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CAMPAIGN ADVENTURE:
GOOD DEEDS

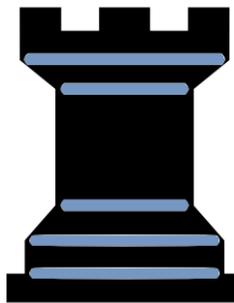


by **SCOTT ASHCRAFT**

CRYPTS & CREATURES.

CAMPAIGN ADVENTURE: GOOD DEEDS

PICK UP &



GO GAMES

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Special Thanks to:

To my brother Matt, for giving me his old Advanced Dungeons & Dragons ® 2nd Edition Players Handbook, so many years ago. To my parents, Orville and Helen, for letting Matt do that. To Monte Cook & Tony DiTerlizzi for creating a campaign world that I fell in love with, to the late Dave Arneson and Gary Gygax for having some of the best ideas ever printed and for creating the motivation that taught me how to read. To my cousin, Mike Diamond, for introducing me to LARPs. To my wife, Heather Ashcraft, for being so supportive through the years, and to my children Connor & Kathlyn for being my greatest inspiration.

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Welcome to *Good Deeds*. This is a campaign adventure designed for four to five characters at level 1-2, whose total combined levels should be between four and eight. A dedicated healer is essential for this adventure. The difference between this book and the *Dungeon Adventures* series is that this is a narrated campaign story. *Good Deeds* was specifically designed for use with the *Shaleria Campaign Setting* book. The majority of this story takes place in the Crescent Lands, near Tregaron, Corinthea. It is advised that the GM read the *Crypts & Creatures: Shaleria Campaign Setting* book before running this campaign adventure. The following is a description of the “dungeon shorthand” used for each trap and some monster abilities.

Trap Descriptions:

(T) Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

(S) Secret Door: Search DC, Disable DC (if applicable)

Type: lists the trap used and the effect it has. Attack shows the traps attack bonus or type of effect.

Damage: shows the amount and type of damage the trap deals.

Save: DC lists the Physical + DEX bonus check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Search DC: lists the DC for the Subterfuge + MIND bonus check necessary to find the trap without triggering it.

Disable: DC lists the DC for the Subterfuge + DEX bonus check necessary to disarm the trap safely.

Hit Dice/Level	High	Medium	Low	Monster/Creature Descriptions:
1-3	14 (+2)	10 (0)	8 (-1)	Monster: HD = Hit Dice, hp = hit points, AC = Armor Class, CL = caster level, SP = Spell Points, PP = Power Points (psionic) Stats: These scores are based on the HD of the creature. Individual creatures could be adjusted to accommodate special strengths and circumstance or species.
4-6	16 (+3)	11 (0)	9 (-1)	
7-10	18 (+4)	13 (+1)	10 (0)	
11-14	20 (+5)	15 (+2)	11 (0)	
15-20	24 (+7)	17 (+3)	13 (+1)	

Treasure: The gp (gold piece) value listed with the item is the market value of the item. Market Value equals the average amount of money that a character would pay for such an item if bought from a vendor. Usually when selling unwanted items to a vendor, a character receives half the market value. Some items (wands/dorjes in particular) have a depreciated value based on the charges/uses available to the item before it is considered expended/useless. Wands/dorjes value equals its market value/base cost ÷ 50 x number of charges.

Saves: Monsters without specific stats save as follows: d20+HD+2

XP: Experience Points (XP) equal the Hit Dice (HD) of defeated monsters, or the given EL (Encounter Level) for a trap, situation, etc. Add +1 for each doubling of the number of foes. example: one kobold = 1 XP, two kobolds = 2 XP, four kobolds = 3 XP, etc. Add up the experience points (XP) of every encounter you take part in. When the total equals ten times your current level, you’ve advanced to the next level. Keeping or dropping the overflow of XP is up to your GM. Your GM may change the XP multiplier from ten to higher numbers to slow a fast game. Reset the total to zero after advancing. Example: The 1st level adventurers have just completed a dungeon adventure, and defeated five individual EL1 encounters, an EL2 trap and the EL3 leader. That’s a total of 10 XP (EL 10), so they all advance to level two. They need to obtain another 20 XP to reach Level three.

Sections of the adventure that are written in black highlight are meant to read out-loud by the GM (Game Master).

ADVENTURE SUMMARY

After being hired to deliver a copy of the new Living Contract between Ni'Deera and Corinthea, the players find themselves caught in a deadly political game involving two counties, a quest, and a spider cult.

BACKGROUND SUMMARY (GM KNOWLEDGE)

Kallisto, goddess of disease, poison, and filth, has used unholy magic to have the new Living Contract covered in the Blue Whinnis poison. If the poison is allowed to take its course, it behaves like a flu virus, until the end. Then the body explodes, making everything airborne and contagious. While the goddess sets her plan in motion, she calls on Jaenith a lower level priestess to handle Nomira, a Corinthian herbalist, who until recently has been neutral. Last month Nomira choose sides and began worshiping Cerican, god of the forest. The bandits that attack the players on the road are agents of Kallisto.

PLAYER BEGINNING

Four days ago your party was hired to deliver new copy of the Living Contract between the nations of Ni'deera and Corinthea. All the affected cities were to receive their own copy, your journey was the shortest but the pay was the same. A simple trek from Stonehyme to Tregaron. Upon entry into Tregaron your instruction were to hand the scroll case to Mayor Talbet directly. Traveling on the South Road has been mostly uneventful for the last three days. The road begins to wind through a smaller wooded area. As you enter the woods, you gain a feeling that you are being watched.

MIND + Subterfuge checks at different DCs (Difficulty Class) are required for the traps.

Camouflaged Pit Trap (EL1): 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Tripline (EL1): 15 ft. across (1d2, fall); Save DC 14 to avoid; Search DC 12, Disable DC 8. (EL1)

A human man steps out of the trees and bushes, considering the nature of his attire, there is a reason you didn't see him. His clothing blends perfectly with the surroundings. He stands twenty feet from you and with an already drawn long sword and smiles.

“Hello there. Well, that'll be far enough.”

The bandit begins to rob the players. If the players surrender their money, the bandit leaves satisfied. If they do not, he begins to remind them that he didn't have to show himself.

“I could have killed you with a whistle in the dark, and you'd would never had known the difference. Just think of how many of us you can't see right now, because we won't let you.”

MIND + Subterfuge checks are required for spotting hidden bandits. DC 16 to spot two of them, DC 19 to spot all three of them.

Bandits x3 (EL1) – Rogue 1, STR 10, DEX 12 (+1), MIND 10; Alignment NE; HP 5; AC 13 (Padded Leather); Dagger (1d4); Sneak Attack +2 damage; Physical 0, Subterfuge 3, Knowledge 0, Communication 1, Survival 0; Melee Attack +1, Ranged Attack +2, Magic Attack N/A

Leader x1 (EL2) – Rogue 2, STR 14 (+2), DEX 16 (+3), MIND 10 (+0); Alignment NE; HP 11; AC 15 (Leather); Short Sword (1d6+2), Short Bow (1d6); Sneak Attack +4 damage; Physical 0, Subterfuge 5, Knowledge 0, Communication 0, Survival 1; Melee Attack +3, Ranged Attack +4, Magic Attack +1

Once the bandits are defeated, the players then proceed through the woods unencumbered. If any of the bandits escape/flee they will proceed to the southeast across the plains and into the moonless night, eventually disappearing. With a MIND + Subterfuge check DC 17 players may notice that the bandits have a small black and red spider patch on their gloves (See Player Handout #2).



TREGARON

In comparison to the larger cities, Tregaron (population 650) seems sparse. The entrance is defended by just two guards. Hope may exist on the horizon. Several laborers toil over dozens of stripped logs about 12 feet long, they appear to be building Palisades. The guard stops you at the entrance and asks, "What business have you?"

You're guided to the Town Hall, a two-story building flanked by guard in the center of the village. Along the way you pass several shops and kiosks in a smaller marketplace. Several of the barkers try to wow you with their impressive wares, useful tools, and flavored varieties of meat-on-a-stick. A portly man with mutton chops and a walrus-like mustache, the mayor seems mildly overdressed for village of this size. You seem catch him leaving the Hall as you ascend the stairs. "Hello, can I help you?"

The mayor looks at the scroll case and seems suprised, "Ahhh, I wasn't expecting this for at least another week." The mayor breaks the seal and removes the scroll. "Either way, thank you for delivering it. I'll arrange your payment with my, AHHHHHH!!" The mayor's hand, then wrist, and finally his arms begins to crawl and crackle with blue veins. Mayor Talbet grabs his chest and falls to the ground.

The guards immediately take charge and secure the party, the sergeant calls for a cleric. The guards watched the whole event, but they will still require an explanation. If the players attempt to intimidate the guards they will be placed under arrest. A concise answer will satisfy the sergeant, MIND + Communication check DC 16, up to one retry is allowed by a different player. Failure indicates that the guards find their story suspicious. Players would then be placed in jail until the Captain of the guard could arrive to assess the situation. At that time the players would then be able to retell their story to him and receive the same MIND + Communication check DC 16 to convince the Captain of their sincerity. Whether the players succeed or not, a cleric from the local Church of Alladar arrives to deliver news.

"I think Mayor Talbet has been poisoned. He is alive, but my prayers can only sustain him for a few days. I am unfamiliar with his condition. Perhaps one of you has seen this in your adventures?" Says the cleric.



If the party has a character skilled in Survival, they can attempt a MIND + Survival check DC 14 to identify the poison. If they succeed, they recognize it as a variation of Blue Whinnis. If they fail, or do not have a party member with the Survival skill, then the Cleric says the following.

"Trust me, these are simple folk. No one here knows of this poison. But there is a herbalist named Nomira that lives a half-day to the east, in the Tolost Forest. Its just south of the Gate-Stone. My Quartermaster can provide you with a map. She is wise and skilled." Says the cleric.

The Captain or Sergeant will release the players if they agree to the quest. He will even offer a prize of 200 gold pieces (gp) if they succeed. If the players require a larger incentive, someone should attempt a MIND + Communication check DC19. If successful, Captain or Sergeant will offer a reward of 300 gold pieces for their service, but no more than that (PCs are given Player Handout #2).

ON THE ROAD AGAIN

After gathering supplies, the players begin their journey to find Nomira in the Tolost Forest. The first several hours pass steadily, but as soon as you take the northern fork of the east road toward her cottage, you begin noticing small traces of spider webs along the path and brush. Soon the webs grow thicker, and then stretch across the path. Night falls. The players see the entrance to Tolost Forest about half a mile ahead. One of the moons is at its crescent. There is enough light to almost get lost and never find your way back.

The players should decide whether or not to break and make camp here or continue into the woods. If the players make camp, they should make MIND + Subterfuge checks DC 13, upon success players notice small creatures about the size of dogs in the brush 20 feet from camp. There are two Monstrous Spiders (small) surrounding the camp. They are scouts and are simply curious, they won't attack unless attacked.

Monstrous Spider (small) x2 (EL1): HD 1d8 (4 hp), AC 14, Bite +4 (1d4–2 plus poison)

Monstrous Spider Poison (small): Injury, DC 10, -1d3 STR/- 1d3 STR

THE CHOICE

The players travel on, struggling through webs. Eventually you reach the last turn in the path before the forest and discover, because of recent flooding, the river that crosses the path washed out the footbridge. Crossing the fast-flowing but narrow, 25 feet river looks dangerous.

1. Running Long jump. This requires one STR + Physical check DC 25.
2. Climb through trees that hang over the stream. This requires two STR + Physical checks DC 19.
3. Hike a mile downstream to a place where boulders make it possible to cross the river. This requires one MIND + Subterfuge check DC 17 to spot the boulders.
4. If the players creatively find a way across the river without using options one through three, they should be rewarded with solving an EL3 puzzle.

If a character falls into the river, they'll take 1d3 damage and be required to make two STR or DEX + Physical checks DC 14 to fight the current and swim to the other side.

If the players choose to hike a mile downstream, the journey takes half an hour. But with the lack of trees along the river there is nowhere to hide. Their hike gathers the attention of a small band of kobolds and their bugbear leader. They are hiding, the kobolds require a MIND + Subterfuge check DC 19 to spot, but spotting the bugbear only requires DC 13.

“Who be you? You with spider-witch! You must DIE!”

The enemies charge and attack the party.

Kobolds x4 (EL1): HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)

Bugbear x1 (EL3): HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)

Treasure: Common Lock (EL1) (Disable DC 17); 25 gp, Potion of Cure Moderate Wounds (2d8 + 2); hoard total 25 gp

T Poison Dart Trap (EL1) : Atk +10 (1d4, arrow); Search DC 20, Disable DC 20.



THE FOREST

The spiders inside the forest have felt the vibrations of the players for some time. Several are waiting on the inside of the entrance to ambush the party. Once the players enter the forest through the road, they will feel as if they are being watched. MIND + Subterfuge checks DC 19 to spot any of the spiders that are waiting to ambush them.

Wise players may wish to travel around the forest. If this action is taken Nomira's cottage can be spotted through the forest after a two hours of travel and a MIND + Subterfuge check DC 19. In this case, skip the encounter below and proceed to the section There Is No Place Like Home.

Monstrous Spider (large) x1 (EL4): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (small) x3 (EL1): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider Poison (tiny): Injury, DC 10, -1d2 STR/-1d2 STR

Monstrous Spider Poison (small): Injury, DC 10, -1d3 STR/- 1d3 STR

Monstrous Spider Poison (large): Injury, DC 13, -1d6 STR/-1d6 STR

NO PLACE LIKE HOME

You travel deeper and deeper into the forest. Any light that was visible while outside the forest seems to be frightened of this area. The path curves just enough to lose sight of landmarks 40 feet behind you. After rounding a curve and an hour of travel you are almost surprised by the sudden appearance of a cottage. Under different circumstances this humble home might be very inviting, but that thought is hard to maintain while a huge spider, half the size of the roof, is perched on top. Tiny spiders (cat sized) are everywhere, they seem to number in the hundreds. Many are spinning tiny webs and dispersing themselves into the forest. The only ray of light in this dismal place, seem to be a burning lantern in the window.

The enormous spider which appears to be the “father” has taken up residence on the roof of the cottage and if the PCs attempt to enter, he will threaten them, not attacking outright but definitely warning them off. If they attempt to enter the cottage, he attacks and the PCs must defeat him to continue. If the GM wishes to create an

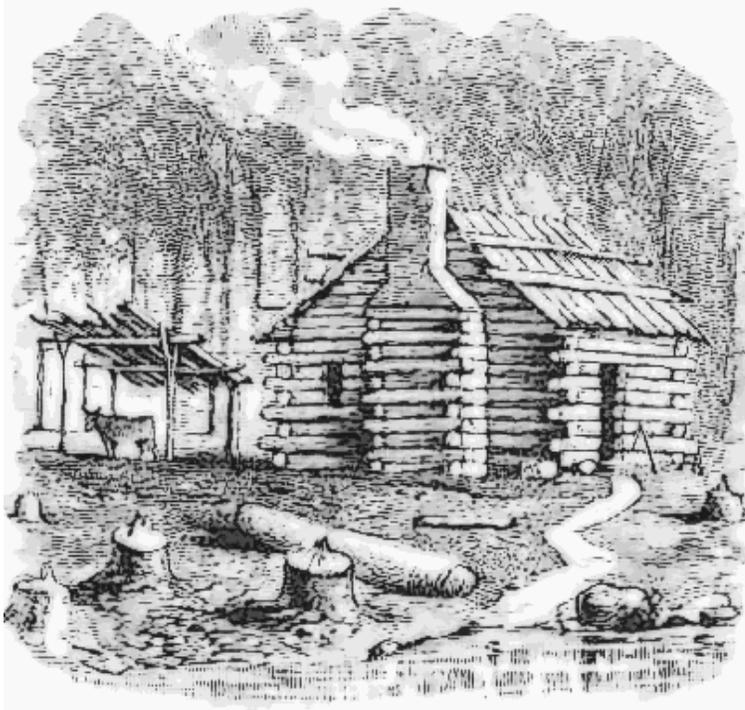
opportunity for the players to role-play with Father Spider, this can be done. Father Spider has a MIND score of 8, so communication and reason are possible, but difficult. Players need to be creative to convince Father Spider to let them in. If the players take too long, more than four or five minutes, then Father Spider will grow impatient. Entering the cottage without combat counts as an EL3 puzzle.

Father Spider (large) x1 (EL4): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (small) x3 (EL1): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider Poison (small): Injury, DC 10, -1d3 STR/- 1d3 STR

Monstrous Spider Poison (large): Injury, DC 13, -1d6 STR/-1d6 STR



INSIDE THE COTTAGE

Other than spider webs throughout its interior and a small apothecary lab in one corner the interior looks moderately normal. Within the cottage on the floor lies a withered corpse. You begin to hear a whispering noise from the loft above and look up to see an enormous old female half-spider. Clinging to her are handfuls of the baby spiders she has just hatched.

This creature is furious with anyone who has killed her babies or her mate (Father Spider). If the PCs killed the spider on the roof, she will not negotiate, but will instead attack with all her powers. But if the PCs were able to somehow communicate with the spider outside and it let them in willingly, she will listen to their requests, and can perhaps answer them.

Through role-playing the players can discover that the Half-Spider's name is Jaenith Sarvona, a priestess of Kallisto (goddess of filth and pestilence). She was sent to deal with Nomira because of her recent affiliations with priests of Cerican (god of the forests). Throughout the dialogue, players should make MIND + Subterfuge checks DC 19. If successful they will notice that Nomira has started breathing. If all the players fail, it is possible to negotiate with the Jaenith, but she will not let the players take Nomira. She may be tricked into believing that Nomira is dead. Nomira is alive, and can be saved with an antidote. Jaenith will instruct the players that it does not care why they are here, but if they interfere with her plans they will be killed and fed to the spawnlings.

A scan of the apothecary shelves, MIND + Subterfuge check DC 14, reveals two identical small blue vials. Only one of the vials is labeled as Blue Whinnis. If a player succeeds the DC by 18+ they also see vial labeled "Antidote for spider poison".

Monstrous Spider (small) x4 (EL1): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

Jaenith Sarvona, Half-Spider Priestess of Kallisto (large) x1 (EL4): HD 4d8+4 (25 hp), AC 15, Bite +2 (1d3+2 plus poison), SP: 23, Spells: (0) Resistance, Virtue, Zeal, (1) Protection from Good, Entropic Shield, Lesser Vitality, (2) Desecrate

Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR

Jaenith Sarvona: Injury, DC 13, -1d6 STR/-1d6 STR

AFTERMATH

Once the players have the vial of Blue Whinnis they may leave the forest, some spiders will chase them, but will not initiate combat. They players are free to return to Tregaron. Their journey back if taken non-stop will take 5 hours. If the GM wishes to add one more combat sequence to the adventure, the spiders from No Place Like Home could initiate combat on their return trip.

The village guards let the player in, they've been expected. Once the player then rush to the Temple of Alladar, where they will see the Mayor starting to slowly writhe and convulse. Administration of the Blue Whinnis vial will save his life. The Priest of Alladar is very interested in recording their journey and the information about the evil priestess.

Treasure: 200 or 300 gold as promised, all salvaged item will vendor for half price at the proper vendors.

XP: Since there are optional goals and bonus encounters, XP and ELs must be counted individually.

Player Beginning: 5XP

On the Road Again: 2XP

The Choice: 9XP (2XP from treasure chest)

Forest: 7XP

No Place Like Home: 7XP

Inside the Cottage: 8XP

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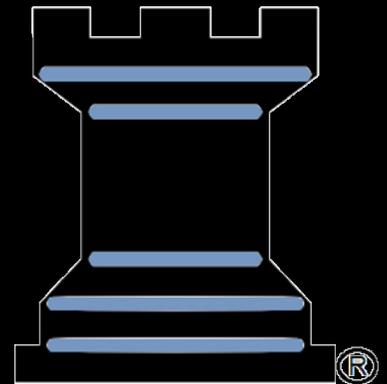
LET THE ADVENTURES BEGIN!



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Scott is a family man with 20+ years of gaming experience. Having re-engineered several gaming systems and even designed two LARPs from scratch, he finally decided to test his publishing skills. Scott lives in northern Illinois with his wife Heather and their two children, Connor and Kathlyn.

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