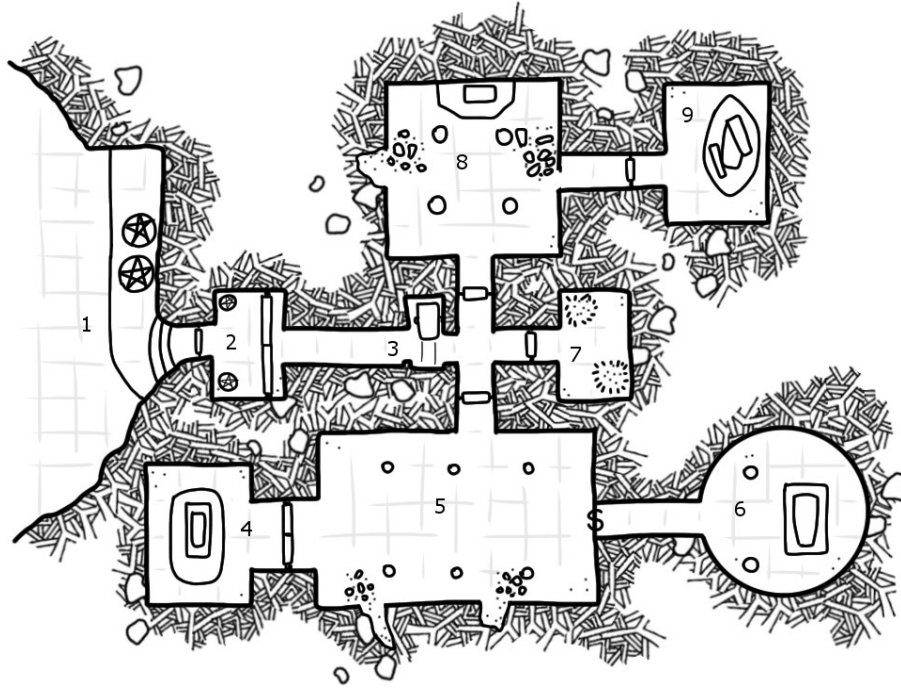


The Deepwood Memorial

The PCs are sent to the long forgotten memorial of an Elven civil war



Hooks:

The main hook of this mini delve should revolve around the library.

- There is a possible elven civil war brewing, and PCs need to remind the elves of the cost of civil war by bringing the records from the library.
- A sage has learned of the memorial, and will pay the PCs to retrieve the records.
- The PCs hear a (false) rumor that there are powerful spell books stored in the library.
- The PCs stumble upon the location, and realize the value of the ancient books and records.

Background:

Millennia ago, in a time remembered by none but long forgotten books, there was an elven civil war in the Deepwood. It began as a land feud between two elven houses and raged for 103 years. Both sides suffered many casualties. Finally, a great king rose to power and brought an end to the war. To be sure future generations did not forget the cost of civil war, the king had a memorial built as a reminder of the price paid in blood. When the king died, he too was entombed in this memorial, in a secret chamber. The memorial has long been forgotten by the elves. In the intervening years, it has been looted and defaced by various vandals. Recently, a collapse in one of the rooms exposed a nearby cave system, and subsequently an Owlbear has made its nest here with its young.

1: Entrance

The entrance is heavily obscured by vines and other growth, barely visible. Statues of two elven soldiers stand near the door, also overgrown by vines. One of them is missing an arm. Most of the paint has chipped and worn off, but closer inspection reveals that one of the statues has a brown cloak,

and one a green. The front door bears a heavy rusted chain whose lock has long ago been broken off.

2: Foyer

Two statues stand in this room, one with arms outstretched, and one kneeling with weapons lying at its side. A History (Easy DC) check reveals them to be statues of “Peace” and “Forgiveness.” The huge dust coated carved wooden doors have no locks on them. The carved relief is of two elves reaching out to one another.

3: Main Hall

There is an alcove in the hall with a tiered rack. On the rack hang several magical headbands, only 4 of which still function. More lay bent or broken around the racks. By wearing a headband, characters can hear a “recorded” voice in their head that gives them a “tour” of the memorial. The exact text of the voice is up to the DM, but should include the room name, and some background on the memorial’s original purpose. Note: When worn, the headband occupies a character’s head slot. The hall features doors to Area 5 (no lock), 7 (locked, thievery Hard DC, trap triggered on fail/break attempt), and 8 (no lock).

Special Features: Trap (Door to area 7: Library)

4: Tomb of Elon (the Green General)

A sarcophagus stands on a dais. Painted on the lid is the (heavily faded) likeness of a stern elven man wearing a green cloak. A moderate Athletics check can open the sarcophagus. It contains a body long ago stripped of anything valuable. There are several benches along the walls.

5: Memorial Hall

Thousands of names are carved (in elven) all over the walls of this room. The letters stand less than an inch tall, and they are the names of elves killed in the war. There are also names roughly carved over many of the original names in goblin and gnollish. Several areas of the walls are missing or cracked.

Special Features: Secret door (Perception, Difficult DC) to Area 6: Tomb of the King

6: Tomb of Sylvanius (the King)

The door to this tomb opens with a hiss. Glowing runes bathe the hallway and crypt in bluish light. No part of this crypt has signs of vandalism so prevalent in the rest of the memorial. On the wall opposite the entrance, there is a painting of an elven king standing between two kneeling elf soldiers (History easy DC; elf generals). Characters will recognize the kneeling elves as the ones depicted on the sarcophagus lids in the other tombs. A sarcophagus stands on a dais in the middle of the room. On it is carved in glowing runes (elven): *He who disturbs a king shall suffer a king's wrath.* Characters approaching the dais will notice the words grow brighter.

Special Features (3): Skill challenge to open sarcophagus; Curse upon all characters successfully participating in opening the king's sarcophagus; treasure (magical crown; trying to sell or wear this item is likely to raise questions, and perhaps vengeance)

7: Library (locked/trapped door)

The room's dead air smells musty. Most of the books in this room lay in two piles, though some still sit on shelves. Many of the books have had their pages ripped out. All of the books are records and accounts of the civil war, including the ancient history surrounding the war.

8: Hall of Reflection

Against the north wall of this room is a sculpture depicting an angry elf dealing a blow to another elf on her knees, trying to protect an elven child. Whatever weapon the elf had been holding has been broken off. Carved into the base of the sculpture is the phrase "Remember the Cost" in elven. In front of the sculpture is a stone bench that has been broken in half. There is also a pile of detritus in this room that a Nature (moderate DC) check will reveal is an Owlbear nest. The Owlbear and its young do not return until the PCs are leaving area 9: Tomb of the Brown General. A collapse in the west wall reveals a cave that leads outside. This is the entrance that the Owlbear and its young have been using.

Special Features (2): Combat (Elite Brute; 6 Minions); Treasure (various jewelry found in the castings and nest of the Owlbear, including a magical pendant and a damaged suit of magical armor on a half-eaten corpse)

9: Tomb of Vestivus (the Brown General)

The sarcophagus in this room stands open and empty. (*This is a potential further plot hook*) The cracked lid depicts a sallow elven man in a brown cloak. There are several benches along the walls.

Skill Challenge: Opening the Sarcophagus

4 Successes before 3 Failures

Success:

Failure:

- **Thievery** Moderate DC (max 2): *Loosening the lid*
- **Arcana**: Moderate DC (max 2): *Disarming runic wards*
- **History**: Difficult DC (max 1): *Knowledge of ancient burial procedures*
- **Athletics**: Difficult DC (max 2, 1 per PC): *Lift the lid with brute force*
- **Dungeoneering**: Moderate DC (max 1): *Sarcophagus knowledge*
- **Religion**: Moderate DC (max 1): *Knowledge of ancient burial procedures*

Grave Robber's Curse

A ghostly form appears above the sarcophagus you've just opened. Its eyes glow with a malicious green fire that chills your soul and weakens your body.

Stage 0: The target recovers from the curse

Stage 1: Initial effect: The target takes a -1 penalty to Reflex and a -2 penalty to Thievery

Stage 2: The target takes a -2 penalty to Reflex and a -5 penalty to Thievery and Stealth

Stage 3: Final Stage: The target takes a -3 penalty to Reflex and a -10 penalty to Thievery, Stealth, and Dungeoneering

Check: At the end of each extended rest, the target makes a Religion check if the curse is at stage 1 or 2.

Failing a moderate DC: The stage of the curse increases by one

Moderate DC: No change

Hard DC: The stage of the curse decreases by one

Trapped Door

The door rejects your tampering with a thunderous boom and a bolt of electricity.

Trap: The door blasts the area in front of it with lightning and thunder.

Perception

Moderate DC

Trigger

When a creature fails a thievery check to unlock the door, or otherwise tampers with the door.

Attack

Immediate Reaction Blast 3

Target: All creatures in blast

Attack: Level +3 vs. Reflex

Hit: High Limited Damage (by level) lightning and thunder

Miss: Half damage

Effect: The thievery DC to disable the trap and unlock the door increases by 5.

Countermeasures

- Thievery (Hard DC): An adjacent character can disable the trap.
- Arcana (Hard DC, 2 checks): Two successful arcana checks will disable the trap. The first arcana check reduces the damage dealt by the trap by half. Note that every arcana check made (success or failure) except for the last will still trigger the trap.
- A character can attack the door (Defenses 5, HP 50 x level). Destroying the door also destroys the trap.
- A character can speak the words "Peace and Forgiveness" (or vice versa) to disable the trap and unlock the door.