

The Search for the Cure

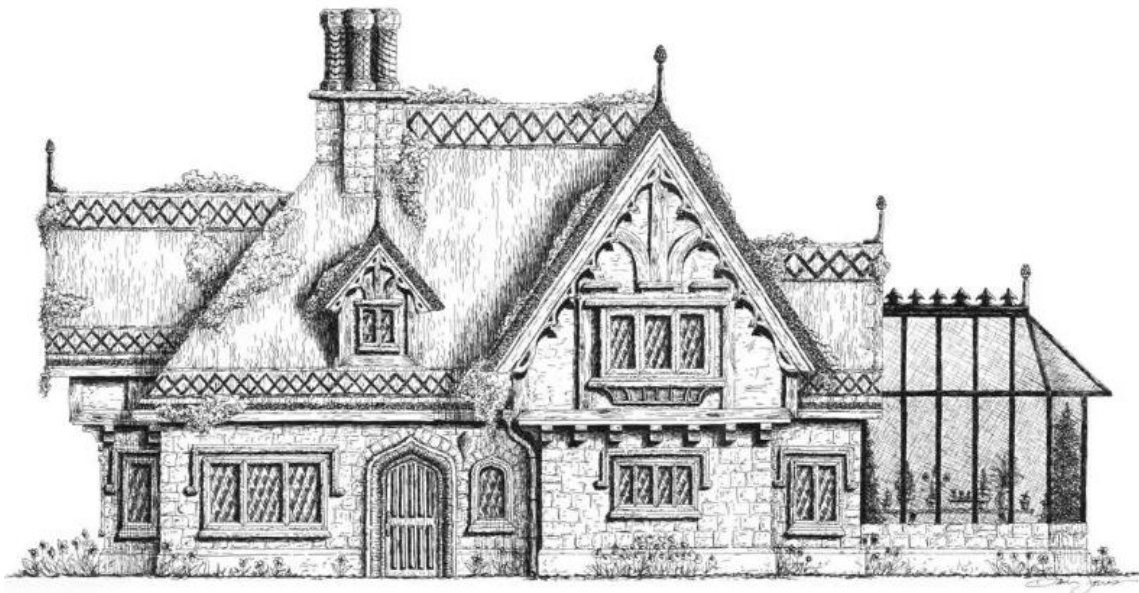
Part 1: Prelude

- 1) After coming back from the last adventure, the party starts at the inn talking to Cyril.
- 2) The party asks where we can find a magician to help with the Familiar. Party is told that they need to go visit the elf "Renna Valarto" to get the Familiar.
- 3) Travel to Renna Valarto. (See "Random Travel Encounters" below.)
- 4) Get a Familiar (See "Get a Familiar" Below.)
- 5) Travel back to Locran. (See "Random Travel Encounters" below.)



Part 2: Something is wrong in Locran...

- 1) After returning to the village of Locran (a couple of days later), the party notices that there is something VERY wrong. No one is seen on the streets and the village looks deserted.
- 2) Going to the inn shows that it is also almost empty. The inn keeper (Cyril) is there and will talk to the party as they approach. Cyril tells the party that right after they last left a horrible illness swept through the village. Most of the people of the village are sick and unconscious and he is also beginning to feel very weak and he worries that he will be unconscious soon.
- 3) Cyril asks that you take him to the Halfling healer Hubert Goodwort to see if he knows what to do. He offers the use of his horses.



Part 3: Hubert Goodwort

- 1) Travel to Hubert Goodwort. (See "Random Travel Encounters" below.)
- 2) Hubert Goodwort is an "old" Halfling healer (cleric) but he still acts and looks quite young.
- 3) By this point Cyril has lost consciousness and is basically unresponsive. Hubert asks the party to put the innkeeper into his examination room and wait out in the lobby.
- 4) After an hour or so Hubert and Cyril walk out. Cyril looks to be back in perfect condition. The party asks what happened and Hubert holds up a vial and says "I have some good news and some bad news..." It seems that

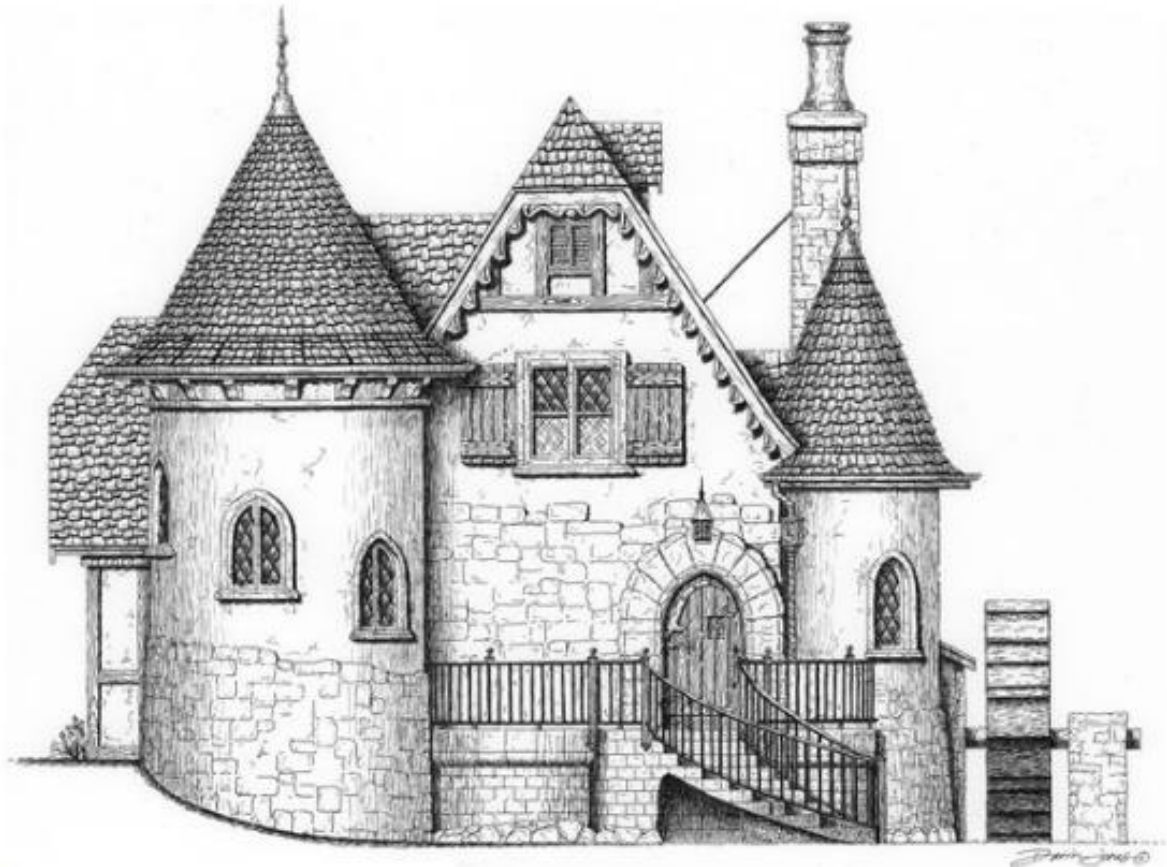
Hubert has figured out what the disease is that is effecting the village. It is called the “sleeping death.” He had a single dose of the cure, and he gave it to Cryill. It worked perfectly. The problem is that the disease is fatal after about three weeks, and he doesn’t have any more of the cure. The sample of the cure he had was made by his master (teacher): the famous cleric/mage Dylane Trueforce. Hubert hasn’t seen Dylane in many years, but she is great person and he’s sure that she will do whatever she can to help.



- 5) Hubert wants the party to go see Dylane so that she can tell Hubert how he can make the cure. He'll need both the recipe/instructions and the ingredients.

Dylane Trueforce

- 1) Travel to Dylane Trueforce. (See “Random Travel Encounters” below.)



- 2) When the party finally arrives at the estate, they find many workers around: gardeners, saddle boys, and (as they approach) a butler at the front door. The butler asks how he can be of service. When the party asks to speak with Master Dylane Trueforce they are told that she is extremely ill. She has the “sleeping death” also.
- 3) Luckily, Dylane is still awake. She tells the party that she knows how to make the cure (the same cure she gave to Hubert Goodwort many years ago). However, the cure requires some very special ingredients that she doesn’t have on hand. The problem is that the ingredients come from all over the place and there is on way to get them in time by traveling to their source locations. The only place that they can be all found together is in a special “test” dungeon called “The Cave of the Lion” used to evaluate new members of a group called “The Order of the Lion.” “The Order of the Lion” is a group of explorers that are unknown for their intelligence, bravery, and heroism and Dylane is a member. The Order uses this dungeon as an initiation exam for new members to prove

that they are qualified for membership. To prove their worth to “The Order of the Lion” initiates are infected with the sleeping death and must retrieve then needed ingredients (Mandrake Root, Eel eye, Ginger, Pearl Dust, Death-Cap Mushroom) and take the cure before they die.

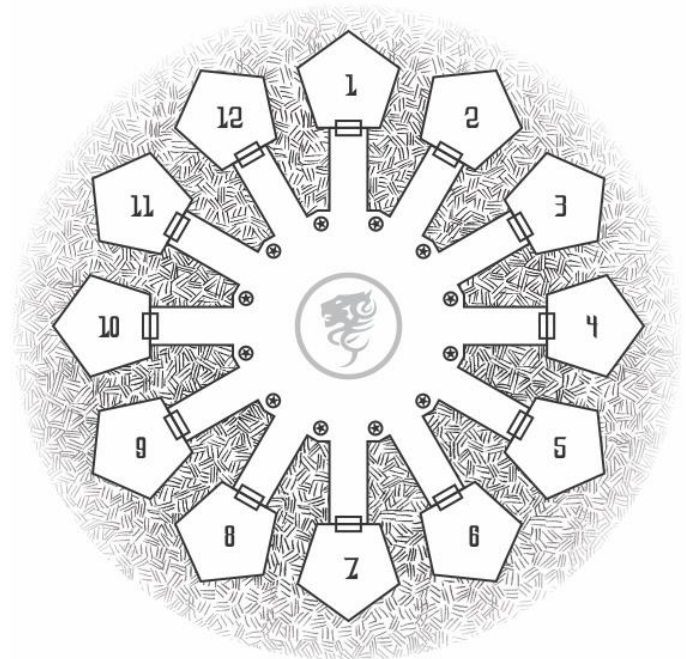
- 4) Dylane gives the party a “The Order of the Lion” initiate ring which can allow the party teleport back and forth between her house and “The Cave of the Lion” at will. She asks them to go to the cave as soon as possible to retrieve the needed ingredients:
- 6) Before they depart, Dylane tells the party that her home and everything in it is available to them should they need anything to solve the puzzles in the cave.



The Cave of the Lion

Once the party teleports into the Cave, it quickly becomes apparent that this isn't an ordinary dungeon. The “cave” is beautiful, with a huge golden lion symbol in the center (where they appeared). Its walls are gleaming white marble and the floors are covered with brightly color mosaics depicting lions of all sorts. The main room is surrounded with 12 life-like lion statues of incredible craftsmanship. Twelve identical hallways lead away from the center and end with twelve identical looking doors.

Some of the rooms are “puzzle” rooms where specific actions must be performed or items left. Those rooms with item puzzles have a marble bowl/altar with a symbol on it. The symbol is the only clue which should be given. When the correct items are placed or the correct action is done then the items on the alter are replaced with the desired ingredient.



- 1) **Food and Ice Puzzle Room – Reward: Mandrake Root**
 - a. Food – Must leave a “food” item in the bowl. Food items could be conjured, from supplies, or from the kitchen or storage of Trueforce Manor.
 - b. Ice – Must leave an “ice” item in the bowl. Food items could be conjured, from supplies, or from the kitchen or storage of Trueforce Manor.
- 2) See CotL Fight #1 below.
- 3) Dire Guinea Pig Room -The party enters the dark room. They see movement at the far end of the room. As they get closer the find a Dire Guinea Pig (see “Dire Guinea Pig” below). If the party attempts to attack it will try to flee. If they continue to attack it will not fight back. It will only continue to squeal and attempt to flee. If they try to calm the Guinea Pig and give it some food (either rations or from the “Food” puzzle above), the Dire Guinea Pig will befriend them. After showing the party affection and gratitude, it will eventually scurry away.
- 4) **Maze Puzzle – Reward: Eel eye**
When the party passes through the door they are split-up and each placed at the entrance of a maze. Each member must make it to the center of the maze where they will meet.
- 5) See CotL Fight #2 below.



6) **Knowledge (Book) and Magic Puzzle – Reward: Reward: Ginger**

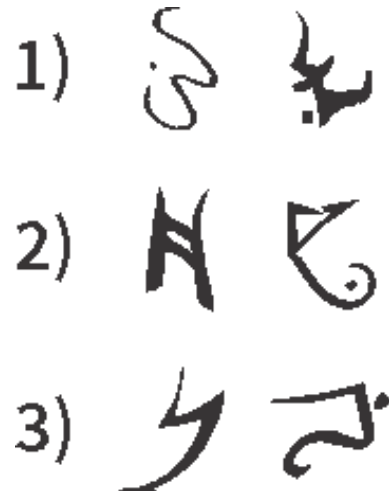
- Food – Must leave a “knowledge” item in the bow.
- Food – Must cast a spell on the bow.

7) Mimic Room (looks like a puzzle room with the addition of a “treasure chest”).

Mimic

HP 30 ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Armor Class:	15
Hit Dice:	7**
No. of Attacks:	1 slam
Damage:	3d4 slam
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	10
Treasure Type:	None
XP:	800



A master of deception, Mimics can assume the general shape of any object or creature that fills roughly 150 cubic feet. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who closely examines the mimic can easily detect the ruse. These creatures can speak common. In combat a mimic will often surprise an unsuspecting adventurer by lashing out with a heavy pseudopod.

A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on an open doors check to pull the weapon free. Strong alcohol dissolves the adhesive in 3 rounds. A mimic can dissolve its adhesive at will, and the substance will break down 5 rounds after the creature dies.

8) Fire and Sacrifice Puzzle – Reward: Pearl Dust

- a. Fire – Must leave fire or a “fire” item in the bow.
- b. Sacrifice – ALL party members must leave something of monetary or personal value in the bow.

9) See CotL Fight #3 below.

10) Trap Room with Treasure – Chest in the room with no way to unlock it. There is a button on the wall. If/when they push the button a net materializes out of the floor and traps the party 15 feet above the floor. If they have befriended the Dire Guinea Pig, it will appear and re-push the button which lowers the party, frees them, and opens the treasure chest. If the party has not befriended the Guinea Pig, they must escape the trap and each suffer 1d10 falling damage.

11) See CotL Fight #4 below.

12) Combat Puzzle – Reward: Death-Cap Mushroom

Before entering but with the door open from the outside the room, the room looks the same size as the others. However, as they enter they are teleported into a HUGE cavern with no way to return. Many boulders are seen and multiple stalactites and stalagmites litter the cavern. The cave is deadly silent, four chimes are heard a second apart. Then a portal opens in the center of the cave and from the portal walks a...

- a. **Wave 1 – Infernal, Vrock***

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b. **Wave 2 – Bugbears**

[illegible][illegible]

HP 9 □□□□□□□□

HP 16 □□□□□□□□□□□□□□

HP 12 □□□□□□□□□□□□

[illegible]

HP 10 □□□□□□□□

[illegible]

HP 32 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

Serpent Lords are rarely surprised, as at least one head is usually alert. Each head can attack an individual target, though the targets must be close to each other. Their poison is unique in that it causes temporary paralysis for 1d4 rounds. Poison saves are made with a +2 adjustment.

d. **Wave 4 – Elder Red Dragon (with Gallus and Shield Guardian)**

As the last chime rings the party is thrown to the floor and in fear and awe for what they see in front of them. Appearing in the center of the cave is an enormous red dragon over 100 feet in length. Luckily, the dragon doesn't immediately see the party. Instead it stands in the center of the cavern roaring and sniffing the air. Death is assured is the dragon finds the party. A moment later there is a flash of light and standing before the party is Cyrill, Gallus and his Shield Guardian. Cyrill tells the party that Dylane Trueforce knew they would never be able to defeat the final round of the combal puzzle so she sent him to get Gallus so that they could fight the dragon instead. He tells the party to go around the perimeter of the cavern and get the Death-Cap Mushroom from the altar on the far side of the cave. Once the party picks up the Death-Cap Mushroom, a portal appears and they can return to Trueforce manor.

Once they return to the manor:

1. The cure is produced and everyone is saved.
2. The party is rewarded with appropriate magic items (1 per party member).
3. The party is offered membership into The Order of the Lion.
4. The Dire Guinea Pig (if befriended) can, at the party's option, become a permanent companion/pet. The party has NO control over the Dire Guinea Pig and it won't be a full-time companion, but it will occasionally appear to help in the future at the GM direction.



Resources from Dylane Trueforce's Mansion

There is an abundance of resources available to the party from the Manor. The items can be used to stock/restock party supplies and/or to solve puzzles in The Cave of the Lion. These items include:

Ground Floor

- | | | |
|--------------------|-----------------|--------------------|
| 1. Porch and Entry | 7. Kitchen | 11. Master Bedroom |
| a. Door | a. Plates | 12. Guest Room 1 |
| b. Plants | b. Cutlery | 13. Guest Room 2 |
| 2. Foyer | c. Oven | 14. Guest Room 3 |
| a. Plants | 8. Food Storage | 15. Library |
| b. Lemonade | a. Icebox | a. Books |
| 3. Grand Room | b. Vegetables | b. Reference |
| a. Fireplace | c. Meat | c. Maps |
| b. Seating | d. Water/Drinks | |
| c. Maps | e. Dry-storage | |
| 4. Office | foodstuffs | |
| a. Desk | | |
| b. Papers | | |
| 5. Sitting Room | | |
| 6. Dining/Ballroom | | |

Second Floor

9. Overlook
10. Main Hall

Third Floor

16. Laboratory
17. Potions/Storage
18. Observatory
19. Magical Armory



Get a Familiar

Renna Valarto is an old hermit of an elf. He's a bit odd and a loner, but he's the only mage around that knows how to bind familiars. In fact, he has setup a "store" to facilitate the process. The Familiar "Store" allows a caster of 4 levels or more to get a familiar. The base cost is 100gp and the spell is cast by Renna Valarto.

General Animal or Creature Familiar Benefits:

- Empathic Bond, Concentrate for "sight" through Familiar.
- Caster gains basic "control" of the Familiar. All actions can be ruled ineligible by the GM.
- +1 Bonus on Surprise rolls.
- +1 Caster Level on Personal Effecting Spells (within 10').
- Bonus Spells as if 1/3 caster level (in contact).
- Familiar gains bonus to HP (MU level), AC, Saves.
- Attacking ability, and becomes more intelligent.
- Receives effect of beneficial spells cast upon MU (in contact).
- Familiar has ability to independently utilize "stored" bonus spells.

Level	Maximum Hit Dice	AC Bonus	Save Bonus	Familiar's Caster Level
1 - 2	1/2 hd	+1	-	na
3 - 5	1 hd	+1	+1	1
6 - 8	2 hd	+2	+1	2
9 - 11	3 hd	+2	+2	3
12 - 14	4 hd	+3	+2	4
15 - 17	5 hd	+3	+3	5
18 - 20	6 hd	+4	+3	6

Under Renna Valarto's "Store" model the following applies:

- 1) Works as a "pet store." The caster gets to select the familiar.
- 2) "Common" animals can be chosen at the base price (100gp):
 - a. Rat/mouse
 - b. Owl
 - c. Bat
 - d. Hawk
 - e. Otter
 - f. Almost any other requested...
- 3) Uncommon animals or creatures can be purchased at an increased price:
 - a. Cu-Sidhe (FG) – Elf Dog with some magic - 600gp
 - b. Snake (Spitting Cobra) - 250gp
 - c. Monkey (common) - 700gp
 - d. Stirge (Owl/bat) Blood Drain - 400gp
 - e. Pseudodragon - 800gp
 - f. Velociraptor - 800gp
- 4) "Exotic" animals or creatures can be purchased at a GREATLY increased price. However, Renna explains that since his stock of "exotics" is currently low and he is currently selling random "exotics" for a "deep discount" of 1000gp.
 - a. Blink Dog (intelligent canine with limited teleportation ability)
 - b. Pixie (winged forest fairies)
 - c. Brownie (FG) – Like pixies or sprites about 2 feet tall with ability shape-change at will into the forms of a small deer, a hawk, or an otter.
 - d. Flederkatze (FG) Cat/Bat
 - e. Homunculus

Random Travel Encounters

When traveling from one destination to another, a random roll will dictate any encounters. Duplicate rolls are re-rolled.

- 1) No encounters
- 2) Bandit party:
1 Human Magic-User 4, AC 11, #At 1, Dam 1d4, Mv 30', MI 9 INT 15 (+1), WIS 13 (+1), STR 8 (-1) Spells: Charm Person, Magic Missile, Sleep, Web
HP 20 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
3 Fighters: AC 16, F 1, #At 1 weapon, Dam by weapon, Mv 30', Sv F1, MI 7
Fighter 1 Dam 1d8 HP 15 ☐☐☐☐☐☐☐☐☐☐
Fighter 2 Dam 1d6 HP 18 ☐☐☐☐☐☐☐☐☐☐
Fighter 3 Dam 1d10 HP 25 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Treasure: 500gp, Scroll of Fireball 3d6 x2, 3 Scroll of Cure Serious Wounds 2d6.
- 3) Treasure Chest partially hidden behind a bush: 100pp, Heavy Crossbow (1d8+1), 2 Scrolls of Raise Dead, 3 Potions of Cure Serious Wounds 2d6.
- 4) 1 Treant
AC 19, HD 8*, #At 2 fists, Dam 2d6/2d6, Mv 20', Sv F8, MI 9
HP 38 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐
5) 3 Ogres, 1 Ogre Mage
Ogres: AC 15(12), HD 4+1, #At 1 weapon, Dam 2d6, Mv 30' (Unarmored 40'), Sv F4, MI 10
HP 18 ☐☐☐☐☐☐☐☐☐☐
HP 17 ☐☐☐☐☐☐☐☐☐☐
HP 23 ☐☐☐☐☐☐☐☐
Ogre Mage: AC 15(12), HD 4+1, #At 1 weapon, Dam 1d4, Mv 30' (Unarmored 40'), Sv F4, MI 10
Spells: Charm Person, Magic Missile, Shield, Sleep, Hold Person, Silence 15' radius
HP 12 ☐☐☐☐☐☐☐☐
6) Snake Pit! – The party falls into a pit... with snakes!
1 Python
AC 14, HD 5*, #At 1 bite/1 constrict, Dam 1d4/2d4, Mv 30', Sv F5, MI 9
HP 21 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐
1 Python: AC 14, HD 5*, #At 1 bite/1 constrict, Dam 1d4/2d4, Mv 30', Sv F5, MI 8, XP 405
HP 28 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
2 Spitting Cobra: AC 13, HD 1*, #At 1 bite or 1 spit, Dam 1d4 + poison or blindness, Mv 30', Sv F1, MI 7, XP 37
HP 8 ☐☐☐☐☐☐
HP 7 ☐☐☐☐☐☐



“Cave of the Lion” Encounters

1) CotL Fight #1

Basilisk

HP 32 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Armor Class:	16
Hit Dice:	6**
No. of Attacks:	1 bite/1 gaze
Damage:	1d10/petrification
Movement:	20' (10')
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 6
Morale:	9
Treasure Type:	F
XP:	610



A basilisk is an eight-legged reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds. Any living creature which meets the gaze of the basilisk must save vs. Petrification or be turned to stone instantly. In general, any creature surprised by the basilisk will meet its gaze. Those who attempt to fight the monster while averting their eyes suffer penalties of -4 to attack and -2 to AC. It is possible to use a mirror to fight the monster, in which case the penalties are -2 to attack and no penalty to AC. If a basilisk sees its own reflection in a mirror it must save vs. Petrification or be turned to stone; a petrified basilisk loses its power to petrify. Basilisks instinctively avoid mirrors or other reflective surfaces, even drinking with their eyes closed, but if an attacker can manage to surprise the monster with a mirror it may see its reflection.

2) CotL Fight #2

Displacer

HP 36 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	2 blades
Damage:	1d8/1d8
Movement:	50'
No. Appearing:	1d4, Wild 1d4
Save As:	Fighter: 6
Morale:	8
Treasure Type:	D
XP:	555



Displacers are blue-black, catlike monsters with strange bladed wing-like arms extending from their shoulders. The blades are carried folded back like wings, but the Displacer swings the blades around in front to attack.

The real power and danger of the Displacer is its power of displacement, which causes the monster's apparent location to shift around constantly over a range of 3' from the monster's true location. This is a form of illusion, but a powerful form that cannot be seen through even by those who know the secret.

Any character fighting a Displacer for the first time will miss his or her first strike regardless of the die roll.

Thereafter, all attacks against displacers will be at a penalty of -2 to the attack roll. This is not cumulative with

the penalty for fighting blind. Some monsters, such as bats, do not depend on vision to fight and thus may be able to perceive the monster's true location and fight without penalty.

3) CotL Fight #3 - Living Statues!

Living Statue, Crystal

HP 15 □□□□□ □□□□□ □□□□□

Armor Class:	16
Hit Dice:	3
No. of Attacks:	2 fists
Damage:	1d6/1d6
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 3
XP:	145

Crystal living statues have no particular special powers, unlike those made of iron or stone.

Living Statue, Iron

[illegible]

Armor Class:	18
Hit Dice:	4*
No. of Attacks:	2 fists
Damage:	1d8/1d8 + special
Movement:	10'
No. Appearing:	1d4
Save As:	Fighter: 4
XP:	280

If struck by a non-magical metal (even partially metal) weapon, the weapon may become stuck in the monster. If this happens, it cannot be removed until the statue is “killed.” The wielder is allowed a save vs. Spells to avoid this.

4) CotL Fight #4 – Frogmen!

Frogman Captain

HP 43 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□

Fighter 7, AC 21, AB +6/+7, #At 1, Dam 1d8+1, Mv 20', MI 9 INT 7 (-1) DEX 14 (+1) CON 14 (+1) CHR 8 (-1)

Equipment: Plate Mail, **Shield +2**, Longsword +1/+2 vs. Spell Users

5 Frogmen (AC 17, HD 3, #At 2 swordspear or 1 stonebow, Dam 1d8+1, Mv 40', Sv F3, MI 10)

HP 14 □□□□□ □□□□□ □□□□

HP 10 □□□□□ □□□□□

HP 17 □□□□□ □□□□□ □□□□□ □□

HP 18 □□□□□ □□□□□ □□□□□ □□□

HP 11 ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐



Dire Guinea Pig

Type: Medium Animal

Hit Dice: 2d8 (9 hp)

Initiative: +1

Speed: 30 ft. (6 squares), Swim 20 ft.

Armor Class: 13 (+1 Dex, +2 Natural)

Base Attack/Grapple: +1/+1

Attack: Nibble +2 melee (1d4)

Full Attack: Nibble +2 melee (1d4)

Special Qualities: Low Light Vision, Scent

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 11, Dex 12, Con 11, Int 2, Wis 14, Cha 8

Skills: Hide +2, Jump +2, Listen +8, Spot +2, Swim +8

Environment: Warm or Temperate Plains

Organization: Solitary, Pair, or Colony (10-50)



Skills: Guinea Pigs have a +4 Racial Bonus to Listen Checks, and a +8 Racial Bonus to Swim Checks.

Combat: Guinea Pigs run, they don't fight. If they're cornered or defending their kids they'll put on a show, but they aren't really great combatants.