

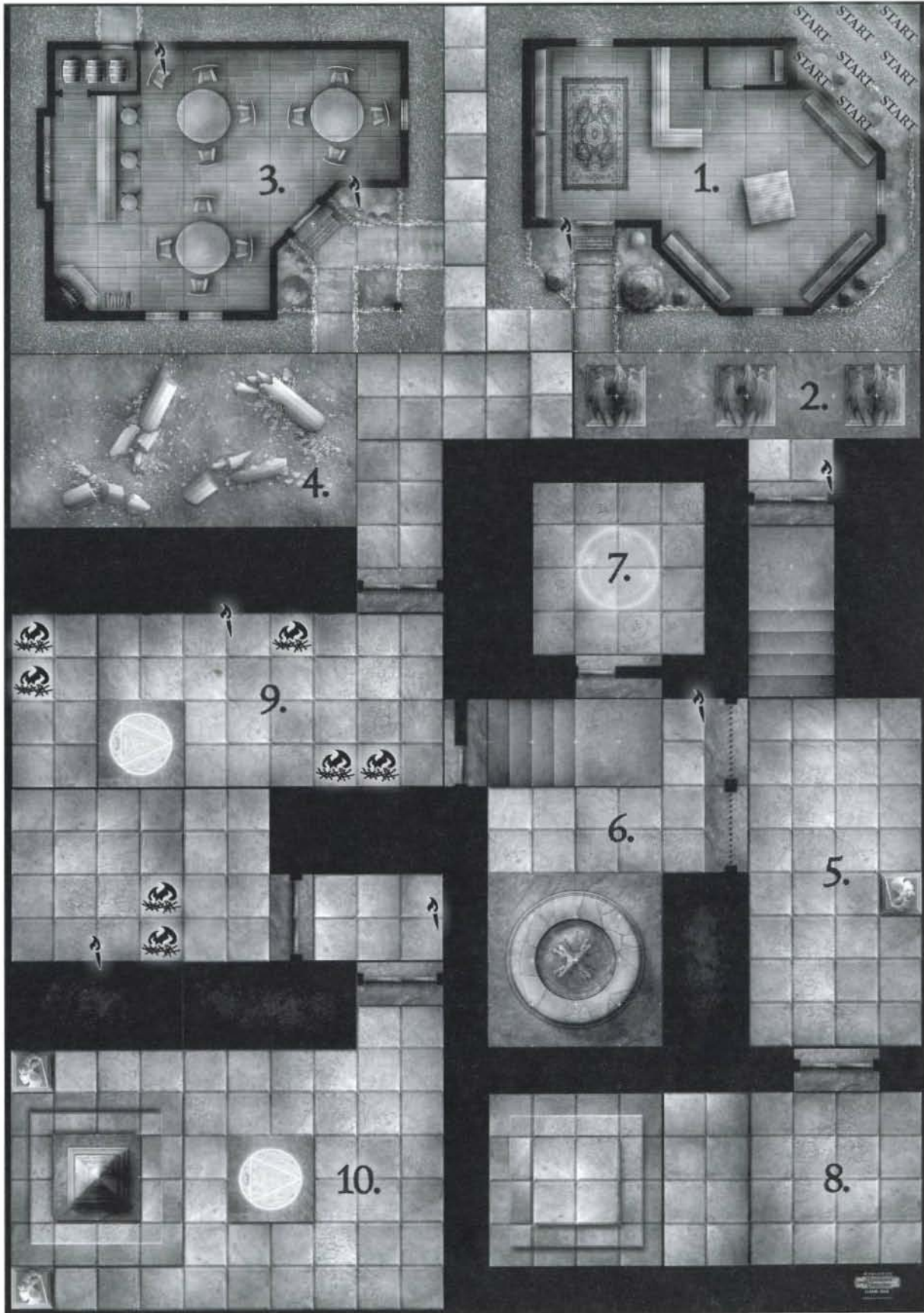




2006 WORLDWIDE D&D GAME DAY  
ADVENTURE



**Curse of Gethin Abbey**  
An Adventure for Six 4th-Level Characters  
by Rich Baker

# DM BATTLE MAP



Key:  : torch  : fire

## THANK YOU . . .

For participating in WORLDWIDE DUNGEONS & DRAGONS GAME DAY! This is a special day of DUNGEONS & DRAGONS celebration, and we hope you have a fantastic time playing the D&D game with your friends, both new and old.

This adventure is primarily designed for Dungeon Masters who lack the time or inclination to design their own adventure for the event, or for stores that want to run a D&D demonstration for new players.

*Curse of Gethin Abbey* is a challenging adventure for six characters and takes place beyond the mysterious mists in RAVENLOFT.

Before WORLDWIDE DUNGEONS & DRAGONS GAME DAY, read this entire adventure. If you are working with a group of Dungeon Masters, or you have some friends who would enjoy playing this short adventure, feel free to play a practice game to help you prepare for the event.

This adventure uses all the miniatures provided in the WORLDWIDE D&D GAME DAY kit, and the large play map is a sample build from our latest D&D *Dungeon Tiles* product.

You'll also find six character sheets and corresponding miniatures in the kit and a number of RPGA® Campaign Cards. When the game starts, give your group of six players the character sheets and miniatures.

You'll probably be running a number of sessions of this adventure throughout the day, so don't let the players keep these items. Also give each player a Campaign Card, at least as long as supplies last. Each player gets to keep this card and can spend it once during the game to gain the described effect. Direct players interested in Campaign Cards and the RPGA to the RPGA website ([www.rpga.com](http://www.rpga.com)).

You'll also notice that the kit features a promotional miniature: the Medium copper dragon. Give each player one of these exclusive giveaways after the adventure ends (again, while supplies last).

Good luck, have fun, and enjoy this year's WORLDWIDE D&D GAME DAY!

## CURSE OF GETHIN ABBEY

Caught by a fierce winter storm while making their way over the difficult Gethinnar Pass, the adventurers seek shelter for the night in a lonely temple of Pelor. Unfortunately for them, their refuge is not as safe as it seems. Terror stalks the shadowed halls and brooding chambers of Gethin Abbey. Who will survive?

**Encounter Levels:** *Curse of Gethin Abbey* is designed for six characters of 4th level. The default Encounter Level for this adventure is 5.

## PREPARATION

You will need the following D&D miniatures:

*War Drums:* Flameskull, Terror Wight.

*War of the Dragon Queen:* Bonded Fire Summoner, Cleric of Syreth, Dread Warrior, Magma Hurler.

*Blood War:* Earth Element Gargoyle, Hellcat.

The battle map included with this packet depicts Gethin Abbey. You can use this as the play surface and tactical map for each encounter in this adventure. If you wish to keep the room layout secret, cover the dungeon portions of the map with sheets of blank paper, to be removed when the PCs reach a certain part of the map.

## ADVENTURE BACKGROUND

Gethin Abbey is an isolated temple dedicated to Pelor. Travelers in the Darkroot Mountains rely on the hospitality of Gethin Abbey for a night of safety in this otherwise dismal region.

Unknown to the outside world, the abbey interars an ancient evil—a relic of Baator known as the *Avernian Codex*. Unspeakable rites for the supplication of evil entities are detailed within. Destroying the book only causes it to return to Baator, from which it soon returns. Rather than allow the book to fall into the wrong hands, the Pelorites who found it concealed it in this remote abbey.

A few months ago, a pious young student named Arevar came to Gethin Abbey. Secretly a devotee of an evil power, Arevar had designs on the *Avernian Codex*. He wormed his way into the confidence of the Pelorites, found where the *Avernian Codex* was secured, and studied it. He also subverted several of the Pelorites. Now Arevar is finally ready to repay his hosts by stealing the *Codex*—on the very night that the weary PCs seek shelter in the abbey's hostel.

The PCs must defeat the diabolical cultist Arevar and his allies, and then confront the evil creature the cultists have released—a hellcat. To defeat this formidable foe, they must collect several sacred implements from the abbey's vaults. Once armed with the proper magical assistance, the PCs can destroy the hellcat before it slaughters everyone in the abbey.

## ADVENTURE START

When you are ready to begin, read or paraphrase the following to the players.

*You have taken shelter from a fierce storm in Gethin Abbey—a small monastery that is home to a dozen or so friars venerating Pelor. In the middle of the night, the frantic tolling of the abbey's bell awakens you.*

*Quickly arming yourselves, you hurry to the bell tower, only to meet your host, a kindly old Pelorite named Herren. "It's terrible!" the priest wails. "Arevar betrayed us! Murder—mayhem—fire! He summoned a terrible beast from Baator, and it's killing everyone! I beg you, help us!"*

If any of the players asks for more information about Arevar or "they," continue with the following.

*"Arevar is a student, a wizard," Herren gasps. "We thought he was a pious young man, but tonight he and Eridren—one of our own acolytes—murdered the abbot and conjured up horrible monsters in the reliquary."*

Herren is too frail and frightened to go back inside, but he has one last warning for the PCs:

*"Be careful—Arevar's monster was invisible, and our weapons were useless against it!" Herren says. "Yet there may be a way to defeat it. A cache of scrolls lies hidden in the crypt—there, the door behind the dragon statues. The scrolls hold powerful spells against creatures of evil, but the crypt is haunted, and we could not get to them. Perhaps you can."*

*"The last I saw, Arevar was in the library—the door past the fallen columns. His monster was feasting on the keepers of the reliquary, which lies beyond that chamber. May Pelor favor you, brave friends. Remember the scrolls!"*

When the players are ready to proceed, have them arrange their characters in the starting area marked on the map and go on to Area 1: Bell Tower.

## ABBEY CHARACTERISTICS

The abbey is illuminated by continual flame torches, as shown on the map. Unmarked areas have shadowy illumination unless the PCs carry a light source with them.

Doors are good wooden doors (hardness 5, 15 hp, break DC 18). They are closed but not locked.

### 1. BELL TOWER

*This small building is a stone bell tower. No lights burn within, but a torch gutters by the only door. A dead Pelorite monk sprawls on the steps, apparently killed by sword-cuts. The bell has stopped tolling.*

The abbey's bell tower is an octagonal stone tower about 30 feet tall. A narrow wooden ladder zigzags up to the top in three 10-foot sections (like a fire escape). Bell ropes hang down to within easy reach of someone standing on the floor of the tower.

Three Pelorite friars named Abarius, Gerro, and Zunden (all 1st-level commoners) are cowering here in the second floor of the bell tower. They fled the refectory (area 3) when Arevar and Eridren broke in, and they saw Eridren take up his post in area 4 with his undead allies. They fear that they will be killed if Eridren spots them leaving the tower.

### 2. CRYPT ENTRANCE

*Three old statues depicting silver dragons stand in front of a dark doorway in the mountainside. The wooden door is reinforced at top and bottom with iron bands. The golden sunburst of Pelor is painted on the door, but the paint is old and almost completely faded.*

Beyond the door a short, steep set of stairs descends to the crypt (area 5).

### 3. REFECTORY

*This is the abbey's kitchen and dining hall. The front door stands ajar, slowly creaking in the cold night wind. A single torch burns next to the door.*

Three tables with plain wooden chairs can accommodate the abbey's complement of friars, plus a small number of guests. The small alcove to the northwest is a storage area, filled with sacks of flour, casks of salted meat, and other such supplies.

Just inside the front door lies a dead Pelorite friar. The poor wretch's body has been crushed and badly burned (he was killed by the magma hurler in area 9).

Characters who approach the door are in clear view of Eridren and his dread warriors (area 4); the evil acolyte attacks as soon as he spots intruders. See area 4.

### 4. OLD COLONNADE (EL 7)

*A row of toppled, broken columns lies in front of the mountainside here. Behind the colonnade a doorway leads to the abbey's subterranean vaults, but three grim figures bar the way. Two are pale, gaunt human warriors who stand with blade in hand despite clearly mortal wounds, while the third is a young human cleric in armor who carries a crossbow.*

This area contains the main entrance to the abbey's vaults. The door to the vaults is not locked and opens easily.

**Combat:** Arevar posted his fellow cultist to guard the entrance to the vaults. Eridren, an acolyte turned to the

worship of evil, has two dread warriors under his command. These powerful zombies attack anybody moving through this area or area 3.

\* **Eridren, the Apostate:** hp 23. Use the Cleric of Syreth miniature.

\* **Dread Warriors (2):** hp 30 each. See stat card.

**Tactics:** Eridren orders his dread warriors to engage the PCs in melee, while he hangs back and attacks with his spells and his crossbow, using his flaming bolts. The acolyte has the Precise Shot feat, so he can fire into melee without penalty. He can spontaneously cast *inflict* spells, and uses them to heal the dread warriors as needed.

The dread warriors have little comprehension of tactics and hack at anyone in front of them.

### ERIDREN

### CR 3

Male human cleric 3  
LE Medium humanoid  
Init +1; Senses Listen +2, Spot +2  
Languages Common

AC 19, touch 11, flat-footed 18  
hp 23 (3 HD)  
Fort +5, Ref +2, Will +5

Speed 20 ft. (4 squares)  
Melee mwk heavy mace +4 (1d8+2)  
Ranged mwk light crossbow +4 (1d8+1 plus 1d6 fire/19–20)  
Base Atk +2; Grp +3  
Atk Options Point Blank Shot, Precise Shot  
Special Actions rebuke undead 3/day (+3, 2d6+3, 3rd), spontaneous casting (*inflict* spells)  
Combat Gear *potion of cure light wounds*  
Cleric Spells Prepared (CL 3rd):  
2nd—*cure moderate wounds, hold person* (DC 14), *produce flame*<sup>D</sup> (+3 melee touch or ranged touch, 1d6+3 fire)  
1st—*burning hands*<sup>D</sup> (3d4 fire, DC 13), *command* (DC 13), *cure light wounds, shield of faith*  
0—*cure minor wounds, guidance, light, resistance*  
D: Domain spell. Deity: None. Domains: Evil, Fire.

Abilities Str 12, Dex 13, Con 14, Int 8, Wis 15, Cha 10  
SQ Evil domain (+1 caster level with evil spells), Fire domain (turn or destroy water creatures, rebuke or command fire creatures)  
Feats Combat Casting, Point Blank Shot, Precise Shot  
Skills Concentration +6 (+10 casting defensively), Knowledge (religion) +3, Spellcraft +3  
Possessions combat gear plus +1 *banded mail*, light steel shield, masterwork heavy mace, masterwork light crossbow, five +1 *flaming bolts*

Hook "Fools! Now we will add your blood to the sacrifice we prepare for the Lord of Evil!"

## 5. THE CRYPT (EL 5)

The stairway descends into a large crypt. Six stone sarcophagi occupy niches in the walls, each displaying the image of the Pelorite entombed within. To the south another door leads farther in, while a sturdy gate of iron bars divides this chamber from a vault immediately to the west. The statue of a horned, winged monster stands nearby, as if keeping watch over the room. The door to the south is emblazoned with Pelor's holy symbol.

Former abbots of the monastery are buried here. A long time ago a corrupt man named Serran became abbot and administered Gethin Abbey for many years. Cruel and petty, Serran feared that he would not be properly honored after his death, so he ordered a special crypt to be prepared for him. The door to the south leads into Serran's crypt.

The iron gate to the west is unlocked, but is old and rusty (Strength DC 19 to open).

**Trap:** Serran created a guardian for his tomb—an earth element gargoyle (the "statue"), enchanted to remain an unmoving but vigilant warden over his crypt. The gargoyle animates and attacks if anyone approaches the south door without speaking a long-forgotten password.

This is a magic trap (Search DC 30, Disable Device DC 30). It is triggered by any PC moving into one of the four squares adjacent to the door in the south wall.

**Combat:** If the PCs do not find and disable Serran's trap, the gargoyle animates and attacks. It initially focuses on the character or characters who triggered the trap.

\* **Earth Element Gargoyle:** hp 54. See stat card.

**Tactics:** This chamber is too small for the gargoyle to fly within it, so the creature remains on the ground. The creature is compelled by Serran's old magic to destroy all intruders or die trying, so it attacks relentlessly. However, it will not pursue characters who flee back up the stairs to area 2 or through the gate to area 6.

## 6. THE UNDERCROFT

A large cistern fills the south end of this chamber. To the west a short, steep stairway leads up to a door, while a gate of iron bars separates this chamber from a vault to the east. A small door inscribed with old protective symbols leads to the north.

This stone cellar is used for storage. The cistern is fed by rain spouts in the mountainside above. It is 10 feet deep and filled with cold water.

The Pelorites can use this part of the lower level safely, but they avoid venturing into the crypt beyond the iron gate.

## 7. THE CODEX VAULT

The door to this chamber is made of strong iron plate with no less than three locks, but it currently stands open. The small room beyond contains nothing except a large reading-stand, now empty, surrounded by protective diagrams inscribed on the stone floor.

This small chamber is the spot where the *Avernian Codex* was previously locked away. Arevar has taken the *Codex* to area 9.

## 8. VAULT OF SERRAN (EL 6)

This tomb is magnificent. It is finished in red marble, with carvings of angelic figures and heavenly vistas adorning the walls. A dais to the west holds a huge sepulcher, its top fashioned into the image of a stern-looking man. A coffer of bronze stands in the center of the south wall, with a yellowed human skull resting on top. A strange emerald gleam seems to dance in the empty eye sockets.

Despite the sacred images, there is a miasma of cold and decay in this room.

The ceiling is 15 feet high in most of this chamber (only 10 feet above the dais itself).

The skull atop the coffer is a flameskull, an undead guardian for this tomb. As soon as any PC sets foot in this room (or attacks the skull or the coffer), the flameskull rises up from its perch and issues a challenge: "Begone, intruders!"

In the sarcophagus to the west lies Abbot Serran—now a wight whose hate and spite have survived into undeath.

**Combat:** The flameskull attacks any living creature that enters this room. At the end of the second round of combat, the sarcophagus to the west opens, and Abbot Serran—now a terror wight—climbers out to join the fray.

\* **Flameskull:** hp 26. See stat card.

\* **Terror Wight:** hp 39. See stat card.

**Tactics:** The flameskull moves to the ceiling, out of sword-reach for a Medium creature on the floor of the tomb. (However, it can still be attacked with reach weapons or missile weapons.) It uses *mirror image* on its first turn, and then attacks with *fireball* on its next turn. It uses its fire rays until its images are gone, then uses *blur* and continues with its fire rays until it is defeated or its enemies flee. The terror wight simply wades in and attacks. It does not coordinate its efforts with the flameskull.

**DM Tip:** The treasure in this room includes a scroll of *restoration*, so the PCs can repair the effects of at least one hit from the wight.

**Treasure:** The bronze coffer holds 3,300 sp; 700 gp; a scroll of *align weapon*; a scroll of *holy smite*; a scroll of *restoration*; and a scroll of *see invisibility*. These items may prove crucial in the attempt to defeat the hellcat in area 10.

## 9. LIBRARY (EL 5)

This appears to be the abbey's library, but much of the room is ablaze. Several desks and racks filled with leather scroll cases, inkpots, and stacks of scraped parchment line the walls. There is a gilded door to the southeast, and smaller ones to the north and east. Flames dance over wooden desks and dry scroll racks—and the fire seems to be spreading. In the center of the room, a lean human mage chants within a thaumaturgical circle of pale blue fire, a heavy book clasped in his arms. Close by him stands a hulking monster of molten rock.

The squares marked with smoldering piles of rubble are on fire. They are considered difficult terrain, so it costs 2 squares of movement to enter. A creature that moves into one of these squares or begins its turn in one takes 1d6 points of fire damage, and must succeed on a DC 15 Reflex save or catch fire.

**Combat:** The cultist leader Arevar is here, along with the first creature he used the *Codex* to call—a magma hurler. He is engaged in reading another rite from the *Avernian Codex* to ensure that the hellcat in area 10 obeys his commands and does not turn on him.

\* **Arevar:** hp 22. Use the Bonded Fire Summoner miniature.

\* **Magma Hurler:** hp 46. See stat card.

**Tactics:** The magma hurler throws its magma on its first turn and then moves up to engage the PCs in melee while Arevar hangs back, attacking with his spells or his wand. Arevar looks for a chance to use *ray of enfeeblement* against a strong-looking melee combatant, and after that tries to catch multiple characters with *burning hands* or *color spray*. He avoids using his *web* spell because of the fires in this room, but will do so if he needs to escape.

If the magma hurler is defeated, Arevar attempts to withdraw into area 10, hoping that the hellcat can protect him from the PCs.

**AREVAR**

Male half-elf wizard 4 (conjurer)  
 LE Medium humanoid (elf)  
**Init** +2; **Senses** Listen -1, Spot +1  
**Languages** Common, Elven, Infernal

**CR 4**

**AC** 17, touch 12, flat-footed 15  
**hp** 22 (4 HD)  
**Fort** +3, **Ref** +3, **Will** +3

**Speed** 30 ft. (6 squares)  
**Melee** mwk dagger +3 (1d4/19–20)  
**Ranged** wand of magic missile (2 missiles, 20 charges)  
**Base Atk** +2; **Grp** +2  
**Special Actions** spells  
**Combat Gear** potion of cure light wounds, wand of magic missile (CL 3)

**Wizard Spells Prepared** (CL 4th):

2nd—*Melf's acid arrow* (+4 ranged touch, 2 rounds), *mirror image* (1d4+1 images), *scorching ray* (+4 ranged touch), *web* (DC 15)  
 1st—*burning hands* (4d4 fire, DC 13), *color spray* (DC 13), *grease* (DC 14), *mage armor*†, *ray of enfeeblement* (+4 ranged touch, 1d6+2 Str)  
 0—*acid splash*, *detect magic*, *light*, *mage hand*, *read magic*  
 † Already cast

**Abilities** Str 10, Dex 14, Con 14, Int 15, Wis 8, Cha 12  
**Feats** Combat Casting, Spell Focus (conjuration), Scribe Scroll<sup>B</sup>, Toughness  
**Skills** Bluff +2, Concentration +9 (+13 casting defensively), Decipher Script +5, Knowledge (arcana) +5, Spellcraft +9, Spot +1  
**Possessions** combat gear plus +1 ring of protection, masterwork dagger  
**Spellbook** spells prepared plus 0—all; 1st—*disguise self*, *identify*, *obscuring mist*, *summon monster I*; 2nd—*invisibility*, *summon monster II*.

**Hook** "The Codex is mine! You hinder me at your peril!"

## 10. THE RELIQUARY (EL 7)

The abbey's deepest vault is a strong chamber about 50 feet by 30 feet, crowned at its far end by a mystical obelisk atop a dais. The ceiling is finished in a sunburst design of gold leaf. In the center of the floor burns an infernal summoning circle drawn with lines of flaming oil. You sense a malevolent presence in the room; a creature of some kind crouches within the circle. Its body seems to be made of nothing but ruddy light and fuming sparks in the rough shape of a lionlike beast. The torn bodies of two Pelorites lie under its fiery claws.

The first thing the hellcat did after answering Arevar's call was to find the monastery's holiest place and desecrate it. The monster fell on a pair of Pelorite friars here and tore them to pieces. Having finished with its sport, the hellcat is ready to kill again.

Two statues in the corners of the room are difficult terrain (2 squares to enter) but provide cover to any

character in the same square. The burning lines of oil in the center of the chapel provide shadowy illumination to the whole room, which is important for offsetting the hellcat's invisibility.

**Creature:** The hellcat growls a challenge, spitting sparks from its leonine maw, and then springs to the attack. It takes full advantage of its pounce ability, charging the first PC it sees. Arevar used the *Codex* to call, not summon, the hellcat, so it can't be sent back by a simple *dispel magic* spell.

The hellcat does not bother much with tactics; it turns on the PC who is most effective in hurting it and tries to rip him or her to shreds.

\* **Hellcat:** hp 60. See stat card.

## HELLCAT INVISIBILITY

The hellcat has an unusual ability: It is invisible in bright light. Depending on where the creature stands in the room and what light sources the PCs carry, it may or may not be visible.

**Bright Light:** The creature is fully invisible (see DMG page 295). Remove the miniature from the map, and track the monster's location in secret.

**Shadowy Illumination:** The hellcat's glowing body appears bright enough that PCs pinpoint it automatically. Leave the miniature on the map. The hellcat still has total concealment (50% miss chance).

**No Light:** If the PCs extinguish or cover the light sources in this room, the hellcat becomes fully visible (although only characters with darkvision can see well enough to attack without penalty). Characters with normal human vision or low-light vision can see the hellcat's glowing form in an otherwise dark room, so they can pinpoint it. The hellcat has concealment (20% miss chance) from characters without darkvision in lightless conditions.

## CONCLUSION

When the PCs defeat Arevar and his conjured allies, they end the threat to Gethin Abbey—for now. But the damage is already terrible, for at least half a dozen Pelorites are dead, and the location of the *Avernian Codex* is obviously a secret no longer. The PCs can destroy the book with little trouble . . . but it will just reappear in Baator, and sooner or later it will find its way back into mortal hands.

## CREDITS

**Design:** Rich Baker

**Cover Illustration:** William O'Conner



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