GHASTLY Affair LOCATION CATALOGUE for the CASTLE called

TIPS ON USING THE LOCATION CATALOGUE

- This collection of forms is intended for use with "A Ghastly Companion to Castles, Mansions, & Estates". It will guide you in your creative process, while creating an organized record that can be later be referenced during actual game play. It can also be used to spontaneously create a location as you play, providing both ready-made descriptive phrases, and a means to record the characteristics of the place as they are determined.
- The associated random table (or tables) from the "Building Your Grand House" chapter of "A Ghastly Companion to Castles, Mansions, & Estates" is indicated in parentheses before most fields. In some cases, a relevant Appendix of the book is indicated instead.
- Remember, you **don't need to fill out every line** of every field. Just record what you think is going to be important during a Game Session or brings you pleasure to imagine.
- Rather than fill out the fields strictly in sequence, you may find it much more creatively stimulating to skip around, following your inspiration and inclinations.
- Some sections are used only if the place is a medieval Concentric Castle, with an outer ring of walls and towers surrounding a Keep. Ignore those sections if your castle is of another type (i.e., a Compact Castle, Courtyard Castle, or Fortified House).
- Sufficient margins have been left so you can place physical copies of the pages in a **ring binder**, whether you print the pages single or double-sided. Bind the sheets in whatever order seems most useful to you, and rearrange them as needed.
- Use a regular Ghastly Affair Non-Player Character Record (or the Character Sheet from your chosen game system) to fully define important NPCs but for most others, the various character Rosters found in this Catalogue will usually be sufficient.
- If you are going to **fill out the forms electronically** (instead of printing them, and filling them out by hand), begin by creating a new folder on your computer, using the name of your fictional castle. Use "Save As" to save this PDF with a new file-name corresponding to that of the castle, and put the file you create in the similarly-named folder.
- When you use the fill-out forms, keep your copy of "A Ghastly Companion to Castles, Mansions, & Estates" open at the same time in another tab of your PDF reader program. This makes it easy to transfer the information from the random generation tables into the relevant fields of the Location Catalogue.
- Whenever you want to define an individual **interior room** in complete detail, use a copy of the "**Ghastly Affair Location Catalogue – Interior Room**". If you are filling out the forms electronically, rename the file and place it in the same folder as the main Location Catalogue. Save a separate, re-named copy of the PDF for every room that you want to completely define.
- If your Castle has self-contained towers whose interior rooms are not simply extensions of an adjoining building, use copies of the "Ghastly Affair Location Catalogue Tower Interior", renamed and saved as suggested above.
- If you want to define the individual sections of the castle's **Parkland** in detail, use a separate copy of the "**Ghastly Affair Location Catalogue Garden Features**" for each one. If you are filling out the forms electronically, make sure you put the renamed copies in the same folder as the other Location Catalogues for the castle.
- If you fill out the forms by hand, I suggest using **pencil** rather than pen. This will allow you to more easily and neatly make any desired alterations.
- Remember that the tables are meant to create a castle **as it would be in the late 18th to early 19th centuries** long after such a structure had ceased to serve any real military purpose. Therefore, it is assumed the place has probably been altered to make it a more comfortable residence, and certain features of a functioning medieval stronghold (such as barracks, or a blacksmith's stall in the courtyard) will no longer be present.
- Always exercise your own **discretion and judgment** when filling out the fields and creating your castle. Ignore the result of the random tables whenever they don't fit your overall vision for the place but remember that trying to make sense of apparently incongruous things can often open up unexpected creative avenues. Watch for the story that emerges from the random results. Recognize and develop it. Adjust all the characteristics of the castle and inhabitants as necessary.

REASON the Player Characters are at the castle:

THE MOST NOTABLE FEATURE(S) OF THE CASTLE

• (Table 1a) The place is **best known for** its

• (Tables IC – IW) Regarding the most notable feature:

APPROACHING THE GROUNDS

• The castle is **located**

• (Table 2a) As you travel across the castle's greater estate, you notice

• (Table 2b) The most important **produce of the castle's greater estate** appears to be

• (Table 3) The parkland surrounding the castle is enclosed by

• (Table 4) The height of the enclosing wall is • (Table 6a) The main gate into the parkland is a

• (Table 7) The **enclosed area covers** approximately • (Table 9) From the Main Gate, the **castle is located**

• (Table 10) The path from the parkland gate to the main building is

and is flanked by

THE EXTERIOR - ESSENTIAL INFORMATION

• (Table 11a) The stronghold appears to date from the

• (Table 12) The stronghold's basic plan	ı is
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• (Table 13) The castle is situated

EXTERIOR OF A CONCENTRIC CASTLE

Skip this shaded section if the basic plan is a Compact Castle, Courtyard Castle, or Fortified House.

• (Table 14) The crenelated curtain walls are

• (Table 15) The **shape** of the castle **Keep** is

• (Table 16) At its widest, the Keep is Rooms on ground floor of the Keep: with a **height** of Rooms on **upper floors** of the Keep:

(Table 21) The height of a story is

• (Table 22) The Keep's roof is

• (Table 24) The **entranceway** into the Keep is

• (Table 25) The servants are primarily quartered in

EXTERIOR OF A COMPACT CASTLE, COURTYARD CASTLE, OR FORTIFIED HOUSE Skip this section if the basic plan is a Concentric Castle.

• (Table 21) The height of a story is

• (Table 22) The castle's roof is

• (Table 24) The entranceway into the main building is

• (Table 25) The servants are primarily quartered in

• Other Exterior Features:

CONCENTRIC CASTLE EXTERIOR – IN MORE DETAIL (Page 1 of 2)

Use this page only if the basic plan is a Concentric Castle.

THE GATEHOUSE(S)

• (Table 26a) The **design** of the **OUTER** Gatehouse is

• (Table 26b) The entranceway through the OUTER Gatehouse is

• (Table 26a) The **design** of the **INNER** Gatehouse (if present) is a

• (Table 26b) The entranceway through the INNER Gatehouse (if present) is

TOWERS ALONG THE OUTER CURTAIN WALL

(Table 29 & Table 22) Clockwise from the Outer Gatehouse:

• OUTER TOWER 1: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER 2: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER 3: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER 4: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER 5: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER 6: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER 7: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER 8: The shape of the tower is	it's width is	and its height is
The tower's roof is		<u> </u>
• OUTER TOWER 9: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER 10: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• OUTER TOWER II: The shape of the tower is	it's width is	and its height is
The tower's roof is		<u> </u>
• OUTER TOWER 12: The shape of the tower is	it's width is	and its height is
The tower's roof is		

CONCENTRIC CASTLE EXTERIOR - IN MORE DETAIL (Page 2 of 2)

TOWERS ALONG THE INNER CURTAIN WALL

(Table 29 & Table 22) Clockwise from the Inner Gatehouse

• INNER TOWER 1: The shape of the tower	it's width is	and its height is
The tower's roof is		
• INNER TOWER 2: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• INNER TOWER 3: The shape of the tower is	it's width is	and its height is
The tower's roof is		*
• INNER TOWER 4: The shape of the tower is	it's width is	and its height is
The tower's roof is		0
• INNER TOWER 5: The shape of the tower is	it's width is	and its height is
The tower's roof is		C
• INNER TOWER 6: The shape of the tower is	it's width is	and its height is
The tower's roof is		~
• INNER TOWER 7: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• INNER TOWER 8: The shape of the tower is	it's width is	and its height is
The tower's roof is		0

(Table 29 & Table 22) Clockwise from the Entrance:

• KEEP TOWER I: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• KEEP TOWER 2: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• KEEP TOWER 3 : The shape of the tower is	it's width is	and its height is
The tower's roof is		
• KEEP TOWER 4 : The shape of the tower is	it's width is	and its height is
The tower's roof is		
• KEEP TOWER 5 : The shape of the tower is	it's width is	and its height is
The tower's roof is		
• KEEP TOWER 6: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• KEEP TOWER 7: The shape of the tower is	it's width is	and its height is
The tower's roof is		
• KEEP TOWER 8: The shape of the tower is	it's width is	and its height is
The tower's roof is		

THE RESIDENTS – ESSENTIAL INFORMATION

• Family surname:

• (Appendix I) **Titles** possessed by the family:

• (Table 34) The **household** consists of a

with

and

along with

• (Table 35) The family money

• (Table 36) Regarding the number of servants, the house and grounds are

Female House Servants:

Male House Servants:

Grounds Servants:

Retainers:

THE RESIDENTS - IN MORE DETAIL

• (Table 37) The most striking thing about the servants in general is

• (Table 38) The family keeps as pets

• (Table 39) For some curious reason

ROSTER OF FAMILY MEMBERS AND FEMALE HOUSE SERVANTS

Name	Relation	(Appendix M) Most Memorable Characteristic	Class & Level

ব্যু FAMILY MEMBERS §

କନ୍ତ FEMALE HOUSE SERVANTS ୬୦୦

Name	Position	(Appendix M) Most Memorable Characteristic	Class & Level

ROSTER OF MALE HOUSE SERVANTS AND GROUNDS SERVANTS

♠§ MALE HOUSE SERVANTS §

SGROUNDS SERVANTS S

Name	Position	(Appendix M) Most Memorable Characteristic	Class & Level

ROSTER OF THE RETAINERS

◆ GRETAINERS Sc

Name	Position	(Appendix M) Most Memorable Characteristic	Class & Level

THE RESIDENTS - IN COMPLETE DETAIL

- (Table 40) The **lord and lady** of the castle are
- (Table 41) Liveried servants wear an **outfit** that is with piping and edging in
- (Table 42) The castle is **infested** with
- (Table 43) The family **tries to hide the fact** that

• OTHER NOTES:

THE TWISTED FAMILY HISTORY (PART I)

• (Appendix J) The family's history goes back

FROM RECENT TIMES TO THE REMOTE PAST ...

• The family history records that
actually
and was
• The family history records that
actually
and was
• The family history records that
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• The family history records that
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• The family history records that
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and was

THE TWISTED FAMILY HISTORY (PART II)

CONTINUING THE STORY, FROM RECENT TIMES TO THE REMOTE PAST ...

• (Appendix J) The family history records that
actually
and was
• The family history records that
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and was
• The family history records that
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• The family history records that
actually
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• The family history records that
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• The family history records that
actually
and was

RELATIONSHIPS IN THE HOUSEHOLD

(Appendix K)

LOVES, HATES, AND CONSEQUENCES

Family Member:
(S)he is desperately in LOVE with
(S)he HATES and would destroy
To deal with their their illicit desires, the character will attempt to

Family Member:

 (S)he is desperately in LOVE with
 (S)he HATES and would destroy

 To deal with their their illicit desires, the character will attempt to

The character will deal with the object of their hatred by making an attempt at

• Family Member:

(S)he is desperately in LOVE with

(S)he HATES and would destroy

To deal with their their illicit **desires**, the character will **attempt** to

The character will deal with the object of their hatred by making an attempt at

Family Member:
(S)he is desperately in LOVE with
(S)he HATES and would destroy
To deal with their their illicit desires, the character will attempt to

The character will deal with the object of their **hatred** by making an **attempt** at

Family Member:
(S)he is desperately in LOVE with
(S)he HATES and would destroy
To deal with their their illicit desires, the character will attempt to

The character will deal with the object of their **hatred** by making an **attempt** at

• Family Member:

(S)he is desperately in LOVE with

(S)he HATES and would destroy

To deal with their their illicit **desires**, the character will **attempt** to

The character will deal with the object of their **hatred** by making an **attempt** at

🖘 GHASTLY AFFAIR LOCATION CATALOGUE – CASTLE 🐲

ROOMS OF THE MAIN GROUND FLOOR - ESSENTIAL

Use this page for a **Compact Castle**, a **Courtyard Castle**, a **Fortified House**, or the **Keep** of a Concentric Castle. For **self-contained towers** with their own interior stairs, use a **Ghastly Affair Location Catalogue – Tower Interior**. To determine number of rooms, see Table 12 and Table 16 (or divide square footage by 600).

• (Table 44a) As you pass the gate, you enter The thickness of the walls appears to be

• (Table 45a) Floors within the stronghold are linked by

Map #	(Table 46) Room:	(Table \mathfrak{sl}) The most remarkable feature of this room is /are

ROOMS OF THE MAIN GROUND FLOOR - IN MORE DETAIL

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior.

Unless otherwise specified...

Section /wing /room type: • (Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
• (Table 56) The doors are
• (Table 57) Light enters through
• (Table 59) The curtains on the windows are
• (Table 60) The ceilings are
• (Table 61) The floors are
• (Table 62) The rooms are warmed by
• (Table 63) The primary artificial lighting of rooms is from
Section /wing / room type:
• (Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
• (Table 56) The doors are
• (Table 57) Light enters through
• (Table 59) The curtains on the windows are
• (Table 59) The curtains on the windows are • (Table 60) The ceilings are
• (Table 59) The curtains on the windows are • (Table 60) The ceilings are • (Table 61) The floors are
• (Table 59) The curtains on the windows are • (Table 60) The ceilings are • (Table 61) The floors are • (Table 62) The rooms are warmed by
• (Table 59) The curtains on the windows are • (Table 60) The ceilings are • (Table 61) The floors are
• (Table 59) The curtains on the windows are • (Table 60) The ceilings are • (Table 61) The floors are • (Table 62) The rooms are warmed by
 (Table 59) The curtains on the windows are (Table 60) The ceilings are (Table 61) The floors are (Table 62) The rooms are warmed by (Table 63) The primary artificial lighting of rooms is from
• (Table 59) The curtains on the windows are • (Table 60) The ceilings are • (Table 61) The floors are • (Table 62) The rooms are warmed by

(Table 55) wallpaper (if any):

• (Table 56) The **doors** are

• (Table 57) Light enters through

• (Table 59) The curtains on the windows are

• (Table 60) The ceilings are

- (Table 61) The **floors** are
- (Table 62) The rooms are **warmed by**
- (Table 63) The primary **artificial lighting** of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

ROOMS OF THE MAIN SECOND STORY – ESSENTIAL INFORMATION

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior. To determine number of rooms, see Table 12 and Table 16 (or divide square footage by 600). Half of all rooms on upper stories are Bedrooms.

Map #	(Table 47) Room :	(Table 51) The most remarkable feature of this room is /are

ROOMS OF THE MAIN SECOND STORY - IN MORE DETAIL

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior.

Section /wing /room type:
• (Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
• (Table 56) The doors are
• (Table 57) Light enters through
• (Table 59) The curtains on the windows are
• (Table 60) The ceilings are
• (Table 61) The floors are
• (Table 62) The rooms are warmed by
• (Table 63) The primary artificial lighting of rooms is from
Section /wing /room type:
• (Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
• (Table 56) The doors are
• (Table 57) Light enters through
• (Table 59) The curtains on the windows are
• (Table 60) The ceilings are
• (Table 61) The floors are
• (Table 62) The rooms are warmed by
• (Table 63) The primary artificial lighting of rooms is from
Section /wing / room type:
• (Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
· /Table · / The Jeans and
• (Table 56) The doors are

• (Table 57) Light enters through

• (Table	59)	The	curtains	on	the	windows	are
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• (Table 60) The ceilings are

• (Table 61) The **floors** are

• (Table 62) The rooms are **warmed by**

• (Table 63) The primary artificial lighting of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

ROOMS OF THE MAIN THIRD STORY – ESSENTIAL INFORMATION

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior. To determine number of rooms, see Table 12 and Table 16 (or divide square footage by 600). Half of all rooms on upper stories are Bedrooms.

Map #	(Table 47) Room :	(Table 51) The most remarkable feature of this room is /are

ROOMS OF THE MAIN THIRD STORY - IN MORE DETAIL

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior.

Unless otherwise specified...

Section / wing / room type:
• (Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
• (Table 56) The doors are
• (Table 57) Light enters through
• (Table 59) The curtains on the windows are
• (Table 60) The ceilings are
• (Table 61) The floors are
• (Table 62) The rooms are warmed by
• (Table 63) The primary artificial lighting of rooms is from
Section /wing / room type:
• (Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
• (Table 56) The doors are
• (Table 57) Light enters through
• (Table 59) The curtains on the windows are
• (Table 60) The ceilings are
• (Table 61) The floors are
• (Table 62) The rooms are warmed by
• (Table 63) The primary artificial lighting of rooms is from
Section /wing /room type:
• (Table 53a) The walls are
(Table 54) wall paint color(s):

(Table 55) wallpaper (if any):

• (Table 56) The **doors** are

• (Table 57) Light enters through

• (Table 59) The curtains on the windows are

• (Table 60) The ceilings are

• (Table 61) The **floors** are

• (Table 62) The rooms are warmed by

• (Table 63) The primary **artificial lighting** of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

ROOMS OF THE MAIN FOURTH STORY – ESSENTIAL INFORMATION

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior. To determine number of rooms, see Table 12 and Table 16 (or divide square footage by 600). Half of all rooms on upper stories are Bedrooms.

Map #	(Table 47) Room:	(Table 51) The most remarkable feature of this room is /are

ROOMS OF THE MAIN FOURTH STORY - IN MORE DETAIL

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior.

Unless otherwise specified...

Section / wing / : • (Table 53a) The	
	4) wall paint color(s):
	5) wallpaper (if any):
()	
• (Table <u>56</u>) The	doors are
	nt enters through
	0
• (Table 59) The	curtains on the windows are
• (Table 60) The	e ceilings are
• (Table 61) The	
• (Table 62) The	rooms are warmed by
• (Table 63) The	primary artificial lighting of rooms is from
Section / wing /:	room type:
• (Table 53a) The	e walls are
	(4) wall paint color(s):
(Table 5	5) wallpaper (if any):
• (Table 56) The	
• (Table 57) Ligh	at enters through
	curtains on the windows are
• (Table 60) The	
• (Table 61) The	
	rooms are warmed by
• (Table 63) The	primary artificial lighting of rooms is from
Section / wing /:	
• (Table 53a) The	
(Table s	(4) wall paint color(s):

(Table 54) wall paint color(s): (Table 55) wallpaper (if any):

• (Table 56) The **doors** are

• (Table 57) Light enters through

• (Table 59) The curtains on the windows are

• (Table 60) The ceilings are

• (Table 61) The **floors** are

- (Table 62) The rooms are warmed by
- (Table 63) The primary **artificial lighting** of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

ROOMS OF THE MAIN BASEMENT – ESSENTIAL INFORMATION

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior. To determine number of rooms, see Table 12 and Table 16 (or divide square footage by 600). If there is no Kitchen here, or on the Ground Floor, it is in a separate outbuilding or tower.

Map #	(Table 48 or 50) Room :	(Table 51) The most remarkable feature of this room is /are

ROOMS OF THE MAIN BASEMENT - IN MORE DETAIL

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior.

Unless otherwise specified...

• (Table 53a) The	e walls are
(Table 5	4) wall paint color(s):
	5) wallpaper (if any):
• (Table 56) The	
• (Table 57) Ligh	it enters through
• (Table so) The	curtains on the windows are
(Table 60) The	
(Table 61) The	
	rooms are warmed by
	primary artificial lighting of rooms is from
- /	
Section / wing / 1	room type:
(Table 53a) The	walls are
(Table 5	4) wall paint color(s):
(Table 5	5) wallpaper (if any):
(Table 56) The	doors are
(Table 57) Ligh	it enters through
	curtains on the windows are
(Table 60) The	
(Table 61) The	floors are
	rooms are warmed by
(Table 63) The	primary artificial lighting of rooms is from
Section / wing / 1	
(Table 53a) The	e walls are
	4) wall paint color(s):

(Table 55) wallpaper (if any):

• (Table 56) The **doors** are

• (Table 57) Light enters through

• (Table 59) The curtains on the windows are

• (Table 60) The ceilings are

• (Table 61) The **floors** are

- (Table 62) The rooms are warmed by
- (Table 63) The primary **artificial lighting** of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

ROOMS OF THE MAIN ATTIC – ESSENTIAL INFORMATION

Use this page for a Compact Castle, a Courtyard Castle, a Fortified House, or the Keep of a Concentric Castle. For self-contained towers with their own interior stairs, use a Ghastly Affair Location Catalogue – Tower Interior. To determine number of rooms, see Table 12, Table 16, and Table 22.

Map #	(Table 49 or 50) Room :	(Table 51) The most remarkable feature of this room is / are

ROOMS OF THE MAIN ATTIC - IN MORE DETAIL

Use this page for a **Compact Castle**, a **Courtyard Castle**, a **Fortified House**, or the **Keep** of a Concentric Castle. For **self-contained towers** with their own interior stairs, use a **Ghastly Affair Location Catalogue – Tower Interior**.

Unless otherwise specified...

ection / wing / room type:
(Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
(Table 56) The doors are
(Table 57) Light enters through
(Table 59) The curtains on the windows are
(Table 60) The ceilings are
(Table 61) The floors are
(Table 62) The rooms are warmed by
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ection /wing /room type:
(Table 53a) The walls are
(Table 54) wall paint color(s):
(Table 55) wallpaper (if any):
(Table 56) The doors are
(Table 57) Light enters through
(Table 59) The curtains on the windows are
(Table 60) The ceilings are
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(Table 62) The rooms are warmed by
(Table 63) The primary artificial lighting of rooms is from
ection /wing /room type:

• (Table 53a) The **walls** are

(Table 54) wall paint color(s): (Table 55) wallpaper (if any):

• (Table 56) The **doors** are

• (Table 57) Light enters through

• (Table 59) The curtains on the windows are

• (Table 60) The ceilings are

• (Table 61) The **floors** are

- (Table 62) The rooms are warmed by
- (Table 63) The primary **artificial lighting** of rooms is from

To define an individual room in complete detail, use a Ghastly Affair Location Catalogue – Interior Room.

THE PARKLAND AND GARDENS – ESSENTIAL INFORMATION

• (Table 79) The place's main water supply comes from

• (Table 80) The **stables** are a

and the carriage house

Number of stalls in Stable: $(\frac{1}{2} \# \text{ of rooms in house})$

Carriage capacity ($\frac{1}{4}$ # of stalls)

(Table 81a, + Tables 82 – 94) SCHEMATIC MAP OF THE PARKLAND AREAS

First, place the main body of the castle (or the Keep, for a Concentric Castle). Use CAPITAL LETTERS to indicate area types. Use lower case for major features within an area. To define a particular Parkland area in more detail, use the Ghastly Affair Location Catalogue – Garden Features. Areas within the curtain walls of a Concentric Castle may be treated a part of the Parkland, and planted as gardens.

HORSES AND CARRIAGES

FAVORITE HORSES

• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		
• The horse named	is owned /preferred by	
Its coloration is		and its sex is
Another characteristic of this horse is		

(See "Notes on Carriages" in Appendix A)

CARRIAGES OWNED BY THE FAMILY AND RETAINERS

ANIMALS OF THE PARKLAND AND GARDENS

٠	(Table 95)	The	animals	living in	the	parkland	include
							.1 . •

<u>a</u>	that is
<u>a</u>	that is
a	that is
<u>a</u>	that is
a	that is

• (Table 96) The estate is especially **plagued by**

• (Table 97) In the **menagerie** there is

<pre> - / /</pre>	0
а	that is
a	that is
а	that is
a	that is

CURRENT HAPPENINGS – ESSENTIAL INFORMATION

• (Table 98)The house is preparing for the **upcoming**

• (Table 99) But, nobody expects it when

• (Table 100) And meanwhile, the servants must contend with the fact that

DAILY SCHEDULE OF EVENTS (DAYS 1 - 2)

Day:	Month:	Year:
• (Table 101a) Breakfast is s	erved	
The after-breakfast activit		
• (Table 101b) Luncheon is	served	
and after luncheon there is		
• (Table 101C) Dinner is ser	ved or tea) in a drawing room, there is	
inter uniter, und conce (d		
• (Table 101d) Supper is serv		
After supper, adult guests a	are expected to	
2	× 1	
Day:	Month:	Year:
• (Table 101a) Breakfast is s		
The after-breakfast activit	y 15	
• (Table 101b) Luncheon is	served	
and after luncheon there is	S	
• (Table 101c) Dinner is ser	wed	
After dinner, and coffee (o	or tea) in a drawing room, there is	
• (Table 101d) Supper is serv After supper, adult guests a	ved	
• NOTES:		

DAILY SCHEDULE OF EVENTS (DAYS 3 - 4)

Day:	Month:	Year:
• (Table 101a) Breakfast is serv	red	
The after-breakfast activity is		
• (Table 101b) Luncheon is ser and after luncheon there is	ved	
• (Table 101c) Dinner is served		
After dinner, and coffee (or te	ea) in a drawing room, there is	
• (Table 101d) Supper is served		
After supper, adult guests are		
Day:	Month:	Year:
• (Table rore) Proelefact is corry	rad	
• (Table 101a) Breakfast is serv The after-breakfast activity is		
• (Table 101b) Luncheon is ser	ved	
and after luncheon there is		
· (Table and) Dimmer i s some	1	
• (Table 101C) Dinner is served After dinner, and coffee (or to	ea) in a drawing room, there is	
• (Table 101d) Supper is served		
After supper, adult guests are	expected to	
• NOTES:		

DAILY SCHEDULE OF EVENTS (DAYS 5 - 6)

Day:	Month:	Year:
• (Table 101a) Breakfast is served		
The after-breakfast activity is		
• (Table 101b) Luncheon is served and after luncheon there is		
• (Table 101c) Dinner is served		
After dinner, and coffee (or tea) in a	drawing room, there is	
• (Table 101d) Supper is served		
After supper, adult guests are expected	d to	
Day:	Month:	Year:
• (Table 101a) Breakfast is served		
The after-breakfast activity is		
• (Table 101b) Luncheon is served and after luncheon there is		
and arter luncheon there is		
• (Table 101C) Dinner is served		
After dinner, and coffee (or tea) in a	drawing room, there is	
• (Table 101d) Supper is served After supper, adult guests are expected	d to	
• NOTES:		

DAILY SCHEDULE OF EVENTS (DAYS 7 – 8)

Day:	Month:	Year:
• (Table 101a) Breakfast is so	erved	
The after-breakfast activity	y is	
• (Table 101b) Luncheon is	served	
and after luncheon there is		
• (Table 101c) Dinner is serv	ved	
	r tea) in a drawing room, there is	
• (Table 101d) Supper is serv	red	
After supper, adult guests a		
Day:	Month:	Year:
• (Table 101a) Breakfast is so The after-breakfast activity		
• (Table 101b) Luncheon is and after luncheon there is		
• (Table 101C) Dinner is serve After dinner , and coffee (o	ved r tea) in a drawing room, there is	
• (Table 101d) Supper is serv After supper, adult guests a		
• NOTES:		

SUPERNATURAL OCCURRENCES IN THE HOUSE

(Appendix N) THE DESIRES OF A RESTLESS_HOUSE

• The House wants

The House communicates its desires through

If the House's desires are repeatedly thwarted or defied

The Heart of the House is

The House can be **lulled** to sleep

(Appendix O)

SPECTRAL ACTIVITY IN A HAUNTED HOUSE

• This ghost is seen in	n the	7	when	
The	figure of		wearing	
and carrying		will		
and then				
Sometimes, instead o	of a person, one sees a	ı		
that				
Even when it does no	ot show itself, one se t	nses the presence of t	he spirit by	
The spirit will be laid	to rest if			
t				
• This ghost is seen in	n the	T.	when	
The	figure of		wearing	
and carrying		will	~~~~~	
and then				

and then Sometimes, **instead** of a person, one sees a that Even when it does not show itself, one **senses** the presence of the spirit by

The spirit will be **laid to rest** if

• This ghost is seen is	n the	when	
The	figure of	wearing	
and carrying		will	
and then			
Sometimes, instead of	of a person, one sees a	L	
that			
Even when it does no	ot show itself, one se r	nses the presence of the spirit by	
T 1	1 to most 10		

The spirit will be **laid to rest** if

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