slightly, and you see a face--a monstrous and ugly face--look at you.

The creature chained to the walls is a **Sibriex**, and Dr. Miller keeps it here to observe the effects of its *Warp Flesh* ability. Behind the metal walls are prisons that can be accessed from the door with the dial on the upper level.

The Sibriex, who is named Rob, is restrained by the chains but can still cast spells and make attacks at creatures within range. It, however, will only be interested in harming the party if the Sibriex believes that they can kill him--the creature knows that if it dies, it will return to The Abyss.

If the players are lower than 13th level, the Sibriex will introduce itself. He will make light hearted banter and politely ask the party to free him. In exchange, he will tell them everything he knows about the clinic, this room, and the prisoners here. If players refuse, he will threaten to torture or kill them, which is almost certainly within his power to do.

If the players are above 13th level, the Sibriex, will rejoice that someone will have come to kill him. He will lash out once a character draws close in an attempt to force the party into killing him.

Rob knows every prisoner in this room by name and is familiar with their level of contamination. He can accurately predict which of the prisoners will attack the party and which can be reasoned with. He will truthfully share this information to gain the party's trust. He also knows that there is a means of accessing each of the prisons on the upper level, but he doesn't

know what it is or how to access it. The Sibriex also has some information on Dr. Calvin Corvus. He can describe the doctor's characteristics and abilities as the Sibriex knows about his self-experiments.

The Exit

Waiting Room

After players have cleared at least 5 rooms, add this one to the pool of options for them to access. When they first enter this room, read:

The faint sound of coughing sounds from the room as you enter, and you find several individuals sitting in chairs around the walls of the room. They are dressed in rags and look to each other quietly as if waiting. To your left, there is a large wheel of some kind with a piece of paper sticking out of it. There is a door opposite of you with a small bell attached to the top of it.

The creatures in this room are **commoners** that are waiting to see Dr. Miller to beseech him for aid. Their reasons are as numerous as they are varied. Occasionally, a small chime will sound from the hallway indicating that the next patient should enter the hallway to see the doctor. The wheel is a ticket dispenser and is enchanted such that it will never run out of tickets, and the number will reset to 1 daily at dawn. Dr. Miller will, on occasions, enter this room himself to guide a patient into the next room. It is quite possible that he will see players, then.

The room itself is a 20x20ft. Cube, and the door with the bell is, indeed, an exit. The bell is enchanted such that it will not ring if a character exits the room but will if a character enters through the door. Players that exit directly through the door will be free from the clinic. Characters that dawdle and talk to the commoners, however, will waste precious time. Dr. Miller arrives in this room after 8 (1d6 + 5) rounds to escort his next patient.

If Dr. Miller enters the room while players are inside, read:

Though faint, you begin to hear an uneven thud coming from the hallway. Your instincts alert you that this means danger as the thud slowly gets closer. It is quiet and uneven. Da--dum.....Ba--dum...Da--dum. Slowly, you see a small figure in the darkness. While you can see nothing inherently terrifying, every fiber of your being screams at you to run from this man. As he finally steps into view, you see his eyes dull, tired eyes; the left is green, and the right eye is blue. The surprisingly young man is dressed in a white button-up shirt with the sleeves rolled up to reveal skinny, old hands; but he does not appear to be older than perhaps 30. A black book dangles from a chain at his waist. He is short and walks with a limp. His lower lip and left lower eyelid are missing, and an air of fatigue surrounds the poor individual. Still, you feel a power course from a figure that can only be Dr. Aiden Miller.

Dr. Miller's opinions of the players are very dependent on their actions up to this point. If he feels that they have wronged him, he will certainly attempt to destroy them or otherwise exact payment. He may ask players to run an errand, collect a sample, or otherwise pay him in exchange for their freedom. If players have been rather uneventful and have not disturbed much of the clinic, Dr. Miller may allow them to leave without payment as long as they return any samples or items of value they stole. If players have earned Dr. Miller's ire and cannot come to an understanding, which Dr. Miller will certainly try to pursue, he will fight the players.

Once Dr. Miller has appeared, he will prevent players from leaving by making the doorways return them to this room. He will also ask that other patients, the commoners, leave for today and come back tomorrow. They will obey and file out completely after 3 rounds.

Dr. Aiden Miller is a powerful enemy to players of any level and will prove difficult for even the highest-level players to defeat. If negotiations fail, it is possible for all players to be killed. In this instance, Dr. Miller will take them back to the specimen chambers for resurrection and experimentation. Players may attempt to escape again by replaying this adventure. Keep this room as a part of rooms they can enter at any time.

If the party is able to negotiate with or defeat Dr. Miller, they can leave the clinic. They may appear anywhere in the world as Dr. Miller's clinic goes beyond simple locations. If Dr. Miller is dead, he will return in time. After all, he has a gallery of bodies with which he can inhabit.

This ends *The Dread Surgeon* adventure. Thank you very much for reading. Please check the appendices on the following pages for magic item, monster, and magic effect examples.

Items

Magic Items

Battery Sphere - This blue-white orb is flattened at the bottom and has a rectangular, metal handle at the top. The sphere is meant to channel and redirect lightning and electricity. If a creature holding this item would make a Dexterity saving throw to avoid lightning damage, they can instead present this orb as a conduit. On a successful save, the orb will store the full power and cause the user to crackle with power. If a creature holding this item is the target of an attack that deals lightning damage, they may use their reaction to present this orb and make a Dexterity saving throw against the attack roll to use this item's ability.

If this item is hit by an attack with multiple damage types, only lightning damage will be absorbed. Other damage types will deal damage to the item holder normally.

If the creature channeling power with this item touches another creature or hits with a melee attack, they deal additional damage equal to the damage prevented by the orb absorbing the lightning. The power caused by channeling lightning lasts 1 minute. After that time, the power fades.

Darkness Lens - A character that wears these opaque lenses is blinded but gains blindsight in a 30ft. radius as a psychic sense. If the wearer takes psychic damage, they lose any sense granted by this item until the end of their next turn. If only one lens is worn, blindsense is granted instead of blindsight.

Token of Life - A creature reduced to 0 hit points while in possession of this gold coin is instead reduced to 1 hit point. The token then shatters.

Unstable Tarrasque Mixture - this mixture contains incredible power and can be used as a final act of strength. A creature that is not immune to poison may drink the mixture to gain two of the following benefits at random or inject this into their bloodstream to gain all of the following benefits:

1. Increase the creature's current and hit point maximum by 5 times their level or challenge rating.
2. Double the creature's Strength
3. Double the creature's Dexterity
4. The creature loses all Fatigue and cannot be Exhausted (even through magical means).
5. Any spells the creature knew may be cast without expending spell slots or material components by, instead, sacrificing 5 times the spell's level number of hit points.
6. Gain advantage on all Wisdom (Perception) checks that rely on hearing or smell.
7. Whenever the creature deals damage, they may reroll up to half (rounding down) of the damage dice but must take the new result.
8. Gain immunity to the Charmed, Frightened, Paralyzed, and Poisoned conditions

At the end of each of the creature's turns, they must make a DC 15 Constitution saving throw taking 22 (5d8) poison damage on a failed save and losing concentration on any spells they had maintained. The creature's hit point maximum is reduced by the same amount of damage taken and can only be restored with a *Greater Restoration* or similar spell. This damage cannot be reduced by resistances or immunity to poison damage. The difficulty of this save increases by 5 each time it is successfully made. The damage for failing this save increases by 5 each time it is made unsuccessfully. A creature reduced to 0 hit points while affected by this mixture quickly dries up and dies as their vitality is completely expended. The effects of this mixture last 10

minutes. The effects of this mixture cannot be ended early or dispelled after they have been active.

Writing Part - a living parasite that can attach to a creature. After an hour of attaching (which can be done to a lost appendage or a miscellaneous spot along a creature's body), the creature gains full control over the parasite if they succeed a DC 13 Charisma saving throw. Failing the save causes the parasite to reject its host in a painful manner and detach. The writing part behaves just like a limb. Should a creature attach a Writing part and have more limbs than a normal creature of their race, they may use the limb to take an additional attack action on each of their turns. The writing part is a living creature independent of the host and will slowly consume its host. During every long rest, the host must make a DC 17 Charisma saving throw or have their hit point maximum reduced by 10. This cumulates until the host withers and dies. A *Greater Restoration* or similar spell can restore hit points lost in this manner as can removing the writhing part. Removing the writhing part kills it. A creature that attempts to communicate with the writhing part can do so with *telepathy* or a similar spell that allows communication. Forming a mutually symbiotic and understanding relation with a writhing part may allow it to willingly detach itself to save the host from ill effects after it has fed on sufficient lifeforce.

Drugs

These items are experimental drugs, either failed attempts to cure Dr. Miller's disease or as parts of experiments on the various creatures trapped or created within the good doctor's laboratory. These drugs will usually have some sort of positive short term effect followed by some side effect. Side effects can be temporary, permanent, curable, or incurable. My idea for these is that the players may know the primary effect of the drugs but will not know the side effects unless they find research notes.

1. **Icarus** - This green liquid grants potency to one's jump. A creature that drinks this potion increases their jump height by 10x. This potion does not help overcome any falling damage.
2. **Smooth Talker** - A light-pink elixir that causes a creature's breath to emit a charming effect for the next hour. Whenever a creature makes a Charisma check against a non-hostile creature susceptible to charm effects, the creature making the check has advantage.
3. **Negative Juice** - This inky black potion inverts the natural vision properties of a creature that ingests it. A creature that cannot see in the dark will only be able to see in the dark while creatures perfectly adaptable to bright and dark environments find themselves unable to see in either. The effects of this potion last 1 hour.

4. **DumDum Rum** - This liquor smells much sweeter than normal. Ingesting it reduces a creature's Intelligence and Wisdom scores by 4 each for 1 hour. Scores cannot be reduced below 3 because of this effect.
5. **Faux-Mnemonic Tonic** - A creature that drinks this potion feels a song swell in their chest. Releasing the song affects the minds of all creatures that can hear it. Creatures that can hear the song instantly forget the singer and will experience gaps in their perception so as to not notice the singer at all. Creatures affected by the song cannot target the singer with attacks or directly defend themselves from attack. The song's effect only erases memory of the singer. The tonic's properties grant the gift of song for 1 hour. The songs effects end immediately should the singer cease.

Creatures & NPCs

Dr. Aiden Miller:

<https://www.dndbeyond.com/monsters/237822-aiden-miller-the-dread-surgeon>

Additionally, Dr. Miller can bestow *Curse of Life* or *Curse of Death* using his *Bestow Curse* spell in addition to the normal options.

Dr. Annabelle Reed: Same stats as an Archmage with the following changes:

Skills: Animal Handling +10, Arcana +13, History +13

Spells prepares:

- Cantrips (at will): fire bolt, light, mage hand, ray of frost, shocking grasp
- 1st level (4 slots): detect magic, identify, mage armor*, magic missile
- 2nd level (3 slots): detect thoughts, mirror image, misty step
- 3rd level (3 slots): bestow curse, fly, remove curse
- 4th level (3 slots): blight, phantasmal killer, stoneskin*
- 5th level (3 slots): geas, legend lore, telekinesis
- 6th level (1 slot): globe of invulnerability
- 7th level (1 slot): reverse gravity
- 8th level (1 slot): mind blank*
- 9th level (1 slot): time stop

*Dr. Annabelle Reed casts these spells on herself before combat.

Dr. Annabelle also has a pet Dread Crawler named 'Skitters.' The creature hides under her clothes and crawls around her body. As a bonus action or a reaction to a creature entering within

5ft. of her, Dr. Annabelle can extend her hand as Skitters crawls off of her arm and bites a hostile creature within 5ft. Skitters can apply *Curse of Life* with his *Bite* attack. Skitters is bound to Dr. Miller and not Dr. Annabelle, so she cannot communicate with the creature outside of attempting to handle her pet.

Dr. Deeter Diggergrave: Same stats as a Goblin with the following changes:

Languages: Common, Goblin, Undercommon.

Int: 16(+3) Wis: 15(+2)

Dr. Deeter is a 5th level wizard with the following spells prepared:

- Cantrips (at will): light, mage hand, mending, prestidigitation
- 1st level (4 slots): detect magic, expeditious retreat, Identify, unseen servant
- 2nd level (3 slots): gentle repose, knock, locate object
- 3rd level (2 slots): remove curse, tongues

Dr. Calvin Corvus (Calvin the Wretched): Overseer of the Experimental Ward. Calvin has experimented on much more than just what Dr. Miller has thrown his way, he performs experiments on any living (or dead) thing he can get his hands on--including himself. The most prominent result of his self-surgeries are a set of four spider-like appendages extending from his back. The four extra limbs end in razor-sharp scythes that he uses for dissections, cutting and splicing flesh, and fighting. He is often referred to by the derogatory name "Calvin the Wretched" as he is often covered in the aftermath of his surgeries.

One of Dr. Calvin's favorite experiments includes 'conditioning.' This is a process by which the doctor surgically modifies the mind of a creature to make them permanently obey the doctor's commands. Dr. Calvin can control up to 10 creatures this way at a time; but he has additional creatures ready to use that are kept in stasis.

HP: 90 (12d8 +24) AC:16 (natural armor)

Speed: 30ft., climb 20ft.

Languages: Common

Str: 8(-1) Dex: 18(+4) Con: 10(+0) Int: 17(+3) Wis: 12(+1) Cha: 9(-1)

CR: 7 (3,000 XP)

Enhanced Limbs: Dr. Calvin can leap 15ft. in a single jump in any orientation using his additional appendages.

Actions:

Multiattack: Dr. Calvin makes up to 4 Stab attacks.

Regeneration Surge: Dr. Calvin instantly heals 20 hit points and regenerates any one missing body part. He then suffers 1 level of Exhaustion.

Stab: Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

Summon from Stasis (Recharge 6): Dr. Calvin summons a random one of his ‘conditioned’ creatures in an empty space within 60ft. This ability can only be used if Dr. Calvin currently does not control more than 10 creatures. Dr. Calvin can summon:

- | | |
|------------------------------------------------------------------------------------------------------------------|---------------------|
| 1. Umber Hulk | 6. Bugbear |
| 2. Gibbering Mouther | 7. Ettercap |
| 3. Gray Ooze (50% chance that it’s
Psychic) | 8. Manticore |
| 4. Adult Kruthik | |
| 5. Oblex (50% that it’s an Oblex
Spawn , 50% chance that it’s an
Adult Oblex) | |

Suppression Thread: Dr. Calvin fires a sticky thread from his palms that covers a 5ft. cube within a 30ft. Range. A character in the affected area when this ability is used must make a DC 16 Dexterity saving throw or else become tangled in the thread and is restrained. The area affected counts as difficult terrain. Magic affecting the area covered or a creature tangled is suppressed. A creature within 5ft. of a tangled creature, including the affected creature, can attempt DC 16 Strength (Athletics) check to break free from the thread.

Dread Crawler: A giant, black millipede with fangs like those of a centipede. This creature is, actually, a form of homunculus bound to Dr. Miller. As such, the Dread Surgeon can perceive through the creature’s senses and issue mental commands. Unlike a normal homunculus, however, the Dread Crawler has a will of its own and behaves in a manner that it believes to be in its best interest. Dread Crawlers are territorial and aggressive creatures whose poison magically afflicts a potent curse.

Small beast/construct, neutral

HP: 11 (2d6 + 2) AC: 14

Speed: 30ft., climb 30ft.

Languages: none

Str: 7(-2) Dex: 16(+3) Con: 14(+2) Int: 3(-4) Wis: 9(-1) Cha: 5(-3)

Senses: Blindsight 30ft., passive Perception 10

CR: 1 (200 XP)

Actions:

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 2) piercing damage plus 13 (3d6) poison damage. Additionally, the target must make a DC 10 Charisma saving throw or immediately fall under the full effects of a random curse described in the appendix. On a successful save, the curse can be removed with a *Dispel Magic* spell until the curse reaches full power. During that time, the curse slowly builds in power until the creature is completely affected. At that point, only *Wish* and *Remove Curse* spells can reliably end the effect.

Dread Nurse: A flesh golem construct created en mass by Dr. Miller to aid in mundane tasks in the clinic. These creatures lack individuality and monotonously move to complete their tasks. While they will defend themselves if attacked, these creatures will generally ignore anything they have not explicitly been told to address.

Medium construct, neutral

HP: 93 (11d8 + 44) AC: 9

Speed: 30ft.

Languages: Understands Common but cannot speak

Str: 19(+4) Dex: 9(-1) Con: 18(+4) Int: 6(-2) Wis: 14(+2) Cha: 5(-3)

Senses: passive Perception 10

CR: 3 (1,200 XP)

Actions:

Multiattack: The Dread Nurse makes 2 attacks and uses its Restrict Gas if available.

Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d6+4) slashing damage.

Restrict Gas (Recharge 6): Release a dull yellow gas in a 15ft cone that causes immense pain and seizures in organic creatures. Creatures in range must make a DC 15 Constitution saving throw or be paralyzed for 1 hour. Creatures that do not need to breathe can hold their breath to be unaffected while creatures that do need to breathe may hold their breath to gain advantage on the save. Creatures that fail the save may repeat the it but with disadvantage at the end of each of their turns ending the effect on a success.

Curses

The following curses were developed by Dr. Aiden Miller while experimenting with different spells. When a curse is applied, it begins weakened but slowly gains in power unless specified to begin at full power. Otherwise, the curse immediately takes effect. While the curse is at full power, it cannot be removed except by a *Wish* or *Remove Curse* spell.

Curse of Death--The *Divine Word* spell uses the power of creation to affect creatures based on their health. This curse modifies that spell to deteriorate the affected over time until they ultimately die. As the spell gains power, an affected creature has their hit point maximum reduced by 1 every hour. A creature affected by the full power of this curse immediately has their health reduced to 30. The creature gains additional detriments based on their current hit point maximum:

50 hit points or fewer: the creature is deafened.

40 hit points or fewer: deafened and blinded.

30 hit points or fewer: blinded, deafened, and the curse reaches its full power.

20 hit points or fewer: killed instantly.

After the curse is removed, the individual's hit point maximum is immediately restored, but their current hit points remain.

Curse of Life--*Gentle Repose* is a spell that preserves a dead body for a series of days; Dr. Miller tweaked the spell to be able to affect living individuals. As the spell gains power, an affected creature becomes fatigued and finds difficulty moving. A cursed individual has disadvantage on all attack rolls. After 1 day, the individual also has disadvantage on Strength, Dexterity, and Constitution checks. A creature afflicted by the full power of this curse falls into a catatonic state unable to move, speak, or cast spells. The senses, however, are perfectly retained. The result can be a torturous existence of perceiving one's surroundings without being able to influence them. A creature in this state cannot be reduced to 0 hit points from damage--they will instead stop at 1 hit point. Effects that cause instant death ignore this effect.