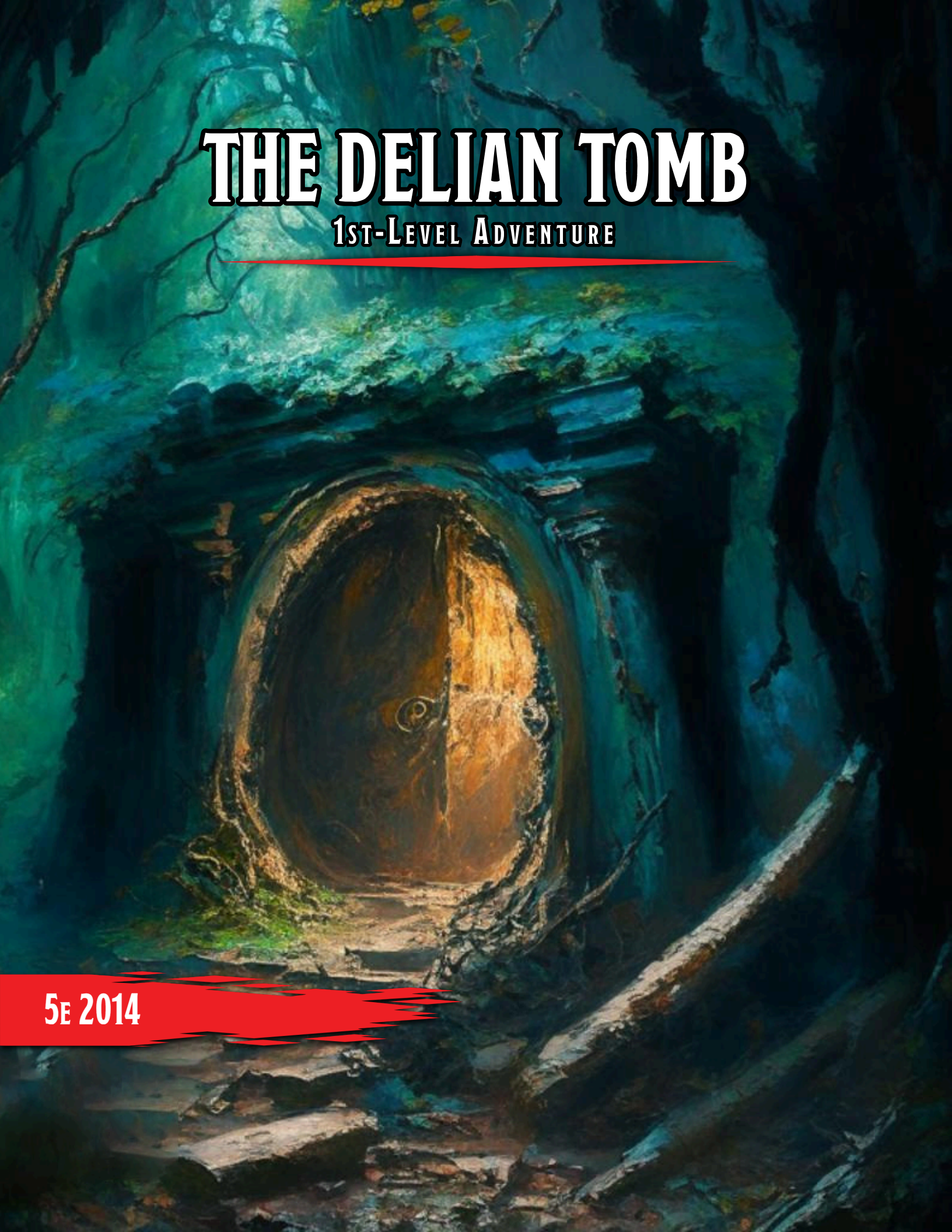




THE DELIAN TOMB

1ST-LEVEL ADVENTURE

5E 2014

THE DELIAN TOMB

AN ADVENTURE FOR FIRST-TIME PLAYERS & BEGINNER DUNGEON MASTERS



DESIGNED FOR

FIFTH  EDITION

MADE WITH



THE HOMEBREWERY

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CREDITS

This adventure was directly inspired by the adventures created during the first episodes of **Matt Colville's** [Running the Game](#) series on YouTube. It is intended as a supplement and expansion to his original idea and the series itself, so please take the time to watch some of the videos.

Original Document can be found [here](#) as written by GMBinder User [424c414b45](#)

Illustrated DM and Player maps by [Kyle Capps](#)

Re-edit of the adventure, compilation of Beginner Resources, cover and title page art and creation of printable and VTT Maps by [DLtheDM](#)

VTT & Printable maps created using [Dungeon Fog](#)

A German Translation of the following work has been completed by [Kempeth](#) and can be found here: [Gruft des Delius](#)

GETTING STARTED

DO I NEED ANYTHING?

If this is your first foray into what is referred to as *the world's greatest role-playing game*, you may be asking, “Ok, so I have some friends that want to play, what else do I need?” Well not much really: A copy of the rules (link below), at least 1 set of polyhedral dice (shown below) which you can get at your Friendly Local Game Store (or Amazon if you prefer), pencils and paper or a blank character record sheet (or pre-made character) for each player.

The following links will give you and your future players enough information about the game that you can reasonably play through this adventure without much effort.

[Basic Rules - PDF](#)

[Basic Rules \(SRD\) - D&D Beyond](#)

[Player Character Record Sheets](#)

[Printable & Virtual Tabletop Maps](#)



COMMON TERMS

Some common terms and abbreviations.

Player. The real live person playing the game and taking part in the shared story.

Dungeon Master (DM). Also known as a *Game Master*, these players run the world that the game is taking place within. They control the environment, enemies, allies and adjudicate rules and narrate the story the other players are helping to create.

Player Characters (PCs). The adventurers run by the players. They are the protagonists in any D&D adventure. A group of characters or adventurers is called a party.

Nonplayer Characters (NPCs). This term refers to characters run by the DM. How an NPC behaves is dictated by the adventure and by the DM.

Character Sheet. A print out, or display, of the features, traits and abilities of a Player Character. Players use this to keep track of their character's statistics during the game.

Stat Block. A summary of the abilities and features for an NPC, normally required for combat. Much like a Character Sheet for an NPC. You'll find the stat blocks needed for this adventure at the end of the document.

USING THIS ADVENTURE

This adventure assumes that you have at least read through the Introduction of the [Basic Rules](#) and your players have created characters for themselves using the guide in the Basic Rules ([Step-by-Step Character Creation](#)) or with the [Online Character creator](#) on D&D Beyond.

Alternatively, if your players are unable to make their own character, or you simply want to get the game going quickly, you can provide them with a [Pre-Generated Character](#) of their choice.

BOXED TEXT

Throughout this adventure module you may see various special *boxed text*. There are 2 different variations: **Read-Aloud text**, and **Running-the-Game**

This frame indicates **Read-Aloud text**. Anything written in this frame should be freely shared to your players. Feel free to add any information you wish, change names, words, phrases, etc. so that it better suits your game and the world you are trying to portray.

This boxed text is what we have dubbed **Running the Game** information. The information contained within these borders is simply here to help guide new DMs to run a smooth and fun session without needing to stop the game to look up how something needs to be adjudicated in the Player's Handbook or Dungeon Master's Guide. Note, some material in these is not 100% rules as written within the core rulebooks, but rather simplified rulings that can be used until the DM decides to change it.

ADVENTURE OVERVIEW

Set in the out-of-the-way village of Vallane, the PCs find respite and a warm meal as they make their way through to the main city to make a name for themselves as adventurers and heroes.

Recently, there has been an influx of goblins in the region and some of the foul creatures have even begun attacking the farms in the outskirts of the village.

It isn't long before they find themselves mixed up in the pursuit of Goblins taking daughter of the Blacksmith into the depths of a long forgotten tomb. This is their opportunity to prove themselves, and to rescue someone in need, if they can survive the perils of the Delian Tomb!

YOU START IN A TAVERN

When the Player Characters (PCs) arrive in Villane, the villagers recognize them as adventurers — *Ratcatchers*, *Tombraders*, *Gold-seekers* — the sort of people who will fight just about anything for a bit of coin. Just the sort of people Villane is in need of.

At this point, all the Players have their Character Sheets, and you're ready to start playing.

With the day slowly turning to dusk, road-weary travelers come to the Broken Tusk Inn for food, warmth, and a place to rest. The area is small with a few aged tables and chairs, a few rooms for rent, and a decently-sized bar. The smell of simmering food, ales, wine and pipe-smoke fill the air.

A handful of villagers are here, eating, drinking, and talking about their day. One day is much the same as another in the bustling village of Villane. But, looking at you, something tells these villagers something will be different today.

CHARACTER INTRODUCTIONS

Now is the time to ask the Players to describe their Characters. It's good for everyone to get an idea of who they are and who their party is made up of, it will help you all get a bit more immersed in the story.

If you would like the PCs to know each other prior to the game starting, have them roll on (or choose from) the table below after choosing or creating their PC.

d12 Character Connection

- | | |
|----|--|
| 1 | I was hired by or business partners with X |
| 2 | I survived/escaped ○ with X |
| 3 | Until recently, X was my enemy or rival |
| 4 | X and I are the unlikeliest of friends |
| 5 | X saved/rescued me from ○ |
| 6 | I served in the military with X |
| 7 | I lost a bet/contest to X |
| 8 | I have adventured with X many times |
| 9 | I belong to the same faith as X |
| 10 | I am a life-long friend of X |
| 11 | I owe X my life |
| 12 | I am X's sibling/family or tribe/clan member |

X - Another PC ○ - Event/Activity/etc.

New players may have a hard time coming up with descriptors for their characters. If so you may use any of the options below to help jump-start their creativity.

CHARACTER QUESTIONS

- What does your character look/sound/smell like?
- How/Why did they become an adventurer?
- Where are they from? Why aren't they there now?
- How did they become their class?
- What's the first thing people notice about them?

BROKEN TUSK INN

Once everyone has settled, you can get the ball rolling by introducing the first NPC: **Mathias, the Innkeeper's son**. This is your opportunity to help the players get immersed in the world, feel free to embellish Mathias with personality. Take a moment to describe what he looks like, how he moves, what he's doing as he approaches.

A young boy in his early-teen years approaches your table, grease and ale stains his apron. His eyes go wide and fill with excitement as he notices you. Flustered he stammers, "Can I get you anything to eat or drink? Where are you from, where are you going? Not many rat-catchers come through Villane these days."

Map. While a map isn't really required for this portion of the adventure, if you are looking for a good map, we suggest using *2-Minute Tabletop's* [Typical Tavern](#)

Menu. The inn serves simple food and has rooms for rent if the players wish. Feel free to add, remove or edit any of the offerings below.

FOOD & DRINK

Mutton with turnip greens	3 sp
Boar Stew with bread & butter	3 sp
Apple tart with berries & cream	2 sp
Ale, Mead or Wine (pitcher)	2 sp
Fine Wine (glass)	20 sp (2 gp)
Dark Ale or Liquor (glass)	3 sp

LODGING

Night stay (private room)	8 sp
Night stay (shared room)	5 sp

Rumors. Some of the locals chat and are open to chat with the adventurers. If the players want to listen-in or ask around of the in-town gossip here are some ideas. Additionally, you can set seeds for future games and adventures here if you like.

Chatty Locals. A pair of drinking buddies, Clifford and Norman, sit in their regular stools at the end of

the bar, they are chatting openly about the a few sightings of goblin activity in the forest North of town.

Duke's Decree. A few locals sharing a meal are in a semi-heated discussion with a table of dwarven merchants about the local nobility opening a bounty on goblins, orc, and other more vicious monsters that roam the wilds to the North and East. The dwarves seem to find no problem with it, the farmers feel differently.

Wandering Wizard. An odd-looking elderly human sits alone at a table, Quinlan of Fallhurst, is smoking a pipe and drinking fine wine and reading a hefty tome. He is open to chat about a research project he is investigating - an ancient order of knights that once protected the area and their leader Lord Delius. If the party aids him he will reward them with a favor.

Mathias will return with the adventurers' food and drink order while the characters get to know each other as well as any other NPCs they wish, read the following:

A large man, wearing a leather apron over a wool shirt and pants bursts in the door. He smells of sulfur, and his face is smudged with soot, sweat and blood.
"They got Bess", he says. "Goblins took my girl!"

Goblins have kidnapped the Blacksmith's daughter! That's right, time to bring in the second key NPC:
Lars, the Blacksmith.

The villagers all know Lars, he's well-loved and held in good regard, but none of them are equipped to face the challenge of hunting down goblins.

Lars will recognize a band of adventurers as quickly as anyone, and he won't hesitate to approach the PCs to ask for their help. Pleading on their sense of the preservation of life and doing the right thing.

MOTIVATION & ADVENTURE HOOKS

If your players aren't motivated, simply by their sense of justice and duty, you can have Lars point out that there is a standing bounty of 5 gp for each goblin ear, by order of the Duke.

Alternatively, you could point out that Lars will be in their debt and could be persuaded to provide free equipment repairs or discounts on goods he sells.

Alternatively, you can simply use one of your best moves as a Dungeon Master: Simply ask the players, *"What do you do?"*



Once Lars has convinced the adventurers to help, you can continue to **Goblin Tracks**.

GOBLIN TRACKS

THE SMITHY

Lars doesn't know where the goblins took his daughter, but he's confident that a competent adventurer can find tracks in the area around his house.

While Lars can offer this information to the players if they seem to be feeling stuck, you should give them the chance to propose searching the crime scene on their own.

You can simply narrate the journey from the Green Dragon Inn to Lars' Smithy, describing the dirt road and the trees that dot the path.

Once you arrive at the Smithy, use your classic DM move and ask the players, "*What do you do?*".

If your players seem stumped, you can even have Lars nudge them and ask, "do you see any clues? Like tracks?".

Here is your first opportunity to ask a player searching for clues to make an Ability Check.

ABILITY CHECKS

When you ask a player to make an ability check, they roll a d20 and add the relevant ability modifier.

In the above instance, a character searching for tracks would roll a Wisdom (Survival) check set to a Difficulty Class (DC) of your choosing.

If the total equals or exceeds the DC, the ability check is a success — the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the DM.

Remember these common DCs as a rule of thumb, you can choose any number for your challenge.

DC Difficulty of Task

5	Very Easy
10	Easy
15	Moderate
20	Hard
25	Very Hard

The tracks are plentiful, and easy to spot, a character who succeeds on a **DC 10 Wisdom (Survival) check** recognizes that at least two goblins dragged something North, into the forest known to the locals as "*The Boar Wood*".

THE BOAR WOOD

The Boar Wood is a large expanse of forest. The locals hunt boar here frequently, and - until recently - has been free of goblins. If the goblins went this way, they must have a hideout somewhere beyond the Boar Wood.

The journey to the other side of the forest is going to take a bit longer than what they can cover in a single day, the adventurers will be required to make camp and wait out the night.

You have traveled deep into the Boar Wood, tracking the trail left by the goblins long into dusk. The darkness has become too great to navigate the forest or follow the goblin tracks, any further.

This is a great opportunity to remind the players that the wilderness is a dangerous place, your goal here is to cause the players to make camp in the middle of the forest and feel wary, wondering if something is going to attack them in the middle of the night!

RANDOM ENCOUNTERS

The world of Dungeons & Dragons is bursting with monsters and villains!

Whenever an adventurer sets out from an area of civilization, they risk being set upon by some sort of danger. Any time the players stop to rest outside of a civilized area, you can use a Random Encounter table to keep them on their toes. If the players feel like they can stop and rest any time they're wounded, or low on spell slots - they will. This behavior will grind everything to a halt, and one of your main jobs as a DM is to keep the game moving!

Remember that not all random encounters need to be combat-focused, some can be fun roleplay opportunities for the PCs to get some information or be immersed within the world.

While the goal here is to get the PCs to the tomb as quickly as possible, rolling dice is *fun* and it tells the players that something *could* happen. Ask the players to decide who will take first watch, and ask that player to roll a d12. On a 1 to 11 nothing happens, however on a 12 a wild non-hostile boar comes to inspect the campsite and the strange new creatures within it.

If you would like to include further random encounters while the PCs traverse the Boarwood, have them roll on the table below once every 2 hours of walking.

BOAR WOOD RANDOM ENCOUNTERS

d12	Random Encounter	d12	Random Encounter
1-5	Nothing happens	9	Dryad
6	1d4 Giant Rats	10	2 Giant Spiders
7	1d3+1 Bandits	11	Harpy
8	1d4 Boars	12	Druid

So unless you decide to roll on the Random Encounter table above, except for the curious boar, the evening passes uneventfully.

You break camp and continue your journey, a few hours after dawn you break through the treeline. Briefly you spot a small form moving about the hilltop ahead of you.

As the players emerge from the Boar Wood, they spot the movement of a goblin patrol. It's time to ask them once again, "*What do you do?*". Any players who decide to monitor the hilltop before approaching will spot **2 Goblins** patrolling the area.

This is a good time to check if the PCs are sneaking as they make their approach.

OUT OF THE WOODS

The adventurers have tracked the goblins through the forest and discovered their hideout. The hideout appears to be an ancient ruin, an old structure infested by the goblins recently.

Feel free to ask your players a leading question like, "Are you trying to avoid being seen?", to which

they will almost always say, "Yes!". Reminding the players to be cautious this way will help reinforce the verisimilitude of the game world.

If any of the adventurers are spotted, the goblins will ready their bows and will not be surprised when the combat begins.

GOBLIN PATROL

Just beyond the reach of the Boar Wood, a clearing stretches out before low sprawling hills. In the distance the stonework of the tomb is just barely visible between the sparse trees and rolling hills.

Goblin Tactics. After the first round, every time a goblin takes a turn, check to see if they have taken any damage. If they have taken damage, or their ally was slain, the goblin will retreat to warn its brethren inside the tomb. If they have taken no damage and no goblins have been slain, the goblin will fight, keeping as much distance between themselves and the adventurers as possible while being within range of their bows and within sight of the tomb entrance.

Until they are either dead, or inside, a goblin will spend their bonus action to disengage if any of the PC's are adjacent to them, they will use their full movement to retreat towards the tomb entrance, and their action to attack the adventurers with their shortbow. A goblin that is surrounded by one or more adventurers will use their action to dash in order to get closer or into the tomb.

If the goblin patrol survives long enough, you might have them shout a warning to the goblins guarding the entrance of the tomb. If this happens, the Player Characters are in range to see that the guards leave their posts to retreat into the tomb. The guards have gone to alert the others of the danger coming their way.

Map. If you are looking for a good map, we suggest using 2-Minute Tabletop's [Hillside Altar](#). The alcove where the altar is located would be an appropriate location for the entrance to the tomb.

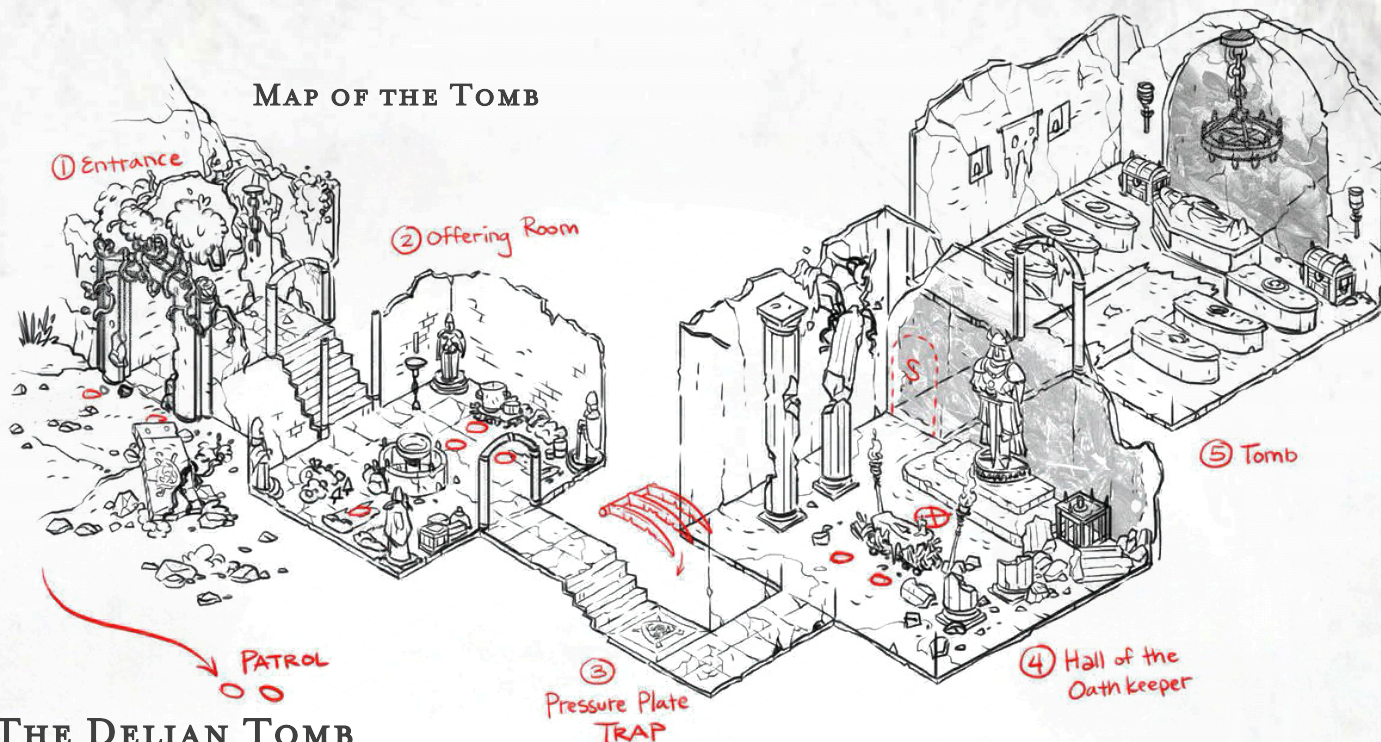
DETERMINING SURPRISE

Before you begin a combat encounter, you must first determine who, if anyone, is *Surprised*.

If anyone was attempting to be sneaky, prior to the encounter, have them roll a **Dexterity (Stealth)** ability check against a **DC set by the Passive Perception (10 + Wisdom (Perception) skill bonus) of each creature they are hiding from**. A creature actively searching for another creature will roll a **Wisdom (Perception)** check against the **Dexterity (Stealth)** roll of the other creature. If neither side attempts to be stealthy, they notice each other at the same time.

If a creature is successful in maintaining its stealth before combat starts, their opponents are *Surprised*. A *Surprised* creature cannot take an action or move on their first turn. They cannot take a reaction until after their first turn ends. For complete details regarding the ins and outs of combat, refer to [Chapter 9](#) of the *Player's Handbook* or *Basic Rules*.

MAP OF THE TOMB



THE DELIAN TOMB

Long ago, a knight by the name of **Lord Delius** founded the *Delian Order*, a sect of knights that devoted their lives to the fight against **Maglubiyet** - the chief deity of goblin-kind. This is their long forgotten resting place.

Today, the goblins who have infested the tomb are preparing to desecrate the site with a human sacrifice. It is their intent to consecrate the tomb in the name of their cruel god, Maglubiyet.

1. ENTRANCE

Unless a member of the patrol has warned them, **2 Goblins** stand guard before the sundered stone doors of the tomb. The **red circles** on the DM Map (above) indicate possible positions of the goblins.

As the PCs approach the guards, it would be a good idea to ask them once again if they are attempting to be sneaky. If they are, ask them to roll a **Dexterity (Stealth) ability check** against the goblins' **Passive Perception (which is a 9)**. It's also possible for the Player Characters to simply use the geometry of the ruins to sneak up on the unwitting guards, easily causing the guards to become Surprised when they initiate combat.

On the goblins' first turn of combat, they will both attempt to retreat inside, using the same tactics as described in **Goblin Patrol** above. The presence of the adventurers tells them that the patrol was killed, and they aren't going to stand around waiting that same fate!

2. OFFERING ROOM

After the adventurers have dispatched the goblin guards, they descend into the tomb itself. Remember to describe the tomb using all the senses.

It's very dark as you move down the steps and into the tomb, the musty air cools by the step. You can hear faint, rhythmic chanting and muffled guttural chatter echoing up from the dark hallway before you.

The sputtering brazier at the center of this room gently illuminates all but its corners.

The stench of dirt, sweat and spoiled food fills your lungs.

The stone tiles of the floor are covered with dried leaves and mud, ancient dust and the scraps of the goblins' latest hunting trips.

The goblins have begun their ritual, the distant chatter is the chanting of a goblin shaman.

At the bottom of the stairs, a **dim light** illuminates a large room littered with moldy bedrolls and inhabited by more goblins.

The number of **goblins** in this room should be equal to **1 + the number of Player Characters**. Half will have only swords and shields, the remainder having all weapons and shields available.

If the PCs manage to sneak past the goblin patrol without ever alerting them, they are included in this total and will join the fight at the end of the second round of combat.

If the players have managed to deal with both the patrol *and* the guards, without allowing them to retreat into the tomb to warn the others, the players have the opportunity to catch these goblins by surprise.

If, on the other hand, both sides are aware of the other, be prepared for the players to try some out of

the box thinking. They may not want to venture into a den of goblins, they may instead try to flush them out. Be prepared for anything. Let the players experiment. In fact: **Encourage it!**

Goblin Tactics. Goblins in this room will use the environment to their advantage, they will not advance against the PCs, nor will they retreat into the adjoining hallway and to **area 3**.

If the goblins are not surprised, the first to act will douse the sputtering fire, extinguishing the fire within the brazier and plunging the room into complete darkness. Goblins hold their actions to attack PCs as they enter the room.

Once the goblins are dealt with, take a moment to describe the room.

This appears to have been an offering room of some kind, the goblins have marred and defaced much of the lustrous engravings and etchings that decorated the walls. Detritus, garbage and soiled gear that was either scavenged or stolen, litters the floor.

If a player inspects the walls and engravings read:

You can begin to make out a detailed carving along one wall, depicting a company of knights fighting back a horde of monsters - perhaps even goblins. An inscription reads:

*We Honor The Lives Given Fighting Chaos
Sleep well Knights of the Delian Order*

The next room lies beyond a corridor that fades into darkness beyond the light of the brazier. Halfway down the corridor, just before the turn, and after a short descent of steps, there lies a **pressure plate trap**.

3. PRESSURE PLATE TRAP

A character who succeeds on a **DC 12 Wisdom (Perception) or Intelligence (Investigation)** check will notice the trap by finding a portion of the tiled floor raised higher than the others. If a character then succeeds on a **DC 12 Dexterity check using thieves' tools**, they can disable the trap without triggering it.

Alternatively, PCs with Strength scores of 12 or higher, or those that succeed on a **DC 10 Strength (Athletics) check**, can jump over the pressure plate. Any Small sized PCs (Halfings, Gnomes, Goblins, etc.) will not trigger the trap.

Any other creature who steps on the pressure plate will trigger the trap, causing a scythe to sweep down from the ceiling. A character that triggers the trap must succeed on a **DC 15 Dexterity saving throw** or suffer **4 (1d8) slashing damage**.

Once the trap has been disabled, or triggered an amount of times equal to **1 less than the number of players**, it malfunctions and will not trigger again.

4. HALL OF THE OATHKEEPER

What was once the sacred chamber consecrated by the Delian Order on behalf of Lord Delius has been desecrated by the goblins.

Along with **Breeyak, the goblin shaman** (who is sitting at the circled X) the leader of this band of goblin raiders resides here, a **bugbear named Grush**.

CHANGING UP COMBAT

Remember: There is more to do during combat than fire an arrow, cast a spell or swing a sword. Many possibilities are explained in the [Actions during Combat](#) section of the Basic rules and PHB. If players wish to do something other than making a straightforward attack work with them to make it happen.

It might be tough for first time DMs to determine what to do in these situations so here are some examples and ways to make them work in-game.

Intimidate the Goblins. A ferocious or aggressive character could attempt to make a goblin cower or flee from fear. As an action the character makes a Cha (Intimidation) check, goblins that can see and hear them that are within 10 feet make an opposed Wis ability check. Any goblins whos Wisdom check result is lower than the PC's Intimidation check result become [frightened](#) of the PC until the end of their next turn.

Tip-Over a Statue. While beside a statue a PC or goblin can make a DC 12 Strength (Athletics) check as an action. On a success the statue falls over filling a 5 foot area adjacent to the statue of the character's choice. Creatures within the chosen area must make a DC 12 Dexterity saving throw or become pinned under the statue. While pinned in this way the creature falls [prone](#) and is [restrained](#). They can repeat this saving throw as an action on their turn to free themselves.

Topple the Brazier. If the brazier isn't doused a player (or a goblin) could kick it over, spilling the burning coal and wood across the floor. Creatures in a 10-foot cone originating from the brazier must make a DC 11 Dexterity saving throw. On a failure a creature will take 2d6 fire damage, and no damage on a success. There is a 50% chance the coals ignite flammable objects that are neither worn nor held, burning objects take 1d4 fire damage each round.

This 20-foot tall room is dominated by a giant stone statue of a knight, raised up on a dais, standing tall with their sword pointed down between their feet.

A thick haze billows up from a makeshift altar in the center of the room, where a goblin, adorned with jewelry and warpaint, chants rhythmically while they rock back and forth.

Behind the goblin, a young girl, imprisoned in a cage at the foot of the statue, quietly whimpers.

Goblinoid Tactics. This is the first time the players have encountered a cunning enemy, the bugbear Grush is not driven by fear like his goblin toadies. Grush will fight methodically, striking from the shadows and moving to advantageous positions if available, keeping pillars between him and the PCs for cover. If alerted will attempt to hide in the shadows beside the room's entrance.

Breyak, the goblin shaman, will assist his bugbear leader, healing him and protecting him with his 1st-level spells. He will cast sacred flame on creatures in the rear of the combat, targeting spellcaster PCs above all others.

Conclusion. Once the monsters have been slain, and Bess has been helped out from the cage, the players will likely wish to search the room. The makeshift altar is covered with bits of charcoal, incense, sulfur, and other spellcasting materials. Amidst these is a **potion of healing** as well as jewelry and gemstones worth 2d12 + 10 gp in total.

The stone statue is of a regally armored knight holding a metal sword tip-down, a tarnished placard at its base reads:

ARIS GERASIMOS DELIUS

Lord Commander of the Delian Order

"I can ask no more than

Loyalty, Honor, and a Willing Heart."

Sword From Stone. A character with a Passive Perception of at least 12, or one that succeeds on a DC 12 Int (Investigation) or Wis (Perception) check, notices that the sword is made of tarnished metal and is separate from the statue, however it is firmly held in place by the stone. A **DC 18 Str (Athletics) check** is required to dislodge it (**the use of a crowbar or other suitable tool grants advantage on this check**). Alternatively if a PC deals 10 points of bludgeoning

damage in a single strike, the sword breaks away from the statue's grip. The statue has an AC of 16.

MASTER OF THE DUNGEON

Remember that the world your players are exploring is ultimately crafted by you. If you feel that things are going too easy, or too difficult, you can add or remove enemies, or tweak them - like raising or lowering their total hit points - to better fit the tone and pace you're aiming for.

Perhaps the party has been lucky, or smart, and they are entering the final room with plenty of health and spell slots, you can throw an extra goblin lackey into the Hall of the Oathkeeper!

Maybe they've had a rough time, it's perfectly alright for you to suggest they take a short rest in one of the rooms they've already cleared.

Secret Passage. Releasing the sword from the statue will release a pressure plate beneath the sword's tip, opening the secret door to **area 5**.

Hidden Loot. Near the cage where Bess was being held, there is a large nest of blankets, furs and hay where Grush, the bugbear, slept. Within the nest is a sack of assorted coinage, totaling 4d8 gp and a small polished piece of jade worth 2d12 gp. If characters do not think to search this area, include these as extra payment given to the PCs at the end of the adventure.

5. TOMB OF THE DELIAN ORDER

This area is illuminated only by the lights the PCs bring with them.

The true resting place of the Delian Order, this elaborate tomb holds six sarcophagi, as well as a much larger, more elaborately carved sarcophagus at the end. This bears a lid with the same stone-carved form of Lord Delius, though the hands now hold a dust-covered leather-bound tome.

All other sarcophagi have the names of their occupants etched at their feet.

Delius' Journal. The book atop the sarcophagus is written in Common, and what can be read explains the origin of the Delian Order and their purpose, as outlined at the beginning of this section.

Sword to Stone. If a player places the sword retrieved from the statue in the previous area, atop the sarcophagus of Lord Delius, the lid begins to shift and move, pulling away from its moorings to reveal

If the sword in Delius' grasp is attempted to be taken or if anyone attempts to open another sarcophagi, read the following:

With a flash the long burnt-out candles lining the walls ignite with green and blue arcane flames. Rising from his corpse's resting place is the specter of Lord Delius.

The sound of bone on stone alerts you to the other sarcophagi, as the armed skeletons of the Delian Knights rise from their eternal sleep.

"*Speak thine purpose. If ye be found honorable, this might not be thine final resting place.*" says the specter of the Lord Commander.

ROLEPLAYING AS LORD DELIUS

A man of honor and focus, Lord Delius does little without due cause and diligent consideration, his ghost is giving an opportunity for the players to explain themselves before enacting final judgment on these suspected trespassers and grave robbers.

Personality. Mercilessly fair and militantly righteous.

Ideal. To break one's oath is to end one's life.

Bond. Uphold Law and bring order to Chaos.

Flaw. Willing to kill if honor demands it.

Passive Insight 16

The players have a chance to interact with the spirit. They can speak directly to the spirit explaining what they are doing and how they got to be within the tomb. Once they are done, have them all roll a group **Cha (Persuasion) or (Deception) check** with a DC equal to **Lord Delius' Passive Insight** (feel free to give advantage on the check if they give a very convincing performance). If the PC mentions anything about keeping their word, promising, or giving an oath the check is considered a success no matter the roll.

If half or more of the PCs pass the check the group succeeds, read the following:

The spirit looks down upon you and with a nod states, "Our thanks ye have for riddence of the foul-ones. Take thee treasure as weregeld. To our rest we now return."

If a Player character succeeded on their check due to swearing an oath read the following:

"Thine word is **Bound**, and thou shalt be upholden unto it. For your eternal service of the Order, take unto thee mine blade. May it bring unto you Might to end Chaos's reign."

Given Oaths. At your discretion, any character that swears an oath to Lord Delius has the following Bond added to their character:

Law. *I work to rid the world of **chaos** in all its forms*

On a failure the apparition becomes angered, sinks back into the stone and the skeleton of Lord Delius rises up to join the rest of his Knights and attacks the PCs.

Treasure. Each sarcophagi holds a suit of **chain mail** armor, as well as a **longsword** and a **shield**, which bears the Coat of Arms of the Delian Order. In Lord Delius' sarcophagus, is an elaborate magical longsword - ***Oath Sworn***. There are also a number of items scattered about the tomb, left as offerings to the Order long ago. If players inspect the room for treasure, have them roll on the following table. Each item is worth 25-50 (5d6+20) gold pieces if sold.

d12 Object

1-6	Nothing of value
7	Silver ewer
8	Carved ivory statuette
9	Embroidered silk handkerchief
10	Small gold bracelet
11	A Potion of Healing
12	A 1st-level spell scroll

ENDING THE ADVENTURE

With the goblins dispatched, Bess rescued and the tomb guardians either turned to piles of bone or appeased with the promise of one of their own, the adventure is complete. All that is left is to have the players collect the treasures they may have missed, and return to Vallaine. Consider describing the trek back as more of a cut-scene, with the PCs returning as triumphant heroes and not the *Ratcatchers* the villagers saw them as before.

If a character decides to keep and use the armor and shield obtained from the Delian Knights, they may encounter a scholar, sage - or worse another goblinoid shaman - that recognizes the emblems and iconography etched into the metal.

This could open up another adventure based on the recreation of the order, connecting with other members of the knights, or cause goblins, hobgoblins and bugbears to hunt down these fledgling knights.

MAGICAL ITEMS

The magical items appearing in the adventure are listed here.

POTION OF HEALING

Potion, common

When you drink this potion as an action, you regain 2d4 + 2 hit points.

OATH SWORN

Weapon, rare

This is the weapon of Lord Delius, and has the Delian Oath engraved into the length of its blade in dwarvish runes.

You have a +1 bonus to attack and damage rolls made with this longsword. Additionally, when used against evil or chaotic creatures attacks deal an extra 1d6 radiant damage on a hit. This damage increase to 2d6 against goblinoids (bugbears, hobgoblins and goblins), Orcs and Giants.

I SHALL FIGHT CHAOS IN ALL ITS FORMS
The Oath: "I SHALL FIGHT CHAOS IN ALL ITS FORMS"

SPELL SCROLL

Scroll, common

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

MUNDANE LOOT

The statistics for any mundane equipment the PCs find, either scavenged weapons from the goblins, or the arms and armor of the Delian Knights, can be found in the [Equipment Section](#) of the Basic Rules or PHB. Any item the PCs take can be brought back to town and sold for coin or traded for goods and services. Use the prices set within the Player's Handbook when selling these, or the ones suggested below.

GOBLIN EQUIPMENT

The gear and supplies that the goblins use is in massive disrepair. The blades are dented and marred with scratches, and spots of rust. The armor they use is little more than scavenged scraps of leather and hide from other adventurers they have encountered or animals they have hunted. The equipment is sold at one-quarter market value, or less.

Bugbear's Hide armor (15 sp)
Bugbear's Morningstar (35 sp)
Goblin's Leather Armor (25 sp)
Goblin's Scimitar (6 gp)
Goblin's Short bow (6 gp)
Goblin's Shield (1 gp)
Shaman's Dagger (25 cp)

DELIAN KNIGHT ARMS & ARMOR

The items found within the sarcophagi though dusty and aged were relatively protected from the elements and are in good repair. The flourishes and decoration that were added to the equipment, as well as their quality allows for fair market value if sold.

Chain mail armor (75 gp)
Longsword (15 gp)
Shield (10 gp)

MONSTER STAT BLOCKS

You should read the [Monster Statistics](#) section in the Basic Rules to learn more about monster stat blocks.

GOBLIN

Small humanoid, neutral evil

Armor Class (AC) 13 (Leather Armor, +2 if using a shield)

Hit Points (HP) 7

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge Rating (CR) 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80ft./320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GRUSH, THE BUGBEAR

Medium humanoid, chaotic evil

Armor Class (AC) 16 (Hide Armor, Shield)

Hit Points (HP) 27

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision, Passive Perception 10

Languages Common, Goblin

Challenge Rating (CR) 1 (200 XP)

Brute. When the bugbear hits with a melee weapon attack, the attack deals one extra die of the weapon's damage to the target (included below).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Healing Potion. Once during combat, Grush regains 2d4+2 hit points.

BREEYAK, GOBLIN SHAMAN

Small humanoid, neutral evil

Armor Class (AC) 13 (Leather Armor)

Hit Points (HP) 7

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., Passive Perception 11

Languages Common, Goblin

Challenge Rating (CR) 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The Goblin Shaman is a 1st level spellcaster. Its spellcasting ability is Wisdom.

Cantrips (at-will): [thaumaturgy](#)

1st level (2 slots): [command](#), [shield of faith](#)

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 4 (1d4+2) slashing damage

Create Bonfire. *cantrip* (range 60 ft.) The goblin creates a bonfire (filling a 5-foot cube) on the ground in a space it can see within range. Any creature in the bonfire's space or entering the space for the first time on their turn or ending their turn in the space must succeed on a **DC 11 Dex saving throw** or take 4 (1d8 fire damage).

Sacred Flame. *cantrip* (range 60 ft.) Flame-like radiance descends on a creature that the goblin can see within range. The target must succeed on a **DC 11 Dex saving throw** or take 4 (1d8) radiant damage. The target gains no benefit from cover for this saving throw.

DELIAN KNIGHT SKELETON

Medium undead, lawful neutral

Armor Class (AC) 15 (Chain Mail, Shield)

Hit Points (HP) 13

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft.

Languages understands common but cannot speak

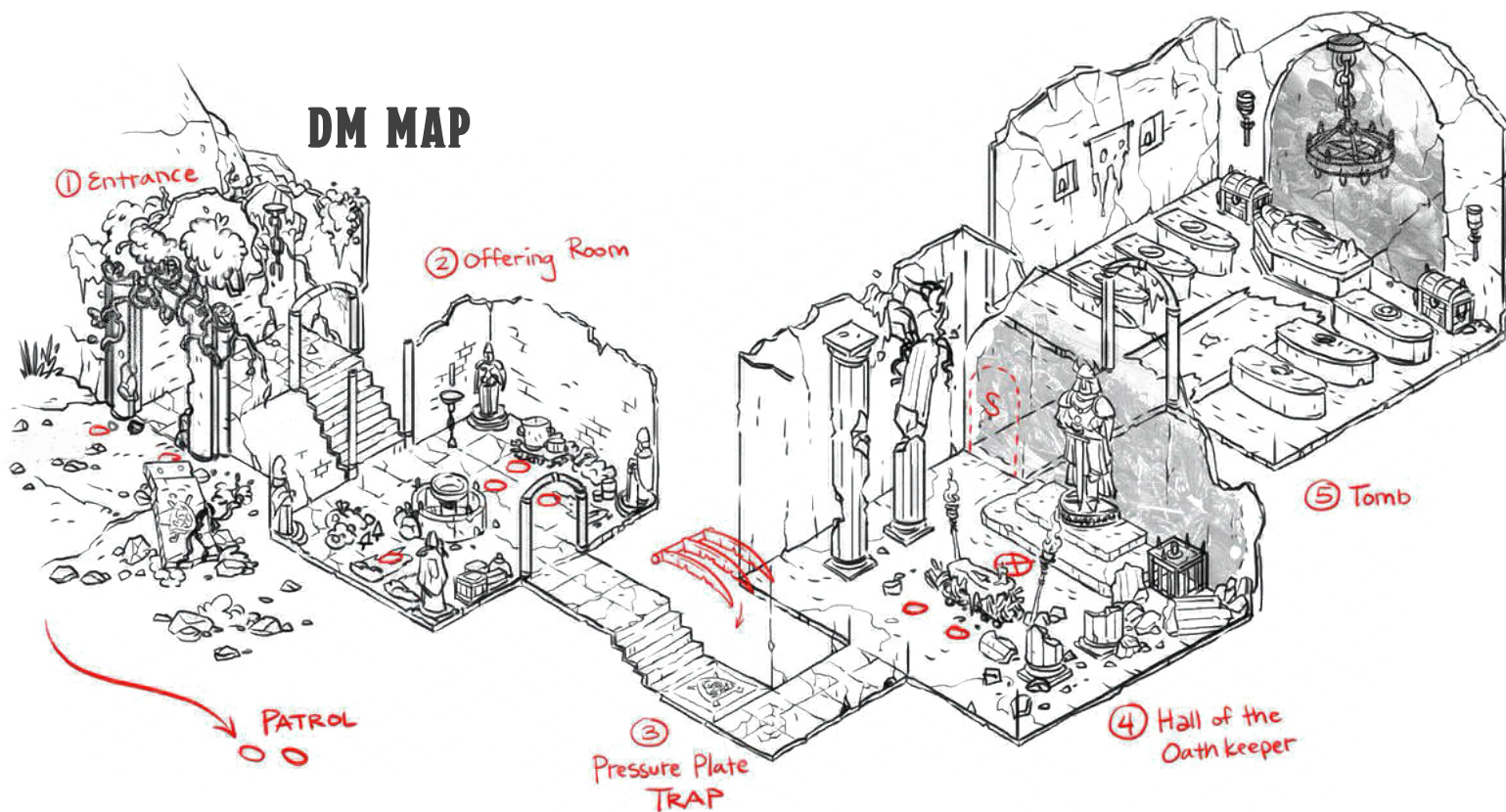
Challenge Rating (CR) 1/4 (50 XP)

ACTIONS

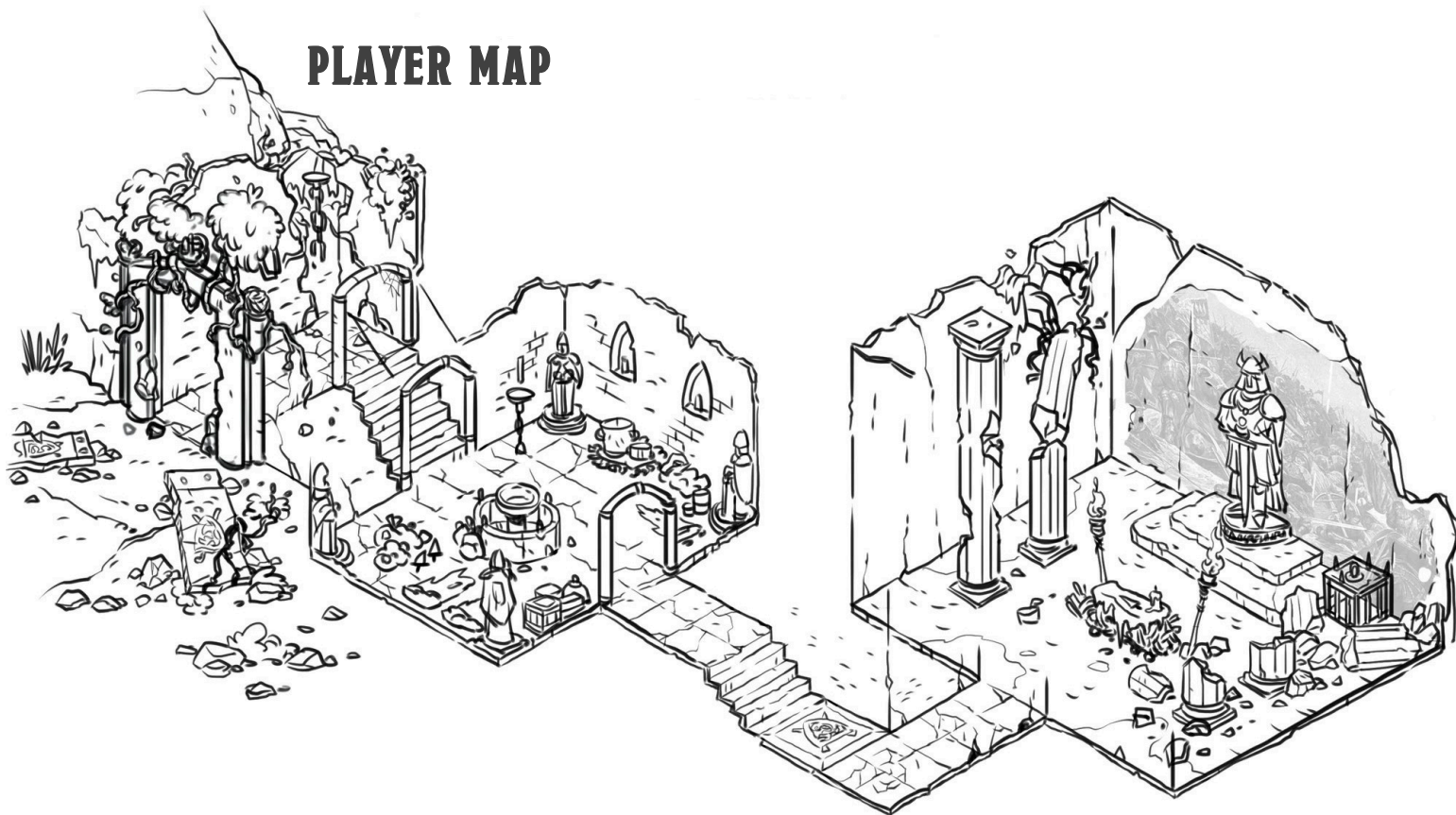
Longsword. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 4 (1d8) piercing damage.

ISOMETRIC MAPS

DM MAP



PLAYER MAP



BEGINNER RESOURCES

EXPANDING THE RULES

While the simplest iteration of the game is **free**, you can purchase digital or physical copies of the game as well for more content to expand your character options and adventures.

- [Wizards of the Coast - Basic Rules PDF Download](#)
- [D&D Beyond Digital Toolset - Basic Rules/SRD](#)
- [D&D Beyond Digital Marketplace](#)
- [Wizards of the Coast - Online Marketplace](#)

OTHER ADVENTURES

[Peril in Pinebrook](#) (PDF) an introductory adventure suitable for younger players which also includes simplified pre-gen characters.

[Lost Mine of Phandelver](#) (D&D Beyond) This is the first 5E Starter Adventure from the initial Starter Set released in 2014. It is a longer adventure that will take characters from 1st to 5th level.

[Drowned Silors](#) (PDF) This is a sample combat encounter from *Dragons of Stormwreck Isle*.

[Gnomengarde](#) (PDF) This is a sample adventure location from *Dragon of Icespire Peak*.

[Frozen Sick](#) (D&D Beyond) An adventure set in the world of Critical Role, that will take characters from 1st to 3rd level.

More adventures can be found at the [DMs Guild](#), on [D&D Beyond](#), or found at your friendly local gaming store.

ONLINE PLAY

Virtual Table-tops (VTTs) make play via the internet a viable option. These are normally paired with [Discord](#) for voice/video chat.

- [Roll20](#) - Free to use, subscription for more options
- [Foundry VTT](#) - One-time payment by the Dungeon Master
- [Fantasy Grounds](#) - Free to use, subscription or purchasable license required for Dungeon Master only
- [Owlbear Rodeo](#) - Free to use
- [Tabletop](#) - Free to use

LOOKING FOR GROUP

Looking to join or start a group to play D&D?

- Go to [r/lfg](#) or [r/LFG Europe](#)
- Join the [D&D Discord server](#)
- Look out for FLGSs that run [D&D Adventure's League](#) or run independant games.
- Check out [Roll20](#) to find games/campaigns that have open slots
- Join the [Fantasy Grounds Pick-Up Group](#)
- Check your local community centers, libraries, or schools for groups.

HELP FROM YOUTUBE

Matt Colville's [Welcome to D&D](#) video

[Ginny Di's](#) youtube channel, specifically her [7 things to know for first-time D&D players](#).

The [Handbooker Helper](#) series by **Critical Role** explains some of the main concepts/processes of the game.

[The Web DM](#) as a catch-all for advice on running and playing D&D.

[Dael Kingsmill](#) :: has a slew of opinions and helpful bits for D&D gaming

REDDIT COMMUNITIES

- [r/DnDNext](#)
- [r/NewDM](#)
- [r/DMAcademy](#)
- [r/MattColville](#)
- [r/DungeonsAndDragons](#)
- [r/DnD](#)



A Defiled Ancient Tomb

Set in the out-of-the-way village of Vallane, the heroes find respite and a warm meal as they make their way through to the main city to make a name for themselves as adventurers.

Recently, there has been an influx of goblins in the region and some of the foul creatures have even begun attacking the farms in the outskirts of the village.

It isn't long before they find themselves mixed up in the pursuit of Goblins taking daughter of the Blacksmith into the depths of a long forgotten tomb.

This is their opportunity to prove themselves, and to rescue someone in need, if they can survive the perils of the Delian Tomb!

AN ADVENTURE FOR FIRST-TIME PLAYERS & BEGINNER DUNGEON MASTERS