

CHAIN DEVIL CRYPTS

Chain Devil Crypts is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 11, 14, 17, or 20**. This document offers a general guideline on scaling the adventure for each level. Strange occurrences at the local cemetery draw the characters to the location. They quickly discover something sinister lurks within the old graveyard—and perhaps below it, too.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 11th, 14th, 17th, or 20th, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party. It's not recommended that you run this

CREDITS

The following creators made this adventure possible:

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adventure for characters with an average party level of 11 or lower, as it may be too deadly for the party.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy
17	17th-level	Hard
18	17th-level	Medium
19	17th-level	Easy
20	20th-level	Hard

ADVENTURE HOOKS

The table on the next page offers some ideas if you don't have a reason for the characters to investigate the chain devil crypts. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

CHAIN DEVIL CRYPTS

This gothic cemetery is a short walk from the largest gothic cathedral in the land. It was initially conceived by the cathedral's builder, Becket Stonewright, to raise funds. Wealthy families paid to have a mausoleum and crypt constructed to house their loved ones' remains on consecrated ground. In turn, Stonewright used the money to pay for the materials and labor to start the cathedral.

Fifty years after the cemetery and cathedral were built, both fell into ruin during a skirmish. The site

Chain Devil Crypts Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	Supposedly, there are four artifacts of obscene power stored within the crypts below the cemetery. The academy only wants proof that those items are there, warning that they are far too dangerous for a mortal to possess.
2	Ancient Being	The ancient being suspects that a powerful archdevil named Orloch rules the wights that linger in the cemetery. He gives the characters an iron flask with which they can capture Orloch.
3	Aristocrat	The Indera family owned a large vault below the cemetery. Rumor has it that it is filled with their entire fortune. The only way to access the vault is to affix a round, white stone into the head of the hammer held by Aldridge Indera's statue. The white stone is somewhere in the crypt.
4	Criminal Syndicate	Supposedly, an ancient relic called the Devil's Icosahedron is hidden in the cemetery. They send the characters there to find out if there is any truth to this rumor.
5	Guild	The adventurer's guild wishes to earn the trust of Dean Moffat. They send the characters to the cemetery to clear it of the dangers there, hoping that'll do the trick.
6	Military Force	The cemetery is a dark and evil place; the military force sends the characters there to determine what is causing the desecration that surrounds it.
7	Religious Order	Dean Moffat wants to know why a group of wights is protecting the cemetery. He works alongside the characters' patron to investigate the disturbance.
8	Sovereign	One of the sovereign's secret lovers was buried in the cemetery. The sovereign fears that if the body is reanimated by the wights there, it will reveal the nature of their affair. The sovereign asks the characters to take care of this problem.

remained abandoned for forty years until the cathedral's current leader, Dean Moffat, restored it to its former glory. Unfortunately, the time the cemetery spent vacant allowed denizens of darkness to spoil the site. Moffat kept this a secret from the public, but it's only a matter of time before the evil that lurks within spills into the surrounding region.

THE CEMETERY

This adventure occurs within the crypts below the gothic cemetery. The adventure *Dungeons & Lairs #54: Wight Cemetery* details the goings-on in the cemetery above the crypts. If you choose to run that adventure first, the characters will need to find a way to enter the crypts via one of the staircases.

The table below shows the location of all the staircases in *Wight Cemetery* and how they connect to the *Chain Devil Crypts*.

Cemetery and Crypt Connections

Wight Cemetery	Chain Devil Crypts
Area 2	Area 9
Area 3	Area 2
Area 7	Area 5
Area 8	Area 6
Area 10	Area 8

Stand-Alone Adventure. If you wish to forgo the cemetery adventure, the characters can enter

through the cemetery and find one of the five entrances without issue. However, they must discover the entrances through a skill challenge.

A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work.

This skill challenge consists of the following elements:

- ▶ **Goal and Context.** Learn the location of the various ways into the crypts below the cemetery.
- ▶ **Difficulty.** Primary skill checks related to this skill challenge are made against DC 10. Secondary and repeat checks are made against DC 15.
- ▶ **Complexity.** The characters may make five ability checks related to this skill challenge. Each success reveals an entrance. If the characters suffer five failures, they do not find any entrances into the crypts.
- ▶ **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks for this skill challenge are Intelligence (History) to recall information about the crypts, Intelligence (Investigation) to uncover secret entrances, and

Wisdom (Perception) to spot tracks or other clues that lead to the secret entrances.

- ▶ **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.
- ▶ **Other Conditions.** The characters must spend at least 4 hours searching the cemetery for secrets, and they cannot perform more than one search for crypt entrances in a 24-hour period. All previous entrances discovered count as a success in subsequent searches.
- ▶ **Consequences.** With each success the characters earn towards this skill challenge, they discover one entrance. The order in which they find the entrances are listed in the table below.

Crypt Entrance Discovery Order

Order	Entrance Discovered
1st	Area 8
2nd	Area 5
3rd	Area 2
4th	Area 6
5th	Area 9

GENERAL FEATURES

The crypts have the following features, unless stated otherwise in the area descriptions.

Architecture. The crypts were fashioned from sturdy granite blocks by dwarven craftsmen. Despite the age of the chambers and corridors, the area shows very little structural wear and tear. Ceilings in the corridors are 8 feet high, while ceilings in the chambers are 12 feet high.

Doors. All of the doors in the crypts are magically locked via the *guards and wards* spell (see below). A character must succeed on a DC 26 Dexterity check using proficiency in thieves' tools to unlock a door sealed in this way or a DC 32 Strength (Athletics) check to break it down. Otherwise, these doors are indestructible.

Illumination. *Continual flame* spells illuminate many of the chambers and corridors throughout the complex.

Desecrated Grounds. Once a hallowed place for the wealthy to inter their families, the crypts now exude evil. Undead creatures in the cemetery have advantage on all saving throws. A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a *hallow* spell purifies the entire site.

Secret Doors. Secret doors masked by the *guards and wards* spell (see below) are undetectable unless a creature uses an action to investigate the

area. The creature discovers the hidden door with a successful DC 13 Intelligence (Investigation) check, discerning the illusion for what it is. The illusion then becomes faint to the creature. Like the other doors in the crypts, secret doors are *arcane locked*.

Magical Protections. The devils that use these chambers protect their privacy with various magical protections. A permanent *private sanctum* spell creates the following effects:

- ▶ Sound can't pass through the crypts' doors, walls, ceilings, or floors.
- ▶ Sensors created by divination spells can't appear within the crypts or pass through the doors, walls, ceilings, or floors.
- ▶ Divination spells can't target creatures in the crypts.
- ▶ Nothing can teleport into or out of the crypts.

There is a *forbiddance* spell protecting the crypts. The spell proofs the area against planar travel and prevents creatures from accessing the crypts by way of the Astral Plane, Ethereal Plane, Feywild, Shad-owfell, or the *plane shift* spell. Additionally, when a celestial, fiend, or fey creature enters the crypts for the first time on a turn or starts its turn in the crypts, it takes 27 (5d10) necrotic damage. All the devils that lurk within the crypts know the password to this spell, protecting them from the spell's damage.

Finally, a permanent *guards and wards* spell protects the crypts. The spell does not affect the crypt's devils and their minions. The spell creates the following effects:

- ▶ All doors in the area are magically locked as if sealed by an *arcane lock* spell. Furthermore, some doors are hidden with an illusion to make them appear as plain wall sections. The keyed locations below detail which ones are hidden this way.
- ▶ Webs fill all stairs in the area from top to bottom, as the *web* spell. These strands regrow in 10 minutes if burned or torn away while the spell lasts.

Optional: Crypt Entrances. The adventure module *Dungeons & Lairs #54: Wight Cemetery* details the cemetery above the crypts. All of the entrances in this module connect to those areas. However, if you don't wish to include that adventure, assume that the staircases lead up to an ordinary cemetery.

KEYED LOCATIONS

The following locations are keyed to the crypts map.

01 – Indera Family Crypt

Built more like a temple than a crypt, the Indera family claimed they used this place for private worship. However, that was a deception—this is where they stored most of their inheritance, coming to "pray" whenever their pockets felt light.

An eight-foot-tall statue stands on a dais at the west end of this room, depicting a muscular, bearded man dressed in pelts. He holds a massive warhammer in his right hand. A plaque on the statue's pedestal reads, "Our Faithful Protector, Aldridge Indera." A character who inspects the hammer notices a crater-like groove on the side of the hammer's head. It looks like there was once a gem stored there.

Encounter: Crypt Guardian. One or more constructs stand at the center of this room. Attuned to the same magic as the *guards and wards* spell that protects the area, the guardians immediately recognize intruders and attack. The nature of this encounter depends on the level of the adventure, as shown in the table below. Creatures marked with an asterisk are new monsters, which appear in the appendix.

Area 1 Encounter

Adventure Level	Encounter
11th	2 chain golems*
14th	1 stone golem and 1 chain golem*
17th	1 stone golem and 2 chain golems*
20th	2 stone golems and 2 chain golems*

Secret: Door to Area 3. A secret door hides behind the colossal statue at the west end of the crypt. To open the door, the characters must place the smooth, white gem found in **area 2** into the head of the hammer held by Aldridge Indera's statue. There is no other way to open the door.

02 – Indera Family Vault

This small, dark corridor contains a few valuable art pieces and chests stuffed into alcoves.

Hazard: Moaning. When a living creature spends more than two rounds in this hallway, it starts to hear dreadful moans. A creature that starts its turn in the hallway after the moans begin must make a DC 15 Wisdom saving throw. On a failed save, it takes 7 (2d6) psychic damage and gains one form of temporary madness; on a successful save, it takes half as much damage and doesn't gain a form of madness. A creature cannot gain more than one form of temporary madness from this hazard. A creature that succeeds on its saving throw against this effect is immune to it for 24 hours.

Effects that can turn undead and the *remove curse* or *dispel evil and good* spells can remove this hazard for 24 hours.

Treasure: Aldridge Indera's Hammerstone. The art pieces in this vault are worth a combined total of 2,500 gp. Additionally, there is a large, smooth, white gem the size of a goose egg. The gem is worth 5,000 gp by itself. It fits into the head of the hammer held by Aldridge Indera's statue in **area 1**.

03 – Indera Family Treasury

This secret vault once contained the Indera family treasury but has long since been ransacked. Nary a coin of the Indera's once reputable wealth remains. A pair of gruesome gargoyle heads hang from the western wall.

Encounter: Orloch the Archdevil. When the characters first enter this chamber, a human-appearing woman wearing only rusty chains sits at the western end of the room. She casts her gaze at the characters and asks them, "What is the price of your soul?"

This chained woman is Orloch, a vile archdevil from the diabolical plane of Vunoya the Beyond. A character that offers their soul to Orloch will be rewarded with a single *wish* spell, courtesy of the archdevil. Otherwise, she demands that they leave her crypts or suffer her wrath. Orloch's statistics can be found in the appendix.

The gargoyle heads on the eastern wall each have AC 18, 25 hit points, and immunity to poison and psychic damage. When Orloch uses her bonus action to command them, they shoot fire from their eyes, making two Gargoyle Fire Ray attacks (see stat block).

On initiative count 20 of the first round of combat, Orloch summons additional devils to assist her in combat. The nature of these creatures depends on the level of the adventure, as shown in the table below.

Area 3 Encounter

Adventure Level	Encounter
11th	4 lemures
14th	3 lemures and 1 barbed devil
17th	3 bearded devils and 1 barbed devil
20th	3 normal chain devils

Treasure: Orloch's Soul Gem. When the characters reduce Orloch to 0 hit points, she implodes. All that is left of her is a glowing, purple gem roughly the size of a coin: this is *Orloch's Soul Gem*. The soul gem functions the same way as a *talisman of ultimate evil*, except it is sentient and when the last charge is expended, the gem is destroyed and Orloch is freed—she appears within 5 feet of the person who was holding the talisman and regains all of her hit points.

As a sentient lawful evil magic item, Orloch has an Intelligence of 11, a Wisdom of 12, and a Charisma of 14. She can speak, read, and understand Infernal, and she can communicate telepathically with any creature that carries or wields her. She also has hearing and darkvision out to 120 feet. Orloch desires nothing more than to be freed of the gem, and will persuade the gem's user to use all of its charges so she can escape.

Investigation: Empty Chests. All of the chests and urns in this room are empty.

04 – Hidden Passage

A secret passageway masked by the crypts' *guards and wards* spell connects **areas 11** and **15** (see the "General Features" section on page 4 for details).

A statue carved to resemble a woman bound in chains (a chain devil) stands at the western end of the hallway.

Trap: Barbed Chains. There is a magical trap in this hallway. When a creature reaches the midway point (marked with an "X" on the map), hooked rusty chains sprout from the ceilings, walls, and floors, and the chain devil statue's eyes glow red. The area becomes difficult terrain. When the chains first appear, and when a creature ends its turn in the hallway, a creature in the area must make a DC 15 Strength or Dexterity saving throw (the target's choice). On a failed saving throw, the target takes 10 (3d6) piercing damage from the chains and becomes restrained. While restrained by the chains, a target takes 10 (3d6) piercing damage at the start of each of its turns. A creature reduced to 0 hit points by the chains is torn to shreds and dies.

A creature can be freed if it or another creature within reach takes an action to make a DC 15 Strength check and succeeds.

A character with a passive Intelligence (Investigation) score of 13 or higher automatically senses the chains the moment they step into the area. The only way to stop the trap is to cast *dispel magic* (as if against a 6th-level spell) or destroy the statue of the chain devil at the end of the hallway. The statue has AC 18, 35 hit points (damage threshold 5), and immunity to poison and psychic damage. When it is destroyed, it collapses into a puddle of thick, crimson ooze.

05 – Longtide Family Crypt

Detailed carved busts of a wealthy family's ancestors sit atop six marble tombs. Characters who examine these statues and succeed on a DC 12 Intelligence (History) check recognize them as important local politicians, celebrities, and war heroes, all members of the Longtide family.

Hazard: Longtide Spirits. Many of the Longtides were cruel in life, so the presence of the devils in the crypts caused them to stir. When the characters enter this area, dozens of spirits rise from the floors and step out from the walls.

The first time a creature can see the spirits, it must succeed on a DC 15 Wisdom saving throw or become frightened. Evil creatures and undead automatically succeed on this saving throw.

The creature remains frightened while it is within 60 feet of the spirits or until it can no longer see them. While frightened by the spirits, the creature must use its movement on each of its turns trying to move to the nearest safe spot from which it can't see the spirits. If the creature moves more than 60 feet away from the spirits and can't see them, it is no

longer frightened, but it becomes frightened again if it moves within 60 feet of the spirits or can see them.

If an affected creature ends its turn and is more than 60 feet away from the spirits or is unable to see them, the creature makes another DC 15 Wisdom saving throw. The creature is no longer affected by the spirits on a successful save. In addition, a creature affected by the spirits can make another Wisdom saving throw every 24 hours while the spirits remain, ending the effect on itself on a success.

A creature that successfully saves against this effect is immune to it for 1 minute, after which it can be affected again.

The *dispel evil and good* or *remove curse* spell or using an effect that turns undead causes the spirits to leave the chamber for 24 hours. When this happens, all creatures stop being frightened of them until they see the spirits again.

Treasure: Longtide Signet Rings. All six busts have a hidden compartment stowed behind the left eye. A character who inspects a bust and succeeds on a DC 13 Intelligence (Investigation) check finds the compartment. Additional checks to find similar compartments succeed automatically. A platinum signet ring is stored in each compartment, each one worth 1,000 gp. The complete collection fetches an additional 4,000 gp to a buyer who knows the Longtide family history.

06 – Cultists Hallway

A hidden staircase from the cemetery above leads into this cramped corridor. At the north end of the room, there is a stone carving of a horned devil's head. A character who observes the carving and succeeds on a DC 21 Intelligence (Religion) check recognizes it as Tarmoth, one of the archdevil generals of the diabolical plane, Vunoya the Beyond.

When the characters first enter the area, they overhear two people conversing in Infernal. At the south end of the chamber, a horribly disfigured man kneels before an attractive woman wearing only chains. He's begging her for forgiveness for some mistake he's made. While he grovels, he repeatedly cuts his arm to show loyalty. A character who sees the woman and succeeds on a DC 18 Intelligence (Religion) check recognizes her as a chain devil.

Encounter: Telgus and the Chain Devil. Once the pair see that the characters are there, they rise and face them. The pair don't immediately attack but instead, question the characters' purpose for being in the crypts. The disfigured man, Telgus, a neutral evil human man, explains that he is a sorcerer of great power who can give the characters whatever they want so long as they pledge their allegiance to the chain devil. The chain devil remains quiet, letting Telgus do all the talking.

If the characters accept the offer, they must kiss the chain devil's hand to show their allegiance. She then owns their souls. Despite his horrific appearance, Telgus is well connected and can get the characters whatever they want (at the GM's discretion).

If the characters don't accept the offer, Telgus summons devils to assist him on initiative count 20 (conjured by a *contingency* spell), and the chain devil departs through the nearest doorway.

Area 6 Encounter

Adventure Level	Encounter
11th	1 mage and 2 hell hounds
14th	1 mage and 2 barbed devils
17th	1 archmage and 2 hell hounds
20th	1 archmage and 2 barbed devils

Development: Telgus Surrenders. Telgus is a coward. If reduced to half his hit points or fewer, he surrenders, offering the characters the passwords needed to surpass the *guards and wards* protections. He also tells the characters about Liber Diabolicus (see **area 7**) and the command word used to remove the chain. However, he conveniently fails to mention the curse on the chain binding the book and the mummy lord that protects it.

Treasure: Scrolls. Two pedestals stand against opposite walls at the south end of the chamber. Both pedestals hold an old scroll. The eastern scroll is a *spell scroll of imprisonment* and the western one is a *scroll of conjure fiend* (see the sidebar).

07 – Cultists Crypt

A single wooden coffin sits in the center of the room. Blood-red lanterns fill the space with an ominous light. A chained book rests on top of the coffin.

Trap: Immovable Chain. The chain binding the book exudes transmutation magic. The chain functions similarly to an *immovable rod*, except it lacks a button. Only the command word “retexere” causes it to lose its immovable property. The *identify* spell reveals this command word. Alternatively, a character can focus on the chain while taking a short rest in this room as long as they are in contact with it. At the end of the rest, the character learns the chain's properties (except its curse noted below) and how to use it.

Any creature that comes into contact with the chain becomes cursed. Until the curse ends, undead creatures have advantage on attack rolls made against the target.

Treasure: Liber Diabolicus. The chained book is a dangerous spellcasting tome known as *Liber Diabolicus*. See the sidebar for details.

Encounter: Undead Cultists. As soon as the book is removed from the top of the coffin, mummified hands burst from the floor. When this happens, the area becomes difficult terrain, and each creature in the area must succeed on a DC 13 Strength or Dexterity saving throw (the target's choice) or become restrained by the hands. A creature can be freed if it or another creature within reach takes an action to make a DC 13 Strength check and succeeds. The hands remain until the mummy lord (see below) is destroyed.

CONJURE FIEND

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a vial of fiend blood)

Duration: Concentration, up to 1 hour

You call forth a fiendish servant to do your bidding. A fiend of challenge rating 5 or lower appears in an unoccupied space you choose within range. Upon summoning the fiend, a collar of spiked chain appears around its neck. As a bonus action, you can deal 5 magical piercing damage to the creature, which can't be reduced or prevented in any way, to bring it to heel.

The fiend disappears when it drops to 0 hit points or when the spell ends. The fiend is friendly to you and your companions for the duration. Roll initiative for the fiend, which has its own turns. It obeys any verbal commands you issue (no action required by you). If you don't issue any commands to the fiend, it acts as a fiendish creature would, doing whatever it thinks it can get away with.

If your concentration is broken, the fiend doesn't disappear. Instead, the collar around the fiend's neck explodes; you lose control of the fiend, it becomes hostile toward you and your companions, and it might attack. An uncontrolled fiend can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the fiend's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

Encounter: Undead Cultists. As soon as the book is removed from the top of the coffin, mummified hands burst from the floor. When this happens, the area becomes difficult terrain, and each creature in the area must succeed on a DC 13 Strength or Dexterity saving throw (the target's choice) or become restrained by the hands. A creature can be freed if it or another creature within reach takes an action to make a DC 13 Strength check and succeeds. The hands remain until the mummy lord (see below) is destroyed.

On initiative count 20 of the following round, the coffin's lid explodes. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 10 (3d6) piercing damage on a failed save or half as much damage on a successful one. The hands in the floor are unaffected.

A **mummy lord** then rises out of the coffin and attacks. In the 17th-level version of this adventure or higher, the mummy lord summons additional minions each round on initiative count 20. The numbers and types of minions that arrive depend on the level of the adventure to a maximum of six mummies and four specters at a time. The creatures rise from the floor or enter through one of the entrances. Protec-

tions put in place by the *guards and wards* spell do not affect the mummy lord or its minions. The mummy lord has no lair actions or regional effects beyond the ones described in this adventure.

Area 7 Encounter

Adventure Level	Summoned Minions
11th	—
14th	—
17th	1d6 mummies
20th	1d6 mummies and 1d4 specters

Development: Cultists. A character who inspects the undead and succeeds on a DC 11 Intelligence (Religion) check recognizes that the undead were once members of a devil-worshipping cult called the Wanderers of Eyclesha. Many believed they had no actual power and were nothing more than braggarts. This encounter proves otherwise.

08 – Sandweaver Family Crypt

This series of passages and alcoves belongs to the tight-knit Sandweaver family.

A character who examines this area and succeeds on a DC 12 Intelligence (History) check can tell that this large crypt has been expanded multiple times. A dwarf's Stonecunning applies to this check. A character who succeeds on a DC 13 Intelligence (History) check knows that this tomb belongs to the Sandweavers. The two coffins at the north end hold the remains of twin brothers who died fighting a war in a distant land. Legend has it that the two brothers were interred with their magic rapiers. The statue between them is of their mother, who died of heartbreak when she learned of their fate. She seems to be defending the two coffins.

Trap: The Pedestal. When a creature steps within 5 feet of the mother statue's pedestal, it triggers a trap: lightning bolts fire out of the mother's eyes. Any creature within 5 feet of the pedestal must make a DC 13 Dexterity saving throw. A creature takes 10 (3d6) lightning damage on a failed saving throw, or half as much damage on a successful one. The trap resets 24 hours after it was triggered.

Spotting the trap requires a successful DC 13 Intelligence (Investigation) check. A *dispel magic* spell disarms it.

Trick: Empty Coffins. The coffins of the dead brothers contain only the brothers' disturbed bones. Whatever treasure they once had with them was stolen long ago.

09 – Ritual Room

A strange altar covered in dark runes rests at the center of the room. Dried blood coats the tile floor surrounding it. A pair of statues carved to resemble three-headed dogs flank the entrance by the stairs. At the south end of the room, there is an alcove

LIBER DIABOLICUS

Wondrous item, very rare

This black leather tome is filled with devil lore and occult secrets, which are written in Infernal. You can spend 10 minutes reading through its pages to learn information about an aberration, devil, or cult. At the end of that time, make an Intelligence saving throw. The DC is equal to 10 + half the aberration's or devil's challenge rating (rounded up), or 16 if you used it to learn information about a cult. On a failed save, you take 4d6 psychic damage, which can't be reduced or prevented in any way, and learn nothing from the book. You have advantage on the saving throw if you're a warlock with an eldritch or fiendish patron. On a successful save, you learn up to three of the following pieces of information of your choice about an aberration or devil:

- ▶ Up to three of its ability scores of your choice
- ▶ Any damage resistances, immunities, or vulnerabilities it has
- ▶ Any condition immunities it has
- ▶ Its armor class
- ▶ Its hit point maximum

Alternatively, if you read the book to learn about a cult and succeed on the saving throw, you have a +10 bonus to the next ability check you make to uncover such information related to the cult.

Curse. This book is cursed, and failing the Intelligence saving throw extends the curse to you. While cursed, you are unwilling to part with the book, keeping it within reach at all times, and you have disadvantage on attack rolls against aberrations and devils and on saving throws against their spells and special abilities. If you're a warlock, you also learn the following spells, which don't count against the number of spells you know: *banishment*, *bestow curse*, *hellish rebuke*, and *scorching ray*. Charisma is your spellcasting ability for these spells, which you know for as long as you remain cursed. If you have a Book of Shadows, this book replaces it, and whenever you have to make an Intelligence saving throw when reading the book, you can make a Charisma saving throw instead.

upon which a wood and iron chest sits, numerous humanoid skulls surrounding it.

Investigation: The Victim. A character with a passive Wisdom (Perception) score of 14 or better hears muffled shouting from inside the altar. A successful DC 11 Intelligence (Investigation) check made to examine the altar reveals that it is hollow. A latch on the side causes the top to slide away, revealing a hidden compartment. Within this compartment, there is a bound and gagged woman. Multiple cuts

cover her body. Once her eyes adjust to the light, she stares at the characters in abject horror.

If the characters remove her gag, she whispers, "It's too late." She then screams as something begins to push out of a large cut on her abdomen—it's a clawed hand. But then the hand becomes an arm which becomes a shoulder, and then a pale torso. The thing emerging from the screaming woman combines the worst parts of a cadaver, insect, and devil. Mosquito-like wings covered in the woman's blood flicker at its back while its gore-tipped scorpion tail lashes about freely. Once the creature fully emerges, it shakes the blood off its body as a dog would fresh mud. It stares at the characters with two red eyes, hissing. The woman is dead, her body a discarded husk at the thing's feet.

The creature then attacks. The nature of this encounter depends on the level of the adventure, as shown in the table below. Undead that join the combat are the spirits of cultists that once worshiped here. They rise from the skulls on the mantle.

Area 9 Encounter

Adventure Level	Encounter
11th	1 bone devil and 1 wraith
14th	1 bone devil and 3 specters
17th	1 bone devil and 2 wraiths
20th	1 bone devil and 3 wraiths

Investigation: Cerberus Statues. A character who investigates the two statues at the north end of this chamber and succeeds on a DC 11 Intelligence (Investigation) check notices that they can shift the heads of the three-headed dogs' statues downward. When shifted this way, the head does not remain in place and immediately returns to its position once a creature stops pressing it.

Puzzle: Cerberus Statues. There is a diagram carved into the surface of the chest (see handout in the appendix). It is a rough outline of this chamber. There are three dots that correlate to the Cerberus statue heads near the entrance. If the center head of the eastern Cerberus and the left and right heads of the western Cerberus are all pressed down at the same time, the chest opens, and the trap protecting it is temporarily disabled.

If a creature touches the chest without pushing the heads down first, it must make a DC 15 Intelligence saving throw. On a failed saving throw, the target takes 14 (4d6) psychic damage, and it becomes feebleminded; its Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate intelligibly. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this effect. If it succeeds on

its saving throw, the effect ends. The effect can also end with a *greater restoration*, *heal*, or *wish* spell.

On a successful saving throw, the target takes half as much psychic damage on a successful saving throw and isn't feebleminded. Spotting this trap in advance requires a successful DC 15 Intelligence (Investigation) check. Casting *dispel magic* (as if against an 8th-level spell) removes the trap.

Treasure: Tyrhung the Blackened. The chest contains a sentient *amulet of the planes* named Tyrhung the Blackened. Tyrhung is a lawful evil with an Intelligence score of 13, a Wisdom score of 9, and a Charisma score of 16. The amulet has hearing and dark-vision out to 120 feet but can only communicate by transmitting emotion to the creature carrying or wielding it. The amulet loathes chaotic creatures and wants to destroy them whenever in their presence, causing its user to feel intense anxiety and eventually hatred towards such creatures. Those who fail to attack such creatures enter conflict with Tyrhung.

Unlike a typical amulet of the planes, a failed Intelligence check made to plane shift with the amulet always takes the users to Vunoya the Beyond, the diabolical plane where Tyrhung was created.

10 – Artifact Room

A dais surrounded by hundreds of eternally burning candles dominates the center of this room. There is a pyramid-shaped object at the center of the dais. Dark runes cover its surface. A character who reads these runes and succeeds on a DC 13 Intelligence (Arcana) check recognizes that they are warnings. They roughly translate to say, "Woe unto the uninitiated who try to claim the Corruptor's Prize; His minions will rend their flesh and devour their soul." Any character who succeeds on a DC 15 Intelligence (Religion) check recognizes the name of "The Corruptor" as an epithet for the evil titan, Qua-Soko.

A *detect magic* spell reveals that the object radiates intense abjuration magic.

Puzzle: The Pyramid. The pyramid is approximately 18 inches wide on a side and 18 inches tall. It cannot be moved from its place unless a *dispel magic* spell is cast upon it. Speaking the phrase "Angustam Viam Revelare" opens it. A character attuned to Liber Diabolicus (see **area 7**) automatically knows this command word. If a creature touches the pyramid without first speaking the phrase, it must make a DC 18 Constitution saving throw. A target takes 61 (7d8 + 30) necrotic damage on a failed saving throw or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it dies; no death saving throws are allowed.

Treasure: The Devil's Icosahedron. There is a puzzle box stored inside the pyramid. The puzzle box is approximately the size of a cantaloupe and is made from brass and dark wood. It has twenty triangular sides, each with a different rune carved onto it. This

item is called the *Devil's Icosahedron*, a cursed item used by the crypt's cultists to access the power of Vunoya the Beyond, a blasphemous realm ruled by devils.

To use the magic item, a creature must first make a DC 17 Intelligence check. On a failed check nothing happens and the creature may not try to solve the box again for 24 hours. On a successful check, the icosahedron leaps out of the creature's hands and rolls across the floor. The die then creates a random magical effect similar to those created by a *deck of many things*. Roll a d20 and refer to the table below to determine what happens. The same creature may not roll the icosahedron more than once in a 24 hour period.

Devil's Icosahedron Effects

d20	Effect
1	Balance (the alignment shift is always to lawful evil)
2	Comet
3	Donjon (the prison is always in Vunoya the Beyond)
4	Euryale
5	The Fates
6	Flames
7	Gem
8	Idiot
9	Key
10	Knight (the fighter is a tiefling)
11	Moon
12	Rogue
13	Ruin
14	Skull
15	Star
16	Sun
17	Talons
18	Throne
19	Vizier
20	The Void

Encounter: Devils. Removing the Devil's Icosahedron from its spot on the dais summons evil entities into the chamber. This summoning circumvents the magical protections guarding the crypt. The nature of the protectors depends on the level of the adventure, as shown in the table below. If the chain devil Orloch has not been destroyed, you may replace one of the chain devils with her (see notes on her stats in **area 3** and the appendix).

Area 10 Encounter

Adventure Level	Encounter
11th	1 chain devil and 2 barbed devils
14th	2 chain devils and 2 barbed devils
17th	3 chain devils and 3 barbed devils
20th	3 chain devils and 4 barbed devils

These protectors will not allow the characters to take the item. First, they offer the characters a chance to live if the characters relinquish the rights to their souls and leave the artifact where they found it. Otherwise, the guardians fight the characters.

While in the presence of the Icosahedron, the characters have disadvantage on death saving throws. Additionally, when a creature dies within 30 feet of the Devil's Icosahedron, the Icosahedron devours the creature's soul. The soul is then transferred to Vunoya the Beyond and stored within one of the Columns of Rigad. A creature that suffers this fate cannot be resurrected, not even by a *wish* spell.

Optional: Lair Actions. The chain devils that defend the Icosahedron can take lair actions. When using this option, the chain devils in this encounter have a challenge rating of 9 (5,000 XP). On initiative count 20 (losing initiative ties), the chain devils take a lair action to cause one of the following effects; the chain devils can't use the same effect two rounds in a row:

- **Darkness.** Magical darkness consumes a 20-foot radius centered on a point that at least one of the chain devils can see within 120 feet of it. The darkness spreads around corners. A creature with darkvision can't see through this darkness (but the devils present can see through it), and nonmagical light can't illuminate it. If the point the chain devils choose is on an object that one of them is holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. The darkness ends when the chain devils use this lair action again or when all of the chain devils here are destroyed.
- **Bondage.** Grasping chains sprout from the walls and ceilings of the chamber centered on a point that the chain devils can see within 120 feet of it. That area becomes difficult terrain, and each creature must succeed on a DC 15 Strength or Dexterity saving throw (the target's choice) or be

restrained by the chains. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The chains collapse and become dust when the chain devils use this lair action again or when all of the chain devils are destroyed.

- **Negative Energy Field.** The chain devils target any number of creatures they can see within 30 feet of them. No target can regain hit points until initiative count 20 on the next round.

AFTERMATH

Completing ridding the crypt of the evil within is no simple affair. Doing so requires the characters to remove the four diabolical artifacts—Liber Diabolus, Orloch’s Soul Gem, the Devil’s Icosahedron, and Tyrhung the Blackened—from the site. Only then will the desecration end. Of course, the temptation offered by such powerful items will no doubt stir evil intentions within the characters. Are they strong enough to resist? Ω

APPENDIX

The following pages contain statistics for new monsters and the handout for the adventure.

PREVIOUS ADVENTURES IN THE CEMETERY

Dungeons & Lairs #53: Gargoyle Cathedral
Dungeons & Lairs #54: Wight Cemetery

Chain Golem

Medium Construct, Unaligned

Armor Class 20 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	3 (−4)	11 (+0)	1 (−5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can’t speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to half the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem’s weapon attacks are magical.

Unusual Nature. The golem doesn’t require air, food, drink, or sleep.

ACTIONS

Multiattack. The chain golem makes two rake attacks.

Rake. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an internal wound. Each time the golem hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Chain Barrier (Recharge 5–6). The chain golem surrounds itself with a whirling, slicing shield of chains until the start of its next turn. The shield extends from the golem 10 feet in all directions. Ranged attacks made against the golem are made with disadvantage.

The first time a creature enters the area of the shield or ends its turn there, it must make a DC 14 Dexterity saving throw. A creature takes 24 (7d6) slashing damage on a failed saving throw, or half as much damage on a successful one.

Orloch

Medium Fiend (Devil), Lawful Evil

Armor Class 18 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Con +9, Wis +7, Cha +8

Skills Deception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Devil's Sight. Magical darkness doesn't impede Orloch's darkvision.

Legendary Resistance (3/Day). If Orloch fails a saving throw, she can choose to succeed instead.

Magic Resistance. Orloch has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Orloch makes two attacks with her chains.

Chain. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if Orloch isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains Orloch can see within 60 feet of her magically sprout razor-edged barbs and animate under her control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When Orloch uses Multiattack on her turn, she can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if Orloch is incapacitated or dies.

BONUS ACTIONS

Gargoyle Fire Ray (Makes 2 Attacks). **Ranged Spell Attack:** +7 to hit, range 120 ft., one target. **Hit:** 10 (3d6) fire damage.

LEGENDARY ACTIONS

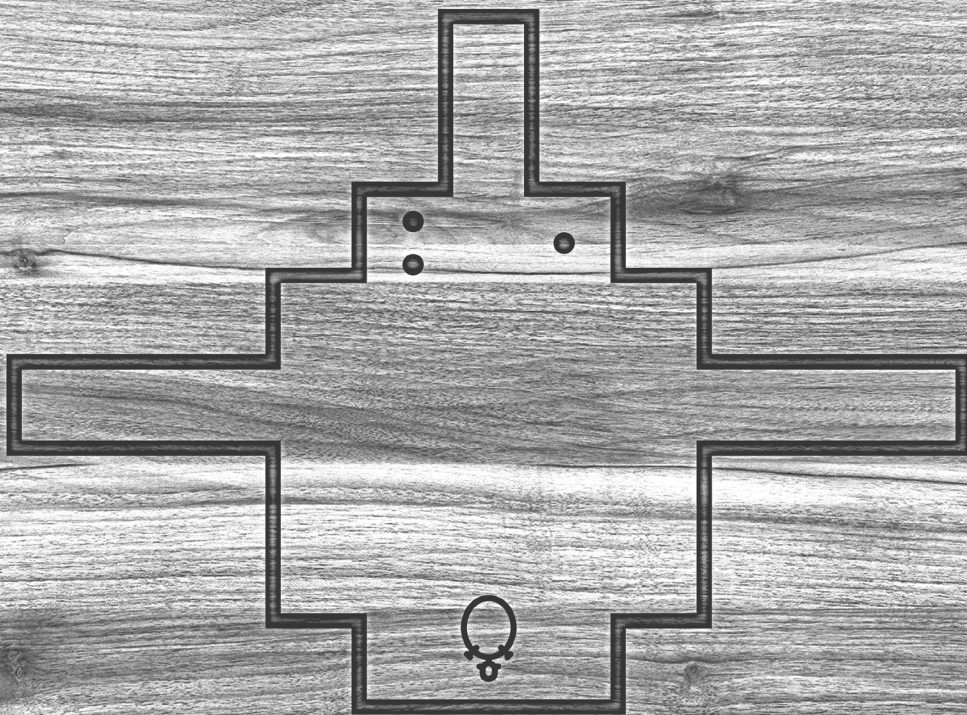
Orloch can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Orloch regains spent legendary actions at the start of her turn.

Attack. Orloch makes one chain attack using her chain or one of her animated chains.

Move. Orloch moves up to her speed without provoking opportunity attacks.

Banish (Costs 3 Actions). Orloch casts the *maze* spell. Charisma is her spellcasting modifier for this spell (spell save DC 16).

Cerberus Statue Puzzle Handout



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