



## **Blessed by Poison**

Adventure

**Levels 1-3**

Forth Edition

Kurk Davrip, Hedgebird Village's most renowned goblin hunter, has disappeared. Now it falls to the player character to find him. As they venture into Raven Woods, the heroes uncover a trail infested with spiders. At the end of their search they discover that Davrip is still alive, but he is no longer entirely human.

*Blessed by Poison* is a mini-adventure for 1st-to-3rd-level characters that a DM can drop into almost any campaign.

### **Background**

For many years Kurk Davrip hunted the goblins of Raven Woods, keeping their numbers down and the people of Hedgebird safe from attacks. But several weeks ago Davrip went missing. With goblin raids on the rise, many think the little monsters finally got the best of Davrip, but Kurk Davrip is not dead.

Davrip still fights goblins, but he cannot return to the home he loves. He has been transformed. While scouring the Raven Woods, a host of nightmare spiders infected Davrip. These terrible arachnids live within a host's body and control his mind. Even in his new twisted state, Davrip continues to battle the goblins, bolstered with new powers granted by the nightmare spiders.

### **Story Hooks**

*Blessed by Poison* fits easily into any campaign where monstrous humanoids are a major foe. While the adventure speaks of goblins, Davrip could just as easily hunt kobolds, orcs, or gnolls. Hedgebird can be any town repelling a humanoid invasion.

After word gets out that the PCs seek to dispose of the humanoid problem, Kurk Davrip's brother Tand approaches the characters. He tells how Davrip has gone missing, and asks them to find his brother. If they need further motivation, Tand offers the PCs a reward of 50 gp per character.

### **Adventure Synopsis**

The adventure begins when the character find the ruins of a goblin camp not far into Raven Woods. After battling spider swarms, the characters find a trail leading to the northwest. The journey is difficult, but the trail eventually leads the characters to a cave in the hills. They are not the only ones tracking Davrip. A band of goblins is also on the trail, and may already be lying in ambush. After defeating the goblins, the characters venture into the cavern. Here, they first fight a black skull spider and its zombie minions, then journey deeper to confront Davrip.

Davrip is not himself. He is being controlled by terrible nightmare spiders. The spiders want to acquire additional hosts, so Kurk Davrip offers to infect the PCs claiming it is a powerful "weapon". The heroes may help Davrip resist the spiders, but one way or another the spiders attack. After the battle the heroes return to Hedgebird with Davrip in tow, possibly alive.

### **On the Way**

A busy road once ran out of Hedgebird through Raven Woods, but since the goblins took over it has seen little use. Still, it is the easiest way to travel to the woods, and Kurk Davrip usually followed that route on his goblin hunting expeditions.

# The Dead Goblins

Level 1 (375 XP)

Encounter 1

Combat

Not long after entering the forest, the player characters see a plume of smoke nearby. Assuming they investigate, they discover the remains of a freshly destroyed goblin camp.

Read or paraphrase the following:

*The smell of fresh blood greets you as you enter the clearing, and you see the remains of a half dozen goblins around what might have been the goblin's camp site. A single small tent is half burned, but the bodies were left for scavengers.*

These goblins were all victims of Kurk Davrip and his new spider friends. A DC 15 Perception check notices hundreds of spiders lying below two of the bodies and a giant spider lurking in a tree. If the heroes do not notice them, the spiders attack as soon as a character moves within 3 squares of any spider.

Should the characters examine the goblin bodies, a DC 10 Heal or Perception check notices both bite marks of various sizes (caused by spiders from Tiny to Medium) and slashes caused by manufactured weapons.

If the characters examine the scene, a DC 10 Perception check notices a series of tracks leading to the northwest. While some of them are clearly human, a DC 15 Nature check identifies others as giant spider tracks. Following these tracks launches **Encounter 2**.

## Creatures

2 Vicious spider swarms (S)  
1 Worg spider (W)

## Features

**Fire Pit:** The fire pit still smolders, and any creature that enters or begins its turn in the pit takes 5 points of fire damage. The fire

pit is considered a close attack for creatures resistant or vulnerable to such attacks.

**Tent:** The tent blocks line of sight. It is of shoddy craftsmanship, and a character can topple the tent as a minor action.

**Trees:** The trees in this area are difficult terrain that provides cover. Climbing a tree requires a DC 10 Athletics check, and creatures in trees have cover against non-adjacent enemies.

## Treasure

If the characters search the remains of the goblin camp, a DC 18 Perception check uncovers a *+1 amulet of health* (or another third-level treasure).

**Vicious Spider Swarm** Level 2 Soldier  
Medium natural beast (spider, swarm) XP 125

**Initiative** +4      **Senses** Perception +7; tremorsense 5  
**Swarm Attack** aura 1; the vicious spider swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.  
**HP** 38; **Bloodied** 19  
**AC** 18; **Fortitude** 14; **Reflex** 15; **Will** 13;  
**Resistance** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks.  
**Speed** 5, climb 5 (spider climb)

⊕ **Swarm of Bites** (standard at-will) \* **Poison**  
+7 vs. AC; 1d6 + 4 damage and target takes ongoing 5 poison damage (save ends).

**Alignment** Unaligned      **Languages** —  
**Skills** Stealth +9  
**Str** 12 (+2)      **Dex** 16 (+4)      **Wis** 13 (+2)  
**Con** 14 (+3)      **Int** 1 (-4)      **Cha** 6 (-1)

**Worg Spider** Level 3 Skirmisher  
Medium natural beast (spider) XP 150

**Initiative** +5      **Senses** Perception +7; tremorsense 5  
**HP** 48; **Bloodied** 24  
**AC** 17; **Fortitude** 14; **Reflex** 15; **Will** 13  
**Speed** 7, climb 7 (spider climb)

⊕ **Bite** (standard; at-will) \* **Poison**  
+8 vs. AC; 1d8 + 3 damage and target is slowed (save ends)

↓ **Shifty Bite** (standard; at-will) \* **Poison**  
The worg spider makes bite attack then shifts 1 square.

**Jumping Spider**  
A worg spider gains a +5 bonus to Athletic checks when jumping and is always treated as having a running start.

**Alignment** Unaligned      **Languages** —  
**Skills** Athletics +8; see also *jumping spider*  
**Str** 14 (+3)      **Dex** 17 (+4)      **Wis** 13 (+2)  
**Con** 16 (+4)      **Int** 1 (-4)      **Cha** 6 (-1)

