

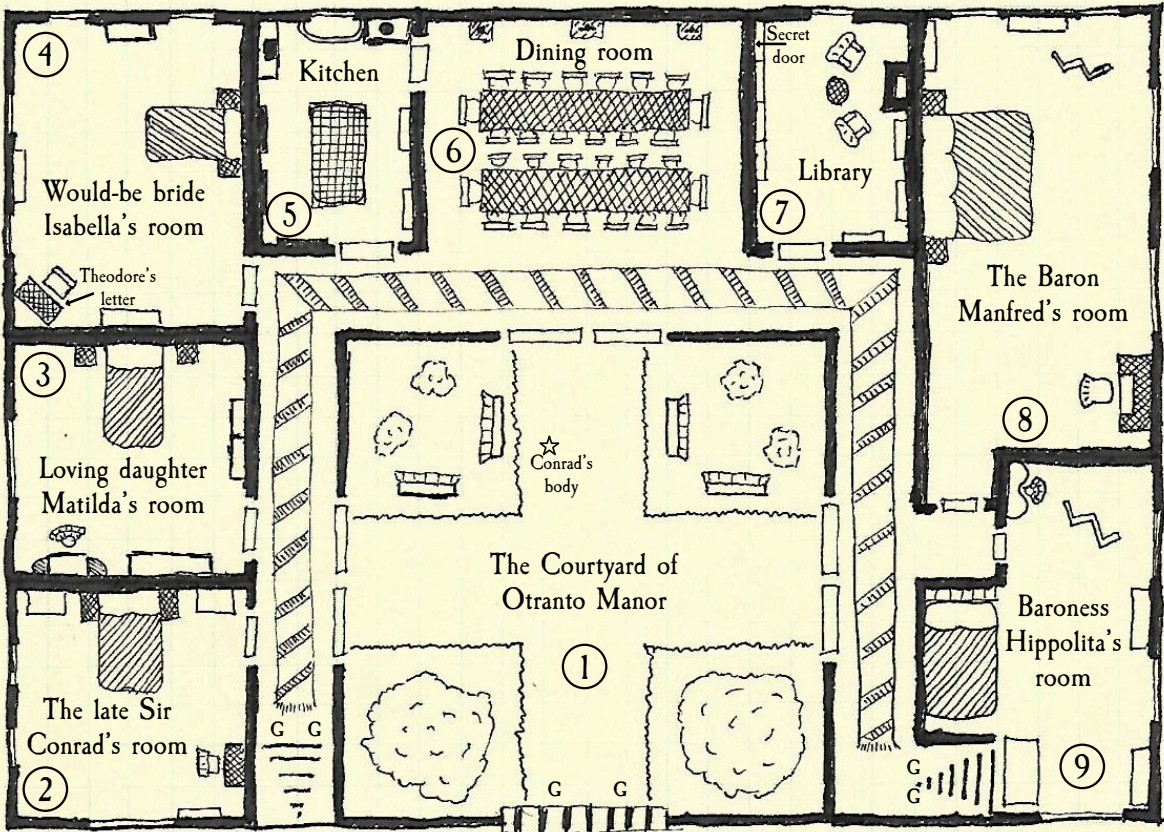
Murder at Otranto Manor

By Ben Speed

You were paid to attend a wedding only to witness the groom, Sir Conrad, gurgled and fall dead at the precipice. The wealthy Baron Manfred Otranto seeks the killer... and something else. What will you do?

d8 Servants' Rumours	What's Happening
1 The manor is haunted by a dead giant. (False)	A Baron Manfred sees Lady Isabella as his last chance for an heir & wants Father Jerome to marry them <i>tonight</i> .
2 There's a hidden passageway somewhere in the manor. (True)	B Lady Isabella is trying to escape the manor and seek sanctuary in the nearby church.
3 Majordomo Osbright recently bought arsenic. (False)	C Father Jerome is scared of Baron Manfred and will do anything to avoid his wrath.
4 House Otranto is famously rich. (True)	D Theodore is in love with Lady Isabella and (falsely) thinks she's in love with him too.
5 A servant is secretly in love with a noble. (True)	E Theodore poisoned Sir Conrad's wine while cleaning his room & left a letter on Isabella's desk confessing both his love & the murder.
6 Baron Manfred is a vampire. (False)	
7 Manfred is a cruel spendthrift to all but Lady Matilda. (True)	
8 A skeletal friar was seen praying in the library. (False)	

They...	...know...	...this.
Baron Manfred		Baron Manfred will do anything for an heir
Lady Isabella, the betrothed		Baroness Hippolita is unable to have more children
Baroness Hippolita		Matilda assumes the best of everyone's intentions
Lady Matilda, the daughter		Theodore is in love with Lady Isabella
Theodore, a servant		Lady Matilda is in love with Theodore
Father Jerome		Theodore recently obtained poison
Majordomo Osbright		The secret passage to the church is in the library



All characters begin in room ① a few moments after Sir Conrad dies, just after dusk. Amidst the screaming, weeping, and scurrying about in frightened confusion, **Baron Manfred** bellows louder than all. "Quiet! Guards, take arms at all portals and don't let anyone leave this floor until we find the murderer! **Isabella!** Where's **Isabella?**" He then heads off, leaving the PCs, two guards, and servants in ① with **Father Jerome** administering last rites over the body. Initially, and every five minutes in real time (use a timer), NPCs may be found in different locations. If PCs are in ① or the hallway when the timer runs out, they might encounter an NPC en route. Manfred wants to find Lady Isabella and bring her to Father Jerome to be married as soon as possible. He starts in a random room (d10) then methodically moves up in sequence (4, 5, 6, etc) each interval. Isabella wants to avoid Manfred, escape, and/or find help. Roll d10 every interval; she stays & hides on 1 or 0. Theodore starts in room ④ to leave the letter, pretending to clean, then moves down in sequence (7, 6, 5, etc). If he finds Isabella, he takes the hallway to the passage in room ⑦, hiding one interval in each room on the way. Lady Matilda frantically searches for Theodore; d10 each interval, re-roll on 0. If they're ever in the same room, Theodore is unable to leave on his own. A tearful **Baroness Hippolita** retires to room ⑨, offering her jewelry to anyone with a sympathetic ear. There are two guards on patrol in a loop of the hallway and ①; they move towards noise & suspicious motion. There are (d4-1) servants in any room the PCs visit. On a result of 1, it's **Majordomo Osbright**. If needed, a fight with Manfred should be difficult, Theodore & the guards challenging, and all others easy. In Otranto Manor, all windows are barred and all doors are unlocked. G represents a posted guard.