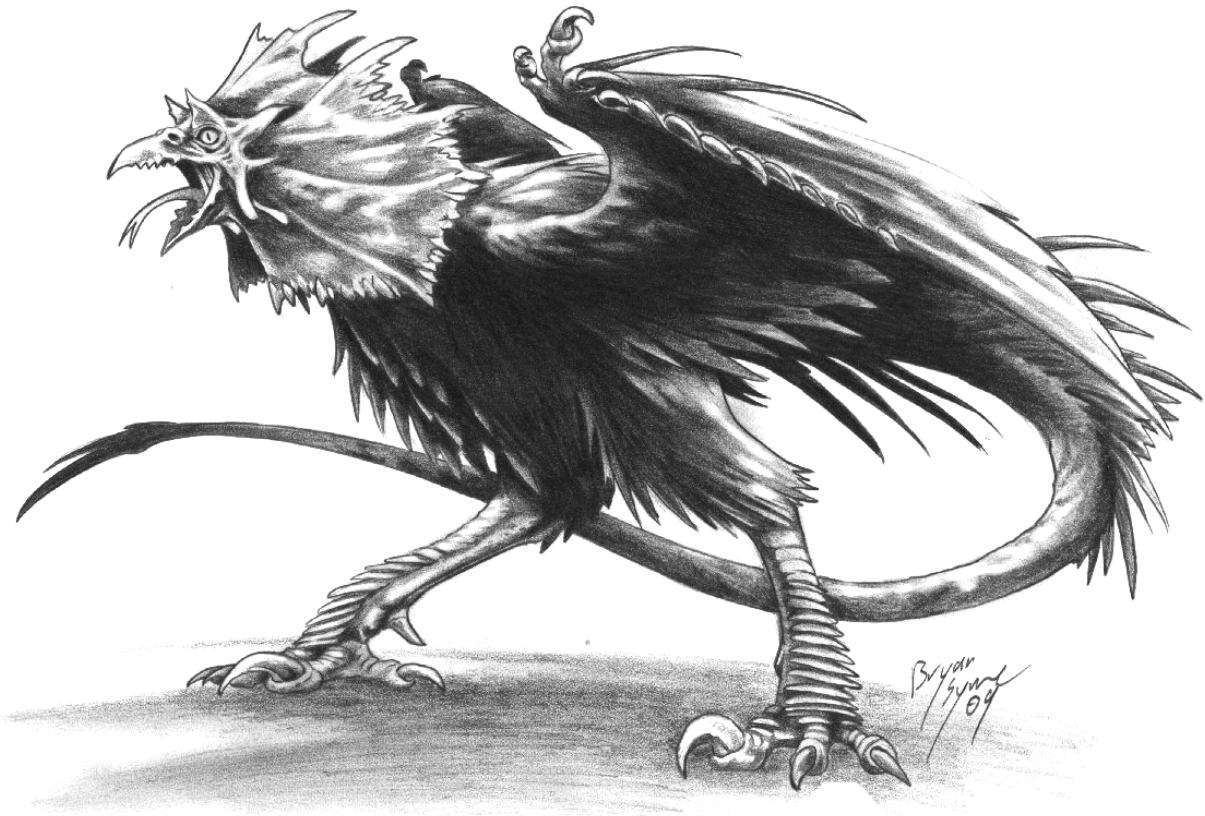




# CHAMBER OF EIGHT



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# Chamber of Eight

*Rumours & Hooks:*

*Stonebrook Castle* fell to ruin centuries ago due to plague and pestilence. Some say the crypt of the Fenmor family still remains untouched by barbarians and beastmen, who consider it cursed. They also say the family possessed not one, but two enchanted rings.

*Gusterro the Improbable*, an alchemist of moderate renown, is offering a generous bounty for cockatrice beaks. Rumour suggests a flock hunts around the ruins of Stonebrook Castle, deep in the *Ulgoth Foothills*.

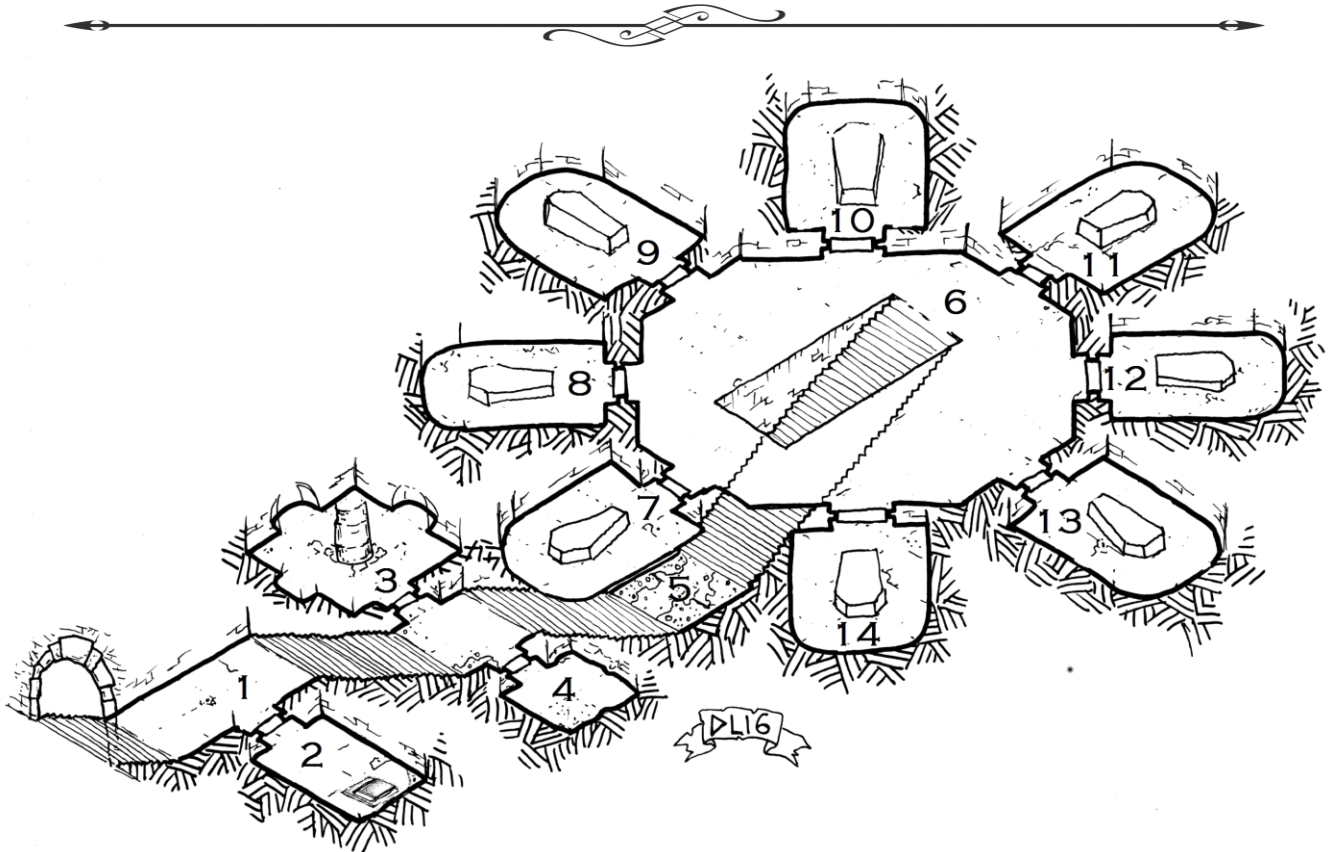
In the Ulgoth Foothills, patrolled by barbarian and beastmen tribes, lies the ruins of Stonebrook Castle; an ill fated keep brought low by pestilence and disease. Persistent illness and death led to the complex being abandoned, razed by enemies, and slowly reclaimed by grass and shrub.

Precious little now remains of the keep proper, but in the quiet oaks of the outlying grounds the Fenmor crypt may still be found. Lord Fenmor held sway during the final years of Stonebrook, and he and his family were buried there. The vaults contains many valuable family heirlooms, in particular the *Twin Rings of Ishra*.

Unbeknownst to the lord, his wife *Lady Setine Fenmor* was a cultist of supernatural forces. The last of the Fenmors to succumb to plague, Setine and her sect consecrated the crypt with powerful necromantic rites, hoping to resurrect the family in the future.

The castle was abandoned shortly thereafter, and later razed by enemies. Beastmen and barbarians now shun the region, believing it cursed or infected. After the party locates the ruins, it doesn't take long to identify the crypt's entry cairn.





### Entry Cairn

The cairn is made of earth and granite, etched with prayers for the dead in an old common dialect. The wooden entry door that once stood here has long since rotted away.

Adventurers scanning the vicinity might notice the petrified remains of old cockatrice meals crushed into the grassy soil: petrified fingers, ears and toes (Perc (Detection) check).

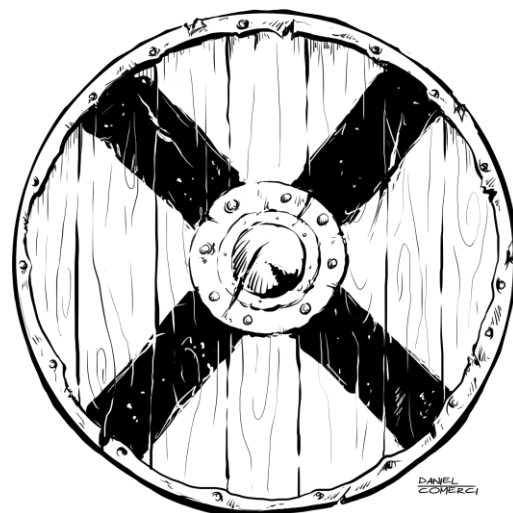
Unless otherwise indicated, the crypt has stone walls, 7 ft ceilings, and chiselled, uneven floors. The air is cool but reasonably fresh (there is an odd fowl like scent, but currents are able to circulate freely via the open corridor of Area 1).



The tomb is usually quiet, but scratching and hissing noises might be heard if the cockatrice are awake inside (Perc (Detection) check at a -2 penalty). The interior beyond Area 1 is very dim, lit only by patchy luminescent moss, imposing disadvantage on vision related checks.

### Area 1 - First Landing

The arched entry tunnel quickly opens up into a 10 ft wide stairway that descends to the first landing, which is 40 ft long by 20 ft wide. To the south east is a stone door, to the north east the stairs continue downwards.



On the walls of the landing are ancient shields and swords of the Fenmor family, rotted or rusted with age, but still serviceable, at least in the short term. A 1-3 attack roll with a rusty weapon,

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or an 18+ hit against a shield, sunders it. Traces of tapestries and paintings can also be found, reduced to threads and scraps of parchment.

The stone door to the south east has no lock but must be slid into the wall cavity to open, requiring a successful strength check.

### Area 2 - Chapel

This is a 30 ft by 20 ft chapel, with a quartz altar along the south eastern wall. The wooden chairs and pews are extremely fragile and break if sat upon. The chapel was originally dedicated to *Wodon*, the god of knowledge and truth, but Lady Setine subverted it to her dark cult before she passed.

Adventurers studying the altar notice a ring of golden runes inscribed at the base, recognizable as a dark blessing (Int (Arcane Lore) check). A golden chalice (800 gp) carved in the likeness of a human eyed vulture sits in the centre of the altar. The chalice is laced with psychotropic powder, anyone drinking from it is subject to the equivalent of a *Confusion* spell (LFG p.67).

### Area 3 - Pillar of Oblation

The stone door to this chamber is locked (the key no longer exists). Due to its age and rust, picking the lock requires a Dex (Traps & Locks) check at disadvantage. Failing to pick the lock jams it for good.

The 30 ft by 30 ft chamber beyond has alcoves in three of the walls, and a 5 ft radius pillar in the centre. The pillar is carved of dark granite and is set with hundreds of small agate, jasper and topaz stones (2d4 x 100 gp if pried from the column, a task occupying several hours).

In the three alcoves stand 3 guardian zombies, animated by Lady Setine before her death. The skeletons are charged with protecting the gems, and will animate and attack any who attempt to remove them.

### Zombie

Armor Class: 15

Hit Dice: 2+2

Attacks: Great sword (2d6+2)

Nat 19: if appropriate, other nearby bodies (or a defeated zombie) animate to aid this zombie.

S:15 D:7 C:18 I:- P: 12 W:- Ch:-

Luck: 5

Move: 20 ft

These warrior zombies wear heavy chain and breastplates, and wield great swords. They continue to attack a target until it is destroyed, dismembering humans, splintering doors, and so on. The body of an adventurer reduced to zero hit points must be recovered from a zombie in one round or it is irretrievably lost.



If the warrior zombies are defeated, their rusting armour and weapons might be salvaged for 1d100 gp, or used similar to the equipment in Area 1.

### Area 4 - False Treasure Room

This 20 ft by 20 ft chamber is a false treasure room and trap. The stone entry door is unlocked (which might tip off the adventurers,

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given the room's apparent contents), but requires a Str check to slide aside. Inside are two iron and two wooden (rotting) chests, ostensibly containing coins, necklaces and other baubles. The four chests are stacked alongside each other on the south eastern wall, on a polished section of the floor that is 1 inch higher than the rest of the room. The polished platform has just enough room for the chests to sit side by side, but not much more. The "valuables" are in fact counterfeit, painted with gold, set with false stones, and so on (if carefully handled, might be detected with an Int check).

Anyone removing more than half of the contents of any chest sets off a weight sensitive trigger in the platform, which raises up another inch to release poisonous gas from newly exposed holes (a yellow cloud fills the room, causing 5d10 damage, *Luck* (Con) save for half).

An adventurer who studies the platform might spot hairline cracks that suggest it may be moved up or down (Perc (Detection) check). The trap can be disarmed by using metal spikes or similar to wedge the platform in place, or by keeping the weights constant (Int (Traps & Locks) check, or by player declaration).

### **Area 5 - Third Landing**

This 20 ft square landing is littered with half eaten petrified flesh and large black feathers. If the party is being stealthy, there is a 50% chance 1d3 cockatrice are eating here. Otherwise 2d4 cockatrice are present, on their way to investigate the party's noisy intrusion.

#### *Cockatrice*

Armor Class: 13

Hit Dice: 4

Attacks: Bite (1d3 + turn to stone)

Nat 19: the target's weapon or armour (50%) is petrified (Luck save resists).

S:6 D:17 C:11 I:2 P:13 W:10 Ch:5

*Luck*: 7

Move: 30 ft

The cockatrice are 6 ft, black feathered wyvern shaped beasts with bird legs and spine crested rooster heads. Their bite turns enemies to stone after 1d4 rounds unless the victim succeeds on a *Luck* (Con) save. The petrification can be reversed in the same way as a *Flesh to Stone* spell.

There is no treasure in this area, but cockatrice parts are worth 2d100+50 gp (per beast) to alchemists, herbalists and so on.

### **Area 6 - Chamber of Eight**

This large octagonal chamber is approximately 80 ft wide, each wall containing a stone door. Sconced torches also line the walls (some of which might still function if lit).

This room is the nesting place of a flock of 3d4 cockatrice, littered with dug out holes, branches and plumage. One of the beasts is the alpha, an 8 ft behemoth with silver grey plumage, 7 HD and *Off Turn Attacks* (LFG p.95). If this fearsome brute is killed, the remainder of the flock will probably flee (Will check at disadvantage). There is no treasure among the petrified remains of the cockatrice victims.

The stone doors are inscribed with the Fenmor family crest (a rearing stag over a chest) but do not identify which family member is entombed behind which door. The stone doors are not locked, but require a strength check to slide into the wall cavity.

### **Areas 7, 8, 10, 11, 13, 14 - Sibling Tombs**

These six chambers are 30 ft by 30 ft and contain the stone sarcophagi of the Fenmor offspring, three brothers (*Argon, Drelthar, Rastur*) and three sisters (*Minera, Sarsan, Shar*). Three of the children were 7, 12 and 13 years of age when they died of plague, the others were adults.

The chambers are expertly cut and decorated with the crumbling keepsakes of the deceased, including paintings, jewellery, weapons and so on.

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Disturbing any valuables or the sarcophagi themselves awakens the spirits of the siblings, who rise as spectres. The spectres remember some of their former lives, but are tainted by feelings of all consuming loss. They are outraged by the presence of the adventurers and will seek to drain their life force and transform them into servile wraiths.

### *Spectre*

Armor Class: 15

Hit Dice: 7

Attacks: Spectral weapon or touch (1d8 + level drain)

Nat 19: the Spectre and target vanish to a nightmare realm of dark sorcery to finish their duel. If the Spectre is destroyed, the target reappears.

S:- D:15 C:- I:13 P: 15 W:15 Ch:9

*Luck*: 9

Move: 30 ft in any direction

Spectres are *Incorporeal Undead* (LFG p.94) that pass through solid objects like water. A spectre's icy touch drains one level until the end of the adventure (a *Luck* (Will) save resists). An adventurer reduced to zero levels dies, and rises as a subservient wraith in 1d4 days.

Attempting to negotiate with the spectres is unlikely to succeed, but they might be stalled by discussion of the fate of the castle, their parents, and so on. Presenting a spectre with a keepsake from their personal sarcophagi has a 50% chance of ending their curse and causing them to dissipate immediately (otherwise the spirit flies into a rage, focusing its attacks on that adventurer exclusively).

Once any of the spectre siblings are woken, the remainder also wake and descend on the party. Every 1d4 rounds after the first spectre rises, another one appears (out of the wall, ceiling, floor, etc) to aid their brethren, until all six are reunited. Each of the sarcophagi contain 1 x Carry Loot (LFG p.136).

### **Area 9 – Lord Fenmor's Crypt**

This crypt contains the sarcophagi of Lord Fenmor. The chamber is decorated more finely than the others, with large brass urns, gold gilding, gemstone insets and tattered rugs that crumble to dust when stepped upon. A complete looting of this chamber produces 1 x 7 HD Lair Treasure (LFG p.140).

Lord Fenmor's spectre rises if the sarcophagi or treasures are disturbed. He will attack the party as intruders, and will not be swayed by presenting keepsakes of his life to him, unlike the children. If confronted with Lady Setine, he flies into a rage, gaining *Off Turn Attacks*, and targets her mercilessly, seeking vengeance for her betrayal/curse.



### **Area 12 – Lady Setine's Crypt**

This crypt contains the sarcophagi of Lady Setine. The stone door is not physically trapped, but passing through the entryway into the chamber activates a magical ward, subjecting the first entrant to a *Blindness* spell. A careful inspection of the doorway reveals the small

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arcane rune trap set into the apex (Perc (Arcane Lore) check).

This chamber is relatively sparse, with the usual Fenmor crest, a bookshelf full of now rotted books, and the dust of long decayed clothes, flowers and other finery.

Lady Setine manifests as soon as someone passes through the runed entry way. She will not immediately attack, instead seeking to learn about why the adventurers are here and what other spirits have been released. Setine has no interest in the baubles that surround her. She wishes only to depart the crypt, but innately understands that she is bound here as long as Lord Fenmor exists (which she did not expect, and was not part of her plan). She is happy to assist the party in destroying his spirit, and offers her twin rings as payment. Any spellcasting ability Setine once had has been lost in her transition to undeath.

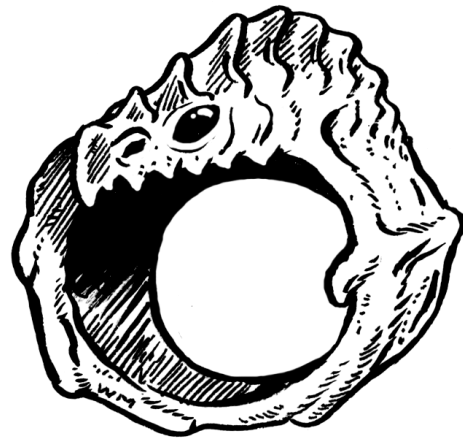
The dust and debris on Setine's rotten bookshelf conceals the enchanted Twin Rings of Ishra, fashioned of silver and bone.



One ring allows the user (once per week) to reroll any or all of the damage dice from a magical effect, but imposes an immediate DDM

effect (LFG p. 57). The other ring allows the user to cast *Telekinesis* once per week.

If both rings are worn, the wearer immediately suffers a moderate madness that does not subside until 1d4 months after removing both rings. A wearer of both rings senses whisperings from Ishra, a genie like entity from another dimension. At the player's request, the GM may impart useful (but possibly cryptic) arcane or legendary knowledge to the adventurer up to once per adventure. When this ability is used, a Will check is required to prevent the wearer's madness escalating to the next severity level.



### Aftermath

If the cockatrice and spectres are removed, it is likely the crypt is taken over by some other beast, perhaps a pack of dire wolves, a giant serpent or similar.

If Setine is released into the world, she slowly begins to recover her spell casting abilities, and seeks out humanoid villages to target. Over time, she joins forces with a hidden necromancer, and together they seek to convert local villages to their cult of undeath.

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