

# The Delian Tomb

*A one-shot adventure for new or experienced players*

**Introduction:** A storm rolls in from the mountains, an unnatural storm. The dark clouds and unseasonably warm winds promise a rough time for anyone caught out on the roads, but there is shelter ahead.. and trouble.

A 4-hour adventure for 1st-3th level characters

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*Original Concept by Matt Colville*



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The Delian Tomb

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# On the Road

It is only in sorrow bad weather masters us; in joy  
we face the storm and defy it.

—Amelia Barr

## Introduction

This adventure is set in a non-specific setting. You can alter the names of locations, religions, and NPCs as needed to fit your setting.

The content has been adapted from Matt Colville's YouTube channel and is designed to be easy to run for new DMs and players while still being fun for those with more experience.

Images and illustrations are drawn from the web and credit is given where I was able to determine the original creator.

## A Rough Road

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The players find themselves on the road between the cities of Aramoor and Broken Shield. They've booked free transport with a trade caravan in exchange for acting as guards; but nobody expects any trouble on the five day journey through scattered farms and rocky hills.

The first two days travel passes without note. There isn't much out in these hard hills, but scattered ruins hint at a more prosperous age centuries past. Early in the third day any characters proficient in Nature or Survival will note dark clouds gathering on the western horizon. Not long after that it will become apparent to everyone in the caravan that foul weather is headed their way.

Strangely warm winds carry a subtle scent from the west. A hazy orange light suggests sunset is near, but it's not even midday as dark clouds twist over the hills. Thiago, the Caravan Master, orders all the wagon drivers to push on in the hope that shelter isn't too far ahead.

A cheer goes up from the lead wagon, and word soon spreads through the caravan that a steadholt has been spotted. A small cluster of buildings comes into view in the valley ahead. As the caravan approaches you can pick out a large barn, several two story houses, and some out buildings. Simple plank walls connect the buildings to create a large protected courtyard.

The caravan pulls up to the large gates at the front of the compound and a helmeted head peeks over the walls. You can't quite make out what Thiago is saying to the person but his dramatic gestures toward the coming storm are unmistakable.

After a few minutes of discussion the caravan lurches forward into the courtyard. Wagon drivers quickly get horses loose from their traces and into the barns or any sort of shelter they can find. The homesteaders are in the middle of their own preparations but they take a few minutes to direct the caravaners to the houses. The characters, along with Thiago and the higher ranking merchants are ushered toward the largest house.

Inside, the furnishings are simple but well built. The family members are in worn but clean clothes. The man who seems to be in charge of the steadholt approaches Thiago “We don’t have much, it’ll be a while before the spring crops come in so we’ve just got what’s left of our winter supplies, but we’ll try to keep your folks comfortable while the weather passes.” he says apologetically.

## **Mabbet Farm**

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The steadholt is home to two principle families, the Mabbetts and the Treharne. Elias Mabbett is the patriarch of the steadholt and his extended family lives in the largest of the houses. The Treharnes live in the other large house and are cousins to the Mabbetts. There are about fifty people who live and work on the steadholt. They mostly grow food crops for themselves. Surplus beans and ale are cash crops and provide the steadholt with it’s limited income.

Elias Mabbett is the primary contact between the characters and the farmers. He is reserved and protective, but has very little to offer.

If the characters offer to pay for food or lodging for themselves or the caravaners in general the farmers respond as follows depending on what is offered:

Copper Pieces: Elias thanks the characters and is friendly. He’ll offer up his own master bedroom and a hearty vegetable stew.

Silver Pieces: Elias is happy, and the characters notice a definite cheer among the farmers. Elias offers bread, cheese and ale to accompany the stew.

Gold Pieces: Elias is moved nearly to tears by the show of generosity. The characters can tell this will make a real difference in the lives of the farmers. Elias tells his family to put on their best because today is a holiday. The characters overhear Elias direct one of his sons to build a fire for a roast and butcher one of the pigs. All of the members of the house are soon busy preparing a meal in honor of the guests.

Even if the characters don’t offer they overhear Elias directing the younger family members to help prepare for the meal and to gather things their guests might need.

The main farm house is well stocked with mundane farm items; baskets, rakes, tools. There is a sword and a mace crossed above the mantle; souvenirs of an ancestor who joined the army. They are of average quality and outdated in style. Characters who make a 15 Perception check (or have a high enough passive perception) notice that a well crafted belt is wrapped around the center of the cross. It is a Assassin’s Belt (description in appx).

## **The Storm Approaches**

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The characters begin to smell the food being prepared and the work of securing the caravan for the storm is going well. Everyone has started to gather back at the farmhouses for dinner when Maja, Elias’s eleven year old granddaughter bursts into the main room in a panic.

“They took Peter! Some monsters came and they took Peter!”

Everyone gathers around as Elias tries to calm Maja down and find out what happened. He's able to learn that Maja and Peter went outside of walls to pick herbs for the visitors dinner. They were near the bee hives when some huge monsters jumped out and took Peter. Maja was a short distance from Peter when she heard him scream in surprise, and was able to run away. Although she describes them as 'huge', she eventually describes them as big, but not as big as a grown up. Maja doesn't know what they were, but remembers pointy teeth and swords.

Elias quickly starts shouting for the young men of the steadholt to gather torches and weapons. People make quick glances toward the characters though, knowing that they're the only ones who have a real chance of bringing Peter back alive.

If the characters volunteer Elias will offer them anything he has to help. He doesn't have any coins, but he has a 'lucky stone' (desc. in appx.) he thinks is special. He will also give them the Assassin's Belt if asked.

The merchants promise to assist and will offer any mundane items at half off. They'll have any of the non-magic items listed in the PHB except poisons. The only magic items they have are two Potions of Healing that they will offer at cost 25 gp each.

If the characters don't volunteer then Thiago will try to persuade them. If that doesn't work he'll offer them 100 gp if they bring the boy back alive. If they require payment then the Mabbetts won't offer the 'lucky stone' or the Assassin's Belt and the merchants charge them full price for any items.

## On the Trail

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Elias and a few of the braver farmers lead the party out to the hives where Peter was taken. A rising wind whips over the fields and there's a damp smell in the air. A misty rain is falling as the characters approach the hives, which sit at the far end of the fields. Further on are hills and you can see the tops of dark trees in the distance.

The basket that Peter was carrying lies on the ground near the hives. Matted grass shows that a struggle took place, and footprints show that whatever took Peter headed toward the woods.

If a character makes a DC 12 Survival check they know that there were several creatures, and they could be either goblins, kobolds, or something of similar size.

A DC 14 Survival check reveals that it was definitely goblins, and possibly one larger creature.

With a DC 16 Survival check the characters know that it was four goblins and one larger creature that could be a bugbear, hobgoblin, or orc.

If the characters ask the farmers where the trail leads they learn that it goes to the Boar Woods. If they ask about the woods a farmer with thick hair and a full beard replies offhandedly;

"Nothin. Boars, it's in the name of the forest. We hunt there all the time, there's no goblins.

The trail enters the Boar Woods and winds through the trees. The soft group makes tracking the goblins easy (DC 8) and characters have advantage on Survival checks. It starts to get late and the woods get dark. As the storm gets more intense the characters will have a hard time making progress and they'll hear branches crashing in the forest.

If the characters decide to make camp and rest have them set watches. Each watch rolls for a random encounter. On a 1 a branch crashes down on a random character. Have them make a Dex save (DC 12) or take 1d4 bludgeoning damage. They take no damage on a successful save. If they roll a 20 for the random encounter 2 wild boar enter the camp. They will not attack unless they spot one of the characters moving.

Eventually the trail they've been following leads to the remnants of a road that runs north to south. The tracks clearly head north along the road and soon lead out of the Boar Woods into open rocky hills. They spot a ruin on a hill not far off. The tracks veer off the road and toward the ruins.



## The Delian Tomb

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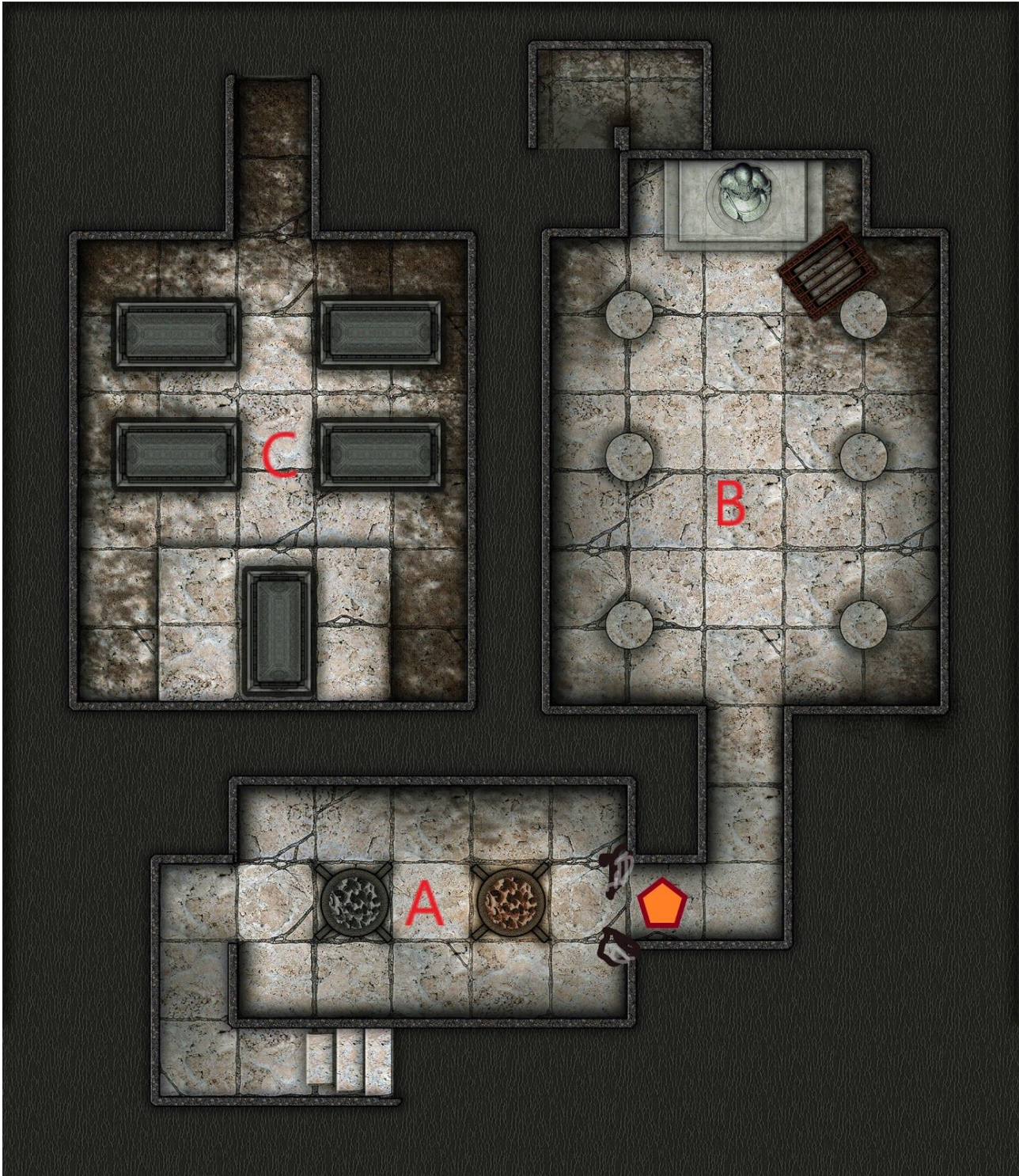
If the characters hide and watch the ruins for signs of activity then they will spot a pair of goblins on patrol around the area.

There is also a pair of goblins outside the entrance to the ruin, but they aren't actively watching the area.

During the first encounter between any of the goblins outside the tomb and the characters, if any of the goblins take damage they will use their full action on the following turn to attempt to flee to the tomb and warn the other goblins.

The doors to the tomb have been broken and shoved aside. The stink of goblin sweat and filth wafts up with the dry air from inside the tomb.

If they have been alerted the goblins in the first chamber will attempt to take cover and wait for the characters to attack. The characters may be able to force or lure them out. The goblins do not warn the creatures in the main chamber as they've been warned not to disrupt the ceremony that is now in progress.



## The Offering Room

### Room A on Map

Darkness awaits down the stairs into the ruins. Faded carved script is barely visible in the stone above the entrance.

From below you hear the occasional sound of goblins talking to each other. From further inside the ruins you hear .. chanting or goblin song?

Inside the Offering Room are two large copper bowls. The goblins are using one as a brazier for their campfire and the other as a toilet.

One wall is covered with carving depicting the knights of the Delian Order fighting chaotic creatures including goblins and their kin.

In the opposite wall is carved the following: I swear the Delian Oath. To serve law, battle chaos, and keep the Delian lore secret.

Five goblins are gathered here. If they've been alerted by the guards outside they have turned over some tables and are taking cover with bows ready. If they haven't been alerted then they are just preparing a meal and shooting dice.

If the characters did not encounter the goblin patrol yet, those goblins will attack the party from behind one round after the combat in the Offering Room starts.

**Treasure.** A DC 15 perception check reveals a single scroll of Magic Missile hidden under the copper bowl being used as a toilet.

The sounds of chanting are clear now. They filter through the ruins of a heavy stone door leading deeper into the ruins. The most perceptive characters in the party can also make out the sounds of a sobbing child.

It is clear to the characters that the door was broken through recently and that its heavy stone construction would have required more strength than a human has to break.

Just beyond the door is a scythe trap. The DC to spot it is 15. It attacks if a medium or larger creature steps on the stone tile just beyond the door. It has a +8 to attack and on a success it does 1d4 slashing damage to any creature in that square.

## The Prayer Room

### Room B on Map

The walls of this room are made of finely crafted pale grey stone. Small niches line the walls, each dedicated to a paladin of the Delian Order. At the far end of the room stands a beautifully crafted statue of the founder of the order.

At the foot of the statue is a crude iron cage, which holds the sobbing child Peter.

In the center of the room are five goblins and one goblin priest. In a corner close to the door (and out of view to characters in the hallway) is a bugbear.

The creatures in the room are so focused on the ritual that they have disadvantage on all perception rolls until a character attacks or enters the room.

The goblins and the bug bear will fight to the death. If one of the characters falls unconscious they will offer to spare their life if the characters agree to leave the tomb (and leave Peter behind).

### ***Mission Accomplished!***

After defeating the creatures the characters can easily free Peter from the crude cage. The rudimentary padlock holding it closed can be smashed with a solid blow or two.

- Peter Mabbett

The sobbing child will cling to whoever frees him from the cage. He is sobbing uncontrollably and can't provide any useful information. It will take him ten minutes to calm down unless one of the characters is able to help (a DC 12 Performance or Persuasion check). Peter will refuse to be left alone until he's calmed down.

***Mission not Quite Accomplished.*** A line of text is carved into the dias that the statue stands on. It reads "To keep this, you must first give it to me." in elven. The answer to the riddle is 'your word'. If one of the characters of an appropriate background speaks the Delian Oath (found in the Offering Room), or speaks some similar promise in the Prayer Room, the secret door at the back of the room will open.

As the final word of your oath leaves your lips you feel a holy power gather around you. It sinks through your skin and flesh and wraps itself around your bones. You feel a new obligation to champion Law and Justice in the world.

A door in the back corner of the room, barely noticeable until now, slides open. Cool stale air spills out of a dark doorway.

## **The Tomb**

### *Room C on the map*

A shining sword rests on a weapon stand in the center of the room. Five stone sarcophagae are arranged around the room. The sarcophagae are ornately carved with scenes of the victories of the Delian Order.

Any character that swore an oath to the Delian Order will recognize this room as a holy place and will understand that plundering the room is an act of desecration. They will also understand that they are free to take the sword, but nothing else.

If a character who has not sworn the oath takes the sword, or if any character attempts to open one of the sarcophagae or take other items, three skeletons emerge from random sarcophagae and attack the party.

### ***Treasure.***

The sword is 'the Edict Blade'. It is a +1 longsword, +2 vs. goblinoids.

- Each sarcophagus holds 3d20 gp worth of precious stones and offerings.
- Each skeleton wears a gold circlet on its head bearing the sigil of the Delian Order worth 30 gp.
- On the wall is a tapestry worth 45 gp.



As the party approaches they see a large group gathered at the head of the path near the bee hives. Peter rushes ahead of the party into the arms of his family and a cheer goes up. The heroes are welcomed back with great fanfare and a feast is soon cooked up in their honor.

## Items

### Lucky Stone

Uncommon, does not require attunement

The bearer of this small polished stone gets +1 on all skill checks.

### Assassins Belt

Uncommon, requires attunement

The wearer may add their proficiency bonus to damage rolls dealt to creatures that are surprised.

## Credits

Matt Colville's 'Delian Tomb' videos: [https://youtu.be/zTD2RZz6mlo?list=PLIUk42GiU2guNzWBzxn7hs8MaV7ELLCP\\_](https://youtu.be/zTD2RZz6mlo?list=PLIUk42GiU2guNzWBzxn7hs8MaV7ELLCP_)

Tower photo (modified): <https://pxhere.com/en/photo/1401101>

Tomb map (modified): <https://imgur.com/gallery/8u0Fj>