

THE DM TOOL CHEST

BLOOD OF THE BLIND

A DEMON IS THREATENS TO ESCAPE A SECRET PRISON
BENEATH A HOLY ORDER'S ABBEY WHOSE PAST IS A LIE

5E



BLOOD OF THE BLIND

Blood of the Blind is a Fifth Edition adventure intended for **three to five characters of 4th to 5th level** and optimized for **four characters with an average party level (APL) of 4**.

A secret sect within a holy order has kept a secret imprisoned for generations beneath their abbey. A demon escapes its bonds but remains trapped in its secret prison, and it's only a matter of time before the wards dissipate. This adventure fits any existing campaign with only a few modifications and name changes.

BACKSTORY

St. Chasan the Blind is the patron saint of the Order of the Lost Sun, a holy sect that takes vows of blindness in honor of her sacrifice to their god. Their legends speak of Chasan's bravery while confronting a demon from the Abyss that ravaged the land. The monster could cleave through the strongest armor, and yet the fearless blind woman stood in its path and called upon her goddess for strength to strike it down to save her people. Her prayers were answered, and the demon was defeated, but Chasan's life was forfeit. The sacred order wept over her loss and took a view of blindness in her honor. A chapel dedicated to her name was erected on the spot where she defeated the demon, and for generations, the faithful spent their days in darkness while searching for their inner light.

However, the true story is much different than the history the Order teaches. The demon was named Bizran the Mind Eater, and it had the power to take over a mortal's body just by looking into their eyes. Bizran rampaged through the region, slaughtering and

turning anyone it came across into undead creatures until it found its way to a secluded monastery. The demon delighted in watching the priests rip each other apart until a bold young cleric stood in its path.

Chasan was a young and dedicated cleric who challenged the demon under the orders of her church leaders. She was used as bait to lure the monster into taking control of her body—and was promptly blinded and shackled by her own abbess. The Order attempted to destroy the demon by experimenting on Chasan's body, but Bizran would regenerate her each time. The church resigned themselves to imprisonment within a warded chamber hidden beneath the chapel dedicated to the newly sainted Chasan. The Order of the Lost Sun's vow of blindness was a necessary step to maintaining their watch over the imprisoned demon who could possess them just by meeting their gaze. Until one day, a priest's blindfold slipped while keeping the prison's wards, and Bizran was freed. It tore through the priests and turned them into rage-filled monsters and now waits for the wards to fade.

ADVENTURE SUMMARY

The characters are approached by a priest of the Order of the Lost Sun named Noah, who wants them to explore the ruins of his church and find his missing fellow clergy. They find a catacomb filled with priests transformed into monsters. A destroyed secret door leads deeper below, where the characters find records of the true history of the order and a warning written by a dying priest about the trapped demon. The party must confront Bizran and free Chasan, who is still alive.

GETTING THIS ADVENTURE

Noah the Chaste (LG, half-elf **acolyte**) is a shy novice of the Order of the Lost Sun who has a habit of badly singing hymns under his breath. Noah dresses in the traditional red and white robes of his order and wears a black cloth blindfold at all times. He has spent years “Under the Fold” and is eerily adept at sensing his surroundings without sight and has blindsight out to 10 feet. Noah is a shy young man, and his frequent blushes emphasize the freckles on his pale skin. In combat, he prefers to use his limited abilities to support from behind the protection of more capable warriors.

The eager priest recently traveled with a small group of other new priests to join the congregation at St. Chasan’s Abbey nearby. They found the church burned to the ground and the priests missing. Some of his group came across an entrance leading beneath the ruins and went to investigate. Soon after, their screams echoed up, and the remaining priests scattered to the winds searching for help.

FINDING NOAH

The characters may come across Noah at any time during their travels. He may approach them while they spend time at a tavern, they may find his campfire while out in the wilderness, or religious characters may be led to him through visions from their deity. However you choose to introduce him to your characters, he explains the limits of his knowledge as described above and implores for their assistance. He appeals to their curiosity to discover the secrets below the church, to their sense of morality to rescue the missing clergy. He offers a significant reward from the church’s coffers if all else fails to get them motivated to help him.

Noah leads the characters to the site of the ruined abbey and the entrance leading below. He insists on joining them to determine the fate of his friends. Once the characters reach the ruins, read aloud the following:

The red-robed priest guides you unerringly towards the secluded site of the charred ruins of a once-grand chapel. A cracked bronze bell lays under the remains of a collapsed tower. There are signs of a small abandoned campsite, and someone appears to have started to clear the rubble away. The young red-robed priest beckons for you to follow and leads you to where the stone altar stands, pushed to one side. Broken tiles have been moved aside to reveal a staircase leading down into darkness. “This is where I last saw my brothers and sisters before they disappeared. Let us go find them, yes?” he says grimly. He nervously clutches his staff before finding his courage and taking the first steps down.

ABBEY CATACOMBS

The abbey catacombs were constructed to house the remains of priests who dedicated their lives to the true mission of the secret sect of the Order of the Lost Sun. They lie just above the warded prison that has held the demon Bizran the Mind Eater for generations. After Bizran escaped the body of Chasan the Blind, he attacked the nearest priests and infected them with a raging madness, and turned them into undead creatures. The traditional wards keeping undead from escaping the catacombs have held them here, but the unwary young priests that came with Noah were killed when they came below. Tesia was the only one to escape when she fled and locked herself in a storage room where she’s now trapped with her former companions just outside and ready to eat her.

GENERAL FEATURES

Unless otherwise noted in the area descriptions, these general features are prominent throughout the abbey catacombs.

Ceilings, Floors, and Walls. The catacombs are built of simple, unadorned 1-foot-thick stone blocks. The ceilings are 10 feet high, and the floors are smooth and clear of obstacles.

Doors. The catacomb doors are iron-bound wood with AC 18, 8 hit points, and immunity to psychic and poison damage. They are unlocked unless otherwise noted. Locked doors can be opened with a successful DC 15 Dexterity check using thieves’ tools, and stuck doors can be forced open with a successful DC 15 Strength check.

Lights. The blindfolded priests do not need lights, so the upper catacombs are entirely dark. There are sconces in the lower catacomb enchanted with *continual flame* spells that fill the area with bright light.

Climate. The air in the catacombs is dry and noticeably warmer than is typically felt when underground.

Corrupted Priests. When Bizran escaped into his current host (see area 13), he infected the other priests in the chamber with his corrupting attacks. These priests became undead, spreading their corruption to others, turning them into zombies. A humanoid reduced to 0 hit points by a corrupted priest’s physical attacks raises as a zombie after 1 hour unless the humanoid is restored to life or its body is destroyed. The corrupted priests are blinded by rage, and their Intelligence Score is 5 as they are blinded by pure anger and hatred of the living.

ABBHEY CATACOMBS

1 SQUARE = 5 FEET



KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the abbey catacombs.

1. BURIAL HALL

Marble statues of a blindfolded woman stand at either end of this long rectangular chamber. The smell of death and blood hangs in the dry air, and a faint scratching sound comes from the south.

These catacombs are where bodies were prepared and interred within the walls behind placards with their titles and names. The statues depict St. Chasan the Blind, the abbey's patron saint. A *hallow* spell has been cast on the stairwell leading up to the ruins above, blocking any undead from leaving. Effects and abilities such as a paladin's Divine Sense detect a mingled sense of good and evil in this room.

Broken Secret Door. The secret trap door that opens to the stairwell (area 5) was broken through by the corrupted priest in area 2 and now lies open and exposed.

Encounter: Former Friends. Two of the priests who came with Noah were killed and turned into **zombies** when they encountered the corrupted priest stuck in area 2. They are clawing at the doors to area 4, attempting to get in to reach Tesia (see area 4).

Treasure. Two water basins in the room hold enough holy water for three flasks.

2. EMBALMING ROOM

The door to this room is stuck (see "General Features" section).

A stone table with blood runnels stands in the corner of this simple stone chamber.

This room was used to prepare bodies for interment. The door became stuck after being slammed by the corrupted priest as it chased its victim into the room.

Encounter: The Corrupted and Friend. Inside this room is a corrupted priest that uses **wight** statistics without weapons and wears the tattered remnants of red robes. After killing them, it chased one of Noah's companions into this room and turned them into a zombie.

3. CHAPEL

An elaborately carved stone shrine sits in the corner of this small chapel. A well-worn rug covers the floor where supplicants can kneel in prayer.

If asked, Noah explains this shrine is dedicated to all gods for relatives of the interred to pray to when their loved ones have passed. A character proficient in Religion or who succeeds on a DC 13 Intelligence (Religion) check recognizes the symbols of many gods etched into the shrine.

Divine Blessing. Anyone spending 10 minutes in prayer to any deity and succeeds on a DC 13 intelligence (Religion) check receives a blessing from that god and benefits from a *bless* spell that has a 1 hour duration. This blessing can only be received once every 24 hours, and moving the 300 pound shrine removes its divine connections.

4. STORAGE ROOM

The door to this room is barred from within by Tesia (see below). She gave up hope days ago and does not trust anyone enough to open the door unless they succeed on a DC 18 Charisma (Persuasion) check. Noah can help the character that tries, but a failure breaks Tesia's spirit even more, and she stops responding. If the door is broken down, Tesia becomes frantic and launches an unarmed attack on the first to enter the room.

The storage room is filled with crates that Tesia broke into for food and supplies and a waste bucket tucked into one corner.

TESIA THE BROKEN

Tesia (NG human **commoner**) is a stout woman with curly brown hair worn in a long braid. Her red robes are soiled, and she removed her blindfold as she gave up hope of rescue days ago. Tesia joined the Order of the Lost Sun more to escape taking over her mother's bakery rather than any true religious calling and lost all faith once she found herself trapped here. She knows little except that a creature attacked their group, and she found herself in this room after trying to escape its clutches. Tesia is afraid of leaving the catacombs alone and tags along with the party. She is an outright coward and does not assist in combat, freezing in fear at the sight of hostile enemies and getting underfoot.

5. TRAPPED STAIRWELL

A short flight of steps leads down from a broken trap door and leads to a dark wooden door with the phrase "In the darkness..." carved in Elvish in the center. The door's handle at the bottom is warded with a *shocking grasp* spell that resets every time the door opens and closes. Completing the phrase written on the door with

"...we find the light" deactivates this ward and allows the door to be opened safely. Both Tesia and Noah recognize the phrase if it's spoken aloud to them and complete the second half in unison. A *dispel magic* spell or similar effect removes the ward entirely.

6. ORDER HALL

Flickering candlelight from wall sconces reveals the marble flooring of this chamber is marred with old bloodstains and scattered pieces of furniture. A pair of tables covered with various papers and scrolls sit in the center. On the southern wall is a small fountain beneath a large oil painting.

The secret sect within the Order of the Lost Sun used this chamber to gather and conduct research and study into Bizran over generations. This was the one place they forsook their vows and removed their blindfolds to pursue their true purpose. Noah is unsettled if told there are lights in this room.

Painting of St. Chasan. This is the false story the sect has told the Order to spare them the truth of their betrayal of Chasan. The painting depicts a golden-haired and blindfolded holy warrior standing defiantly among a panicked crowd fleeing before a flame-wreathed demon with blood-drenched claws. A character with a passive Wisdom (Perception) score of 14 or higher or who succeeds on a DC 14 Wisdom (Perception) check notices that some people in the crowd have eyes burning with a fire like the demons while others are tearing into each other as if driven mad. The painting is worth 200 gp to a collector, but Noah is extremely displeased if it is removed from the abbey.

Encounter: Order Remnants. The four corrupted priests (*ghast*) in area 10 come to investigate any noise the characters make if they are not actively moving stealthily.

7. STUDY

This small study holds a desk and shelves filled with books and scrolls on demonology and various banishment rites written in ink and braille. Sitting on top of the desk is an open calendar with detailed written notes on attempted rituals that date back to the abbey's founding. The notes are clinical in tone and reference "The Demon" as the subject of their attempts. They also detail the need for regular refreshing of the wards keeping The Demon confined and stress the importance of remaining blindfolded while within the prison.

Noah expresses confusion about the situation detailed in the notes but recognizes the wards, and he knows the ritual to renew them.

Treasure. A character searching the shelves who succeeds on a DC 13 Wisdom (Perception) check finds a *scroll of divine favor* tucked in the back.

8. RESEARCH CHAMBER

This room holds an array of surgery tools and various colored glass sample bottles sitting on a wooden table. The labels on the bottles are marked with dates ranging from a few weeks ago to over a decade, and each contains a small chunk of human flesh. These were sliced from Chasan by the Order to study the demon's regeneration effects on her body.

Treasure. The two oldest bottles on the table act exactly like *potions of healing*, while a dozen others act like *potions of poison*. A character proficient in Arcana or with alchemist's tools instantly notices the two beneficial potions. A character searching the bottles who succeeds on a DC 13 Intelligence (Arcana) check can determine the two bottles that are safe to consume.

9. LAVATORY

A yellowed skeleton in a tattered red robe lays next to a small book bound in green leather. *The History of Fort Despair* is written in braille and inside the front cover is a short message written in Common using blood: "The Demon escaped. Hide your eyes!"

Secret Door. A secret door is hidden behind a banner on the wall and can be found with a successful DC 16 Intelligence (Investigation) check. Pushing on the correct stone unlocks the door, which swings open to reveal a small room with several chests. Inside them are the treasures of the Order, including a satchel of 200 gp, a silver chalice with intricate scrollwork (50 gp), a magic *dagger +1* with a golden sun on the crossguard that can cast a *light* spell once per day, and an ivory statue of St. Chasan without her blindfold (25 gp). There is also a journal written by the Abbess Jacqueline De'From that details the capture and subsequent imprisonment of the demon known as Bizran beneath the abbey. The book explains the true history as detailed in the Backstory but only says Chasan helped imprison the demon instead of the truth of her becoming its host. The last entry stresses the necessary caution never to look the demon in the eye and to be blindfolded when within the prison.

10. CORRUPTED ALTAR

The smell of death and decay permeates this chamber. A book-covered cabinet stands opposite a small altar covered in a red and white cloth. On top is a wine-filled silver chalice sitting next to a pile of blindfolds. To the south is an open hatch in the floor leading into darkness.

The Order priests used this chamber to cleanse and prepare themselves before renewing the wards in the prison below. The presence of the priests has corrupted the altar, and the silver chalice has been cursed. Anyone who touches the chalice must succeed on a DC 15 Constitu-

tion saving throw or instantly become blinded. Only a *remove curse* spell or similar magic ends the effect.

Red robes hang inside the cabinet and a pair of soft leather shoes. A pouch holding 20 sp is tucked inside the left shoe.

Encounter: Remnants of the Order. There are four corrupted priests that use *ghast* statistics (see "General Features") lingering near the hatch in this chamber. If the characters make too much noise in area 6, they rush out to investigate.

11. HALL OF FIRE

The ladder descends into a rocky tunnel where the smell of decay intensifies, and the air becomes oddly warmer.

Trap. In the center of the hallway (as marked on the provided map) is an almost invisible magic rune etched into the floor that can be seen with a successful DC 16 Wisdom (Perception) check. Any living creature that steps on the rune triggers a spell that invokes a magical fiery blade to scythe through the 15-foot center of the hallway. Everyone in the area must make a DC 15 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful save.

12. ANTICHAMBER

The rock tunnel opens into a tiled chamber with a marble platform and a massive stone doorway. The doors are carved with the bas relief of a kneeling angel with tears pouring from beneath a blindfold.

Non-good aligned creatures in this room feel heavy mental pressure and find it difficult to think clearly. Spells and abilities that sense good and evil, such as a paladin's Divine Sense, feel a barrier of good surrounding this room while a thick pressure of evil comes from the doorway.

A successful DC 15 Intelligence (Religion) check reveals the platform has a unique form of a *hallow* spell carved into it that appears to be fading away as if corroded. Noah

13. DEMONIC PRISON

If the any of the characters choose to enter the chamber without a blindfold, read aloud the following:

A marble statue of a priestess stands at the back of this chamber and on an intricate glowing pattern painted on the tiled floor. In the center kneels a golden-haired woman in a tattered red robe with ethereal manacles attached to her wrists, binding her in place. Perched next to her is a lithe young man in matching robes and blood-covered hands who turns to watch you enter the room. He flashes a fang-filled smile and says, "New friends? How exciting..." before casually stretching and getting to his feet. The woman's head snaps up as she yells, "Cover your eyes, you fools!"

If the characters are all blindfolded, then they only hear Bizran's greeting as they enter. The demon is curious as to the characters' intentions, while Chasan (the manacled woman) argues for them to flee while they can before the demon can escape.

Encounter: *The Mind Eater.* Bizran the Mind Eater (see "Appendix" for statistics) is a unique demon that cannot be killed or removed from its host short of a *wish* spell or direct divine intervention. Bizran takes the first opportunity to possess one of the characters to limit their willingness to imprison one of their own. Chasan warns that defeating the host body does not kill the demon and that it returns to life after a day. It is possible to knock the host body unconscious and bind the demon once again with the divine wards that Chasan (LG human **priest**) knows. She can instruct the characters on removing the ethereal manacles, and she places them onto whoever is the new prisoner.

Development. During the fight with Bizran, Noah removes his blindfold and taunts the demon into taking him over, sacrificing himself as the new prisoner. If Bizran has not already taken over one of the more powerful characters, it takes Noah instead.

CONCLUSION

There are many ways this adventure can end depending on the results of the battle with Bizran. A character may now be a prison for the demon and in need of rescue. This could lead to further adventures searching for a way to send the monster back to the Abyss.

If the characters do not defeat Bizran, the wards eventually fail, and the demon escapes to wreak havoc on the region once more. It returns to taunt Chasan with stories of the horrors it inflicts on the world while she remains trapped in prison.

ST. CHASAN THE BLIND

Chasan was aware of everything the Order did to her body while Bizran possessed her, and while she grew to understand the cause, she became bitter towards them over the years. However, her hatred for Bizran outshines her anger, and she does whatever it takes to keep the demon from escaping. She wants nothing to do with the Order but vows to watch over the prison while the characters search for a way to end the demon's possession for good.

ST. CHASAN THE BLIND



APPENDIX

BIZRAN

Medium fiend (demon), neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	20 (+5)

Saving Throws Wis +3, Cha +8

Skills Intimidation +8, Perception +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, all languages known by possessed host

Challenge 5 (1,800 XP) **Proficiency Bonus:** +3

Regeneration. Bizran regains 10 hit points at the start of its turn if it has at least 1 hit point. If Bizran takes radiant damage or damage from holy water, this trait doesn't function at the start of the Bizran's next turn.

Shielded Mind. Bizran is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Rejuvenation. When Bizran's host body is reduced to 0 hit points, it is knocked unconscious and remains possessed by the demon. After 24 hours, the host body regains all its hit points. Only a wish spell or divine intervention can be used to force Bizran to leave the body and reform in the Abyss.

ACTIONS

Multiattack. Bizran makes two attacks.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 1 hour later as a wight with an Intelligence score of 5, unless the humanoid is restored to life or its body is destroyed.

Possession (Recharge 6). When a humanoid that can see Bizran's eyes starts its turn within 30 ft. of Bizran, Bizran can force it to make a DC 13 Charisma saving throw if Bizran isn't incapacitated and can see the creature. On a failure, the humanoid is possessed by Bizran and the target is incapacitated and loses control of its body. Bizran now controls the body but doesn't deprive the target of awareness. Bizran can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until Bizran possesses another body. The target is immune to Bizran's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

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