



*Patreon Adventure Supplement
October 2023*

Royal Hunting Lodge

*Maps: Royal Hunting Lodge
Royal Hunting Lodge - autumn
Royal Hunting Lodge - winter*

Royal Hunting Lodge

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Patreon *Map of the Month* GM's supplement

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Heroic Maps

STORIES & NPCs

Setting

The Royal Hunting Lodge

The Forest of Plengette is an ancient and wild woodland, where manifold beasts roam and the trees spread their gnarled majesty across the ages, seeing all that pass beneath their branches.

Much of the forest falls within the small kingdom of Narvarin and its young king, Victoire the Jubilant, frequently uses the handsome old Royal Hunting Lodge to host events. Built by his great grandmother, known to all as the Queen of the Antlers for her hunting prowess, the lodge boasts large stables and a rustic luxury. Guests and huntsman speak highly of their visits. The woods are shot-through with hunting trails and sport is good; the lodge is well-stocked and comfortable. But as all who travel deep into ancient forests know, strange and unusual things are never far away among the trees.

Story Starters

Autumn Map – Murder at the Lodge

The King has invited the party to his lodge and to join him on the annual Costumed Hunt, a high-spirited autumn tradition. Costumes, they are advised, should be nature-themed – the King's is an ivy-antlered Black Bear. After meeting the retinue of nobles at the Masked Feast, the evening descends into a somewhat debauched drunkenness. With more beds than guests, people lie asleep all over the house.

With sore heads, the guests gather for breakfast on the morning of the hunt. The pleasantries are shattered when the shriek of a servant echoes across the house. Sir Lorin Fairclothe, the King's young favourite, has been murdered in his chambers, bloody seeping into his Woodland Fawn costume. King Victoire is distraught and demands no one leave. He asks the party, neutral among the guests, to investigate.

Winter Map – The Great Boar Hunt

The party have entered a hunting contest in an attempt to capture the great white boar Flint Tusk that roams the Forest of Plengette in the winter months. Once thought mythical, Flint Tusk has been seen in recent years by trustworthy eyes and has even gored several travellers, two hunters and a forest ranger. The King will reward those who neutralise the boar with just the very important item that the party have been seeking!

A number of teams have come to join the hunt, attempting to win the prize for themselves. With warm hospitality available at the Royal Hunting Lodge whenever required, the parties head out into the snows. Hunting the boar will be hard work, but something else strange is also afoot in the wintery forest air, a curious magic that changes people, swapping their things, their hearts and sometimes even their minds.

Summer Map – Revenge of the Woods

As the party travel through the Forest of Plengette, they are attacked by a large band of satyrs who leave them injured and beaten on the woodland path. Spotting a nearby lodge, the party struggle there to seek shelter. They are astonished to find the King and a group of nobles holed up in the house in a stricken state, claiming that the woods have besieged them.

King Victoire, head in hands, explains that after years of hunting here, the woods have turned against him. A strange, vengeful hare-man calling himself Titfurtat has dubbed himself Lord of the Forest and has gathered beneath him the sentient creatures of the forest (dryads, centaurs, ents, fairies, satyrs and more) to expel all humanoids. Titfurtat's special ire is reserved for those who have hunted in Plengette – making paths, cutting trees, taking life – and the King doesn't believe he will be allowed to escape alive. Can you help him?

NPCs

Staff at the Royal Hunting Lodge

- Fern Whittel, the maid** responsible for housekeeping. She is young, forgetful and gullible. Convinced the place is haunted and doesn't like working here.
- Maryelle Brocharde, the cook** here of many years, loves to work with forest produce, particularly mushrooms. Will chat for hours then complain she hasn't enough time to work. Will offer people a taste of whatever she has on the stove.
- Thomas Delakane, the footman**, is a young man from a good family. Although keen to impress, he believes he is made for more than waiting around for people's orders.
- Haze Clairmonte, the head groom**, runs a highly efficient stable here. She loves horses, but can't stand their riders – apart from the King, whom she adores. Is expert in getting beginner riders competent on a horse.
- Bert Ash, the kennel master**, is a gruff old man who smokes a reeking pipe constantly. He is not very kind to his hounds and is even unkind to the stable boy who has to help him clean the cages every day.
- Maple Estien, the stable boy**, is given more tasks than he has time for and spends his day sprinting about the house and yard. Bossed about by all the staff, he makes frequent mistakes and often cries, but he never stops working.
- Mr Julien Thornfleur, the butler**, is an experienced servant who has been here for years. He is a withering, sarcastic man, even when serving guests, and yet bursts with a noticeable enthusiasm when asked about his barrels and vintages.
- Mitch Sauberge, the gamekeeper**, is a former forest ranger who the king demanded work for him. Sage Mitch gives expert hunting advice, guides the hunters around the forest and also cleans the game for display and consumption.

NPCs & USEFUL TABLES

NPC and useful tables

Nobles at the Hunting Lodge

- Lady Ilsaphina le Berbois** is a kindly young woman, scholarly and quiet. She prefers to read by the fire than join the hunt, but is usually persuaded into it. Her costume is the Elk Spirit, with fur cloaks and an eye mask and a headdress of antlers.
- Prince Rolwyn**, the King's brother, is a lazy roisterer with a command in the cavalry that he rarely attends. He and Duke Aligaude, a sensible army man, hate each other. Rolwyn dresses as the Raven Man, with a cloak of raven feathers and a beaked mask with black glass eyes.
- Sir Elvon de Chaucerly**, an unkind man who delights in leading others on before humiliating them. He is a friend of the King from his fencing days and they enjoy hunting together. He dresses as the Forest Guardian, with a cape of moss and a wooden mask bearing the face of a tree spirit.
- Viscountess Loise Lancavere** is vying for the young King's hand in marriage. She is a lively guffawing woman, good at the hunt. Her costume is that of the Fox Trickster, with red furs and a mask with a cunning expression.
- Leoponde Talbeau**, a youngster easily influenced by those older than him. He is seeking a position in the army and is showing off shamelessly. He wears a Mushroom Druid costume, glittering and adorned with velvet fungi, a headdress of ferns.
- Camelie Wyn de Hoppe** is a mean-spirited woman who makes unkind comments about people's appearance. She rejected Prince Rolwyn's proposal last winter and refuses to speak to him. She dresses as a Rabbit Shaman, with long furry ears, blackened eyes and a cloak of legs and paws
- Lord Cedroff Mouraut** is a cousin of Sir Elvon and the pair have an interminable rivalry for the King's affections. Cedric is a red-faced wag ever with drink in hand. He dresses as the Owl Mystic, with talons, feathers and a full headdress.
- Duke Aligaude Warthegaine** is a sensible army engineer who is not happy with his monarch's reluctance to war with neighbours. His costume is the Spider Prince, a black outfit strewn with silver chain webs and a glass spider-legged crown.

Horses in the Stables

- Rosehoof**, a rosy chestnut palfrey with a gentle nature.
- Pottagebowl**, a steel grey courser, slow and dawdling.
- Black Chanterelle**, a black rouncey, swift and skilful.
- Silkwind**, a palomino rouncey with a white mane, skinny.
- Cloud**, a dapple grey charger, an easy and trusting ride.
- Lancelon**, a chestnut destrier, bad tempered and difficult.
- Boarfever**, a roan courser, keen and loves the hunt.
- Gingerbread**, a light chestnut rouncey with white stockings, needs lots of encouragement.

Other parties in the Boar Hunt contest

- The Order of the Brass Bear** only refer to each other with codenames beginning with B: Bison, Bat, Beaver and Bumblebee and one of them always has to carry their hollow brass bear mascot, a third the size of a man. They are not good with bows, but Bison is an excellent magician and the others are decent swordsmen
- The Mutton Stew Brigade** each wear a wooden spoon in their hat. Denys J, Anthoainne Margolich, Elaina the Eagle and Frodimar are jokey and friendly with other competitors, but they play to win, are experienced adventurers with woodland skills and are desperate to win the prize.
- The Knights of the New Night** are an inexperienced and vaguely incompetent group who have only formed for the purpose of this hunt, having met in a tavern in town. The group of five - Sir Vorpai, Lady Martemis, Duke Ravendalf, Garndendoruil and Aragoris the Bard - have formed bonds no stronger than their poor hunting skills. They fall easily to bickering about tactics.
- The Company of Champions**, to which only three champions have been recruited (Varia the Valiant, Captain Carwyn of the True Aim, and Ruthina Moonsalver), have been holding sword together for nearly a decade. They wear flowing purple capes with their logo - a silver flame - stitched upon them. Good hunters, they are unfortunately rather bad sports.

Mischief of the natural forest magic (roll d8)

Strange things that might happen while in the forest. Dm to choose when to roll and how long effects last.

- You grow long, silky rabbit ears. They swing and get in your way, but your hearing is now excellent.
- All the items inside your pack have switched with those inside the pack of the person standing nearest to you.
- You quickly sprout antlers. They catch on vines and bushes, but are a decent charging weapon when you are used to them.
- You swap personalities with the person standing nearest you, taking on their traits, temperament and ticks.
- Your legs become those of a satyr, fast and furry. They're great for giving a swift, double-legged kick.
- You lose your voice and can only make animal sounds - grunts, growls, birdsong and neighing.
- A random object inside your pack gains sentience and now chatters away to you. Its personality is somewhat obnoxious, but it is an expert within its field of knowledge.
- You become confused about who are your friends and foes, switching allegiances and becoming suspicious of your group.

ROOM GUIDE



Hunting Lodge Room Guide

- 1 The gates to the lodge are 12ft high oak double-doors and are carved with the emblem of the Queen of the Antlers, her coat of arms flanked by two harts rampant.
- 2 The central courtyard is a busy space, noisy with work and the commotion made by the hunting hounds that are caged here. Horses are often led around the yard and some guests claim to hear the clop of hoof on cobble at night, leading staff to believe in a ghost horse called Old Glue Bones.
- 3 The kitchen is dominated by the rack suspended from the ceiling from which hangs dozens of game birds. The shelves hold jars of tasty preserves – plum jam, pheasant pate, mushroom paste. There is a small larder behind the kitchen.
- 4 The Dining Hall is decorated with the best trophies of the hunt, and it is an honour to have your trophy hung here. The sole painting in the room depicts a former king wrestling an owlbear, illustrating the origin of the phrase “a wise king wrestles the owl, but a foolish one wrestles an owlbear.”
- 5 The carved masonry of the great fireplace draws the eye in the hall, a warm, comforting space for relaxation. Although the round table may be used for the monarchs important meetings, it is more often deployed for gaming.
- 6 The second best bedroom at the lodge, the Cliff Room is named for its handsome view out over the low cliffs to the west of the lodge. The servants believe that the ghost of a little black cat lives in the fireplace here, putting out fires or scraping the odd hot coal out onto the rug.
- 7 There are two guest rooms off this corridor, comfortable, well-appointed, and with good quality beds. Unfortunately, the hound cages are beneath the windows and, if the dogs are lively, can hinder a decent night's sleep.
- 8 The bedroom where the King sleeps is named for the map of the forest painted on the ceiling, the Plengette Room. He has a desk strewn with documents as there is always work to be done, even when at play.
- 9 The stables are an key feature of the lodge, with room for 11 horses, including some space for the rides brought by guests. The space is kept scrupulously clean by the stable boy as the king does not like to smell horse dung.
- 10 This storeroom is largely the domain of the butler, with much of his wine cellar here. Other items are strewn rather haphazardly, the result of the unending war the butler has here with rats.
- 11 Behind the common garderobe lie the servants simple quarters: a small common room for meals and their dormitory, where they share beds as necessary. The rooms are infested with a menagerie of woodland insects.
- 12 Mallo's Overhang, a sheltered space among the boulders on this escarpment, where legend says the body of the Crown Princess Mallo was found after she hid here in order to escape her inheritance. Some say that Mallo's ghost inhabits the overhang and will chatter sweetly with those who treat her kindly.