

# Lord Caldrich's Manor

... is home to the legendary Staplemark tapestry, telling the tale of King Calodoric. The remote manor itself was built by his descendant on a castle as old as time. The tapestry stretches without end on each of its dark walls.

You were sent here by your friend Lady Ada Chegwin to investigate the disappearance of her son Arnold. This man has lived in the manor for a year, and was last seen here a week ago.

🔑 = Unholy secrets. "3🔒" = This scene happens right after the discovery of three 🔑.  
👁️ = A portrait looking at you... an elusive

eye shape on the tapestry... the PC making the discovery in this room feels subject to a spying gaze for a second, and gets closer to madness.

## Characters in the manor:

**Lizbeth Chegwin:** The apathetic younger sister. *Tells:* Arnold inherited the manor from a long-lost, unknown and disappeared relative, Lord Caldrich.  
**Father Gordon:** Local priest & friend of the family. *Tells:* Theories say Calodoric's mace was made of meteorite; its toxic touch was mistaken for magic.

**Dr Wilmore** is very close to Lizbeth. *Tells:* She called for him because Arnold & Gordon have suffered from bouts of psychosis lately. *Acts:* [2🔒] He secretly pushes the weakest PC in one of the castle's medieval traps. *Secret:* Would inherit the manor if Arnold and Lizbeth disappeared.

## Locations & Clues:

**Arnold's Room:** In his journal, Arnold writes of discovering an old cache containing an ancient mace engraved with monstrous symbols. He inexplicably lost it before he could show it to Lizbeth and Gordon. Did it trigger his psychosis?  
**Library (🎲 Library/History):** 🔑 👁️ Through centuries, the castle was home to a series of tragedies. All befell on members of a local monastic order, operating in secrecy.

**The Study (🎲 Accounting):** 👁️ A great sum of money was sent monthly by Lord Caldrich to a Mrs. Wilmore, for four decades. Owning the estate is very lucrative, though it is hard to know why.  
**Dining Room:** 👁️ A bouquet offered by local villagers hides a note. The authors plead Lizbeth to leave before something sinister happen.  
**Gardens (🎲 Science/Survival):** 🔑 Here are traces of a human roaming the gardens on all fours.

## Searching the content of the tapestry ? Roll 1d4: (no more than once per room, reroll doubles)



1. 🔑 SONGS SAY KING CALODORIC WIELDED A magical mace LOOKING LIKE AN EYE. THE BODIES OF HIS ENEMIES WERE HORRIBLY DISFIGURED.
2. 🔑 LOCAL FOLKLORE TOLD OF A 100-EYED BEAST. IT SOMETIMES OFFERED ONE OF ITS EYES AS PART OF A BARGAIN WITH MORTALS, WHO BECAME ITS SERVANTS IN LIFE AND UNDEATH, FOREVER.

3. 🔑 👁️ KING CALODORIC LOST THE LOVE OF HIS PEOPLE WHEN HE TORTURED AND KILLED A PIOUS KNIGHT OPPOSING HIM, NAMED ELIAS CHEGWIN.
4. 🔑 👁️ AT THE END OF CALODORIC'S REIGN, THE LOCAL MONASTIC ORDER OF SAINT ALDOUS MYSTERIOUSLY MADE HIM PRISONER OF THEIR SECLUDED MONASTERY. THE KING WAS HENCEFORTH NEVER SEEN AGAIN.



## Events:

[4🔒] Father Gordon succumbs to panic and mutism. Then, he rushes and attempts to burn the tapestry. Is he mad, or either hiding something?  
[5🔒] A pitfall trap opens, leading to Arnold's body. His corpse is smashed and pustulated.

[6🔒] Behind a piece of tapestry, a secret door leads to a hidden tower. Inside, a hunched old man in ancient royal garments... Horror! His face is ghoulish, he prowls like a lion, and he hungers for flesh! [Escaping is possible, fighting not so much.]

Suggested media: 🖼️ Tyntesfield Manor / Bayeux Tapestry / 1890s portraits  
🎵 Brenda Wootton - "Jan Tregeagle" / John McCormack - "The Old House"  
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