



*Patreon Kingdom Project
June 2021*

The Forest Necropolis

*Maps: The Forest Necropolis
The Forest Necropolis (Night)
The Forest Necropolis (Winter)
The Forest Necropolis (Haunted)*

Forest Necropolis

How to use these resources

With our Kingdom Project	Use any, or all, of our plot hooks (which begin at the Adventurers' Guild) to take your players on an adventure to this remote, dangerous cemetery. We've included lots of resources to flesh out the stories.
In your own games	Drop the overgrown, woodland necropolis into any forest your players are travelling through to give them a side adventure. Our resources will give you ideas for combat, exploration and treasure.

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Patreon Map of the Month GM's supplement

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Regional map made using Inkarnate (www.inkarnate.com).

SETTING

Regional Map



Around the Gright Woods

- | | |
|---|------------------------|
| 1 | Ruins of Beaugrey Hall |
| 2 | Penton Lodge (ruined) |
| 3 | The Forest Necropolis |
| 4 | Greigh Villa (ruined) |

The Forest Necropolis

In the time of the Old Kingdom, the Gright Woods were a Royal Forest; managed hunting country studded with summer villas and hunting lodges. The favoured haunt of many a noble family, it is no surprise that those who enjoyed the happiest days of their lives in these handsome woods also chose to be buried here. The Forest Necropolis was a grand cemetery, with wide boulevards and elaborate mausolea. Interments were usually from the grandest families of the Kingdom, although the graves of wealthier locals and servants from middle class families can be found among the tombs.

The necropolis fell out of use as families abandoned the forest and the final interments were some four centuries ago. As the Gright Woods grew back, expelling the stately avenues and managed groves, the wild, feral nature of the forest returned and the necropolis was ruined and overgrown. Now, the grand Whitcester Mausoleum is dank and foundering. Now, the marble steps are shattered and the family tombs are crumbling. Now the eerie silence among the monuments is broken only by the calls of wild animals, the cries of the risen dead and the chants of people with nefarious intentions.



Set dressing

- 1 The crumbling Whitcester Mausoleum, a grand, ivy-clad structure, seems to hum as the wind blows through it.
- 2 The interior of this ruined mausoleum is decorated with fading murals depicting a royal hunt, with riders chasing a stag who then seems to turn into a woman.
- 3 The exterior of this building is decorated with numerous stone gargoyles. Centuries of rain have obliterated the features of all except one – a demonic goat-man.
- 4 The heavy lid of this sarcophagus has been moved aside, exposing the empty interior. Further investigation reveals that the lid was opened from within...
- 5 A large marble statue of Sir Stefenn de Glarne, Marshall of the Hunt and the first person buried in the necropolis.
- 6 A strange fetish hangs from the wall of this mausoleum. Constructed from bird bones, feathers and moss, it is unnerving to look at and swings slowly in the still air.
- 7 This sarcophagus can be pushed to the side, revealing a small cavity. Something glints at arm's length in the pit – a cursed gold coin bearing a strange coat of arms.
- 8 There is a clear animal run through the gap in the wall, with evidence of frequent use by a large-pawed creature.

PLOTS & NPCs

Plot hooks

Tasks relating to the Forest Necropolis that might be posted on the Adventurer's Guild Jobs Board.

Story 1

Wanted: Hands accurate with the pen and the sword

The Society of Taphophiles has been asked by a property lawyer from Lyvorn in the southern lands to record monumental inscriptions relating to the de Beaugrey family in the old Gright Woods necropolis. The resolution of an inheritance dispute depends on the accurate transcription of the dates and personal information of these distant ancestors, but the necropolis is too remote and dangerous for our Society to risk travelling to. We are looking to outsource this work.

Story 2

Investigation required

A dryad of the Gright Woods has come to the Guild seeking help (they are still on the premises if you wish to obtain further information). They say that malevolent spirits and walking necrotic humans are disturbing the equilibrium of their forest. The dryad reports the source of these as the ancient forest necropolis. They also note that there has been a recent interment at the long-abandoned site which may be the cause of the unrest. They ask that 'humanoids resolve a humanoid disturbance'.

Story 3

Repost: Needed – Adventurers to return an item

I have obtained a small hoard of clay oil lamps that were recently looted from the ruined forest necropolis in the north. The grave robbers dumped them as worthless, but they have religious significance and should be returned to the mausoleum at the site. I recommend you do not light them there! I am reposting this task as Guild member L. Weskott Fyn could not complete the task successfully.

Contact: Bless Tom Lamb, Esq, Antiquarian, of Kingsalter.
(Admin: *Libertin claims he was chased off by violent walking skeletons and that this is not a job for a single adventurer.*)

NPCs

Moriendra Wissle of the Society of Taphophiles

Scholarly Miss Wissle enjoys a life immersed in local history. Prominent in many Kingsalter societies, she is the President of both the Taphophiles and the Kingsalter Heraldic Society and the Secretary and Chief Archivist of the Kingsalter Genealogical Society. Grave architecture is her chief love and the tattoo that decorates her left arm is a fancy conglomeration of her favourite monumental designs. Young and enthusiastic, she loves exploring, but the Gright Woods are far too dangerous for her and her taphophilic team.

Having searched the local archives for information that will assist the Lyvorn solicitors, Wissle is well versed in the Shints case and can provide this further information: The descendants of Ben Shints, a merchant of Lyvorn, are seeking to prove they are the sole heirs of Wilhem de Beaugrey of Beaugrey Hall on the River Tayth. The Hall has long been in ruins, last occupied at the time of the Fall of the Kingdom (some 500 years ago) by one Rowlan Winthon Hobyne. The Shints descendants wish to confirm that this man was of the de Beaugrey family and therefore that the property would have remained in their family upon his death. No records of the sale of the Hall have been uncovered and the deeds lodged in the Kingsalter archives were last updated at the time of Wilhem de Beaugrey, the family patriarch. The Shints' solicitors have provided a family tree detailing the facts they wish to discover.

Pallane, a dryad of the Gright Woods

The Gright Woods are a dark, wild and dangerous place and it takes a serious threat indeed to upset the fey guardians of such a forest. Indeed, Pallane is a rightful sight, with dank, dripping hair the colour of rotted moss, skin like a deep, green pool – shimmering with a stagnant sheen – teeth of thorns and eyes like those of a dead bird. Alone and brooding, they wait in the shade of the Adventurer's Guild Yard, curled against the wall, listening to the wood in the buildings around them. Pallane longs for the forest, but why come all this way and not ensure that those who would venture to the necropolis on your behalf know what they will face? Pallane saw the men who brought the body and Pallane has seen the terror that has seeped into the Gright Woods ever since. The forest would have it gone and it holds forgotten riches it can offer over the vanquishers.

AROUND THE NECROPOLIS

Monumental Inscriptions

- 1 The Body of Wilhelm de Beaugrey Lord of Beaugrey Hall and of the King's Counsel, Also of his Wife Elenn, the Only Childe of Parcey St Winthon of Kingsalter
- 2 Here, in eternal rest, Geoffrey and Edwerth Penton of Kingsalter and also Penton Lodge in the Royal Forest
- 3 Marylenn Hobyne, youngest daughter of J Hobyne. She departed this world but a babe.
- 4 The bones of Sir Kynyth Villimour, aged 48, and the ashes of ten who loved him.
- 5 Benwale von Shints, much lamented by his wife Marylenn and his two dutiful sons
- 6 Here sleeps Elenn Hobyne, the daughter of Rolan and Maude of Beaugrey Hall, where gone before her also in this tomb sleeps her daughter Suriss Hobyne, buried in sorrow by her mother and by her father Jeremyn Hobyne on the eve of her marriage
- 7 Awinfreda of the Elf Country, whose long years ended at Baroncliffe Castle at the hand of the King
- 8 The Body of Wiliem Winthorn von Shints, Bachelor of Kingsalter AND his Brother Rolan von Shints of Greigh Villa AND his Wyfe Devorah von Shints of Lyvorn
- 9 Merry Chaney, daughter of Henry Chaney of Tayth Bridge, lately of Penton Lodge
- 10 Kelton, Lord Vaughan, the baseborn son of Vaughan the Monk of Kingsalter, who rose on his merits to become the Holder of the Queen's Purse and who died after thirty service when the Flaking Pox entered the Castle and took first his skin, which he did bear with great fortitude, and then fully his life. Lamented.
- 11 Marylenn the wyfe of Benwale von Shints, born at Beaugrey Hall in the Marshes to Wilhelm the King's Counsel, depart'd this lyfe aged 94 at Greigh Villa
- 12 The body of Sam Horton, Gamekeeper of the Duke of Alden's Lodge, and Sam's only child Sam Horton, also Gamekeeper of the Duke's Lodge.

Grave Goods

- 1 A set of fine ceramic bottles and jars, sealed with wax. They contain small amounts of colourful pigments.
- 2 Mouldy, tattered remnants of silk clothing. The silver buttons have survived and feature depictions of fish.
- 3 A quartet of terracotta amphora. Three are smashed, but the fourth holds an extremely vintage red wine.
- 4 A small statuette depicting a smiling deity. It rattles when shaken. Inside are a dozen small, human teeth.
- 5 A pair of brass urns, one containing funerary ashes and one containing thousands of coloured glass beads.
- 6 A bunch of seven delicate keys, held together on a silver chain. Each key is made from a different type of metal.
- 7 A gilded iron bird cage containing the skeletons and plumage of several small birds. The cage is decorated with a twisting vine and a hand-shaped handle.
- 8 A gold torc, skilfully shaped like a coiled serpent. Highly realistic, with each scale individually cast.

What might happen the clay lamps are lit?

- 1 As the last lamp is lit, the air grows cold. Then each suddenly extinguish one by one. As the room is plunged into darkness a cruel laugh fills the air.
- 2 When all the lamps are lit, a spectral hand rises from the open tomb, clutching a glowing sword. The weapon of light radiates an aura of goodness and peace.
- 3 As the final lamp splutters into flame, the building shudders. The doors slam shut and a huge maw begins to form from the intricate stones on the west wall.
- 4 After the lamps are lit, the tomb fills with a peaceful choral sound. Mist rises from the central sarcophagus and manifests as a smiling figure before dissipating.
- 5 As the full set of lamps is lit, the mausoleum suddenly fills with dozens of spirits. If not attacked, they bless the party and can offer the chance to speak to the dead.
- 6 With all the lamps lit, the chamber falls silent. The peace is broken by the loud scrape of stone as the lid of the sarcophagus slides open and crashes to the ground.

THREATS

Monsters that may be around the Necropolis

- 1 A skull floats eerily around the necropolis, seeming to follow a particular circular route. If interrupted it bursts into green flame and reveals itself to be combative.
- 2 A trio of ghastrs, wearing the rags of once fine clothing, spring from a mausoleum. Once the Larant Triplets – Gynon, Marc and Robere – they slaver and slash.
- 3 A forest bear has taken up residence inside a large tomb. It is peaceful, unless hungry. It's always hungry.
- 4 A translucent figure sits by a crumbling tomb of Nance de Tige, weeping quietly. If approached, she reveals herself to be a banshee, rising to float above the grave.
- 5 A few malevolent fey creatures nest in the remains of a tomb. They stalk the party, inducing terrifying illusions for their own amusement.
- 6 A wight in rusty yet intricately decorated plate mail steps defiantly from the doorway of a mausoleum inscribed *Alban Seda, Knight* and swings its war axe.
- 7 The walking, undead remains of Lady Pauline Olgriss busily excavate around the edge of the sarcophagus of Lord Nincan Olgriss. She is hostile if disturbed.
- 8 A murder of aggressive, territorial carrion crows live in the rafters of the large mausoleum. When carrion is in short supply, they have the skills to increase the stock.

Who is the recent interment upsetting the forest?

- 1 The slain body of the evil cleric Thomsin of Garde, buried here to conceal the cursed Necrosword she still holds.
- 2 A black coffin that contains a long, gnarled branch from a tree in the Shadowfell. It emanates horror.
- 3 The vampire Herinlorga, in long and unpeaceful slumber, brought by acolytes to the family tomb of his bride Ava.
- 4 The bones of the warlord Cnith the Blood King, Slayer of all the Sunlit Vale, transferred here by those seeking to trigger the prophecy he will rise again in his fury.

Potential dangers around the Necropolis

- 1 The ground under the trees contains a series of unmarked graves and crypts and is unstable and thin. There is a high chance that anyone walking on it will break through and fall 6ft into a musty stone pit.
- 2 Vines and roots cover the ground, creating multiple trip hazards. In some areas, they seem to subtly shift as if imbued with a spirit, increasing the chance of a trip at an inopportune moment.
- 3 The cracked flagstones that cover the marble steps are thickly covered in moss. They are dangerously slippery.
- 4 The walls of the ruined mausolea are crumbling, with plants and vines often replacing the mortar. Characters that pass clumsily close risk dislodging a shower of sharp, heavy stones from above.
- 5 A handful of slate tiles on top of a mausoleum are loose and slide down the pitched roof at great speed. They are razor sharp and pose great threat to anyone passing by when they fall.
- 6 The species of ivy that has overgrown some of the ruined structures is highly poisonous. Ingestion is usually fatal, but even light contact with skin causes painful blisters to erupt.
- 7 The statue that occupies the plinth in the middle of the necropolis is poorly supported and has been undermined by centuries of weathering. It smashes to the ground if heavily knocked.
- 8 The walls of some of the small mausoleums are dangerously weakened. The heavy stone roof could collapse inwards at any moment.



Wilhem de Beaugrey | Elenn St Winthon

Benwale von Shints

Marylenn de Beaugrey

Wilhem de Beaugrey II

Rolan Winthon de Beaugrey

Maude Villimour

Wiliem Winthon von Shints

Rolan von Shints

Devorah Abercorne

Elenn de Beaugrey

Jeremyn Hobyne

Rolenn Shints

Ben Shints

Rowlan Winthon Hobyne

Suriss Hobyne

Marylenn Hobyne



Wilhem de Beaugrey



Wilhem de Beaugrey II

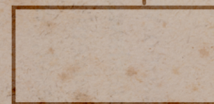
Rolan Winthon de Beaugrey

Maude Villimour



Rolan von Shints

Devorah Abercorne



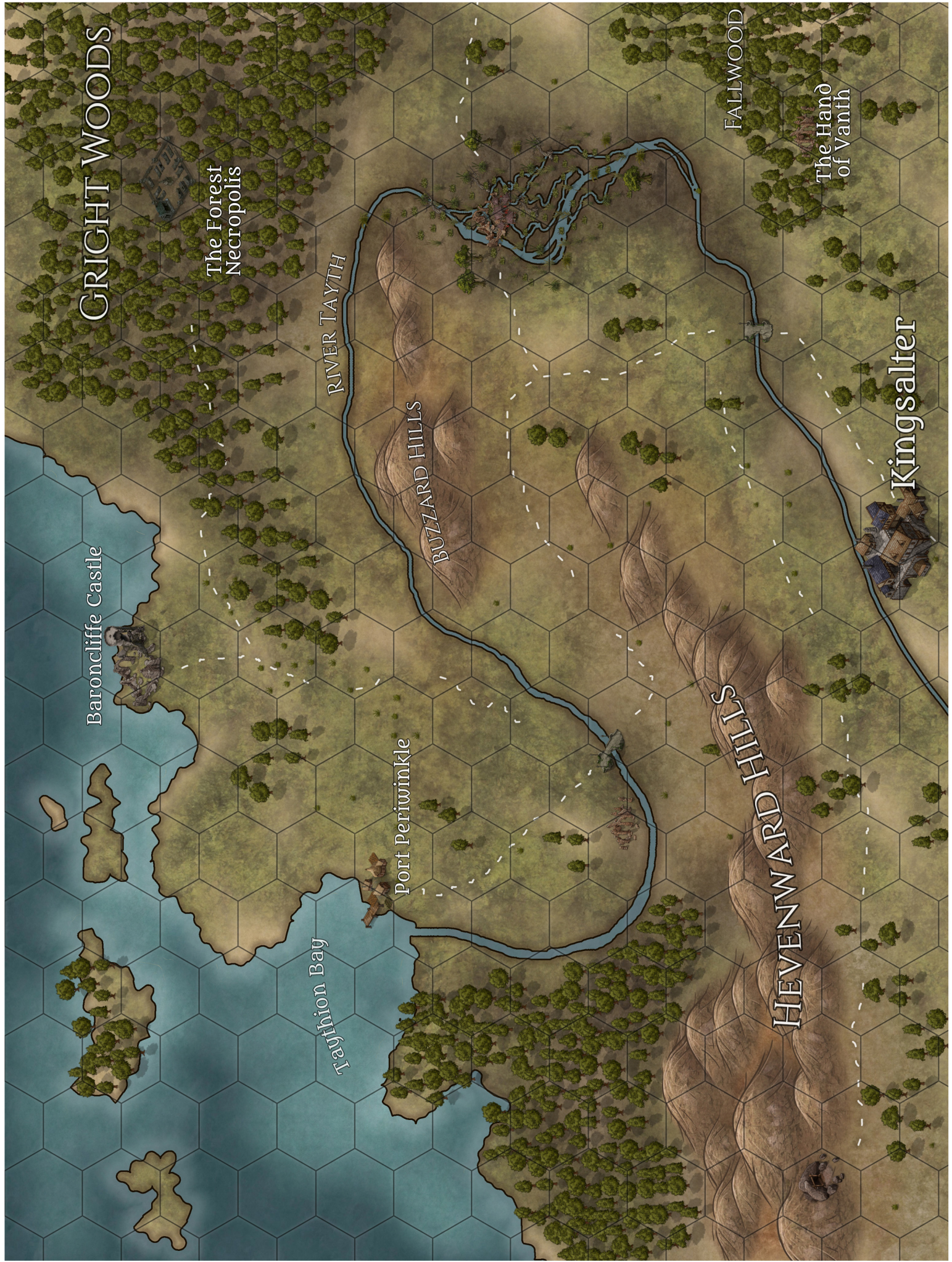
Jeremyn Hobyne

Rolenn Shints

Ben Shints

Rowlan Winthon Hobyne





GRIGHT WOODS

The Forest
Necropolis

RIVER TAYTH

BUZZARD HILLS

FALLWOOD

The Hand
of Vanth

Baroncliffe Castle

Taythion Bay

Port Periwinkle

Kingsalter

HEVENWARD HILLS