



*Patreon Kingdom Project  
September 2021*

## *The Ruins of Beaugrey Hall*

*Maps: The Ruins of Beaugrey Hall  
– surface level and cellar level  
Surface level night version  
Surface level winter version*

# *The Ruins of Beaugrey Hall*

### *How to use these resources*

<b>With our Kingdom Project</b>	Explore the ruins of this manor house and its creepy cellar using one of our Adventurers' Guild plot hooks. We've got NPCs and all sorts of extras to flash out your adventure.
<b>In your own games</b>	Using our maps, take your players to an atmospheric ruin where someone nefarious lives in the cellars below. These resources provide items, threats and set dressing to make your game planning easier.

### *In this GM's Adventure Supplement:*

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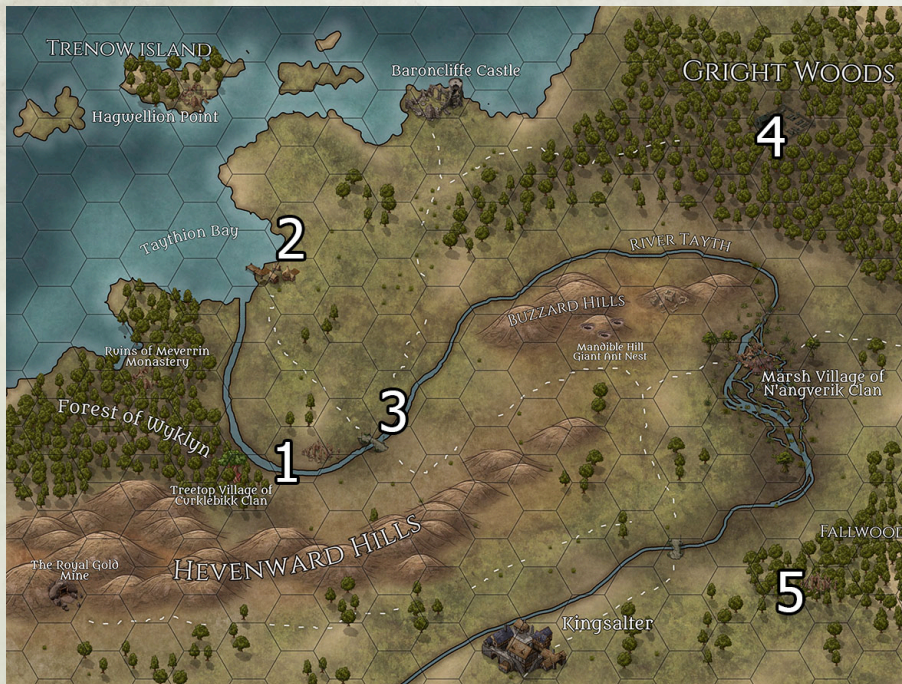
*Patreon Map of the Month* GM's supplement

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[www.heroicmaps.com](http://www.heroicmaps.com) | [www.patreon.com/heroicmaps](http://www.patreon.com/heroicmaps)  
Regional map made using Inkarnate ([www.inkarnate.com](http://www.inkarnate.com)).





# SETTING



## Regional Map

### Around the Old Kingdom (Key to map)

- |   |                               |
|---|-------------------------------|
| 1 | The Ruins of Beaugrey Hall    |
| 2 | Port Periwinkle               |
| 3 | Taythbridge, a river crossing |
| 4 | The Forest Necropolis         |
| 5 | The Hand of Vanth             |

## Setting description – Beaugrey Hall

Before the River Tayth sweeps northward to Port Periwinkle, after its south-westerly charge from the Buzzard Hills, Beaugrey Hall sits on the bend in the river. Once such a prime position – fertile land near the important road at Taythbridge – these lands are now marshy and abandoned. The house, once the grand home of the vaunted de Beaugrey Family, now makes for grim ruins.

The shape of the old house is easily discernible, but little of it other than the walls remain. Where once were grand halls – rooms for entertaining, kitchens and courtyards – now nothing. Time and the marshes have taken it all. No more do light and luxury live at Beaugrey Hall. Damp and darkness reign. As the bones of the family moulder in their tombs far away in the forest necropolis, monstrous things live here in the house in their stead.

One such monstrous thing is The Bone Grey. The Bone Grey lives below, beneath the old ruins, where the cellars of the old house remain largely intact – a little flooded in places, a little broken through into the surrounding caves in spots where subsidence and sinkholes have wrought

their havoc, but largely intact. The perfect place for The Bone Grey to hide. A lich, he studies, practices and plans in the chambers he has set aside for himself. Only a few people have been unlucky enough to encounter him (and few of those have left his lair alive), but rumours have reached Kingsalter that something terrible lives here – undead, sentient and cruel.

Something worse lives in the waters. A creature raised from the dead by the lich to roam the nearby waterways and fend off unwanted visitors. Circling the marshes and the waters of the caves, if a victim does not spot the creature's approaching ripples, it is soon too late to escape.

Guarded by the creature in the water, the lich has been largely left alone in his lair for centuries. Now he is ready to enact some of his carefully laid plans. There is a body in the forest necropolis that he seeks. A woman that once he knew, her heart destroyed by a blade. He has studied long and he knows how he will raise her. He remembers her strength of will and he knows if he raises her with a heart that holds both fearlessness and righteous anger, that he will create a monster who will destroy all in her path.



# PLOTS & NPCs

## Plot hooks

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

### Story 1

#### Message from Roydew Benson Shints

I have travelled up to KS from the south and am seeking to employ a team to escort me and my solicitor to inspect the Beaugrey estate, to which I have finally been proved the sole and legal heir. Despite people here in KS telling me *at length* that the ruins of my house are in a locale too "wild and spooky" to reclaim, I doubt this entirely. The successful applicants will be required to help me clear the site of threats. As the rightful and established heir, I of course wholly reject the ridiculous rumours that a family member lives on in the ruins of Beaugrey Hall! He'd be many centuries old! To apply, contact my solicitor Fadey Gimwort.

### Story 2

To undertake a minor task for the Church, please speak to the Guild President Kilvalour. *[Kilvalour holds the following note: A letter has lately been received by the Archdiocese that contains threats that we have reason to believe are legitimately and sincerely made. The Bone Grey, who announces himself as a lich of Beaugrey Hall, demands that the Archbishop delivers to him the amulet set into the cover of the Holy Book of Kithina. The amulet is a resin cabochon holding the pure and shrivelled heart of St Kithina the Banisher, a most holy woman. We will not let such a relic fall to evil hands. Yet the lich has threatened to cast a plague curse upon our city. We seek a team to pose as the Archbishop and his retinue, deliver a counterfeit relic and defeat the lich, thus ending this terrible threat to our city. Beware, the lich claims he is watching us via scrying]*

### Story 3

#### Please fetch this item for me

I will pay for living people to travel to the lair of the loathsome lich The Bone Grey and take for me the vessel which is his phylactery. I know this vessel to contain the stolen soul of my master the great and defeated Orlor which I will release and absorb into mine own body upon receiving the vessel. Once obtained, bring the phylactery to me - Valora Underlorl - in the glade where rises the Hand of Vanth. I pay with a gift of great worth to all living peoples.

## NPCs

### The Bone Grey, a lich

Rowlan Winthon Hobyne was the last occupant of Beaugrey Hall, where he remains to this day. He lived alone for many years after the death of his parents, bitter that his life had not glittered with the success of former Lords. His meagre talents had not been in court business, but in an arcane magic of no value to furthering his family's proud name. As the Old Kingdom fell, Rowlan sensed his time ending. Unsatisfied, he became a lich and has since worked quietly on his skills, first raising his childhood pet Ripple to be his monstrous guard and now seeking the means to raise his sister Suriss from her grave.

### Roydew Benson Shints, owner of Beaugrey Hall

The owner of a chain of cobblers in Lyvorn, Roydew had always felt he was meant for grander things. Family legend said the old Beaugrey titles and lands should have come down to him. When researchers contracted by his solicitor found evidence that seemed to prove his claim, Shints handed the cobblery ledgers to his cousin, took lodgings in Kingsalter and had the courts legitimise what they repeatedly told him was an utterly worthless victory. Now he's keen to see the old building to plan restoration. Locals say it's overrun with dangers out there, but he can't help feeling they're just jealous of his good fortune.

### Valora Underlorl

Young necromancer Valora lost her master to the lich before she had finished her training. Smug, vain and confused, she's wrong about so many things. She's wrong about what's in the phylactery. Wrong about her skills to transfer the soul inside. And she's very wrong about that dreadful black hat she wears.

## Characters to play in the Archbishop's retinue

- 1 **Walter d'Ascope**, the Archbishop, known for his loud voice, bad temper and shining bald pate.
- 2 **Anthon Buttles**, the hairy Archdeacon, who hates his boss, enjoys flamboyant jewellery and tells bad jokes.
- 3 **Roberta St Hushe**, a scribe who never speaks
- 4 **Alf Stansword**, a monk who wears a hairshirt and self-flagellates en route to prove the holiness of the task.
- 5 **Samia Oikynghamm**, the sacristan, who cares for the relic. She is extremely intelligent and charismatic.



# AROUND THE CELLAR

## Set dressing for the cellar

- 1 Roughly carved from the rock, this chamber contains a solitary tomb. A combination of weathering, by water and plants, has obliterated any inscription on the stone.
- 2 This dank room echoes with the sound of dripping water. The floor is covered with the bones of dozens of individuals. Careful examination of them reveals some have been there for years, whilst others only weeks. All show tooth marks.
- 3 The floor is slightly sunken here, and cold, foetid water has accumulated in the depression. Light spills weakly from an opening to the east, reached via a shallow ramp.
- 4 This chamber is empty, save for a few old bones and pieces of rubble. Of note though, is the large breach in the wall and the dark tunnel stretching away.
- 5 The flagstones of this room are thick with a damp moss and very slippery. Strange beetles live on the vegetation here, giving off an unpleasant stench if disturbed.
- 6 Once used as a storeroom, there are still some old crates and boxes here. Most of them are empty, their contents long since turned to dust. However, one contains a leather quiver containing 40 finely crafted arrows.
- 7 The air in this chamber is noticeably and unnaturally colder and a hoarfrost clings to the walls. Two large iron cages dominate the room, which seems to echo with faint cries of fear.
- 8 This room is clearly used as a study and library. The shelves are crammed with books on arcana. In the corner, strapped to a wooden table, is the shrivelled cadaver of an unfortunate victim.
- 9 A small chamber containing a single sarcophagus. It is in fact a false tomb, trapped with a fireball spell. The true tomb lies beneath it, accessed with a hidden switch which causes the upper tomb to slide to the left.
- 10 Lit by eery arcane magic, the corner of this room contains a large throne, constructed entirely from human bones.



## Magical items owned by the lich

- 1 A black candle in a candleholder made from a skull. When lit, it fills the room with darkness.
- 2 A small snuffbox, decorated with human teeth. It contains a small pocket dimension.
- 3 A glass bottle containing a pickled but undead fairy. Once per day it can cast the spell Ray of Sickness from within the container.
- 4 A small dragon skull, covered in tiny blue script. Striking the skull with a hand causes a blast of lightning energy to radiate out from it, up to 30ft.
- 5 A crystalline brain, mounted on top of a golden crown. One who wears it understands all languages but needs to fend off the thoughts of the dead brain.
- 6 An enchanted dagger, the blade coated with poison. If held, it attempts to stab the wielder.

## Items in the cellar that could be the phylactery

- 1 A shell box, bearing a sunburst made of yellow winkles
- 2 An opaque black glass wine bottle, sealed with wax
- 3 A round, brass tin, etched all over with ancient runes
- 4 A small silver locket, with an inset heart made of jet
- 5 A spice box, stamped with the trade name Hobyne Co.
- 6 A stunning blue robin's egg, mounted on a jade plinth
- 7 A small white teapot, cracks repaired with red lacquer
- 8 A locked book bearing the title *Old Tales Told New*



# THREATS

## Threats among the ruins above ground (roll d10)

- 1 A giant scorpion has made its nest in the shadow of a gnarled, dead tree. The creature ambushes anyone that passes within 10ft.
- 2 A trio of ravens are perched on the moss-covered walls. They caw loudly at anyone passing. However, if they think they are alone, they can be heard whispering amongst themselves.
- 3 A group of four elven bandits have made camp near the ruined walls. They are led by an apprentice necromancer and are searching for something.
- 4 A pair of blighted tree monsters are shuffling through the ruins. If attacked, they summon others to the area to assist them.
- 5 A will-o'-wisp flitters in the middle of the ruined house. It leads travellers away from the ruin into a place of deeper water, attempting to drown them.
- 6 An ogre zombie and two goblin zombies are held against the walls by vines that have grown over their corpses. They break free if they sense the adventurers.
- 7 A swarm of parasitic wasps roams the ruins looking for hosts to paralyse and lay their eggs in.
- 8 A half-mad gnome druid has made their home in the shelter of a crumbled wall. Believing themselves to be a crow, they have covered themselves in feathers and try and scare travellers away with raucous cawing. If attacked, they are an adept spell-caster.
- 9 Small swamp rats skitter among the ruins, making a nuisance of themselves by biting ankles and leaving behind an itchy coating of saliva.
- 10 A small party of frogfolk are hunting giant beetles amongst the tumbled stones, accompanied by two tame giant frogs. They only attack if treated in a hostile manner.

## The Creature in the Water

The Bone Grey resurrected his childhood pet Ripple, transforming her into a monstrous guard for the lich's lair. But what is Ripple? Four suggestions:

- 1 A 20ft zombie crocodile. Sharp broken bone spurs jut from its back, forming a row of spikes that run the full length of its body.
- 2 A spectral newt, now grown to monstrous proportions. Its gaze causes flesh to putrefy and slough from bones.
- 3 A monstrous skeletal toad. Its digestive system, though rotten, is still in place, and victims can be seen squirming within the decaying stomach.
- 4 A flesh golem made of the dozens of goldfish that bore the name 'Ripple'. They now exist as an amorphous mass of gaping fish mouths and cloudy white eyes.







GRIGHT WOODS

The Forest Necropolis

RIVER TAYTH

BUZZARD HILLS

Mandible Hill  
Giant Ant Nest

Marsh Village of  
N'angverik Clan

FALLWOOD

The Hand  
of Vanth

Kingsalter

Baroncliffe Castle

Port Periwinkle

The Ruins of  
Beavgrey Hall

HEVENWARD HILLS

Treetop Village of  
Cwrllebikk Clan

TRENOW ISLAND

Hagwellion Point

Taythion Bay

Ruins of Meverrin  
Monastery

Forest of Wyklyn

The Royal Gold  
Mine