

6TH LEVEL



THE DM TOOL CHEST

TOMB OF THE WAILING DEVILS

FIFTH EDITION ADVENTURE

An army of devils is trying to escape their ancient prison



ADVENTURE PRIMER

Tomb of the Wailing Devils is a Fifth Edition adventure intended for **three to five characters of 5th to 7th level** and is optimized for **four characters with an average party level (APL) of 6**. Characters who complete this adventure should earn enough experience to reach one-third of the way to level 7. A dwarven tomb is also a prison to an ancient army of devils. This adventure takes place in the **Freelands campaign setting** but fits into any existing campaign that has an ancient dwarven tomb with only a few modifications.

BACKGROUND

The town of Northbrook sits in the Verdant Hills and the shadow of the Motionless Mountains. It is a quiet town known mostly for its proximity to a local legend — the Wailing Tomb. The locked tomb is full of magical wards and a puzzle that has stumped adventurers for centuries, and no one knows the extent of the treasures it holds.

Bachus, a local wizard, believed the solution to be in a book that he uncovered. Before he could pursue it, his apprentice Jaksen decided to seek the life of an adventurer and entered the tomb himself with the book — and paid for it with his life. The book now lies somewhere in the depths of the complex; its secrets lost with Jaksen.

Kassandra Willowby was the leader and only survivor of the failed expedition into the Wailing Tomb. Everyone knows that she lost her hand, her friend, and her lover to the dangers within, barely escaping with her life, but she has told no one of the horrors they found deep within the tomb.

ABOUT THE WAILING TOMB

Millenia ago, the dwarven warlord Meghern Stonefist fought against a fiendish army attempting to invade the cities of the Motionless Mountains. He and his company of stout warriors were at the front lines and fought bravely in the face of the devils' savage ferocity. When he finally fell to a devil's black blade, the impact his body made was as if a giant had crashed to the earth. His warriors howled with grief that quickly turned to rage — it was just enough for them to hold the fiends back while their mystics worked to trap them within crystal prisons.

The ancient dwarven architects went to work building an elaborate tomb for their fallen hero and prison for the devil army. They knew that the horde could eventually break free, so they filled it with deadly traps, secret passages, and labyrinthian passageways. They etched runes of power to keep the demons trapped inside forever.

The Orcish hordes eventually came and forced the dwarven people out of their mountain cities, and they would forget about the fallen hero Meghern Stonefist. Over time some of the crystal prisons would fail, but the devils would remain trapped inside the tomb, with only the occasional wail of frustration making it through to the outside.

THE FAILED EXPEDITION

Kassandra Willowby (NG, female human **veteran**) is a warrior who fought for the Holy Ignis Empire in the Great War before pursuing a career as an adventurer in the Freelands with her lover, the rogue Frederick. The pair eventually made their way to Northbrook with their eyes set on the Wailing Tomb's puzzle. While gathering supplies, an eager young wizard named Jaksen approached them with a book that could help.

The book proved invaluable in solving the puzzle and opening a secret door that led deeper into the underground complex. It showed the trio past the first trap room, but it did not prepare them for the devils they eventually encountered.

Kassandra lost her hand in the ensuing battle, and her courage failed her — she fled the tomb, leaving Frederick and Jaksen behind. Her cowardice act and grief sent her deep into mugs of ale in the local tavern. The townsfolk pitied her initially, but it soon faded as her belligerent temper wore their kindness away.

ADVENTURE HOOKS

Here are a few ways you can get your adventures hooked into this story:

Tomb Raiding. The adventurers learn about an ancient tomb full of traps and untold treasures. When they arrive at the nearest town to get supplies, they learn that a local wizard just so happens to need help to track down a book his former apprentice took into that very same tomb.

Bury the Dead. The story of the failed expedition into the Wailing Tomb has reached the ears of the adventurers. The subsequent fall of Kassandra into her cups has touched their hearts, and they vow to enter the tomb and recover the bodies of her lover and friend.

Heroes for Hire. The call has come out from Northbrook that a local wizard is looking to hire a band of adventurers. He offers a hefty reward of 200 gp for anyone who can enter the Wailing Tomb and retrieve the body of his missing apprentice and a valuable book in his possession.

THE WAILING TOMB

For centuries, the Wailing Tomb has been used locally as a rite of passage for Northbrook's young residents. The children would dare each other to spend the night among the empty sarcophagi and brave the wailing ghosts. The occasional band of adventurers would also seek out the tomb in the nearby hills but inevitably left empty-handed, stumped by the puzzle.

Built to withstand the test of time and imprison a fiendish cohort, the Wailing Tomb is a masterwork of dwarven ingenuity. The Master Architect built an elaborate system of traps, secret doors, and puzzles to dissuade would-be tomb robbers and contain the devils imprisoned within. Most of the devils eventually escaped their prison but fell victim to the traps within. The few remaining are attempting to free their leader, the chain devil Kun'tara, imprisoned in the main tomb.

GETTING TO THE TOMB

Bachus gives the adventurers directions to the tomb as well as the entirety of the information he knows, which includes: The tomb is centuries old and only recently discovered to be larger than previously thought. A statue in the entrance is hollow and howls when the wind blows just right, giving it the tomb its name. The book his apprentice Jaksen has is called "History of the Lost Dwarves." Kassandra Willowby was with Jaksen when he died, but she refuses to speak of the tomb to anyone, preferring to drown herself in ale.

Kassandra is in Northbrook's tavern, the Owl & Thistle, and already drunk. She can be convinced to speak about the tomb with a successful DC 18 Intelligence (Persuasion) check. This check can be lowered to a DC 10 if the adventurers buy her more ale. She knows the following information:

- A secret door opens if you press the keys in the statue's mouth in the correct order — Jaksen knew the order, but she doesn't. She only knows he would smile and say the phrase, "*A dwarf's heart knows many joys, but these things above all others: raising a tankard, a hammer, an axe, and a voice in song.*"
- She advises them to forget about the tomb and waves her stump in their faces as a warning.
- She refuses to speak about anything that her team discovered and will eventually break down, drunkenly crying over Frederick's death and her cowardice in the face of the "nightmare."

GENERAL FEATURES

These general features are prominent throughout the Wailing Tomb unless otherwise noted:

Floors, Walls, and Ceilings. The entire complex is built from smooth stone panels lined with magic rune etched lead that blocks any form of teleportation and telepathy from passing through. The ceilings throughout are 12 feet high.

Doors. The doors are stone slabs bound in steel bands that have been permanently blessed by ancient dwarven clerics and deals 22 (4d10) radiant damage to fiend and undead type creatures who touch them. Locked doors can be opened by someone proficient with thieves' tools who succeed a DC 20 Dexterity check. Each door has an AC of 20, 30 hit points, and immunity to psychic and poison damage. Stuck doors can be opened with a successful DC 18 Strength check.

Lighting. There are no light sources within the tomb unless otherwise noted.

Crystal Prisons. Many devils are still trapped within their crystal prisons throughout the tomb. Each crystal has an AC of 25, 20 hit points, and immunity to psychic damage. If a crystal breaks, roll a 1d6 and consult the table below to determine what escapes:

| d6 | Demon |
|----|---------------|
| 1 | Night Hag |
| 2 | Barbed Devil |
| 3 | Bearded Devil |
| 4 | Nightmare |
| 5 | Hell Hound |





KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the tomb:

1 - PUZZLE ENTRANCE

An ancient stone archway is built into a small hillside just a few miles outside of Northbrook. The adventurers can hear a strange groaning coming from the tunnel entrance — almost as if someone was wailing in agony. A long flight of stairs leads down over 100 feet into a room picked clean long ago of everything valuable. The only thing remaining is a large bas-relief of a bearded dwarven face against one wall; the moaning sound is the wind coming through a small opening in its mouth. Murals line the walls with paint so faded with age and the elements that they're almost invisible.

Puzzle Door. The painted murals that line that wall depicts every day dwarven life scenes. There are four scenes showing blacksmiths, a tavern, engineers, and warriors. They hold the key to the puzzle by counting the following dwarves throughout the murals:

- 7 Dwarves lifting tankards high
- 4 Blacksmiths with hammers raised
- 3 Warriors hefting their axes
- 6 Dwarves are playing lutes

A set of 10 stone keys is inside the small opening of the relief's mouth. An adventurer who presses a key will change the tone of the wind howling through the face, and it will split open to reveal area 2 once the keys are pressed correctly (7,4,3,6). This door closes after 1 hour, resetting the puzzle. The door opens from area 2 by repeating the process with the numbers in reverse.

If the adventurers could not get the hint from Cassandra, they will find other clues in area 1a.



1A - FALSE TOMB

This room is filled with the trash and refuse of adventurers and locals who made camp here over the years. Four empty stone sarcophagi sit in the corners of the room.

Puzzle Clues. Symbols engraved onto each of the coffins are found with an active search and a successful DC 12 Wisdom (Perception) check. There is a tankard, a hammer, an axe, and a lute in that order starting from the northwestern corner and moving clockwise.

Treasure: Left in a Hurry. An active search of the discarded junk with a successful DC 12 Intelligence (Investigation) check will uncover a broken gold chain with a small emerald charm (25 gp).

2 - GRAND ENTRANCE

The ceiling of this room reaches 30-feet high, and dusty murals cover every wall. A stone staircase leads to a second level loft 20 feet up that overlooks the room. Two stone coffins sit in the southeastern corner, one of which is missing its lid.

Murals. The murals on these walls depict the story of Meghern Stonefist's battle with the devil army. They show the rising tide of the army and the subsequent fall of Stonefist and his army's eventual triumph. A successful DC 15 Intelligence (History) check will divulge that this is a tomb for that battle's heroes. Anyone who speaks Dwarvish gains advantage.

Trap: Distracting Terrain. A permanent *glyph of warding* (save DC 18) set to Spell Glyph with a *mirage arcane* spell on top of a pressure plate set in the middle of this room. The pressure plate can be found with an active search and a successful DC 18 Intelligence (Investigation) check. Triggering the pressure plate and the glyph causes a two-fold trap to occur as follows: The *mirage arcane* spell replaces the room with the illusion of a large, flat 10-foot square rock sitting in the middle of a vast ocean. The rock is centered on the location of the pressure plate. The pressure plate triggers multiple trap doors that swing open above 20 foot deep pits. Anyone who enters the water takes 7 (2d6) bludgeoning damage from the fall. There is a lever on the loft's wall that resets the trap. The trap resets itself after 1 hour, dispelling the illusion and resetting the glyph and trap doors. The trap doors to the pits can be forced open with a successful DC 20 Strength check. They have an AC of 20, 40 hit points, and are immune to poison and psychic damage. Rune engraved lead lines the doors (see "General Features").

Treasure: Dwarven Hammer. The stone lid on the closed coffin can be lifted with a successful DC 15 Strength check. An intricately engraved steel warhammer (50gp) sits inside with the dust of the occupant's remains.

2A - CHAPEL

The door to this room from area 3 is stuck (see "General Features"). The crumbled remains of an altar sit in the eastern nook of the room. It was bashed into dust by the demons in this room long ago. The walls' murals are clawed, and only a few flecks of paint remain; what was once displayed is now lost forever.

Encounter: A Devil and His Dog. A **bearded devil** and a **hell hound** are stuck in this room after the door to area 3 swung shut and stuck.

3 - FLAME HALL

The ceiling in this room reaches 20-feet high, and there is a steel grate covering a pit in the center of the floor. Large glowing crystals are embedded in the western wall's corners, casting a sickly green light into the room. Rows of carved dwarven soldiers carrying hammers and shields stand shoulder to shoulder along the walls.

Traps: Fire & Stone. There are three pressure plates around the floor grate in locations as noted on the provided map. An individual active search and successful DC 15 Intelligence (Investigation) check will uncover one, and if the "History of the Lost Dwarves" is consulted, the adventurer gains advantage on the check. When triggered, the shield of the dwarf carving in the wall of that space shoots forward, and the target must succeed a DC 18 Dexterity saving throw with a failure resulting in taking 7 (2d6) bludgeoning damage and being knocked prone onto the center grate.

Anyone stepping onto the center grate must succeed a DC 15 Dexterity saving throw with a failure resulting in taking 11 (2d10) fire damage from flames that shoot upwards and half that damage on a success. Once triggered, the fire will continue to shoot from the grate for 1 hour before all of the traps in the room reset.

4 - WARRIORS REST

Two stone coffins sit on opposing walls in this small chamber, the western one with a lid still intact. Pieces of shattered crystal litter the floor, and the smell of sulfur is heavy on the air.

Encounter: The Hound & The Imp A hell hound and an imp are trapped inside this room.

Secret Tunnel. The lid to the stone coffin takes a successful DC 15 Strength check to lift. Inside are the occupant's dusty remains and a trap door found with a successful DC 12 Intelligence (Investigation) check. An adventurer who succeeds a DC 12 Wisdom (Perception) check will notice a difference in the bottom's height of the coffins. A tight tunnel connects this coffin to the southern coffin in area 5.

5 - DEVIL PRISON

The door to this room from area 3 is locked (see "General Features"), and the key is in area 8a. Large clusters of green glowing crystals are embedded into this room's walls, casting a bright green glow into every corner. Two stone coffins sit in the corners of the upper area with lids intact.

Encounter: The Front Line. There is a **bearded devil** and two **imps** in this chamber.

Treasure & Tunnel The lid to the stone coffins take a successful DC 15 Strength check each to lift. The northern coffin has a *ring of the ram* with 3 charges amidst the dust, and the southern coffin has a trap door that is discovered with a successful DC 12 Intelligence (Investigation) check. This trap door opens a tight tunnel leading to the western coffin in area 4.

6 - NIGHTMARE HALL

This massive hall has 20-foot high ceilings and a pair of stairs that lead to a large balcony overlooking the main floor. The corners of the western wall have green glowing crystals embedded in them. A charred corpse lies in the center of the room — bits of adventuring gear lay scattered around it.

Encounter: The Nightmare Lieutenant. Sitting astride a **nightmare** is a **barbed devil** who is unsuccessfully working to beat down the door to area 9.

Treasure: The Rogue. The charred corpse is Cassandra's former lover, Frederick. A casual search of his body will uncover a pouch holding 56 sp, 27 gp, and an Amethyst (70 gp).

7 - ARCHITECT'S TOMB

Murals and paintings showing the tomb's construction cover the walls of these conjoined rooms. It shows the Master Architect building the traps to contain the crystal prisons and himself being interred here in this room. The adventurers can discern the story with a successful DC 15 Intelligence (History) check, with anyone speaking dwarvish gaining advantage.

Trap: Poison gas. The lid to the coffin can be lifted with a successful DC 15 Strength check, releasing a cloud of poison gas that fills the entire northern room. Anyone caught in the area must make a DC 15 Constitution check, taking 14 (4d6) poison damage, and be poisoned for 1 hour on a failed save, or half as much damage on a successful one.

8 - SIDE TOMB

Two stone coffins sit against the western wall with a corpse tucked between them. Faded murals depicting scenes of the tomb's construction cover the walls.

Treasure: The Corpse & Book. The corpse is that of the missing apprentice Jaksen. He escaped to this chamber when Cassandra ran away, and while the barbed devil killed Frederick in area 6. He quickly succumbed to his wounds, however, and died here cowering between the coffins. Searching his backpack uncovers the "History of the Lost Dwarves" and a journal where he posits his theories that this tomb holds the remains of Merghan Stonefist, an ancient dwarven warlord who held immense wealth.

Secret Door. The secret door to area 8a can be found with a successful DC 18 Intelligence (Investigation) or Wisdom (Perception) check. It opens by pressing the eye of the master architect in a mural on the wall.

8A - ARCHITECT'S ROOM

The Master Architect of the tomb stayed in this room during the construction and until his death. A dusty rack of ancient tools hangs on the north wall.

Treasure: Tools and Keys. An active search of the tools will result in finding a set of keys that will open the doors to areas 5 and 9. The tools themselves are worth 150gp to an antiques collector.



9 - STONEFIST'S TOMB

The door to this room is locked (see “General Features”), and the key is in area 8a. A massive cluster of green glowing crystal hangs above a broad stone dais. A large stone coffin sits in its center with an engraving of a dwarven warrior on the lid. Murals and engravings depicting the battle between the dwarves and the devil army cover the walls.

Once the adventurers begin to explore the room, read the following aloud:

The shattering sound of crystals breaks the tomb's silence as they cascade to the floor. A cry of pain and sorrow comes from the doorway before being cut short. Cassandra is standing wide-eyed with tears running down her cheeks and an imp on her shoulder. Its tail is choking her, and she mouths the words, “I'm sorry.” Cassandra seems to find some spark of courage as she falls to her knees — she rams a dagger into the imp's heart, killing it before she collapses.

A green mist begins to grow from the broken crystals before it merges into a monstrous form. Pale skin stretches across bones jutting from every angle, and a massive bone tail curls above its skull-like head. A stench of decay rolls off it as it begins to laugh.

Encounter: The Commander. The commander of the devil army is Kun'tara, the **bone devil**. He is a vicious opponent and will target the adventurers he feels are the weakest first, especially spellcasters and healers.

The Coffin The lid to Stonefist's coffin can be lifted with a successful DC 20 Strength check. The coffin contains a set of ancient dwarven plate mail armor worth 100gp to a collector.

Secret Door The door to area 9a can be found with a successful DC 15 Intelligence (Investigation) check. Anyone who consults the “History of the Lost Dwarves” will gain advantage on this check. The door opens when the engraved image of Stonefist's hammer is pressed inward.

9A - WARLORD'S TREASURY

Stone chests filled with coins bearing the likeness of ancient dwarven kings line the walls. A hammer hangs proudly displayed in the center of one wall, its metal head shining through the layer of dust.

Treasure: Coin & Hammer. Inside the treasury is a total of 632 cp, 398 sp, 260 gp, a gold amulet (65gp), and the *Architect's Hammer* (see Sidebar).

AFTERMATH

If the adventurers manage to defeat Kun'tara and escape the tomb with the remains of Jaksen along with the book, Northbrook hails them as great heroes. The wizard Bachus pays any promised reward and swears to see the remains of his apprentice properly buried. The townsfolk are not pleased to hear of the betrayal of Cassandra, and they bury her and Frederick in unmarked graves if their corpses are recovered from the tomb. They promise to keep any youngsters away from the tomb henceforth and to be vigilant should any devils escape in the future.

If the adventurers bring any of the crystal prisons out of the tomb with them, they will break and release the devil within (see “General Features”) after a week of being carried. They are worth 500 gp to a collector on the black market.

If the adventurers fail to defeat the devils, they eventually break down the seals and are released into the world. Even though they are far fewer in number than the original army, they wreak havoc on Northbrook and raze it to the ground. They are eventually defeated, but not before the death toll reaches an uncountable amount.

ARCHITECT'S HAMMER

Weapon (light hammer), very rare (requires attunement)

Crafted from the heart of a volcano by master dwarven artisans, this hammer is light as a feather and hits with the strength of a mountain.

- You gain a +1 bonus to attack and damage rolls made with this magical hammer. Attacks made against constructs deal an additional 1d6 bludgeoning damage.
- This hammer has 5 Charges. While wielding it, you can use an action to expend 1 or more of its Charges to cast the *heat metal* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend up to 3rd-level.
- The hammer regains 1d4 + 1 expended Charges daily at dawn.

OPEN GAMING LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. END OF LICENSE

CREDITS

Production & Design: [The DM Tool Chest](#)
Cover Illustration: Shutterstock
Cartography: TJ Phoenix, [Forgotten Adventures](#)
Interior Illustrations: Dreamstime

**A SPECIAL THANKS TO ALL
MY PATRONS, YOU ROCK!**