



ABBEY OF THE BLACK PRINCE

5TH LEVEL



Investigate a recently discovered temple and defeat the darkness inside in this 5th-level adventure for the world's greatest roleplaying game!

Abbey of the Black Prince

Abbey of the Black Prince is intended for four characters with an average party level (APL) of 5. Characters who complete this adventure should earn enough experience to reach halfway to 6th-level. The ruins of an ancient abbey have been uncovered and all who venture inside fail to return. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

Many years ago, Torin the Black Prince led a bloody campaign to subjugate the kingdom under his iron rule. When his enemies united to drive him off, he made a deal with a dark god to gain incredible power. He was turned into a vampire and his men were twisted into ghouls and ghouls. Despite this, the forces of light and good were able to drive him back. Defeated, but unwilling to die, he sealed himself away inside the temple where he first gained his powers. Now, this temple has been rediscovered, and any who venture into it fail to return. Fearing what might come out of it, the locals have offered a reward to anyone able to enter it, clear it out, and return alive.

Adventure Hooks

An Ancient Evil. The characters have learned of Torin through study or by coming into possession of tomes or scrolls detailing his bloody campaign. Eager to seek out the evil he gained his powers from and destroy it, they answer the call when the abbey is uncovered.

Ruins Discovered. The characters were escorting an archeologist to some recently uncovered ruins. When they arrived, they heard of the disappearances and, at the behest of their employer, were asked to investigate.

Coins for Skulls. The characters heard of the reward being offered by the locals for the extermination of whatever lies inside the newly discovered ruins. Eager for the coin, they offer their services.

Abbey of the Black Prince

The abbey is an ancient structure built centuries ago as a place to worship a long forgotten dark god. Torin found this place while seeking refuge from a storm. While there, he made a deal with the dark god in exchange for the power to destroy his enemies. Now, he and his undead minions roam the halls, waiting for the chance to once again lead a bloody crusade across the land. The abbey has the following features unless specified otherwise.

Ceilings. The ceilings are made of stone and rise 10 ft. above the floor.

Floors and Walls. The floors are made of neatly cut stone while the walls are made of a cobbled granite.

Doors. The doors are made of solid oak with metal reinforcements. They're all unlocked unless otherwise stated.

Lighting. The abbey is pitch black.

Unusual Features. Squares marked with a red "X" on the map are pit traps. They can be noticed with a DC 18 Wisdom (Perception) check and disabled with a DC 14 Dexterity (Sleight of Hand) check. If a creature steps on one, they must succeed on a DC 16 Dexterity saving throw or else they fall 30 ft. into a spiked pit taking 3d6 bludgeoning damage from the fall and 3d6 piercing damage from the spikes.

1. Long Hallway

The stone steps lead down from the surface above into a pitch black hallway that slopes gently downward.

Secret Door. There is a secret door on the western wall. It can be spotted with a DC 18 Wisdom (Perception) check and opened with a DC 14 Intelligence (Investigation) check.

2. Shrine of Pain

A large tapestry covers the western wall. It depicts six bright stars in a strange formation. They glow with an eerie light.

Trap: Magic Missiles. If a character touches the tapestry, the six "stars" shoot out and strike them, each dealing 1d4+1 force damage. Once the trap is triggered, the tapestry becomes safe to move. A *dispel magic* spell will also render the tapestry harmless.

Treasure: Morningstar of Pain. Hidden in a small alcove behind the tapestry is a *morningstar of pain*. This vicious looking weapon has small spikes along the handle. When a creature hits with it, they can suffer 1 HD worth of damage to deal that much additional necrotic damage to the target.

3. Audience Chamber

Decrepit looking wooden benches sit in the center of this room and a small stone podium sits to the south. Five figures appear to be sitting, waiting for something.

The podium has an ancient book on it written in Infernal detailing the history of the abbey and lists the tributes recently brought by worshippers.



Encounter: Ghouls. There are five **ghouls** present in this room sitting on the benches and facing the podium. They have their hoods up and only attack if a creature touches them or walks past them.

4. Robing Room

This room contains the remains of various ceremonial outfits as well as a pool of dark red liquid in the center.

The pool of liquid is cursed blood. It reeks and any creature that comes within 5 ft. of it must succeed on a DC 12 Constitution saving throw or be poisoned for one hour.

Trap: Pool of Blood. If a creature looks into the pool, they see assorted coins and gems beneath its surface. This is an illusion. A character who investigates the pool can discern this with a DC 16 Intelligence (Investigation) check. If a creature touches or reaches into the blood, a skeletal hand reaches out and grabs them. They must succeed on a DC 14 Strength saving throw or be pulled into the pool. If this occurs, the creature becomes blinded, deafened, and restrained and begins to suffocate. They can attempt the saving throw again at the end of each of their turns.

5. Common Room

This large chamber contains various broken tables and chairs. A fireplace sits cold against the northern wall, and bloody bones litter the floor. Six figures can be seen crouched over the bones, one significantly larger than the others.

This was where the monks gathered during the day when the abbey was functional. It's now where Torin's undead minions feast on the bones of the dead.

Encounter: Ghouls & Ghast. There is one **ghast** and five **ghouls** in this room. The ghast will command the ghouls to attack anyone who enters the room. The ghast cannot be reasoned with. Its loyalty to Torin is absolute.

6. Personal Quarters

This room contains broken beds and armoires. A smashed table rests against the wall. Gibbering can be heard from corner of the room.

This was where the monks slept and kept their personal belongings. Now, it's home to an aberration that found its way inside the abbey at some point in the past.

Encounter: Gibbering Moulder. There is a large **gibbering moulder** in this room. It uses the stat block of a regular gibbering moulder except its size is large and it has 153 hp.

7. Empty Room

This chamber contains broken crates, barrels, and assorted debris.

There is nothing of value in this room.

8. Hidden Chamber

This large chamber has 40 ft. vaulted ceilings and the walls are lined with floor to ceiling bookshelves. A large chair sits behind an ornate wooden desk. A pale man in armor sits there studying tomes intently. Beside him, two rotting minions stand guard.

Encounter: Torin the Black Prince. The man is **Torin the Black Prince**. He uses the stat block of a **vampire spawn** except his AC is 18 from his plate armor. The two minions standing guard are **ghasts**. When the characters enter the room, Torin greets them. He's impressed that they managed to get this far, and believes they'll make excellent soldiers in his army. He believes himself to be superior to everyone else so he'll fight to the death unwilling to accept defeat.

Treasure: Gems. The desk contains a hidden drawer that can be located with a DC 16 Wisdom (Perception) check. It contains sixteen gemstones of various types, each worth 100 gp.

Secret Door. There is a secret door that leads to this room. It can be spotted with a DC 16 Wisdom (Perception) check and opened with a DC 16 Intelligence (Investigation) check.

9. Empty Room

This chamber contains broken tables and chairs. It appears to have once been a mess hall of sorts.

There is nothing of value in this room.

10. Meeting Room

A large oak table dominates the center of this room. rotten chairs surround it.

Besides the pit trap, there is nothing of note in this room.



11. Kitchen

This room is overgrown with mushrooms of various colors, sizes and shapes. It appears to have once been a kitchen.

Hazard: Mushrooms. The mushrooms in this room are hallucinogenic. If disturbed, they shoot out spores that fill the room. Anyone in the room when this happens is affected by a *confusion* spell with a save DC of 13.

Treasure: Coinage. There is 80 pp hidden among the mushrooms.

12. Outer Sanctum

This chamber contains 40 ft. vaulted ceilings and numerous benches facing the western wall. Seated on the benches are five hooded figures. Standing in front of them is a creature wearing an ornate robe.

This is where the higher rank monks prayed to their dark god. Now, the former high priest and some ghouls occupy the space.

Encounter: Priest and Ghouls. The lone standing figure is the **high priest**. He uses the stat block for a **priest** except his type is undead and all his spells that deal damage deal necrotic damage. The five sitting figures are **ghouls**. The high priest is chanting when the characters reach the room. Once he notices them, he orders the ghouls to attack.

13. Inner Sanctum

This small chamber is dominated by a large dais on the western wall. Sitting atop it is a large stone chest.

This is where the monks kept the majority of the tributes made to their dark god.

Trap: Ghouls. The chest is trapped. The trap can be noticed with a DC 16 Wisdom (Perception) check and disabled with a DC 16 Dexterity (Sleight of Hand) check. If the characters fail to disable the trap, it's triggered as soon as they remove the contents of the chest. Once triggered, the doors to the north and south open unleashing the ghouls inside upon the characters.

Treasure: Coins. The coffer contains 700 cp, 6,000sp, and 2,400 gp.

14. Southern Cell

This dark room is full of bloody stains and chewed bones.

Encounter: Ghouls. There are five **ghouls** in this room. They pour out and attack any living creatures as soon as the door opens.

15. Northern Cell

This dark room is full of bloody stains and chewed bones. A fresh corpse sits against the northern wall.

Encounter: Ghouls. There are five **ghouls** in this room. They pour out and attack any living creatures as soon as the door opens.

Treasure: Bag of Holding. The corpse has a *bag of holding* on it.

Aftermath

If the characters defeated Torin, the undead within the abbey revert to a feral state. They won't leave the abbey, but they'll prey on anyone who enters it.

If the characters did NOT defeat Torin, he leaves the abbey in 2d4 weeks with whatever ghouls and ghosts are left and attacks the local town, turning as many of the locals as he can into undead minions. He continues his rampage across the land unchecked unless a group of adventurers seek him out and destroy him and his army.



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