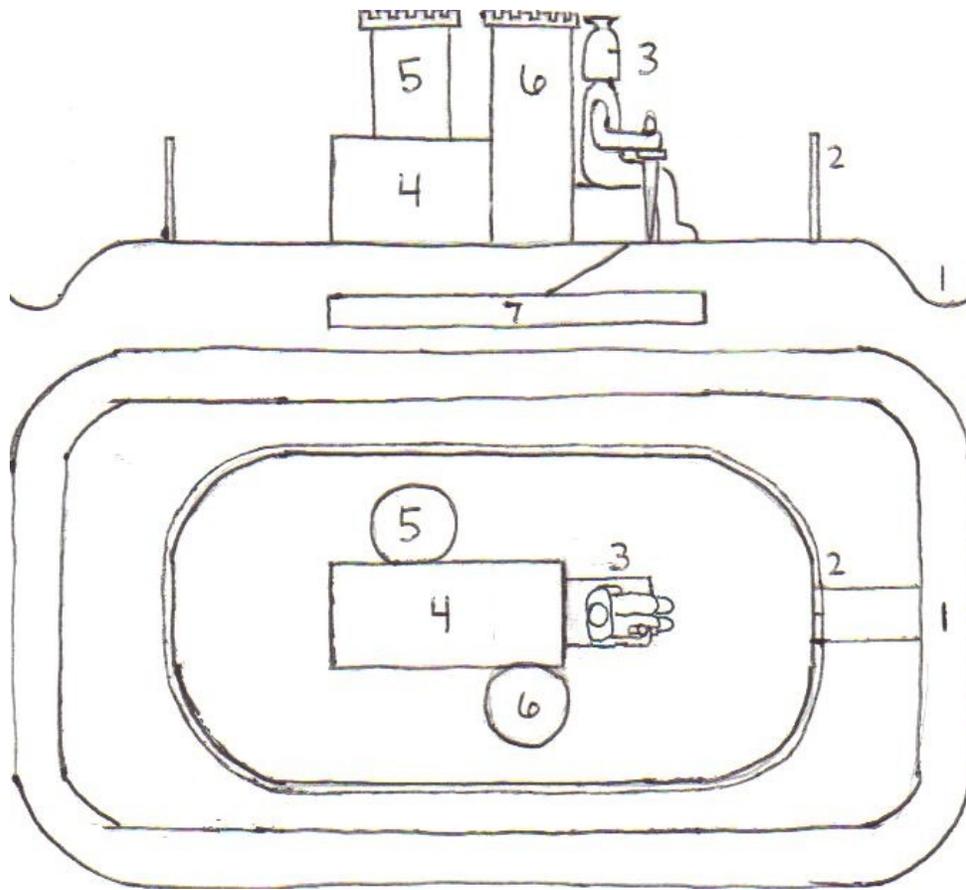


Castle of Otranto – based on *The Castle of Otranto* by Horace Walpole

Adapted by Doyle Wayne Ramos-Tavener, Map by Sandra Tavener



Random Weirdness Table (1d12)

- 1 – Damp fog pours into area, reducing visibility.
- 2 – Lights mysteriously go out: torches blow out, lanterns fail, fireplaces shut, etc.
- 3 – Person depicted in random nearby painting begins speaking to party; may have useful information.
- 4 – Weapon on wall or held by an empty suit of armor falls on character and possibly injures them.
- 5 – Ghost appears and re-enacts some event from its past life.
- 6 – Secret door may be found nearby – leads to another area of the castle.
- 7 – Sounds heard nearby. (1d6)
 - 1-chains
 - 2-moans or screams
 - 3-creaking doors or settling walls
 - 4-voices whispering
 - 5-Slamming doors
 - 6-shouts or sounds of combat
- 8 – Part of structure falls away (wall or floor), revealing an awful thing (body, corruption, etc.).
- 9 – 1D6 dancing skeletons are encountered. If interrupted, they attack with scythes. If observed, the watcher must save or join their dance as if charmed.
- 10 – An inhabitant of the Castle goes mad.
- 11 – A huge piece of the statue falls on a NPC (1-3) or a PC (4-6).
- 12 – Images in mirrors do not match area being reflected.

Characters

1. Lord Manfred – This evil lord seeks to marry the betrothed (Isabella) of his dead son, Conrad.
2. Hippolita – Wife of Manfred, she blinds herself to her husband's evil.
3. Conrad – Ghost – Son of Manfred, this cowardly and sick boy is now a tormented ghost.
4. Isabella – Daughter of Frederic, she is secretly in love with Theodore, and resists the lusts of Manfred.
5. Theodore – Secretly the son of Jerome the Priest, he is in love with Isabella.
6. Jerome the Priest – Priest of a local monastery, he is secretly the father of Theodore.
7. Frederic the Unjust – Lord of a distant keep, he is willing to sacrifice his daughter to satisfy his lust for Matilda.
8. Matilda – Daughter of Manfred, and secretly in love with Conrad, she is promised to Frederic by her father.
9. Servants (20) – Peasants who serve Manfred unwillingly, they see Theodore as their true leader.
10. Men-at-Arms (20) – Peasants who follow Manfred with zeal.

Location Key

1. **Moat:** This moat (20' wide) is filled with slime, and inhabited dangerous giant slugs.
2. **Wall:** This 40' high wall is manned by five of Manfred's loyal men-at-arms at all times.
3. **Statue of Otranto:** This imposing 60' high statue of a seated, helmeted warrior bearing a sword is currently being repaired, as the helmet fell off before a recent wedding celebration and crushed Conrad to death. The building that the statue 'sits' on is the entry hall for the main keep, guarded by five of Manfred's loyal men-at-arms. The statue is hollow; it is accessed through various secret doors in the keep and dungeons. Somewhere within it are the documents, seal and signet rings that prove that Theodore is the rightful lord.
4. **Main Keep:** This keep is 40' high, by 60' long, by 30' wide. It has two levels, with rooms a uniform 12' high. It is riddled with secret passages, and decorated with expensive furnishings, mirrors and portraits, suits of armor and weapons.
5. **North Tower:** The personal quarters of Lord Manfred, who is constantly guarded by five of Manfred's loyal men-at-arms. There are four levels, each 12' high and 30' in diameter. On the bottom level are the men-at-arms' quarters, where the fifteen off-duty men-at-arms stay. The other three are used as an office, bedroom, and trapped treasure store respectively. Manfred's treasure includes 8,000 gp worth of assorted coins and gems, and an enchanted shield.
6. **South Tower:** This tower houses the women's quarters, where weaving, cooking and other domestic chores are performed. There are four levels, each 12' high and 30' in diameter. The first level contains the kitchens, while the second and third levels are work/sleeping areas. The top floor houses the boudoir of Hippolita, Matilda, and currently, Isabella.
7. **Dungeons of Otranto:** A series of dismal cells, threaded by labyrinthine passages, where those who have displeased Lord Manfred are given 'hospitality'. The young Torturer, Sevrus, may be persuaded to give mercy if swayed by evidence of usurpation by Manfred, or rank injustice by the same. Otherwise, he sadly does his duty in the 'reception' chamber.

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