

# FRIGHT NIGHT



## MADHOUSE ASYLUM



BY **Pete Lynn**

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# FRIGHT NIGHT

## ASYLUM

Imagine your best dreams: being famous, successful, attractive.

Imagine your worst nightmare. You become all those things then your world falls apart.

You are a celebrity. You are successful. People love you. You have just woken up in a lunatic asylum. Nobody loves you, you are mad, you are trapped. And worse, the horror is only just beginning.

Welcome to Fright Night: Asylum a tale of terror, confinement and madness.

Fright Night: Asylum is packed with:

- Six new character classes including, Pop Idol and Sports Star.
- New Skills like Computer Operation and Medical Science.
- Tons of new Feats like Bright Idea, Computer wiz and Doctor
- Campaign rules for the foolhardy
- A great story about Skin Doners, Mad Doctors and sedatives

So.... any madness in you?

In Association with



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# BY Pete Lynn

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast, Inc.®



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BY

Pete Lynn

### Credits

Written by Pete Lynn

Additional writing: Adrian Bott & Ian Sturrock

Edited by Mark Ricketts, Kerry Lewis, Adrian Bott, and Ian Sturrock

Cover Art: Shaun Thomas

Cover design: Chris Pepper

Interior Art: Shaun Thomas, Marico Fionito and David Esbri

Interior Design and layout: Jamie Wallis

Production Manager: Tracey Richardson

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# INTRODUCTION

Crazy  
Over the rainbow, I am crazy  
Bars in the window  
There must have been a door here in this wall  
When I came in...

- Pink Floyd, *The Wall*

Moonlight shone through the bars in the window. The woman's head was shaven and her body emaciated, spotted with bedsores. As she rocked back and forth, the metal cot clunked on the wall.

She huddled in a fetal position on the bare mattress and pressed skinny hands over her ears. The roaring of the blood in her head was like surf. That usually quietened the voices, but she could still hear them.

The voices were always there, foreign bodies in her mind. Sometimes they were random words, odd little metallic phrases she overheard without sense or context, like a crossed phone line. Sometimes they were whole sentences, threatening her, warning her, telling her to look at things, narrating what she was doing, sometimes mocking her. The evil ones were the worst. They made ice water well up in her chest. They snagged like clothes on brambles, little twists and tugs of malice.

Sometimes it did not seem like the voices were real. When they gave her the pills, it made her head feel woolly and muffled. Her limbs felt weightless then. Everything was syrupy, slow and safe, and her mouth tasted gray and stale. There were pills in the morning and pills at night, with a little plastic cup of Kool-Aid to wash them down.

Tonight they were very bad. They were chanting again. Maybe it was because the moon was full. She dimly remembered that lunatics were called that because Luna was the word for the moon. Witches' moon. Dogs howling at the moon. Moony loonies. They were getting louder. Now they were drumming, or the blood in her head was.

It was gibberish, random nonsense. Nya hag ba than rya neb saggath, went the dry pulse in her head, as if many people were chanting together at once. She wanted the television on, craved its colorful noise, but the television was dark and silent in the lounge and it was long past lights-out.

She knew she shouldn't be here. There was nothing wrong with her. She wasn't insane. Everyone else here was insane, but she was fine. She smiled in her secret knowledge. All she had to do was wait it out. Eventually someone would notice the mistake and she could go home. She was suddenly optimistic. The chanting in her head kept on, so she showed she was not afraid of it by singing along. She didn't know the words, so she just sang 'muh muh muh,' and rocked the cot hard so she could drum along.

What if someone heard?

She caught herself. What was she doing, mumbling and thrashing about like a crazy person? A wave of panic caught her and dragged her down. She felt out of control. Something was wrong.

It was the drugs they kept giving her. They were putting LSD in the Kool-Aid, just like Jonestown. The doctors were doing things to her body, too. They cut her with their knives and took bits of her out. Panic mounted and she felt her heart going boom in her ribs. There was a feeling of pressure in her head. She lay suddenly still and tried to swallow but her throat was dry. The voices would not stop.

The scar on her belly itched. She could not remember if it was old or new. That was where the doctors had taken her innards out with cold metal. She was supposed to be under anesthetic when it happened, but she remembered them leaning in, their faces all big in her view, the bright light, the gleam of the scalpel blades. So, she must have been awake.

It seemed to her that she should scream, so she screamed.

Someone across the corridor, locked in another room, huddled in another bed, screamed too.

The soft chanting, coming from nowhere, went on and on, a horrible meaningless whisper too low to hear clearly, too loud to ignore.

Screams began to rise from room after room. Beds banged against walls in rhythm.

Above, the moon was bright.

## Read this first

Like all supplements in the *Fright Night* series, *Fright Night: Asylum* is a game. In a role playing game, players engage in the fantasy of portraying someone that they are not; in this case, characters incarcerated in an asylum against their will. Through consensual storytelling, players direct their characters to do and say things they would, could, or should not do in real life.

This book involves the plans of a deranged individual who is in control of an asylum that is not what it appears to be. It is not our intention to belittle those who work in the mental health field, nor to imply that modern day institutions are anything like their historical antecedents.

Likewise, the rules regarding character insanity are cinematic, not literal. No offence is intended to those who are living with the very real pain of mental illness, nor to those who care for them. The mentally ill have suffered from prejudice and discrimination, not to mention stereotyping in which they are portrayed as murderous maniacs, for many years and this has doubtless contributed to the difficulties of integrating them into society. Most people suffer from mental illness to some degree at some point in their lives. While the role-playing convention of having babbling, twitching characters who have been 'driven mad' by cosmic horror is true to the genre, it should not be taken as an accurate portrayal of what mental illness entails.

All characters in this publication are fictitious and any resemblance to real persons, living, dead, or fictional, is purely coincidental.

*Fright Night: Asylum* is a game for the d20 Open Game License System. A copy of the *Dungeons and Dragons* Players Rulebook published by Wizards of the Coast is required for play.

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## How to use this supplement

*Asylum* can be used as a stand-alone adventure, integrated into an existing campaign, or used to springboard an ongoing investigative campaign. It is divided into the following main sections:

The first part provides GMs with information about the characters, skills, and feats used in this supplement. The middle chapters address specific

rules for handling fear, insanity, the use of medical equipment and the art of running a good horror game. Finally, the adventure proper is laid out, complete with timeline and write-ups for key NPCs.

*Fright Night: Asylum* is a role playing adventure for PCs ranging from first to third level.

The story begins with the abduction of the PCs, their journey to the Asylum and their subsequent incarceration, and follows their attempts to discover their own identity, to hold on to sanity in the midst of madness and to find their way back to the outside world.

*The Fright Night series focuses on all aspects of horror in the 21st century. Each book is a self-contained adventure and source book based on a popular horror genre or archetype. Meticulously researched and highly detailed, these books are the perfect compliment to any modern day game. Packed with background material, each Fright Night book can be used either independently or combined with others to suit any needs.*

Check out other titles in the *Fright Night* series:  
*Fright Night: Haunted House*  
*Fright Night: Polar Terror*  
*Fright Night: What Went Down*  
*Fright Night: Voodoo Island*  
*Fright Night: Haunted School*  
*Fright Night: Inca Horror*



## CHAPTER 1

# HORROR STORIES

In most role playing games, players take the role of gallant heroes or all conquering superbeings out to save the world from the forces of darkness. They don't do that in this game. Here, they are the victims, and they are far from in control. GMs may well need to make it clear from the start that in this game, they are not going to simply kill the bad guys and get the treasure. They'll have to struggle just to stay alive, and will quickly find that guns and swords don't make any difference. Sheer brawn is not going to save them or win the day.

In this section, we have included hints and tips for the GM to make Asylum as atmospheric and exciting as possible. Remember, the goal isn't to kill all the players' characters in nasty or gruesome ways: it's to make the game as enjoyable and thrilling as it can possibly be. A player might well end up as the sole survivor, but this is not the same thing as having a lot of fun on the way.

In this book, we have shamelessly twiddled with the rules to force players along the path of the classic modern horror - be it a film, a novel, or computer game.

### KEEPING IT SCARY

While this supplement provides an overview of the sub and includes several adventure suggestions, it is up to the GM to keep the adventure scary, using all available tools. For example, the GM may choose to ask for Spot or Listen checks but tell the player they failed, regardless of the roll, giving the players the impression something is out there that they apparently missed! Equally meaningless Fortitude, Reflex, or Will saves can keep the players on edge. The GM should also encourage the PCs to split up at times - ostensibly to get multiple jobs done quickly. In truth, this will help the GM establish a sense of foreboding and isolation. This is a long-standing horror movie convention. The adventure is set in a lunatic asylum - here are some of the techniques that the GM can use to add scariness to their adventures.

### darkness

There are many dark places in the Asylum; the spaces between the walls, the secret tunnels, the cellar rooms. In the dark, you never know what is waiting. The players may even cut power to some areas themselves, leaving only the dull red glow of emergency lights. Individual rooms may have

had their lights shattered or simply turned off. The PCs will be spending most of the adventure with little to no equipment of their own. If they steal a flashlight from a guard, they have no idea how fresh the batteries are, and if they need to use a flashlight as an impromptu club, it may well stop working.

### SOUND

The second worst auditory aspect of the Asylum is the noise of the inmates. The mad are rarely quiet. The howls of inmates echo through the sterile corridors. Gibbering, sobbing and screaming, or even the sound of a rational human voice protesting that he is not insane can all be terrible things to hear. Hospital corridors carry sound extremely well, adding a metallic echoing twang, so that the footsteps of an approaching doctor or the squeak of a gurney's wheels are all too audible in moments of heightened tension. A good dramatic device is to introduce a repetitive sound that seems to be quite mundane, until its source is reached. For example, a steady creaking back and forth could sound like an open window swaying in the wind, or a child's swing, but prove to be the sound of a body hanging by its knotted belt from the ceiling fan.

Emphasize the unnatural sounds of medical equipment, as these often raise a shudder: the squeak of a syringe being filled, the low thrum of electric paddles, the whine of a circular bone saw.

The worst auditory aspect of the Asylum is the silence. However horrible the screams are, it is much worse when they stop. If the atmosphere has been built up over the preceding events and encounters, then players should find silence almost unbearable. Silence is much more sinister than background noise, because any moment now you expect it to be broken...

### CONFLICTING REALITIES

Madness and sanity are contending realities. To the inmates in the Asylum, their world is real. They genuinely are Napoleon or Elvis and the doctors are dirty liars who are trying to persuade them otherwise. There is ground glass in the oatmeal, they do put chemicals in the drinking water and there are cameras behind the walls, watching everything you do. A typical paranoid inmate will think himself much cleverer than the staff, because he knows what is 'really' happening.

To the doctors, the inmates are suffering from hallucinations and paranoid fantasies. The world of delusion is held at bay by the world of medical reality. Their job is to reassure the patients that everything is fine and there is nothing to worry about.

The terror begins when the medical staff, who are supposed to be benign, treat a sane person as if he were mad. When the drugs and clinical expertise that are supposed to reinforce normality begin to deny it, then the foundations of the characters' sanity are knocked out from under them. This will take effect more and more as the PCs discover who they truly are. From the PCs' point of view, they actually are famous celebrities. The staff will smile at these 'delusions' and decide that more medication is in order.

The players should never be quite certain what is real and what is not. If everything that the inmates claim about the Asylum proves to be true, even if it sounded crazy at first, then the players will have too easy a ride. One enjoyable strategy, if you can pull it off, is to have them begin by believing some crazy story (such as the existence of a secret cult room), then disprove it very thoroughly, and then confirm it in spades.

### HALLUCINATIONS

Depending on their intensity, these can either be a source of momentary shock and horror, or a continuation of the conflicting realities theme above.

There are several possible sources for hallucinations in the adventure. Amanita Muscaria mushrooms can be found in several places. Moments of psychotic breakdown can also cause hallucinations, as can certain medical drugs that may be administered to the players 'by accident'.

Hallucinations in an asylum can be truly terrifying, especially if the players' grasp on reality is starting to slip.

The trick to getting conflicting realities to work, especially hallucinations, is 'less is more'. If you go too far over the top, then the players will stop suspending their disbelief and their ability to identify with their characters will suffer. Do not tell a hallucinating player that he suddenly thinks he is a teapot. Instead, give him sensory information that could be genuine and that he will feel compelled to check, 'just in case'. For example, he might be bleeding from a

slight scratch to his shin or he might not, and the sense of hot trickling blood could be a result of hallucination. He might have lice under his scalp, contracted from a dirty hospital pillow, or he could just be going mad. Make the player decide whether to scratch or not. If he scratches, tell him he has blood under his fingernails.

If you can simulate the conflict in the character's mind between acting on the hallucination and refusing to think of it as real, then your players will have a much better idea of what madness feels like. As far as the player knows, he could be ignoring a real wound or refusing to scratch his head in case the lice he can feel tickling his scalp are not real. Why, that's crazy behavior! But... what if they're only in his head? Either way, the important thing is to get the player to worry about it.

### the staff

The Asylum staff members are not mindless robots. Portray them as firm, friendly, concerned people who genuinely want their patients to get well. For some of the staff, this is how they are. For others, it is a front. Irrespective of whether the staff member is benign or a cultist, it is much worse for the players if the staff member is reasonable. They will talk about the players' fears, show sympathy and promise to do something about it, though of course nothing will ever get done.

A good tactic to throw the players is the 'false ally' strategy. Let a player think that he has managed to convince a member of staff that there really is something terrible happening at the Asylum. This should not be easy. The staff member should clearly be struggling, but unable to deny the validity of the player's statements. Build up trust by having the staff member do little things to help the player, like slipping him a key or 'forgetting' to give him his tranquilizers for the night. Then, just when it seems that the players have an ally on the medical staff, turn the tables. Have the 'ally' lead the player into a room where he is pinned down and given electro-convulsive therapy, or even strapped to a table and anaesthetized, waking up some hours later with his arm or leg amputated.

### the inmates

The inmates should be frightening in themselves and for what they can tell the players.

Inmates who are intimidating are so because they



are unpredictable, aggressive or unpleasant. They leer at the players, paw at them, roll their eyes, laugh, mime carrying out horrible acts and generally act the part of the 'dangerous lunatic'. Some may even pretend to be inert when the Asylum orderlies are present, watching the television with their jaws agape, only menacing the characters when there is nobody around to see them do so. Having a deranged inmate pick a given character and torment them for no reason is always a good option.

The inmates who are more frightening for what they say, rather than what they are, are the ones who have either glimpsed something of the truth, or whose internal horrors are equally shocking. They will see in the PCs a potential audience for their important information. New people do not come to the Asylum often and now here is a group, arriving all at once! PCs will be dragged into corners for whispered conferences, slipped notes at mealtimes and (if all else fails) screamed at and insulted for their obstinacy. Every inmate should seem to know something... but no two inmates know the same thing, nor does anyone have the entire picture.

### SINISTER CLUES

Horror does not have to be splattered across the gaming table in gory detail in order to be effective. Sometimes, a small trace or simple object can speak volumes. It is even better if the clue is ambiguous. There might be a perfectly ordinary explanation for how it came to be there. It is best if the clue is small and is found in full daylight, under totally normal circumstances. The very mundanity of the object adds to the suspense.

Fragments of bodies or of clothing work well as sinister clues. For example, a human tooth (or even a set of dentures) found in the dirt might have come from a butchered corpse, but it could just as easily have been knocked out in a brawl, or even fallen out from natural causes and been thrown away. A smashed, bent pair of reading glasses among the medical waste might indicate a victim's body further down, or perhaps all that is stuffed into the black bag are old magazines, dressings and swabs. A clog of matted black hair in the shower plughole could have fallen out naturally... but there is just so much of it...

Body parts work especially well if they are the kind of body part that a person could lose without dying. Evidence of possible foul play is much better for generating suspense than evidence

of obvious foul play. If you play it right, a handful of teeth is creepier than a severed head. Of course, the players should confront severed heads too, but this should come later in the adventure. Sinister clues are much better for building tension than graphic displays of atrocity are.

### OVERWHELMING AUTHORITY

The concrete wall is not the only boundary that encloses the players. They are subject to the overwhelming authority of the Asylum. Whether the doctors are friendly or forceful, one thing is beyond doubt: they are in control. They have the keys, the restraints, the tasers and the tranquilizers. The players are almost powerless. They have to do as they are told, or at least present a facade of co-operation until they have another chance to rebel.

The GM has to handle this carefully. Obviously, there is no fun in a game in which the players cannot choose what their characters do. Some players, more used to an environment where they can chop adversaries to pieces with their swords, may try to fight their way out. As GM, you should remember that the Asylum staff are used to such behavior on the part of the patients. Every day, someone screams that they should not be here, swings a punch at an orderly and tries to smash the door down. That is why the security staff are trained to respond to such emergencies and why the doctors have ready access to syringes full of tranquilizers. A player who tries to fight is going to end up in a straitjacket if he keeps it up, or in a padded room eating mashed banana. Players will have to accept that unlike how it is in most role-playing scenarios, they do not have the power. Feel free to emphasize this by having the rebellious characters stripped naked and hosed down, strapped into chairs and subjected to electrocution 'therapy' or even given a beating by the security guards.

This means that they must look for ways in which they can gain power. Once they start thinking in terms of subtlety, teamwork and clever plans, they will begin to see cracks in the Asylum's overwhelming authority. The cameras cannot see everything and the security team cannot be everywhere.

Co-operation with the Asylum staff will be the choice of the more intelligent characters, yet this too has its dangers. Too much co-operation will cause the NPC inmates to see the character as a collaborator and a traitor. What is worse, the PC may even start to believe the staff when they tell him that he is suffering from delusions.

## CHAPTER 2

# CHARACTER GENERATION

### REAL PEOPLE - UNREAL SITUATIONS

Like all supplements in the *Fright Night* series, *Asylum* deals with a group of normal civilians facing an abnormal threat. It is a role playing adventure for PCs ranging from first to third level. They swing no swords, wield no magic and carry no blasters. They are ordinary people thrust into an extraordinary situation - one that threatens their very lives.

Most PCs will have limited combat skills, and must find a way to defeat their foes using little more than wits and willpower. They will find themselves swinging heavy flashlights instead of broadswords; wielding syringes full of paralyzing toxins, not M-16s. The GM should monitor character creation closely and limit combat-intensive characters and skills. Some of the PCs with a sporting background may have the ability to fire a pistol or a bow accurately, but they will not have either of these when they start the adventure, nor will the security guards will give up their guns lightly. Exploring the terrifying corridors of the "Hofas asylum" empty-handed will be far more terrifying than using an arsenal to defeat the enemies found there!

### CHARACTER CLASSES

The PC classes are based around celebrity professionals who are working in the media, or famous for other reasons, such as achievements in the sporting field or simple social notoriety. Their public figure is the reason for their presence in the *Asylum*, as will be detailed in the adventure itself. Sometimes, fame brings far worse perils than the paparazzi...

Players should pay special attention to creating a colorful celebrity character, focusing on personality and quirks more than skills. It is probably better to generate wholly new and imaginary celebrities for the purposes of *Asylum*, but if you want to base your characters upon real people, then by all means do so. Just be warned that suspension of disbelief and immersion in the game is much harder when your character is based upon a real person. You also risk the game descending into outright comedy, which while it might be a fun distraction is not really the point of a horror game.

### THE RICH AND FAMOUS

The characters in *Fright Night: Asylum* are all in the public eye, having achieved celebrity status from their talents, their deeds or their position in society. The following character classes will allow you to create characters of this kind. They are not conventional heroes by any means. Many of them are examples of how flawed humanity can be. Only the circumstances that they find themselves in and the horrors that they must confront will make heroes (or victims) out of them.

This adventure is different from others in that the characters are not at all suited to their strange, terrifying environment. Remember that these characters are not entering the *Asylum* of their own free will. Moreover, they are not adventurers by nature. Instead of being seasoned psychic investigators or rugged military professionals, they are chat show hosts, pop stars and actors. They must therefore learn to use the talents and specializations developed in their everyday lives in new ways if they are to survive.

Although some of the characters presented here might be excessively powerful in everyday life, they are nothing more than frightened human beings in the context of the *Asylum*. The horror of *Fright Night: Asylum* involves the characters being cut off from their usual resources and forced to use their initiative or die horribly - or descend into insanity themselves. They are incarcerated in a place where they should not be, confronted on all sides by madness and denial of their very identity. Even a character that is a millionaire in the outside world has no access to his money or his contacts within the *Asylum*. Instead, he has to fall back upon the internal recourses that made him a millionaire in the first place.

Character have Regular Feats and specific Celebrity Feats.

## the actor

You make your living as a professional thespian. Whether you are a member of the Royal Shakespeare Company, a Broadway star or a Hollywood big name, you are famous for the roles you bring to life. Your talents are based around improvisation, the use of your body as a tool of your art and the ability to become the character you are portraying.

Actors are perhaps the best known celebrities and the most easy to recognize, though an actor who has not had a good part for some years can find that his fame has vanished and nobody turns to look at him any more.

**Hit Dice:** d6.

**Skill Points At First Level:**

(6 + Int modifier) x4

**Skill Points Per Level:** 6 + Int modifier

**Class Skills:** Balance (Dex), Bluff (Cha), Calm (Cha), Concentration (Con), Diplomacy (Cha), Drive: Car (Dex), Intimidate (Cha), Jump (Str), Knowledge (Literature), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Spot (Wis), Speak Language (N/A) and Tumble (Dex).

**Starting Feats:** Actors begin play with the feats False Sincerity and Persuasive.

**Special:** An actor gets a +4 circumstance bonus on any use of the Bluff or Disguise skill to impersonate another individual.



Level	Feats	Attack Bonus	AC Bonus	Fort	Ref	Will
1	Celebrity Feat	+0	+1	+0	+1	+1
2	Bonus Feat	+1	+1	+0	+2	+2
3	Driven	+1	+1	+1	+2	+2
4	Bonus Feat	+2	+2	+1	+2	+2
5	Celebrity Feat	+2	+2	+1	+3	+3
6	Bonus Feat	+3	+2	+2	+3	+3
7	Blind Panic	+3	+3	+2	+4	+4
8	Bonus Feat	+4	+3	+2	+4	+4
9	Improved Initiative	+4	+3	+3	+4	+4
10	Celebrity Feat	+5	+4	+3	+5	+5

## THE ARTIST

You are a creative force, expressing yourself in one or other of the artistic media. You may be a photographer, earning popular acclaim with the composition of your pictures and tasteful selection of your subjects; you may be a more conventional artist, famous for your portraits and your landscapes; you might be a sculptor, a worker in bronze or marble; or you may even be a modern artist, a breaker of conventional boundaries. What you imagine, you make real, giving it form and solidity.

**Hit Dice:** d6.

**Skill Points At First Level:**  
(8+Int bonus) x4

**Skill Points Per Level:** 8+Int bonus

**Class Skills:** Appraise (Int), Balance (Dex), Bluff (Cha), Computer Operation (Int), Concentration (Con), Craft (any) (Int), Drive: Car (Dex), Gather Information (Cha), Knowledge: Business (Int), Knowledge: History (Int), Listen (Wis), Research (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Speak Language (N/A).

**Starting Feats:** Artists begin play with the feats Skill Focus (in any Craft skill) and Improved Initiative.

**Special:** Artists note visual details. An artist can make a Wisdom check at DC 15 to recall the details of any scene or person that they have witnessed in the last 24 hours.



Level	Feats	Attack Bonus	AC Bonus	Fort	Ref	Will
1	Celebrity Feat	+0	+1	+0	+0	+1
2	Bonus Feat	+1	+1	+0	+0	+2
3	Investigator	+1	+2	+1	+1	+2
4	Bonus Feat	+2	+2	+1	+1	+2
5	Celebrity Feat	+2	+2	+1	+1	+3
6	Bonus Feat	+3	+3	+2	+2	+3
7	Educated	+3	+3	+2	+2	+4
8	Bonus Feat	+4	+3	+2	+2	+4
9	Skill Focus	+4	+4	+3	+3	+4
10	Celebrity Feat	+5	+5	+3	+3	+5

## the MILLIONAIRE

Whether by birth or by your own efforts, you have access to a fortune. This wealth not only provides you with more than you will ever need in terms of comfort and support, it grants you access to social circles that the poor can only dream about. Millionaires are wealthy first and whatever else they are second.

The millionaire's character advancement includes some levels where there are two options. If you gained your wealth as a privilege of birth, without having had to work for it yourself, then you must take the first option. If you are a self-made millionaire, then you must take the second. Those who inherit their money also enjoyed the benefits of a rich family while they were growing up (allowing them a quality education) while those who made their own fortunes did not have such privileges but instead had to learn life's lessons through personal initiative and hard work. If you already have the feat that you would have received, then you take the alternative feat instead. If you have that also, and if it is not a feat that may be selected more than once, then you gain +4 bonus skill points and no feat.

**Hit Dice:** d6.

**Skill Points At First Level:**  
(8+Int bonus) x4

**Skill Points Per Level:** 8+Int bonus

**Class Skills:** Because the Millionaire can buy anything they can, choose any 12 skills as class skills. However that have no spacial ability.

**Starting Feats:** Millionaires begin play with the Iron Will feat. Those who inherited their wealth also gain False Sincerity, while those who earned it gain Skill Focus (any Craft or Profession skill).



Level	Feats	Attack Bonus	AC Bonus	Fort	Ref	Will
1	Celebrity Feat	+0	+1	+0	+0	+1
2	Bonus Feat	+1	+1	+0	+0	+2
3	Skill Focus	+1	+2	+1	+1	+2
4	Bonus Feat	+2	+2	+1	+1	+2
5	Celebrity Feat	+2	+2	+1	+1	+3
6	Bonus Feat	+3	+3	+2	+2	+3
7	Attraction or Bright Idea	+3	+3	+2	+2	+4
8	Bonus Feat	+4	+3	+2	+2	+4
9	Improved Initiative	+4	+4	+3	+3	+4
10	Celebrity Feat	+5	+5	+3	+3	+5

## the POP IDOL

We all have our fifteen minutes in the spotlight and you are enjoying yours. As a pop idol, you are where millions of young people want to be. Your music sells, whether or not you had anything to do with writing it. You are a performer, enjoying your success and reveling in the showbiz lifestyle, careless of what tomorrow may bring.

People have warned you not to fall for your own act but what would they know? Life is just one long party...

**Hit Dice:** d8.

**Skill Points At First Level:** (4 + Int bonus) x4

**Skill Points Per Level:** 4 + Int bonus

**Class Skills:** Bluff (Cha), Calm (Cha), Concentration (Con), Diplomacy (Cha), Drive: Car (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge: Street Sense (Int), Listen (Wis), Ride: Motorbike (Dex), Sense Motive (Wis) and Spot (Wis).

**Starting Feats:** Pop idols begin play with the feats Attraction and Skill Focus (any Perform skill).

**Special:** Pop idols develop a tolerance to intoxicating substances because of their relentless partying. They receive a +2 resistance bonus to saving throws against chemical poisons, narcotics or knockout vapors (such as chloroform) and the effects of alcohol.



Level	Feats	Attack Bonus	AC Bonus	Fort	Ref	Will
1	Celebrity Feat	+0	+1	+1	+1	+0
2	Bonus Feat	+1	+1	+2	+2	+0
3	Reassuring Presence	+1	+1	+2	+2	+1
4	Bonus Feat	+2	+2	+2	+2	+1
5	Celebrity Feat	+2	+2	+3	+3	+1
6	Bonus Feat	+3	+2	+3	+3	+2
7	False Sincerity	+3	+3	+4	+4	+2
8	Bonus Feat	+4	+3	+4	+4	+2
9	Empathic	+4	+3	+4	+4	+3
10	Celebrity Feat	+5	+4	+5	+5	+3

## THE SPORTS STAR

You are one of those men and women who achieve excellence and recognition through your physical skills. You might be a footballer, athlete, boxer, baseball player, Olympic swimming champion or even professional wrestler. Even a ballet dancer would fit the character class.

As a sports person, you have had a tough time getting to the top. You did not get to where you are today by sitting back and waiting for something to happen; it took hour after hour of hard training and discipline. You are thus not the kind of person to accept defeat lightly.

**Hit Dice:** d10.

**Skill Points At First Level:**  
(2 + Int bonus) x4.

**Skill Points Per Level:** 2 + Int bonus.

**Class Skills:** Athlete (Dex), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Survival (Wis), Swim (Str) and Tumble (Dex).

**Starting Feats:** Sportsmen and women begin play with the feats Exertion and Warm Up.

**Special:** Sportsmen and women are competitive. Whenever they are engaged in an opposed skill check, they can add a +1 circumstance bonus to their roll. This includes grappling checks but not ordinary combat rolls.



Level	Feats	Attack Bonus	AC Bonus	Fort	Ref	Will
1	Celebrity Feat	+0	+1	+1	+1	+0
2	Bonus Feat	+1	+1	+2	+2	+0
3	Acrobatic	+2	+1	+2	+2	+1
4	Bonus Feat	+3	+2	+2	+2	+1
5	Celebrity Feat	+3	+2	+3	+3	+1
6	Bonus Feat	+4	+2	+3	+3	+2
7	Mobility	+5	+3	+4	+4	+2
8	Bonus Feat	+6/+1	+3	+4	+4	+2
9	Improved Initiative	+6/+1	+3	+4	+4	+3
10	Celebrity Feat	+7/+2	+4	+5	+5	+3

## the TV show host

Your living is earned under the glare of the studio lights. Millions of people know your face. Whether you host a cooking show on a cable channel, have a phone-in consultancy on the radio, raise millions for your ministry or read the news every evening, you are at home in front of a television camera. You have your own show and a loyal following of fans.

A true professional, you know how to keep your nerve when all eyes are turned towards you. You make your phone-in callers and your guests feel calm, reassuring them and letting them know they are in good hands.

**Hit Dice:** d6.

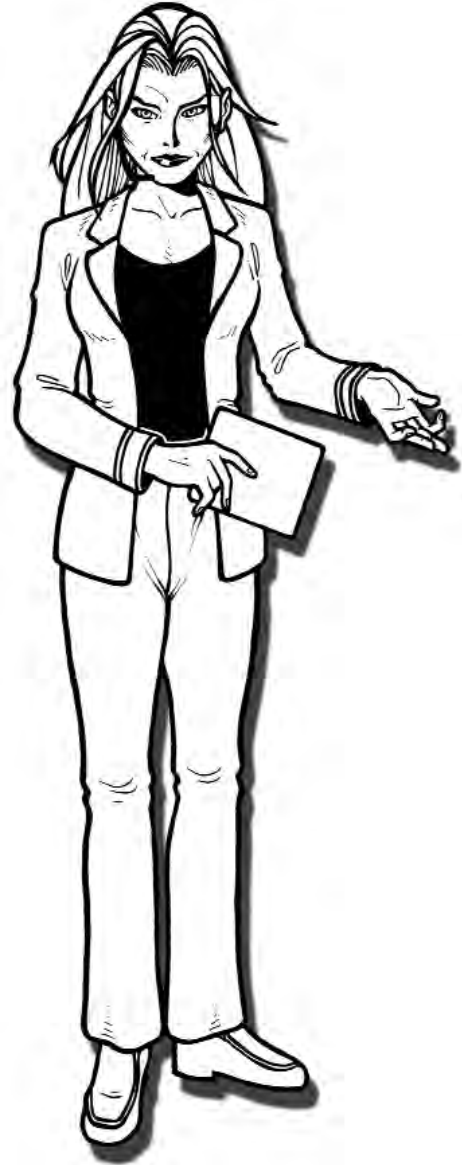
**Skill Points At First Level:**  
(6 + Int bonus) x4.

**Skill Points Per Level:** 6 + Int bonus.

**Class Skills:** Bluff (Cha), Calm (Cha), Computer Operation (Int), Concentration (Con), Diplomacy (Cha), Drive: Car (Dex), Gather Information (Cha), Knowledge (any) (Int), Listen (Wis), Research (Int), Sense Motive (Wis), Speak Language (N/A) and Spot (Wis).

**Starting Feats:** TV Show Hosts begin play with the feats Reassuring Presence and Skill Focus (any Craft or Profession skill).

**Special:** TV Show Hosts come in many varieties, depending on the kind of show they have. A TV Show Host may select one skill to represent what his show is devoted to. For example, a chat show host would take Diplomacy, while the host of a show on home improvements would take Craft (do it yourself). The Games Master must ratify this choice. The TV Show Host gets 2 bonus skill ranks with this skill at first level and does not have to spend skill points on them. The skill becomes a class skill for him, if it was not already one.



Level	Feats	Attack Bonus	AC Bonus	Fort	Ref	Will
1	Celebrity Feat	+0	+1	+0	+1	+1
2	Bonus Feat	+1	+1	+0	+2	+2
3	False Sincerity	+1	+1	+1	+2	+2
4	Bonus Feat	+2	+2	+1	+2	+2
5	Celebrity Feat	+2	+2	+1	+3	+3
6	Bonus Feat	+3	+2	+2	+3	+3
7	Nerves of Steel	+4	+3	+2	+4	+4
8	Bonus Feat	+4	+3	+2	+4	+4
9	Empathic	+5	+3	+3	+4	+4
10	Celebrity Feat	+5	+4	+3	+5	+5



## CHAPTER 3

# SKILLS and feats

### SKILLS

The following new and existing skills are used in *Fright Night: Asylum*. Some remain unchanged and can be found in the *Dungeons & Dragons Player's Handbook*. New skills and existing skills that have been altered to reflect the genre are detailed in the Skills table on p.16. GMs should feel free to adapt the rules and skills as needed for their own campaigns.

**Notes:** The *Dungeons & Dragons Player's Handbook* has been abbreviated to PHB in references. New skills are labeled with an asterisk (\*).

### NEW SKILLS

#### athletics (dex)

**Description:** the PC is skilled at sports and other physical games. She can use this skill to kick balls further and more accurately, run faster and further.

**Check:** The skill can be used to perform an athletic act. It is also a measure of someone's sporting prowess. The DC of related check digits should be determined by the GM. Simple acts of athletics need to beat a DC of 10, with the DC rising higher to reflect more extreme challenges.

**Failure:** A failed check indicates the character has simply missed her allotted goal for the task at hand. The ball has gone wide, or she has failed to push herself hard enough to win the race.

**Note:** This skill does not replace the Jump or Tumble skills, but covers activities outside the scope of these two skills.

#### calm (Cha)

**Description:** The PC knows how to give comfort and advice to people in stressful circumstances or situations, as well as to provide professional psychological help. PCs can use this skill to calm characters and diffuse tension from a situation. It also allows PCs to deal with aggressive or highly emotional individuals and to influence their attitude (i.e., talk down a jumper or get a twitchy person to hand over a gun).

**Check:** The skill can turn an emotional character towards neutral or indifferent. The DC

is determined by the emotional state of the subject - the more extreme the emotion, the higher the DC. The subject gets a chance to resist the attempt by making a Will save versus  $5 + (1/2 \times \text{the PC's Calm check result})$ , if he wants to.

**Failure:** The PC can try to calm the subject again, but each failed attempt increases the difficulty of the next attempt by 5. It is likely the subject would respond poorly to repeated efforts to manipulate their emotions, making them either more antagonistic or aggressive to the PC.

#### COMPUTER OPERATION (INT)

**Description:** This skill governs the use of computers and their applications, as well as security and data management. Characters can use this skill to hack into computer systems and to dig out data from a person's files. The skill also covers setting up security measures for computer systems.

**LOCATING DATA:** The difficulty for this check is based on the size of the system involved - the larger the file base, the longer it takes to sort through it. For every 5 points the character exceeds the DC, she can reduce the time required by one rank (see table below), to a minimum of one round.

Size of System	DC	Time
PC	10	5 Rounds
Corporate	20	10 Rounds
International	30	1 Hour

**HACKING AND SECURITY:** Characters can attempt to access a secure system or try to secure a system against hacking. The PC makes the check against a DC determined by the level of security present.

Level of Security	DC
Weak/negligible	20
PC Firewall	25
Custom	35
Professional	40

## SKILLS table

Skill Name	Ability	Untrained	Notes
Appraise	INT	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
*Athletics	DEX	Yes	The performance of land-based physical athleticism
Balance	DEX	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Bluff	CHA	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
*Calm	CHA	No	Ability to pacify and comfort those in distress
Climb	STR	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
*Computer Operation	INT	No	Using computers, including security and data management
Concentration	CON	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Craft (DIY)	INT	Yes	Basic handicraft skills including joinery and repairs
Craft (Electrical)	INT	Yes	Manufacturer, repair and alteration of electrical items/ fittings
Craft (Electronics)	INT	No	Manufacturer, repair and alteration of electronic circuits
Decipher Script	INT	No	Unchanged. See Skills Chapter in <b>PHB</b>
Diplomacy	CHA	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Disable Device	INT	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Drive (Car)	DEX	No	Ability to drive automobiles
Drive (Motorbike)	DEX	No	Ability to drive motorcycles
Escape Artist	DEX	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Forgery	INT	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Gather Information	CHA	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Hide	DEX	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Intimidate	CHA	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Jump	STR	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Knowledge - Business	INT	No	This skill covers the world of business and finance
Knowledge - History	INT	No	Knowledge of historical events
Knowledge - Literature	INT	No	Familiar with literature (authors and works)
Knowledge - Street Sense	INT	No	This skill reflects the characters knowledge of urban culture
Listen	WIS	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
*Medical Assistance	WIS	No	Ability to treat any kind of injury, including surgery
*Medical Science	INT	No	Knowledge of physiology, pharmacy and other sciences related to medical care and biology
Move Silently	DEX	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Open Lock	DEX	No	Unchanged. See Skills Chapter in <b>PHB</b>
Perform	CHA	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
*Research	INT	Yes	Research using library, internet or neutral resources
Rope Use	DEX	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Search	INT	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Sense Motive	WIS	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Sleight of Hand	DEX	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Spot	WIS	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Survival	WIS	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Swim	STR	Yes	Unchanged. See Skills Chapter in <b>PHB</b>
Tumble	DEX	Yes	Unchanged. See Skills Chapter in <b>PHB</b>

## Craft (diy) (INT)

**Description:** This skill covers domestic repairs and modifications. It can be used to cover most small-scale repairs, the manufacture or dismantling of simple objects and even the building of larger ones, such as walls and concrete paths. For sabotage, use the Disable Device skill. A character with 5 or more ranks in this skill gains a +2 synergy bonus to Craft (electrical) skill checks.

**Check:** The DC needed to construct, mend or break down an object depends upon its complexity and the intricacy of the job. Taking a door off its hinges has a DC of 10, making a simple bookcase has a DC of 15 and removing a piece of glass from a window without breaking it has a DC of 20.

**Failure:** A failed result indicates the job has not been completed successfully.

## Craft (ELECTRICAL) (INT)

**Description:** This skill covers the construction, repair and maintenance of electrical devices and circuits. Characters using this skill will still require the correct tools and components to use this skill effectively.

**Check:** The character can rewire, disconnect or repair electrical circuits (such as those found in most buildings) safely with a check against DC 15. The DC needed to construct an electrical device is based on its complexity. For most game purposes this will involve the jury-rigging of one device to serve the function of another, or the repair of an object through the cannibalization of another. If the devices are similar in function, then a successful skill check with a DC of 15 will be required.

**Failure:** A failed result indicates the character has been unable to construct a working device, or to effect a proper repair. Failure by more than 5 when working with live wires untrained indicates that the character has suffered a shock, taking 2d4 points of electrical damage; if he fails a Fortitude saving throw against DC 15, he is knocked unconscious for 2d6 minutes.

## Craft (ELECTRONICS) (INT)

**Description:** This skill covers the construction, repair and maintenance of domestic, scientific and industrial electronic devices. Characters using this skill will still require the correct tools and components to use this skill effectively. A character with 5 or more ranks in this skill gains a +2 synergy bonus to Craft (electrical) skill checks.

**Check:** The DC needed to construct an electronic device is based on its complexity. For most game

purposes this will involve the jury-rigging of one device to serve the function of another, or the repair of an object through the cannibalization of another. If the devices are similar in function, then a successful skill check with a DC of 15 will be required.

**Failure:** A failed result indicates the character has been unable to construct a working device, or to effect a proper repair.

## Medical Assistance (WIS)

**Description:** This is a trained skill that allows a PC to tend injuries and ailments. The skill is broken down into three aspects: stabilization, long-term treatment, and surgery.

**Note:** Unless the character has the Emergency Medic feat for patching wounds or the Doctor feat for surgery, then all checks are at -4.

Also, in order to use this skill effectively, the character needs the correct medical equipment to hand and a commitment of time. Without the proper equipment, stabilization and long-term treatment, skill checks are made at an additional -4 penalty. Surgery without the correct equipment is a brutal, medieval affair - the DC is raised to 25 for any such attempt.

**STABILIZATION:** This aspect prevents a wounded character from deteriorating further. The skill can also be used to arrest the spread of poison.

**Check:** A character performs a check at DC 15. This can only be done once per injury.

**Success:** The patient is stabilized if they have negative hit points, or recovers d4 hit points if they still have positive hit points. For poison, effects have been slowed, but only long-term treatment can cure the patient.

**Failure:** The patient receives no benefit from the attempt at healing.

**Retry:** No, patient must receive care from other specialists.

**LONG-TERM TREATMENT:** This covers all attempts to restore a PC back to full hit points. Such care requires both rest and attention.

**Check:** The PC makes a skill check at DC 15 at the end of each day's rest.

**Success:** The patient recovers another 3 HPs plus their Con modifier to a minimum of 1. They also recover 1 point of ability plus their Con modifier to a minimum of one.

**Failure:** The patient receives no benefit from the attempt at healing.

**Retry:** The character can try again the following day.

**SURGERY:** Surgery is most often used in the removal of bullets, but could apply to any number of other treatments. Surgery helps patients recover more quickly from serious injuries or conditions.

**Check:** The surgeon makes a check against DC 20.

**Success:** Surgery increases the amount of base HPs that the patient recovers during long-term treatment, giving them a base of 5 instead of 3 (see Long-Term Treatment). This effect lasts for a number of days equal to the amount by which the surgeon succeeded the check. Damage to ability is also recovered at a faster base rate (2 instead of 1).

**Failure:** The surgeon deals d6 damage to the patient.

**Retry:** The character can try again the following day.

### Medical Science (Int)

**Description:** This is the study of human anatomy, physiology, and the effect of chemicals and drugs upon the body. Characters with this skill will have studied the science behind medicine, as well as autopsy techniques and pharmacology.

**Check:** Dependent on the situation, the GM can set a DC based on the complexity of the medical knowledge required.

**Success:** The more the character exceeds the DC by the more information is supplied, or the shorter the time required to make the correct deduction.

**Failure:** The character is unable to determine the necessary information, or comes to the wrong conclusions.

### Feats

The following new and existing feats are used in **Fright Night: Asylum**. Some remain unchanged and can be found in the *Dungeons & Dragons Player's Handbook* published by *Wizards of the Coast*. New feats have been created and existing feats have been altered to reflect the genre as detailed below. GMs should feel free to adapt the feats as needed for their own campaigns.

**Note:** The *Dungeons & Dragons Player's Handbook* has been abbreviated to PHB in the references. In the Feats table on p. (20) all new feats are labeled with an asterisk (\*).

Here are descriptions of the new feats that appear in **Fright Night: Asylum**.

### aim

When hitting a target at range is important, you can take a few rounds to steady your aim and increase your chance of a successful strike.

When making a ranged attack, you can take a full-round action to aim at your target. Each round of aiming adds a cumulative +1 circumstance bonus to your eventual attack roll. The maximum possible bonus you can get from aiming is equal to your Wisdom modifier. If you take any other action while aiming (except a free action) then your accumulated bonus is lost. You may, however, ready an attack that you have already aimed. If you suffer distraction while aiming, such as from taking damage or from loud noises nearby, you must make a Concentration check (DC 10 plus any damage taken) or lose your accumulated bonus.

### EXERTION

You can push yourself physically beyond the usual safe limit but you risk wearing yourself out or, worse, hurting yourself.

When making any Strength-based skill check, you can declare that you are exerting yourself. This allows you to add an additional 1d6 to the check result. However, you suffer the same amount of nonlethal damage as the d6 roll added to the check result. You must declare that you are exerting yourself before both the dice are rolled. If the d20 roll is a natural 1, then you have torn a ligament, sprained a wrist or otherwise hurt yourself badly and the damage sustained is lethal rather than nonlethal. This lethal damage cannot, however, reduce a character's hit points below 0.

### WARM UP

By taking some time to exercise and prepare your body, you can increase your chances of performing a successful athletic stunt, jumping over a gap, climbing a surface or otherwise exerting yourself physically.

If you take ten minutes to warm up, by stretching, running on the spot and the like, you may make a Constitution ability score check against DC 15. If you succeed, you may treat any subsequent d20 roll of less than 10 when using a Strength-based skill (such as Climb or Jump) as if it had been a 10, unless the roll is a natural 1. You can also apply this benefit to uses of the Tumble and Balance skills. If you fail, you cannot try again for half an hour. The benefit of a successful warming-up session lasts for one hour.

# feats table

Feat	Prerequisite	Description
*Acrobatic	None	The character gets a +2 bonus on all Jump checks and Tumble checks.
*Aim	BAB +1	The character can take time for a more accurate shot.
Alertness	None	The character gets a +2 bonus on all Listen checks and Spot checks.
*Attraction	CHA 11	The character is physically attractive, gaining a +2 circumstance bonus on all Charisma checks and Charisma-based skill checks when appearance would play a part.
*Blind Panic	None	The character receives +4 to all Athletics, Escape Artist and Jump checks while running away on her own.
*Bright Idea	None	The character gains a +4 circumstance bonus to any skill rolls or ability checks when attempting to convince other characters that his opinion is correct.
Combat Expertise	INT 13	When the character uses the attack action or the full attack action in melee, she can take a penalty of as much as -5 on their attack roll and add the same number (+5 or less) as a Dodge bonus to her Armor Class. This number may not exceed her base attack bonus. The changes to attack rolls and Armor Class last until her next action.
*Computer Wiz	None	The character gains a +4 bonus to his Computer Operations skill whenever attempting a Hacking/Security task, and a +4 bonus to his Craft: Electronics when attempting to repair or modify computer equipment.
*Crack Driver	None	The character receives a +2 bonus to drive, ride or pilot vehicles.
*Diligent	None	The character gets a +2 bonus on all Appraise and Decipher Script checks.
*Dirty Fighting	BAB +1	The character is an expert at low blows, gouges and other nasty fighting moves. Once per day he can declare an attack to be "dirty". If successful, it deals an additional d4 of damage.
*Doctor	INT 13, Medical Assistance 4 ranks	The character received extensive medical training and can perform surgery without incurring a -4 penalty.
Dodge	DEX 13	During this action, the character designates an opponent and receives a +1 dodge bonus to Armor Class against attacks from that opponent. The character can select a new opponent on any action. A condition that makes the character lose his Dexterity bonus to Armor Class (if any) also makes him lose any dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.
*Driven	WIS 11	The character receives a +2 bonus on all Concentration and Diplomacy checks.
*Exertion	CON 13	The character can push herself further than most when performing physical tasks.
*Emergency Medic	WIS 11, Medical Assistance 4 ranks	The character has training in first aid and treating injuries. She may attempt to stabilize a patient without incurring a -4 penalty.
*Empathic	WIS 11	The character receives a +2 bonus to all Sense Motive and Gather Information checks.
*False Sincerity	CHA 11	The character receives a +2 bonus to all Bluff and Diplomacy checks.
Great Fortitude	None	The character gets a +2 bonus on all Fortitude saving throws.
Improved Initiative	None	The character gets a +4 bonus on Initiative checks.
*Investigator	None	The character gets a +2 bonus on all Gather Information and Search checks.
Iron Will	None	The character gets a +2 bonus on all Will saving throws.
Lightning Reflexes	None	The character gets a +2 bonus on all Reflex saving throws.
*Marksman	None	The range increment for a ranged weapon is increased by 1.5 for any full attack taken.
*Mobility	DEX 13, Dodge	The character gets a +4 Dodge bonus to Armor Class against attacks of opportunity caused when he moves out of or within a threatened area. A condition that makes the character lose his Dexterity bonus to Armor Class (if any) also makes him lose any dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.
*Negotiator	None	The character gets a +2 bonus on all Diplomacy and Sense Motive checks.
*Nerves of Steel	Base WILL save +2	The character can steady those around her, giving them +2 to all saves to resist being frightened.
Nimble Fingers	None	The character gets a +2 bonus on all Disable Device and Open Lock checks
Persuasive	None	The character gets a +2 bonus on all Bluff checks and Intimidate checks.
Precise Aim	None	The character can fire any single-shot weapon into a melee and ignore the -4 penalty for doing so. This feat may not be used with a shotgun or other area-effect weapons.
Rapid Shot	None	The character receives an extra shot each round when firing a single-shot weapon. Both shots together count as a full action. Each shot is at -2 To Hit.
Ready Weapon	BAB +1	The character can ready a weapon as a free action, or reload or clear a jammed firearm as a move action.
*Reassuring Presence	CHA 11	The character receives a +4 circumstance bonus to Calm checks when trying to snap a character out of distress.
*Reserves of Stamina	None	The character gains a +2 bonus on Con checks and Fort saves to keep on going, and to resist environments that cause non-lethal damage.
Skill Focus	Choose a skill	The character gets a +3 bonus on all checks involving that skill.
*Speak Language	None	The character is able to speak and to write in a foreign language e.g. Russian or Swedish. Note: This replaces the Speak Language skill in the <b>PHB</b> .
*Sportsman	STR 13, DEX 13	The character receives a +1 bonus on all Athletics, Climb, and Jump checks. Running speed is also higher: Base Speed x 5 rather than Base Speed x 4.
Stealthy	None	The character gets a +2 bonus on all Hide and Move Silently checks.
*Tech Specialist	None	The character receives a +2 bonus to all Craft skills when used in relation to systems or devices.
Toughness	None	The character gains +3 hit points
*Warm Up	None	The character knows how to prepare himself before attempting a physical task.
Weapon Finesse	BAB +1	When using a light weapon the character is proficient with, she may use their Dexterity modifier instead of their Strength modifier on attack rolls.
Weapon Focus	BAB +1	Choose one type of weapon with which the character is proficient. The character gains a +1 bonus on all attack rolls made using the selected weapon.

## CELEBRITY FEATS

Player characters in Fright Night: Asylum can take celebrity feats, representing the special talents they have developed during their lives in the media spotlight. The description of each character class indicates when one of these feats can be chosen.

### ARTISTIC TEMPERAMENT

You are used to getting your own way and there is hell to pay when you do not.

You have such strength of character—or maybe just plain old obnoxiousness—that you can add a bonus of up to your character level as a circumstance bonus to any Intimidate or Diplomacy skill check. You do not have to use the whole bonus all at once. You can break it up over the course of several checks. However, you are limited to your total character level in bonus points per day.

### ASSUME COMMAND

You can use your natural force of personality to assume control of a situation. Your firm leadership makes others feel secure.

You can announce that you are taking charge of a group. Nobody present has to accept this if they do not want to. Those who place themselves under your authority enjoy a +1 morale bonus to all Will saving throws. There is a price, however. When you give an instruction, they must obey it to the best of their ability, or lose their morale bonus. A person who accepts your authority and then does not obey one of your instructions (and thus loses his bonus) cannot place himself back under your authority and get his bonus back until 12 hours have elapsed. A person can only be under the authority of one other person at a time. Only one person can assume command of a given group.

### BOTTLE STRESS

You can grit your teeth and cope with the worst, though you will have to deal with your postponed stress later.

At any time when you fail a Will saving throw (except when you roll a natural 1) you can declare that you are bottling the stress and coping with it. This allows you to make the saving throw that you just failed, as if you had rolled exactly the right number. The Games Master makes a note of how much you failed your throw by. The same sum is deducted from a future Will saving throw that

you make (as a circumstance penalty) when the Games Master decides that it is appropriate.

If the Games Master states that your bottled stress is taking effect, then you cannot use Bottle Stress for that saving throw. Otherwise, you may continue to Bottle Stress and the total penalty accumulates accordingly. However, it is always discharged all at once, as a single penalty. At the Games Master's discretion, the accumulated penalty from Bottle Stress can also be applied to Intelligence-based, Wisdom-based and Charisma-based skill checks as well as to Will saving throws. For example, you could cope with the trauma of finding a dead body by Bottling Stress, only to have your use of a Knowledge skill ruined because you could not gather your thoughts properly, because images of a pale, dead face would not leave your mind.

### HIGHLY STRUNG

A life spent in the public eye has left you sensitive and edgy. Though you are acutely attentive to detail, you are also jumpy and often unwell.

You gain a +2 circumstance bonus on all initiative checks, Reflex saving throws and Spot and Listen checks. However, you also take a -1 penalty to Fortitude saving throws and a -1 penalty on the total hit points you gain each level, because of the effect your frayed nerves has upon your health. If you take this feat after first level, then it applies retroactively; reduce your total hit points by a number equal to your level of experience.

### IT'S NOT THAT BAD

You can attempt to persuade those present at a terrifying situation that everything is going to be all right.

Make a Bluff skill check, opposed by the Sense Motive skill check of anyone who specifically states that they are listening to your calming words. If your check succeeds, then any Calm skill checks made to calm affected characters down are made at a +2 circumstance bonus for the next hour. This bonus stacks with that provided by the Calming Presence feat. However, if your Bluff skill check is beaten, then your listeners are not convinced and believe that it is as bad as all that; a -2 penalty applies to any Calm skill checks made towards them for the next hour and they are unaffected by your Calming Presence feat, if you have it, though they can still be affected by this feat if other people have it.

## PLASTIC SURGERY

You have had surgery to improve your looks.

Though the benefits of plastic surgery are skin-deep, they can still have a powerful effect upon social interactions. Your age seems to be 10+1d6 years less than it truly is (to a minimum of 25) and you benefit from a continual bonus of +1 to your Charisma ability score.

## Rehearsal

You can increase your chances of giving a successful performance, delivering a smooth lie, impersonating another person or impressing your listeners by taking time to practice beforehand.

You can take half an hour to rehearse before using a Charisma-based skill. Rehearsal cannot be performed in anything less than this amount of time. It may take the form of 'getting into character', practicing lines, playing instruments or similar practices. For every half-hour you spend rehearsing, make a skill check with the skill you are using against DC 15. If you are successful, then when you come to use the skill, you may treat any roll of less than 10 as if it were a 10, unless the roll is a natural 1. The benefits of rehearsal last for one hour per point of Intelligence modifier you possess, with a minimum of one.

## TRY ANOTHER TAKE

You learn quickly from your mistakes, making sure you do not do the same thing wrong twice in a row.

Whenever you fail a skill check that allows you to make a subsequent attempt, you may make an Intelligence check against DC 15. If successful, you may add a +2 circumstance bonus to any further attempts to succeed at that same task. This feat does not allow you to attempt a retry on skills that do not allow retries.



## CHAPTER 4

# COMBATING THE EVIL

### ADJUSTED COMBAT RULES

People and objects are fragile and prone to damage. As such, we offer an adjustment to the regular Armor Class bonus rules to reflect this.

### AC BONUS

The best thing to do in any horror game is get out the way, hide or run away. When the going gets tough, the smart fade into the background or simply disappear. To represent this, more experienced characters receive an AC bonus. After all, should they survive a whole bunch of horrific encounters they should be pretty adept at taking cover by now.

PCs (and some objects) receive an AC bonus ability in the game; this represents how easily they can be hit in a fight, or how vulnerable they are to damage. PCs attempting to hit something or someone roll their attack, with the target's AC bonus as a bonus to a normal DC 10, plus any ability or circumstance modifiers.

*Example: A 7th Level Character with a Dexterity of 15, giving them a +2 Dex bonus and (for example) a +4 total AC bonus, would require an attack roll of 16 or better to be hit normally.*

### ALONE IN THE DARK

We have an instinctive fear of the dark. It could conceal anything from tables that we bump into to fierce, predatory creatures. As we grow older, our experiences tell us that there's nothing out there - that it's just the wind, that there aren't any bogymen under the bed that ghosts don't exist. But then again, there's always a first time...

### RULES ON DARKNESS

During the game, characters might unexpectedly find themselves alone in total darkness, as the lights suddenly go out, or a candle is snuffed out by a gust of wind.

Characters in the dark lose the ability to deal extra damage due to precision, such as from feats like Weapon Focus.

Characters who find themselves in the dark make any Will Saves to avoid being frightened with a -2 penalty. They do not have to make any additional Will saves simply because they are in darkness.

↳ Their movement is cut in half as they stumble around.

↳ All opponents count as having total concealment, so the character has a 50% miss chance in combat. Similarly players themselves are considered in total concealment should their opponents be unfamiliar with fighting in the dark. Creatures, which continuously wander around in the dark, can fight in the dark at no penalty.

↳ Characters take a -2 penalty to AC to simulate their inability to defend themselves. They still receive their AC bonus based on their character level.

↳ Characters receive a -4 penalty on Search checks and many Strength and Dexterity-based skill checks (such as Tumble) at the discretion on the GM. Spot checks are impossible.

↳ A player creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponent's Move Silently checks). A successful check lets a blinded character hear an unseen creature as "over there somewhere". It's almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 10 reveals the unseen position (but the unseen creature still has total concealment from the blinded creature).

↳ If a character is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck them (until the unseen opponent subsequently moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed them) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not their location).

↳ Creatures that are more familiar with the dark can be blinded by bright light and suffer all the penalties described above.

↳ GMs can modify any of these rules when players are faced with partial darkness or near total darkness.



## ESCAPING THE TERROR: CHASE RULES FOR FRIGHT NIGHT

The following rules permit GMs to run fast-paced, exciting chases on foot. The main determining factors in a chase are the distance between participants, their relative speeds, and the maneuvers they are trying to perform (modified based on the conditions present).

### RUN AWAY!

The system detailed in this section gives GMs a quick way of resolving players trying to run away or to escape on foot from terrifying monsters or perilous situations. It also covers characters chasing after one another, and monsters running down hapless PCs.

Movement in combat or chase situations is measured in three different speeds: walk, hustle, or run.

**Walk:** A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

**Scramble:** A hustle is a jog at about six miles per hour for an unencumbered human.

**Run (x4):** Moving four times speed is a running pace for a character. It represents about 12 miles per hour for an unencumbered human.

Encumbered characters carrying lots of equipment or heavy loads use a x3 movement multiplier for running.

One Round	Human
Walk	30 ft.
Scramble	60 ft.
Run (x3)	90 ft.
Run (x4) (Normal)	120 ft.
Run (x5) (sportsman Feat)	150 ft.

### RUNNING, SCAMPERING, SCUTTling, and OozING

Some creatures might move faster or slower than an ordinary person. The base speed for a human is just 30 feet, meaning they will cover 30 feet in a round at walking pace. Some monsters may still only cover this distance at a walk, but can accelerate faster than a normal person, giving them higher run multipliers. Others may not be as quick, but have pounces, or sudden bursts of speed that give them a surprisingly long range to make single attacks, but no sustained movement.

One Round	Monsters
Walk	30 ft.
Scamper	60 ft.
Run	90 - 120 ft.
ooze	10 ft.

### RUN! RUN! AS FAST AS YOU CAN!

When determining the outcome of a chase on foot, characters use opposed Athletics checks to see who can outdistance the other. Once a character has the lead, they may try to hide quickly out of sight, or even lay an ambush. If the pursuer manages to catch up with a fleeing character, they can attack them, or try to trip them up.

### RANGES

For the purposes of chases, there are five possible ranges. The GM should determine the starting range based on the circumstances when the chase begins. After that, the winner of the opposed Athletics check may either decrease or increase the range by one range step.

**Neck and Neck:** The participants are close enough to perform melee attacks on the other participant at a -4 penalty, as circumstances allow.

**Close:** The participants are easily within sight of each other.

**Medium:** The participants are still in sight of each other, but will frequently lose direct line of sight if in built up or forested terrain. Ranged attacks can be made at a -4 penalty but only at the discretion of the GM.

**Long:** Characters on foot are unlikely to be able to launch ranged attacks, as circumstances allow.

**Extreme:** The participants have lost sight of one another. Feats that allow tracking may be used to reestablish pursuit, but these take some time and the participant being pursued will be able to place some distance between them and the pursuer.

### FALLING OVER, TACKLING, and BEING PUSHed INTO THINGS

Characters that are at "Neck And Neck" range can attempt to shove or trip up another person. This is a standard trip or overrun attempt (see the PHB) but at a -4 penalty if both characters are running (a running character attacking a static character receives no penalty). Note that falling on snow never hurts.

## CHAPTER 5

# FRIGHT RULES FOR FRIGHT NIGHTS

Naturally, in this game, there are rules regarding fear and what happens when terror strikes. These rules are optional. If a GM decides that their players are sufficiently responsive to what should frighten them then they may go easy on the rules. However, these are ideal if you get players who ordinarily, you might expect to simply "tough it out" without much response to the horror element.

Below is a table that GMs can use to see if their monsters are scary enough. If, as a GM, your roll on the Scare Table is high enough to affect the most powerful character/creature within 60 feet then roll  $2d6 +$  the Hit Dice + Charisma modifier for Scare Capacity. That's how many total Hit Dice/Levels of characters will be frightened. GMs can divide these hit dice up any way they please.

*For example: a monster is 6 hit dice and is approached by a bunch of second level characters. It appears and endeavors to scare them silly. Its scare check, rolled by the GM, is 5 - not good. So it can scare its own hit dice (6) minus 2. So its maximum scariness is 4 hit dice/levels. A fifth level character who has been here before and has some experience in these matters would be unfazed.*

*The Creature then rolls  $2d6 +$  the Hit Dice + their own charisma modifier. The creature has a charisma of 14 so its modifier is 2. It rolls a 14 so it can scare 22 HD worth of creatures/characters (14 plus 6 plus 2) So, 22 hit dice suffer the effects outlined below. The GM picks several characters (usually the nearest but it can be random) that are subsequently scared up to 22 hit dice total. This is likely to easily cover the whole party (They do get a save - see below)*

Soon enough players will realize that wandering off on your own is silly, because of the few hit dice in only one character.

If your Charisma score is average or low, it's possible to roll fewer Hit Dice/Level of characters frightened than indicated on the Scaring Table and, of course, you scare nothing.

Creatures may skip over already frightened characters that are still within range, so that the GM need not waste the creatures Scaring Capacity on them.

Scare Check Result	Most Powerful (Maximum Hit Dice/Level)
0 or lower	Creature HD -4
1-3	Creature's HD -3
4-6	Creature's HD -2
7-9	Creature's HD -1
10-12	Creature's HD
13-15	Creature's HD + 1
16-18	Creature's HD + 2
19-21	Creature's HD + 3
22 or higher	Creature's HD + 4

## RESISTING FEAR

People cannot help but be scared by any supernatural monster, creature or manifestation of power, by the sheer nature of its supernatural origin. Some will simply unnerve, or shock someone seeing it; others will trigger our deepest fears and rock that person's mind to its foundations. Each frightening creature has therefore been given a Scare Rating equal to its hit dice. Creatures such as those with obvious supernatural elements that defy all rationality, such as ethereal Ghosts, animated objects, etc. are given abilities that boost their Scare Rating higher. This reflects the feelings of terror they convey. For some characters, the very sight of them will be too much, becoming mentally scarred as a result. For them, the trauma will be so great that they will be too afraid to enter a situation or circumstance that might bring them into contact with such horror. (See Madness and Phobias p. 27)

A creature can take a move action to snarl, roar, or generally scare the characters. It makes a Scare Check to see how deeply it frightened the characters. This gives it a total number of hit dice/levels of characters it could scare. Working usually from the nearest character, the victims then make a Will Save with a DC equal to the creature's Hit Dice + 10 to remain calm. Those who fail have been scared and are subject to whatever condition of fright the creature has inflicted.

The GM needs to develop a mounting sense of dread and apprehension as the players walk through the house knowing that something is out there, which at any second might jump out and attack them.

Tension and fear come from not knowing what's in the dark and from the realization that what they are seeing is beyond all previous experience.

## THE SCARE

The characters that are scared by a creature or circumstance can become *Shaken*, *Frightened*, or *Panicked*. This condition will last until they are safe, or for one round for every point they failed their Will Save by. *Frightened*, or *Panicked* characters must flee from what's scaring them by the best and fastest means available. They will not run to anything that has just *frightened* them also (i.e. a previous failed roll) but they might run blindly into more trouble. If they cannot flee or fight, they are forced instead into *Cowering*. If the creature approaches within their threat range (usually within 5 feet of them), they can try to confront their fear and act by making another Will Save (at the same DC) to become *Shaken* instead.

Monsters target the whole party, as this system works on collective hit dice/levels of the group, not the individual hit dice/level of a character. As a result, the party can be affected all together, and so may run together, or stand and fight together. This will help prevent parties splitting up so much, making the game easier to GM. After all, wandering off in these situations is always a precursor to a sorry ending and sticking together has to be the best thing to do!

Characters that make their fear check may stand and fight alone, or can elect to run with the other characters. Whether they try to help, protect, or carry cowering characters is up to them.

Some things are simply scarier than others: a spider the size of a dinner plate suddenly scuttling across the floor is more frightening than a snake the same size slithering around. Some things just provoke deeper responses. The scarier monsters therefore inflict different results. This could range from not very scary monsters (giant rats, things going bump in the night, etc.) causing people to become *Shaken* if they become frightened, to especially dangerous monsters (huge alien monsters, End-of-Level Boss monsters) causing characters to become *Panicked*. Even if they succeed in their will save, characters will still become *Shaken*. GMs should always feel at liberty to tinker with the fear system if something else just makes sense.

*The four conditions listed below represent the effects of a character becoming frightened. The first is just a more extreme case of nervousness, rising in severity to a level of terror that leaves the character paralyzed with fear.*

1) *Shaken (mild): A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.*

2) *Frightened (Lesser): A frightened character has 5% chance of dropping whatever they are holding. They flee from the source of their fear as best they can. If unable to flee, they may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened character can use special abilities, including spells or special powers, to flee; indeed, the creature is compelled use such means if they are the only way to escape.*

3) *Panicked (Severe): A panicked character must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers they encounter along the way. They cannot take any other actions. In addition, the character takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked character starts *Cowering* and does not attack, typically using the total defense action in combat. If a panicked character can use special abilities (including spells or special powers) to flee, they will do so; indeed, the character must use such means if they are the only way to escape.*

4) *Cowering (Extreme): The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses their Dexterity bonus (if any).*

## ALL ALONE WITH NO ONE TO HELP YOU

For some people there's simply nothing scarier than being alone in the dark. It brings back all the childhood fears, and allows the mind to dwell on what might be out there. As long as we are with someone else, we can take comfort in their presence, and the knowledge that you're not alone.

For characters that find themselves cut off from the other characters, there is no one to help them deal with their nerves. Perhaps they ran away on their own, or they decided that they knew best and would go their separate way - whatever the reason, they now suffer a -2 penalty on all Will saves to avoid being *Frightened*. If they fail this save, the severity of the frightening also increases. Something that would ordinarily cause a character to become *Shaken* instead causes them to become *Frightened*. *Frightened* becomes *Panicked*, etc.

### "If it bleeds, we can kill it"

In some games, cumulative factors may allow the characters to receive bonuses to resist this terror. When a character meets one of the conditions below, they can be given a +2 circumstance bonus to resist the frightening effects of a creature or situation.

- ↳ Finding a creature's vulnerability (Vampires and garlic or crosses, etc.).
- ↳ Working out what a creature is ('Hm... It seems the radiation here has altered the rats' DNA to make them super intelligent').
- ↳ Familiarity with the creature, and acceptance of their supernatural origins ('Not another zombie! This place is just filled with them').
- ↳ Determination to save the world, knowingly confronting a monster, etc. ('Unless I can reach the reactor in time, the whole world could be destroyed!').

This is usually factored into the adventure and will be noted where appropriate. For characters that stray from the adventure's intended path, or for GMs that wish to adapt the adventure to fit into other campaign/adventure ideas, they can use the above rules to modify the characters' Will Save to make it easier for them to govern the emotions of their characters and hence influence the plot.

### FEELING ILL OR REVOLTED

Some particularly foul monsters might also cause characters to become nauseated or sickened, e.g. maggot-infested zombies, slimy, diseased, bad things, smelly, rotten monsters, etc. These conditions can be used in place of the normal frightening ones of *Shaken*, *Frightened*, *Panicked*, and *Cowering*.

Tom, Dick, and Harry all decided to head down into the basement. It's dark and scary there. Tom strikes a match to light their way. As the tiny flame flares into life, a terrible scene confronts them. Broken and bloodstained bodies lie all around them. Crouching on top of the remains of their missing party member is the Ghoul. As the trio tries to take in the horror before them, the creature brandishes the gnawed-off foot of their erstwhile friend, and hisses at them through gore-stained teeth.

The Ghoul, rather than attacking them, has opted to try to frighten away the trio, so he can continue feasting. He has four hit dice, and only has a charisma of 5 (being a rather ugly and unsocial creature) and so has a Charisma Modifier of -3. Rolling on the Scaring Table, the Ghoul rolls a 14 meaning he can scare characters with 5 hit dice or levels (his four hit dice plus one for the roll). The ghoul then makes his Scare Capacity check rolling  $2d6 - 3$  (charisma) +4 (hit dice). He rolls only 7 so can only Frighten 8 hit dice/levels worth of characters in total. As the total number of levels for the trio is 5, the Ghoul can frighten all three of them.

Tom is closest to the Ghoul and is still first level. He is affected after failing his will save by 5 and so becomes "Frightened" for the next five rounds. Dick is the next closest and is also first level so he gets affected too. He, however, makes his Will save and so is unaffected by the Ghoul's terrifying presence. Harry is the furthest away. He is level 3, and has the best Will Save at +5. Unfortunately, he rolls a one for his save and the GM deems he's fumbled the Will Save, and so his next action, and the thirteen rounds after it, will be spent *Cowering* (he needed a 14 to save, but as he rolled a one, the fright will affect him for 13 rounds).

Tom runs away from the Ghoul screaming loudly. As he flees the basement, the match goes out. He fails to spot the *Cowering* Harry by the stairs and stumbles over him in the dark. Dick, seeing his two friends in such a state, tries to protect them by throwing himself between the Ghoul and his friends. Harry vomits while pathetically clawing at Tom in an attempt to get anything between him and the Ghoul.

- 1) Sickened (lesser): The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
- 2) Nauseated (severe): Experiencing "stomach distress". Nauseated characters are unable to attack, cast spells or use special abilities, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per round.

## Madness and Phobia

The results of the Frightening test can also be used to induce manias, phobias and other mental states and derangements on the characters. Any fumble incurred develops a mental condition based on the situation in which they were frightened.

GMs should inflict these states with care; not to penalize and punish players, but to represent the effects such events would have on them. When the character fails a Scare Check, or when the GM deems him to have experienced something truly horrific or unworldly, she may then say he has been struck by madness. The form this madness takes can either come from one of the suggestions below, or can be the GM's own invention. The delusions and behavioral forms below can all be triggered by extreme shock or fear. Many of the forms of behavior people associate with madness, such as split personalities and delusions, are actually caused by physical symptoms such as chemical imbalances within the brain, and are not suitable for quick, exciting games of horror.

Players can also opt for voluntary madness if they think this will be fun particularly if they are playing a higher level character whose background includes another horror story.

## Sudden Madness

This form of mental collapse will only last until the character can be successfully calmed or "snapped out of it" by another character, or until any form of threat has been negated. For example, someone afraid of the dark can be brought into a well-lit, bright room. A successful Calm skill check at DC 10 (+1 for every time the subject has suffered a form of madness) is required to treat the character.

## Prolonged Insanity

Unlike sudden madness, prolonged insanity will become a recurrent problem for the character. Whenever he is faced with a similar situation or set of stimuli that reminds them of the original incident, he will have to make a Will save at DC 15 or suffer a recurrence of symptoms. A character can be brought out of his insanity by a successful Calm Check at DC 15 (+1 for every time the subject has suffered a form of madness). The GM can choose her characters' madness and insanities from the table below or make up her own.

SUDDEN MADNESS	PROLONGED INSANITY
Faints	Compulsive behavior
Screaming Fit	Paranoia
Hysterical	Severe phobia
Babbles uncontrollably	Psychosomatic ailment
Curled into a fetal ball	Uncontrollable tics or convulsions
Becomes phobic	Amnesia
Catatonic	Psychosis

## LONG-TERM HELP

Characters who have suffered prolonged insanity can be treated through therapy and counseling. This takes one week for every form of prolonged insanity they have suffered, after which a Calm Skill check with a DC equal to 15 (+1 for every time the subject has suffered a form of madness) is made. If successful, the character will be cured. Hey, it's a bit easier in the role-playing world if you wish to play your characters again. Alternatively, players can opt to have their characters gradually worsen under the burden of finding themselves in one long horror story if they so wish.



## CHAPTER 6

# TOOLING UP

Within a medical institution like the Asylum, there are very few weapons. Pistols and nightsticks may hang from the belts of the security guards but nobody else has any, nor do they need to. Violent patients are sedated, not shot. However, there is a wealth of items that can be used in a fight or to incapacitate an unwary opponent, if you know what you are doing.

### MEDICAL DRUGS AND OTHER SUBSTANCES

Experimentation with medical drugs is not recommended. The following information is provided in case the players or the GM need to know the effects of a given drug. Players may find themselves dosed with drugs against their will, such as when the Asylum staff members decide that a character is acting in a violent manner, or they may voluntarily use drugs on one another to treat wounds or even fight madness.

When they are administered with due medical procedure, there is no saving throw against the effects of medical drugs. Once the drug is in the system, it takes effect. You cannot swallow a tranquilizer and expect a good Fortitude saving throw bonus to make any difference. The way to prevent a drug from affecting you is to keep it from getting into your body in the first place.

If a drug is administered in stressful circumstances, the character does receive a saving throw. Treat the drug as if it were a poison. One Fortitude saving throw is allowed against the initial effect, with a second saving throw one minute later against the secondary effect. This one minute onset time replaces the standard ten minute onset time for poisons.

### INJECTIONS

There are three reasons for giving an injection rather than administering the drug orally. The injection may be more efficient, such as when you need to numb one body part, or more safe, such as when the patient is refusing to take medication orally and it has to be delivered somehow; in either case the drug takes effect almost instantaneously, since it goes straight into the patient's bloodstream.

In medical practice, syringes are often pre-filled for speed of use. Filling a syringe from a bottle when in a stressful situation is a full-round action that provokes attacks of opportunity and

requires a Dexterity check (DC 15) unless the character has any medical feat, or more than 5 ranks in the Medical Assistance skill, in which case it can be performed as a standard action with no check required.

Giving an injection to a willing person is a standard action. Giving one to an unwilling person requires a successful attack roll. As the injection needs to be delivered to the correct part of the body in order to be effective, some precision is necessary and the attack roll is made at a -2 circumstance penalty. It is customary for one person to restrain the patient by grappling and pinning them and another person to deliver the injection. If the injection 'attack' misses, there is a 50% chance that the dose is lost.

### ORAL MEDICATION

Oral medication is typically taken in pill or syrup form. When patients co-operate with staff, they are given oral medication, though the staff member will watch the patient to make sure that the medicine is swallowed.

If a player wants to pretend that she is swallowing oral medication when in fact she is not, then she should make a Sleight of Hand check, opposed by the Spot check of the staff member who is administering her medicine.

Oral medications typically take effect between 30 and 90 minutes after administration.

### GAS

Many general anesthetics are delivered in gas form. The gas is fed to the patient through a mask. A patient who does not wish to inhale a gas can hold his breath. Refer to the drowning rules in Core Rulebook II. Once he can no longer hold his breath, he inhales automatically, whether he wants to or not.

On every round on which the character inhales the gas, he must save against the primary effect. Gas does not usually have a secondary effect. A character who is breathing fresh air can recover ability score damage lost from gas inhalation at the rate of one point per ten minutes, though if this ability score damage rendered him unconscious, he does not wake up when the ability score is above zero.

Note that like injections, gas affects the target almost instantaneously.

## Medication anesthetics (LOCAL)

**Save DC:** 14.

**Primary Damage:** 1 point Dexterity.

**Secondary Damage:** 1d4 Dexterity.

Local anesthetics numb pain in a particular part of the body. They are applied by injection. A typical local anesthetic lasts for 2-4 hours before wearing off. The game effect of a local anesthetic depends on where it is administered. A local anesthetic administered to the leg halves a character's movement. Applied to the arm it makes fighting with that arm impossible. Applied to the face it makes speaking clearly difficult.

## anesthetics (GENERAL)

### Gas

**Save DC:** 18.

**Damage:** 1d6 Strength (temporary).

### INJECTION

**Save DC:** 18.

**Primary Damage:** 1d4 Strength (temporary).

**Secondary Damage:** Unconsciousness.

General anesthetics cause unconsciousness. They are administered by gas or injection. If more than a safe dose is given, then use the same save DC but with a primary effect of unconsciousness along with 1d6 damage to Strength and Constitution and a secondary effect (after one minute) of death.

Continually inhaling general anesthetic in gas form (such as by release of the gas into a closed area) constitutes an unsafe dose.

## antiseptics

Antiseptics prevent wounds from becoming infected. If antiseptics are applied to a wound that might otherwise cause injury-transmitted disease (this requires a Medical Assistance skill check at DC 15) then the saving throw against the disease is made at a +4 chemical bonus.

### Chloroform

**Save DC:** 16

**Damage:** 1d4 Strength (temporary).

Chloroform is a colorless, volatile liquid that is often used as a makeshift knockout drug. A rag soaked in chloroform and held over the mouth will subdue most targets in time. To force chloroform on a target, proceed as if you were trying to hold a mask over their face (see below under Tooling Up). As the initial Strength damage makes the target less

effective at grappling, it is common for a failed initial save to lead to the unconsciousness of the character.

## sedatives

**Save DC:** 16 (injected only; no save when taken orally)

**Initial damage:** 1d4 Intelligence, 1d4 Dexterity

**Secondary damage:** 1d4 Intelligence, 1d4 Dexterity

These drugs are used to treat manic, noisy or violent patients. They can also be used to calm down those who have suffered severe shock, such as watching your best friend have his head torn from his shoulders. Sedatives last for 2d6 hours.

A dose of injected *sedative* immediately ends any fearful condition from which the character was suffering, such as *shaken*, *frightened*, or *panicked*. The patient also receives a +3 chemical bonus on Will saves against fear. However, it also deals Intelligence and Dexterity damage (see above) to the target. This damage is temporary and only lasts for as long as the drug effects. Oral sedative has the same effect but takes effect in 1d6+4 minutes.

**Mild Sedatives:** Milder versions of sedative are available. Instead of removing conditions of fear, they merely reduce any condition to its next lowest level; a *panicked* character becomes *frightened*, while a *frightened* character becomes *shaken* and a *shaken* character is no longer so. They deal only 1 point of Intelligence and Dexterity damage and last for 2d6x10 minutes. *Mild sedatives* are usually taken orally.

## EQUIPMENT

### bone saw

The type of bone saw detailed here is a circular blade that rotates at high speed, allowing bone to be cut through rapidly. Wielded as a weapon, it deals 2d4 damage (x2). Bone saws count as improvised weapons if used in combat and bestow a -4 nonproficiency penalty to the attack roll.

### ELECTRICAL PADDLES

These devices are first smeared with conductive jelly and then applied to the chest. They deliver a jolt of electricity that starts the heart beating again. They could, in theory, be used as weapons but would bestow a -4 nonproficiency penalty to the attack roll. A successful hit does no damage. Instead, the target must make a Fortitude saving throw (DC 16). Failure means that the target is knocked unconscious for 2d4 minutes. Even on a success, the target is stunned for one round.

## MASKS

Elasticised masks are used for delivering gas or oxygen to patients. You can attempt to hold a mask over the face of an unwilling victim. This requires a successful pin made during a grapple, as if you were attempting to hold your opponent still. If you successfully pin your opponent, he takes no damage but he does inhale a dose of whatever gas is being emitted through the mask. If he breaks your pin on a later round, he can breathe air.

## RESTRAINTS

Heavy-duty cloth restraints are a feature of all beds in the Asylum. When securely buckled in place, a character cannot free himself easily. Escaping restraints requires an Escape Artist skill check (DC 25) or a Strength check (DC 20).

## SCALPEL

Scalpels are sterile medical knives used for making precise incisions. They consist of a surgical steel handle and a replaceable blade. They are not balanced for fighting, so they count as improvised weapons if used in combat and bestow a -4 nonproficiency penalty to the attack roll. However, a character with the Emergency Medic or Doctor feat can wield a scalpel as if it is a weapon with which she is competent. A scalpel deals 1d4 damage, with a threat range of 18-20 and a x3 damage multiplier.

Scalpels are extremely sharp but fragile. After being used in any given combat, there is a 50% chance that a scalpel blade is ruined. Packets of 10 replacement blades are standard; changing a blade is a full-round action and provokes an attack of opportunity.

## STRAITJACKET

A straitjacket binds up the wearer's arms, so he cannot use them. He is completely unable to make attacks or perform tasks involving manual dexterity. Removing a straitjacket that you have been tied into is next to impossible and requires an Escape Artist skill check (DC 25) or a Strength check (DC 20). Untying a straitjacket that another person is wearing calls for a Use Rope check (DC 15).

## STUNNER

An electric stunner is similar to a taser but designed for hand-to-hand use. It can, however,

be used up to 10 times before the power unit is discharged.

To use a stunner, first make a melee attack against the target. If this hits, the target must make a Fortitude saving throw (DC 16). Failure means that the target is knocked unconscious for 2d4 minutes. Even on a success, the target is stunned for one round. Stunners count as simple weapons.

## SYRINGE

A syringe that is used to deliver an injection of drugs during normal medical procedure does not deal any damage worth noting.

If a syringe is used to attack, it deals 1 point of damage (19-20 x3). Syringes are not designed to be fought with, so it is not possible to be competent with one with weapon feats; they thus bestow a -4 nonproficiency penalty to the attack roll. However, a character with the Emergency Medic or Doctor feat can wield a syringe as if it is a weapon with which she is competent.

A character can attempt to use an empty syringe to inject an air bubble into the bloodstream. This is not a very efficient way of killing someone, but it does work. The character must specify that he is doing this. He must also make a successful Medical Assistance skill check (DC 15) before attacking as a free action, in order to identify a suitable place to inject the bubble.

**Air Bubble Injection:** Save DC 12, primary damage 1d4 Intelligence (permanent), secondary damage death

## TASER

A taser is a single-shot weapon that fires prongs into a target. These are attached to spooling wires, through which the battery delivers a powerful electrical charge. It is effective at ranges of up to 20 feet but no further, as the wires cannot reach.

To use a taser, first make a ranged attack against the target. If this hits, the target must make a Fortitude saving throw (DC 18). Failure means that the target is knocked unconscious for 2d4 minutes. Even on a success, the target is stunned for one round. Tasers count as handguns for proficiency purposes.



# ASYLUM

A battle to regain memory and sanity, trapped within the walls of the institution from Hell...

## INTRODUCTION

*You know that you are dreaming. Only in dreams come such visions, with a pinch of truth thrown in to confuse the senses. In your dream, you are sitting, hunched up and wide-eyed, on the top of an active volcano. Your limbs are useless trying to run, or even stand, proves alarmingly unsuccessful. The terracotta skies stream dirty sunlight through the bars of the cage that keeps you confined and waiting for the certain finality of death.*

*As you look around, things get a little clearer; others are here to share your fate, in clean white uniforms, bound like corpses against the chance of them escaping. Who would want to commit you, or any of these poor souls, to a fate like this?*

*More elements of reality slowly become apparent. You are not in a cage at all, or anywhere near a volcano; the movement was the rumbling of a converted prison van, in which you and some others are currently hurtling along an empty road, towards... what?*

*An adhesive gag is covering your mouth and you have a straitjacket on. Could you have lost your mind? This is not the life you remember. The other prisoners, also bound and gagged, are beginning to come to their senses. They look familiar, though in your groggy state you are not sure why. Could they have any answers? A mirrored wall blocks off the front of the vehicle. For the time being your captors remain anonymous.*

*As the light turns from red to dusky blue, you guess that it must be an evening in the fall. The last shreds of full consciousness return to you, just in time to see your final destination. As your vehicle turns a sharp left, a cement wall about 20 feet high comes into view. How you wish it was a hundred miles behind you instead; there is something sterile and threatening about the sight.*

*As you examine the scene, it becomes clear that the wall forms a circle around a central building, which you cannot see. Nothing but the barren desolation of a rapidly cooling wilderness is evident: no towns, no villages, no gas stations, no signposts. Not even a road now, as the van in which you are incarcerated slows down and bumps along to a solid black gate. It opens upwards, like a garage door, impressing on you how thick the wall must be.*

*As you struggle to remove some of your confinements so that you can get a better look, a sign on the gate flashes in the headlights, only barely visible from your viewpoint. It might have been better not to look.*

*The sign proudly states: "Welcome to the Hofas private asylum-caring for the incapable and curing the incurable since 1857."*

## BACKGROUND

The Hofas private asylum is secluded in a mountainous wilderness region in an American state (the GM may choose the exact location) and has been in business since 1857. The primary role of the institution is of less importance to the inmates than to the people that put them there.

Once in a while, a child is born to a super-rich family that is cruelly judged a social embarrassment due to physical deformity or mental incapacity. Oil magnates have relatives they want out of the picture for future inheritances; film stars have illegitimate children that have to disappear for public relations purposes. The Hofas private asylum is a dumping ground for these unfortunates. Healthy bribes to various local authorities and police departments ensure that inspections and paperwork are kept to a minimum, allowing it to continue its terrible function relatively unnoticed. It has been owned by the Hofas family since it first came into being, undergoing many structural changes as the years have gone by.

There is another unsavory secret hidden behind the walls of the asylum. Steven Hofas, the current owner, is also the head figure of a self-styled coven and has worked towards blurring the boundaries between science and Earth magic for the last forty years. Unfortunately, his take on the core beliefs of Wicca and neopagan principles has been distorted out of recognition by his own inherited mental condition and repeated ingestion of a hallucinogenic mushroom known as *Amanita Muscaria*, a powerful and dangerous variety of "magic" mushroom. Many of the staff are members of his coven, each having a tattoo on the lower leg that depicts Hofas in full ceremonial regalia.

Unknown to Hofas, there is a splinter group of patients dedicated to following a gentler and less distorted path of Earth worship, led by his twin brother, Iain Hofas. His older brother Steven locked Iain away twelve years ago, to keep him from any role in running the institution; he escaped and is assumed to be dead. However, he has never left the building. He has been living in the cavity between the outer walls, building his following among the prisoners here and waiting for the time of retribution against his brother. Iain and his followers could prove to be a problem for Steven over the next couple of days.

The time is fast approaching for Steven to fulfill his grisly destiny. He and his cronies have been performing unnecessary surgery on the inmates of the asylum: they need body parts. On the third floor is a secret laboratory where a creature is being built from these parts. Legs of professional footballers, lungs of opera singers and many other top quality organs have already been "acquired" and patched together to form a gigantic

spider-creature.

A microchip has been placed in each organ that, in theory, will allow Steven and his cronies to control the beast, using a remote computer system and small terminals the size of mobile phones. All that is missing now is a face, one leg and the brain, which the characters are expected to provide (see below). Using a mixture of hallucinogenic potions, corrupt magical ceremonies and wireless technology, the aim is to create a living, breathing demonic servant on Earth. However, Hofas has not done his homework properly, and many things could go wrong.

## PC BACKGROUNDS AND MEMORIES

The characters have been "ordered" by Hofas, much the same way as one would order a pizza. They don't know it yet, but they have been drugged and kidnapped, being successful professionals in physical and mental fields and thus deemed worthy to contribute their body parts to the abomination.

One of the characters is, in fact, a world famous singer in a popular pop group and has been chosen to donate his or her face to the monstrosity upstairs. The GM should randomly choose which character this is before the adventure begins. Do please note that just because this character is a pop icon, it does not necessarily mean they have any musical talent! Hofas is interested only in the physical properties of his or her face.

If the Games Master wishes, another one of the characters can have been kidnapped by mistake. He or she is not a celebrity but is a virtual double of one; so much so that people are constantly asking "don't I know you from somewhere? Aren't you on TV?" The Games Master should create a celebrity identity for this person; after all, the player may begin to believe that he is a kidnapped celebrity, since everyone else seems to be insisting that that is what they are...

## THE KIDNAP: REALITY AND INSANITY

The PCs were not so much kidnapped as enticed to come to the Asylum. Hofas contacted their agents through a fake TV company to appear in a supposed Reality TV program. The PCs accepted, on the advice of their agents. After all, fame is a fleeting thing, and the public fickle. None of the PCs are truly world-class, A-list celebrities, or not any more. Some may be up-and-coming, wanting to bootstrap their careers by an appearance in the Reality TV craze; others may be has-beens, desperate to revive their flagging fame, clutching at Reality TV as a means of doing just that.

The PCs were all to be picked up from their homes and taken to the "studio in a secret location." They were indeed picked up, by unmarked, tinted-windowed limousines, driven by Asylum security

guards. For most of them, that was the last thing they remembered, and even that will seem distinctly unreal by the time they arrive at the Hofas Asylum. They were given drugged drinks from the minibars aboard their limousines, then transferred to ambulances and strapped down. The journey passed in something of a haze, as Asylum medical personnel tampered with their minds using a cocktail of psychoactive and sedative drugs injected into their already drugged "patients."

The doctors at the Asylum will seize on the "Reality TV" idea if this is mentioned by any of the PCs. This will be treated as a paranoid delusion at the root of the PC's problems. The GM may use the following questions as a basis for the doctors' dialogue with a PC who believes herself to be a celebrity:

'So, do you believe that cameras are watching you?'

'Tell me more about this "audience". Are they laughing at you? Can you hear them?'

'Did you want to be famous when you were younger? Do you feel famous now?'

The boxed text below gives a sample set of doctor's notes that the PCs may chance upon, to further reinforce their uncertainty over whether they are celebrities in a particularly bizarre Reality TV show, mentally disturbed patients of an Asylum, or the truth that they really are celebrities, kidnapped and turned half-mad for Hofas' own evil ends.

**Doctor's Notes:** Reality TV is a new phenomenon. It seems the patient has seized upon this model in order to rationalise away his paranoid feelings of being watched, having surveillance cameras pursuing him, and of voices in his head telling him what to do. It used to be evil spirits, then it was aliens - perhaps the schizoids of the new millennium will simply attribute their paranoia to other people, watching them through hidden cameras. Note that it neatly plays into the delusion of grandeur - the victim, once an ordinary person, is made into a celebrity by the magical transformation of Reality TV.

Again, by convincing oneself that one's surroundings are merely some kind of a set, one disassociates oneself from an uncomfortable and threatening concrete reality...

## What Is Really Going On

**Fright Night:** Asylum is governed by a timeline, which GMs will find below. In order to succeed, the PCs must do more than keep their bodies and minds intact. They must also stop the activation of the monster. To do this, they could destroy it, pull down the crucial phone mast in the garden, induce the non-believers to revolt, or try a different tactic. If successful, they must get out alive and inform the authorities. This is not the only Hofas asylum in the world. There are, in fact, twelve more.

The timeline is simply a broad outline of what happens and where, through the course of the game. The GM can alter times and places of events if it adds to the game play. For example, if it is useful or entertaining for the characters to witness an event, and the time is "close enough" to the one specified on the timeline, altering to suit is acceptable.

The GM may also wish to alter the amount of game time the adventure takes up. Shortening things so that the action takes place over only two days could allow for a more fast-paced game, though it would mean there was less opportunity to play with the themes of madness and normality, reality and trickery that make up some of the best aspects of gaming in an asylum setting. Lengthening the action so that the game lasts several weeks could allow the GM to really focus on the growing uncertainty of the PCs as to whether they are truly insane, as well as pushing the characters further into real insanity.

The medication mentioned below is a tranquilizer; Nurse Wickenden supervises the dispensing procedure. See the 'tooling up' section for details on oral tranquilizers. If the characters take the medication, they must successfully fight against the effects to avoid "fuzzy thinking" and retarded physical abilities.

On the map, points marked with a C denote a closed-circuit camera. These often break down and Dave Davies is much too lazy to check the reason why, every time it happens.

Finally, a good proportion of the content of this adventure relies on the interaction between the NPCs and the player characters, so GMs should use the various tables liberally.

## Timeline

**Day 1: 9/21, Present Year**

**19:30** The characters arrive at the asylum and are checked in at reception (location one on the first floor).

If desired, the GM may wish to stagger the PCs'

arrival, allowing for the creation of a more atmospheric and threatening beginning to the adventure, as they turn up friendless and apparently unloved. This also brings an added element of uncertainty to the start of the game, as they must attempt to work out which (if any) of their fellow inmates are actually in the same situation as them, and which ones really are insane.

**20:00** Seven burly guards escort them to the induction room. Each character is given a white gown to wear and a cardboard box in which to put their "civilian clothes" and personal possessions.

In fact, even their supposedly "civilian" gear has already been replaced by standard, identical white clothing, when they were lying drugged in the ambulance. This will enhance their feelings of uncertainty as to the true nature of their situation, since they apparently remember heading off to their Reality TV show in their normal fancy clothing. Their actual clothing on arrival looks more like it might have come from another, similar institution, and the staff or the Asylum will do nothing to allay that suspicion.

#### **Real Asylums**

*Although the asylum in this story is basically a front for Doctor Hofas' wicked desires, real asylums in times past were demeaning in the extreme. The "patients" were locked in cells twenty-four hours a day. Spectators would visit these institutions and pay a pittance to have a guided tour of the asylum. The strange behavior of the inmates and the cruel treatment passing for therapy at the time were seen as slapstick entertainment for the masses. Maybe the asylum in this story is not so far-fetched after all...*

**20:15** The party is taken to the recreation room and left with the other inmates. This is a good opportunity to make use of some of the ideas mentioned in Key Characters section (see p.36). If the GM staggered the PCs' arrival, it will also be the first opportunity for the PCs to meet one another.

**20:30** The guards inform Steven Hofas that the party has been through induction; the final pieces of his grisly jigsaw have arrived.

The party will have the remainder of the evening "at leisure." This is not because the staff here particularly want them to have a chance to explore (Hofas is indifferent to the PCs, other than as a supply of certain body parts), but it could provide just such a chance anyway. The PCs are supposed to be remaining here in the common room until lights-out at 22:00, but they may get a chance to slip away or break out if they wish it.

**20:45 to 22:00** Steven and the senior members of his cult perform a ceremony of thanks in the chapel's secret worship room. Medication is dispensed to the inmates.

**22:00** At least in theory, this is lights-out for the inmates. However, only one of the duty nurses and one of the security guards have been spared from the various meetings and ceremonies, or from their other duties, to head round and enforce this. If desired, the PCs could probably use this opportunity to hide in the common room rather than be sent to their beds (after all, they are newcomers, and the nurse may forget about them since they are not yet part of the usual nighttime routine). They might even wish to attempt to overpower their captors.

If the PCs are forced to their cell-like rooms, emphasize the utter loneliness and desperation they feel. Previously, though they knew they could not leave, they at least had something to do. Once locked in their rooms, the full isolation and horror of their situation will begin to close in. They are immobilized and alone, like animals caught in a hunter's traps. The GM may return to this feeling whenever the PCs are locked away, and further emphasize it if they have been given psychoactive drugs to enhance their despair.

**22:00 to midnight** A meeting of all cult members takes place in the laboratory. Steven explains the series of events he has planned over the next forty-eight hours. Iain, hiding in the wall cavity, hears everything and starts planning revenge against his brother.

#### **Day 2: 9/22, Present Year**

**Midnight to 03:00** Both head scientists check the creature to ensure it is ready to be activated when needed.

**03:00 to 04:00** Steven has a trial run of his system in his private laboratory, using the hand held device and the creature locked in his safe. It does not go well.

**04:00 to 05:00** Hofas is taken to the Accident & Emergency room on the second floor with facial injuries. The nurse on duty patches these up and she gives him a sedative to help him sleep.

**05:00 to 15:30** Steven sleeps in his private chambers on the third floor. His plans are somewhat delayed by his injuries and this unexpected slumber; in his absence, the other coven members are disorientated and uncertain. On awakening, Steven will decide to reschedule the final experiment for the following day, since he is still a little woozy from his wounds and the sedative. He is at -2 on all attacks, skill checks, and saves for the remainder of the day, so this could be a good opportunity for the PCs to cause some mayhem-not that they're likely to be aware of it.

**06:30 onwards (all day)** Iain spreads the word to his fellow benign neopagans about the travesty of nature due to be brought to life upstairs. The consensus is that they will spend today marshalling their forces, ready to strike when necessary.

**07:00 Reveille.** The PCs and other inmates are woken as normal, despite the disruptions to the staff. The PCs may notice something out-of-the-ordinary in the staff members' general demeanour (Sense Motive check, DC 15), though it is unlikely they will garner any useful information by questioning any of the staff (Gather Information, DC 25).

**07:30 to 08:00 Breakfast.** This is simple enough fare, cereals and milk or toast and jam. As with all the meals here, no metallic cutlery is provided, only plastic.

**08:30 to 12:00 Therapy.** Dr. Petrie will call the PCs individually for therapy sessions. Nominally the purpose of this is to convince them that they are truly insane and in need of surgery, so as to make them less likely to resist the following day. At least, that was how Petrie put it to Hofas; in fact, his main purpose here is sheer sadism. He likes nothing better than convincing an apparently sane person that he or she needs treatment for major medical health problems. Use the notes on Reality and Insanity as the basis for his "therapy" (see The Kidnap: Reality and Insanity p.32). In all likelihood these therapy sessions will be carried out individually, with each PC having around 30 minutes of therapy from Petrie, though the GM may wish to amalgamate them or shorten them to keep the game moving faster. This, though, can be a key point in the adventure, as it gets the players doubting the sanity of their own characters (if they had not already done so).

**12:30 to 13:00 Lunch.** Dull, lukewarm food is served, of a very slightly higher quality than typical hospital fare. As with breakfast, only plastic cutlery is provided.

**13:30 to 17:00** This period can be used for one or more activities, at the GM's discretion. The PCs may be restrained and drugged, spending the time hallucinating; or the GM may wish to have Petrie continue the "therapy" sessions, or even decide to give the PCs electric shock therapy to "jolt" them out of their delusions; or else the PCs may have this time at leisure in the common room (as ever, giving them a chance to sneak out and wander the Asylum and grounds, if they are clever enough to manage it).

**17:30 to 18:00 Dinner.** See Lunch (above).

**18:30 to 22:00** Another period left to the GM's discretion, though it is suggested that this be spent in the common room, if the afternoon session did not take place there. This is another good opportunity for the PCs to quiz other inmates or wander the Asylum, in the hope of discovering why they are truly here (if the GM has not managed to convince them they truly are insane by this point).

**22:00 Lights out.** As Day 1, except that two security guards and two nurses are available to enforce it, and they are not likely to be so lax.

### **Day 3: 10/22, Present Year**

**07:00 Reveille.** Much like yesterday, though today if the PCs notice it (Sense Motive DC 20) they will be aware of rising tension among the staff, a sense of anticipation.

**07:30 to 08:00 Breakfast.** As Day 2.

**08:30 to midday** The calm before the storm...

**09:30** Steven meets with his head surgeons in the main laboratory, instructing them to finish taking the final body parts to add to the monster from the characters at midday. The characters are given a general anesthetic, which renders them unconscious for fifteen minutes or so, in which time they will be stripped naked and thrown into the observation room. Their gowns and anything else they have managed to find will be in the room behind the mirror, roughly thrown into a corner.

**Midday to 13:30** The same seven burly guards take the characters (if they are still around) to the operating theater. They are strapped to the tables and left for thirty minutes while the two head surgeons prepare themselves. If the characters cannot save themselves, Iain Hofas will attempt to save them by masquerading as his brother. If this also fails, Iain will escape, but the characters will have to think fast or have parts of their

bodies removed.

Note that no lunch is offered the PCs, nor will they be fed during the remainder of the day. For some operations, this is standard procedure, but for this one Steven simply does not care about the long term health or even survival of his patients, so long as he can get the body parts he needs.

**13:30 to 14:30** Steven orders one of his loyal nurses to harvest the *Amanita Muscaria* for tonight, which she does. Iain meets with his coven members to discuss a plan of action.

**14:30 to 17:00** The head surgeons and scientists prepare the main laboratory: the creature is wired up to the transmitter, using cables attached to the chip in each of its organs; all of the equipment is tested; magical symbols are crudely drawn on the walls with red chalk; and the reindeer-processed *Amanita Muscaria* is placed in nine silver chalices next to the tapestry which hides the cage from view. They then leave the room and lock the door. Elsewhere, it is time for the daily medication round.

**17:00 to 23:00** The characters should witness the following during this time:

☞ A food delivery arrives from the institution's supplier and one or all of the characters have the opportunity to speak with the driver of the delivery truck.

☞ A guard and a doctor snatch one of the characters for random shock therapy, splitting the party.

☞ One of the skin donors is garroted and stripped of skin, ready for the evening's events, within sight or earshot of at least one of the party.

**23:00 to midnight** Steven and his cronies gather in the laboratory to breathe life into the abomination. Chaos ensues. GMs should refer to the Showdown for details (see p.61). Any remaining characters must do what they can to save themselves, rescue each other, and escape unharmed.

## a note about the characters:

### Plot twist

For *Fright Night: Asylum*, we have decided that players should play celebrity characters. As a plot twist the GM could decide that the characters are, in fact, regular people who are not celebrities at all. This of course would mean that, if they were to escape the Asylum, they could end up incarcerated in another. It is really up to the GM at this point to decide whether the story has really ended or not!

## Key Characters

### Alex Herer (Delivery Driver)

Alex delivers goods to the asylum. He is in his late thirties, is around 6 feet tall, and he has brown eyes. His black hair is scraped back into a ponytail, barely reaching his shoulders. He usually wears a set of brown overalls and carries a battered clipboard. He is very efficient and very friendly but has been warned not to fraternize with the patients on pain of dismissal. Alex has no time for Doctor Hofas or Petrie, seeing them as self-indulgent and wealthy by inheritance rather than hard work. He has been known to accept bribes—especially if Steven's nose is somehow put out of joint in the process—but he will never bring it up and will hardly ever agree to do anything where he doesn't gain a great deal.

#### 2nd level Commoner

HD: 2d4 (5 hp)  
Initiative: +1  
Speed: 30 ft.  
AC: 12 (+1 Class bonus, +1 Dex)  
Att/Dam: Unarmed strike +4 melee (d3+3)  
Abilities: Str: 16, Dex: 12, Con: 10, Int: 11, Wis: 13, Cha: 15  
Saves: Fort +0, Ref +1, Will +1  
Skills: Drive (Car) +8, Listen +6, Spot +6  
Feats: Crack Driver, Dodge

### Dave Davies (Head of Security)

Davies is short and stocky, with a full head of blond, neatly cut hair. A cheeky smile often appears on his pleasant face in conversation; a vulgar, dry sense of humor gets him through those lonely days of staring at the CCTV. He wears a blue uniform (bearing the logo of the asylum) and shiny black shoes. Dave is not a member of the cult, but he knows about it and its goings-on. The whole thing disgusts him but Hofas pays him handsomely to keep his mouth shut. Offered more money, he would happily help the characters and beat up Hofas for free, though he will never hint at this to inmates. He and Nurse Wickenden are very close friends and Davies will protect her with his life. He carries a master key everywhere he goes, hung around his neck.

#### 3rd level Warrior

HD: 3d8+6 (18 hp)  
Initiative: +4 (Improved Initiative)  
Speed: 30 ft.  
AC: 13 (+3 Class bonus)  
Att/Dam: Nightstick +6 melee (1d6+3) or pistol +3 ranged (2d6)  
Abilities: Str: 17, Dex: 10, Con: 15, Int: 11, Wis: 12, Cha: 16

Saves: Fort +5, Ref +1, Will +2  
 Skills: Drive (Car) +6, Intimidate +9,  
 Listen +4, Spot +4  
 Feats: Improved Initiative, Power  
 Attack, Toughness

### David Halsey (Janitor)

David is coming up to retirement age. He wishes to continue his job until then with as few incidents and problems as possible. He has white receding hair, sky-blue eyes and wears a pair of small bifocals that sit upon his ample nose. During work hours, David wears orange dungarees with a long-sleeved top underneath. He is aware that Iain still lives in the asylum but he does not know where; moreover, he really does not want to know. As far as he is concerned, this is a weird place full of loonies, most of them in white coats. If he thinks too hard about it, only bad things can happen. After all, there are better things to expend brainpower on, such as scale models and angle grinders. David has led a very busy life and has experienced a lot of things, from the bizarre to the mundane, which is another reason why he turns a blind eye to the goings-on here.

#### 3rd level Commoner

HD: 3d4 (7 hp)  
 Initiative: +0  
 Speed: 30 ft.  
 AC: 11 (+1 Class bonus)  
 Att/Dam: Unarmed strike +0 melee (1d3-1)  
 Abilities: Str: 8, Dex: 11, Con: 10, Int: 15, Wis: 17, Cha: 11  
 Saves: Fort +1, Ref +1, Will +6  
 Skills: Craft: DIY +8, Listen +6, Search +2, Spot +4, Rope Use +2  
 Feats: Alertness, Reassuring Presence, Iron Will

### Dionne Wickenden (head nurse)

Nurse Wickenden is just over 5 feet tall, with a friendly face showing the glint of a dry sense of humor behind her blue eyes. She is helpful and efficient, and treats her nurses with respect. Under her standard white uniform, however, she sports one extra large cult tattoo and many other tattoos depicting her favorite bands. Nurse Wickenden enjoys punk music in her spare time. In her off-duty hours, she wears facial studs and rings.

Once cult activities commence, Dionne's charming personality erupts into a base, animalistic parody of human behavior. She will perform wild dances in reverence to Hofas and the cult. She is often intoxicated from consumption of the sacred mushroom rooms, which she uses for recreational purposes,

against the teachings of the cult in which the fungi are held as sacramental. This would anger Hofas if he knew. Feel free to use the Hallucination Table (see p.38) at any time for the current effects on Nurse Wickenden.

Nurse Wickenden wishes to take Steven Hofas for her husband and plans to confess this once the beast has been animated. She does not know of Iain's existence. Once she sees him, her allegiances may change. In fact, with a little convincing, she might even give the party fresh information on the evil cult. If pushed, however, she will fight like a demon, using anything to hand to increase her chances of victory. Her weapon of choice is an air-filled syringe or, for a quicker kill, a scalpel. (Air in the bloodstream results in an agonizing death. See the Tooling Up section, p.28)

#### 3rd level Expert

HD: 3d6+3 (13 hp)  
 Initiative: +7 (+3 Dex, +4 Improved Initiative)  
 Speed: 30 ft.  
 AC: 15 (+2 Class bonus, +3 Dex)  
 Att/Dam: Syringe +5 melee (2 pts and air bubble) or scalpel +5 melee (1d4+1/18-20x3)  
 Abilities: Str: 13, Dex: 17, Con: 12, Int: 15, Wis: 10, Cha: 15  
 Saves: Fort +2, Ref +4, Will +3  
 Skills: Bluff +8, Diplomacy +8, Drive (car) +9, Computer Operation +8, Hide +9, Intimidate +7, Medical Assistance +6, Move Silently +9, Listen +6, Profession (nurse) +6, Spot +6  
 Feats: Emergency Medic, Improved Initiative, Weapon Finesse

### Dr. Orlando Petrie (head doctor and surgeon)

Doctor Petrie is Steven Hofas' sidekick in the asylum. He is second-in-command in the twisted cult and he takes part in all rituals and ceremonies. Short and bald with a permanent scowl, Petrie always wears his work clothes, which consist of a surgeon's gown and comfortable black slippers. He has worked here for 15 years and remembers Iain's disappearance very well.

A rude man, he is not known for his kindness or subtlety. He is blunt about all aspects of life and he treats his staff with contempt. In his spare time, Dr. Petrie indulges in pointless and unnecessary surgery on animals, usually, but on humans if an inmate is dispensable. The creature upstairs was designed and created by him. He enjoyed the process of "creation" enormously: one of the main attractions of Steven's "religion" is the opportunity to use his twisted knowledge for

## hallucination table

Anyone ingesting *Amanita Muscaria* should roll on the hallucination table, starting half an hour from consumption and continuing until the character can successfully fight off the poison.

Saving against hallucinogens is not the same as resisting ordinary poisons. The hallucinogen always has some effect; the question is more one of how long this will last, rather than whether it happens or not. A character who has ingested hallucinogen may make one Fortitude saving throw every half hour. When he successfully makes two saving throws in a row, the hallucinogen is no longer effective. Stronger doses increase the difficulty of the saving throw by up to +4. The DC to save against *Amanita Muscaria* is 18.

A character with the Doctor or Emergency Medic feat (see Character Classes) can attempt to administer drugs to counteract hallucinogenic chemicals. This requires a Medical Assistance check (DC 15) and access to medical drugs. If successful, the effects of hallucinogen cease.

Note 1: The effects of hallucination are based on the character's perception of what is happening, rather than what is really going on. GMs should relay this information privately to the affected PC(s). A new effect could be applicable every turn, or the same one could continue (assuming the character has not fought the poison off); as GM, it is very much up to you. We recommend that any major stimulus in the outside world, such as a loud noise or violent activity, prompt a new roll on the hallucination table.

Note 2: The Beast does not roll on this table for the effects of the *Amanita Muscaria* it has ingested. Its reactions are included in the Beast Actions Table (p.62.)

Score	Result
1	An insistent humming seems to be coming from the other people around you (or the walls if no-one is present), affecting your ability to hear anything else. You suffer a -4 chemical penalty to all Listen checks.
2	The walls are bending slightly, making it difficult for you to walk in a straight line. Your movement rate drops by 10 feet, you suffer a -2 penalty to AC, and you suffer a -4 chemical penalty to all Dexterity-based skill checks.
3	Your limbs feel limp and useless, as if not attached to your body. You cannot run. Any skill that requires manual manipulation (such as lockpicking) is completely impossible.
4	You suddenly realize that you have superpowers. You feel able to leap over anything and bend thick sheets of metal. You gain a +2 chemical bonus to any Strength-based skill check, though you suffer 1d4 points of damage if you try to achieve any task that the GM rules would be beyond you in your undrugged state.
5	Your vision begins to strobe on and off, making it very difficult to concentrate. All Concentration checks suffer a -4 circumstance penalty.
6	Everyone suddenly becomes very ugly and scary, even your friends. You are automatically scared until this condition lifts. See the chapter on Fear earlier in this book.
7	Claustrophobia sets in: if you do not get out of here soon, you are going to start attacking people. While you remain indoors, you are frightened. See the chapter on Fear earlier in this book.
8	You notice the lines and wrinkles in your hands. It is the most beautiful thing you have ever seen and you lose interest in whatever is going on around you. You need to make a Concentration check (DC 15), taken as a free action, to do anything else.
9	It becomes impossible to breathe naturally. If you do not devote every second to breathing in and out, you will die. This stops you from performing any other actions unless personally attacked.
10	The nearest person to you is looking at you with undisguised hatred. They are about to attack you and you must defend yourself. If you attack them first, you gain a +2 chemical bonus to Initiative checks and attack rolls for as long as this condition lasts.
11	Everything around you, including any people present, starts to wobble as if made from rubber, making it difficult to make accurate judgments of distance. All Spot checks and attack rolls suffer a -4 chemical penalty.
12	You are no longer in the asylum at all; this is a film that you are watching in a somewhat busy cinema. This distancing from reality gives you a +4 chemical bonus on all saving throws against fear effects but bestows a -4 chemical penalty on any Wisdom-based skill checks.
13	A phone is ringing somewhere in this location; it must be for you, so the most important thing is to find the source of the noise and answer the call.
14	You are Steven Hofas' brother and must protect him in any way possible.
15	All the flat surfaces around you are mirrored, casting thousands of reflections of you throughout the location. All of the people here are also reflections of you.
16	The sky turns a dark red color, as if a huge airship or a monster is blotting out the available light.
17	A really catchy, very irritating song comes to mind, which you cannot get out of your head. Your mental functions are impaired while it is bouncing around your cerebral cortex. All Intelligence-based skill checks are made at a -4 penalty.
18 to 20	No effect other than mild disassociation and unease.



a purpose. If confronted, Doctor Petrie will back down immediately, renouncing his loyalty to Steven and the cult. If things get really out of hand, he will actually start crying. Orlando is indeed the coward's coward. Like all cult members he carries a tattoo of Hofas in full cult regalia on his left leg. His is exceptionally small, because he is afraid of pain-when it is not happening to someone else.

#### 4th level Expert

HD: 4d6+4 (18 hp)  
 Initiative: +1 (Dex)  
 Speed: 30 ft.  
 AC: 13 (+2 Class bonus, +1 Dex)  
 Att/Dam: Scalpel +3 melee (1d4/18-2ox3)  
 Abilities: Str: 10, Dex: 12, Con: 12, Int: 18, Wis: 9, Cha: 7  
 Saves: Fort +2, Ref +2, Will +3  
 Skills: Bluff +5, Computer Operation +11, Diplomacy +5, Drive (car) +8, Hide +8, Listen +6, Medical Assistance +6, Medical Science +11, Move Silently +8, Profession (doctor) +6, Research +11, Sense Motive +6, Spot +6  
 Feats: Blind Panic, Doctor, Emergency Medic

#### Dr. Steven Hofas (owner of Asylum)

Dr. Hofas is in his late fifties. He and his brother Iain are the direct descendants of the founder of the asylum. He has a bald head, interrupted at the back by a mass of well-groomed, golden hair, usually tied back in a ponytail. His penny spectacles emphasize the spark of intelligence evident in his blue-gray eyes. Steven has a round, friendly face, but age and insanity have altered his expression to a mistrustful stare. Usually, he wears a light-purple doctor's coat with a matching surgical mask around his neck. When out of work gear he has a penchant for military clothes; he always wears German Para boots. Every turn, Steven has the chance of being affected by his inherent madness. GMs can check at any time by rolling on the Hofas Madness Table, p.39.

#### Hofas Madness Table

This table is available to use at any time, using a d20.

Score	Result
1 to 3	Hofas begins twitching violently. He does not seem to notice.
4 to 6	Hofas begins blinking rapidly, getting more and more irritated by "dust in the air."
7 to 9	Hofas suddenly lets out a guttural scream for no apparent reason.
10 to 12	Hofas loses consciousness for a split second but he regains his composure. He sways but he does not fall to the floor.
13 to 15	Hofas begins to hum in a low-pitched voice. It is certainly no song that you have ever heard and it sounds too disjointed to be a song at all.
16 to 20	No effect.

Doctor Hofas has crudely combined the elements of neopaganism and Satanism to form his own cult; all of the staff members belong to it, apart from the janitor. He has performed a number of unnecessary surgeries on himself. The many scars on his lower body and legs are the proof of this. He will order his minions to deal with any form of threat efficiently, but will sometimes throw in an element of cruelty or surrealism just for fun. If he is under threat, he will try to escape; failing this, he will fight like a cornered monkey. In conversation, Dr. Hofas is calm (madness allowing) and polite.

#### 5th level Expert

HD: 5d6+10 (27 hp)  
 Initiative: +1 (Dex)  
 Speed: 30 ft.  
 AC: 14 (+3 class bonus, +1 Dex)  
 Att/Dam: Scalpel +3 melee (1d4+2/18-2ox3)  
 Abilities: Str: 14, Dex: 12, Con: 14, Int: 18, Wis: 12, Cha: 17  
 Saves: Fort +2, Ref +2, Will +5  
 Skills: Appraise +8, Bluff +11, Calm +11, Diplomacy +11, Drive (car) +5, Computer Operation +12, Knowledge (history) +12, Knowledge (occult) +12, Medical Assistance +9, Listen +9, Medical Science +12, Profession (doctor) +9, Research +12, Sense Motive +9  
 Feats: Doctor, Emergency Medic, Power Attack  
 Equipment: Keyring with a master key, plus Keys A and B (capable of unlocking the Hofas' Private Laboratory and the Reindeer Room locations respectively; see p.53 and p. 57) and the magnetic cardkey (for opening Hofas' Quarters; see p.56).

#### Drew Rivers (Cultist Inmate)

Drew is 6 foot 5 inches tall, weighs 25 stone, has a "pretty boy" face and light brown hair. He is clean-shaven and wears a red checked shirt and baggy blue jeans with a huge belt to keep them up. Drew, like all the named inmates, is a trusted "patient" and a member of the cult; he even went

## Wicca and Neopaganism

Hofas' confusion between neopaganism and Satanism is common enough. Wicca is a largely peaceful religion that was invented in the 1950s. It has never involved devil worship or sacrifice of any kind. The modern neopagan religions that have emerged since the creation of Wicca all identify themselves as religions of life and nature, eschewing the bloodier elements of authentic historical pagan religions. If anything, neopagans draw criticism for being too "fluffy" and venerating only the comforting, pastoral aspects of nature rather than the nature that has been described as "red in tooth and claw." This is ironic, since many ignorant observers assume that any neopagan must be a bloodthirsty Satanist.

Neopagans are often animists, revering divinity in the manifest world rather than honoring any personified deity. When deities are worshipped, they are often taken in pairs, with a lunar Goddess and a male consort. Many neopagans revere Goddesses above Gods, abstracting such deities as Diana (originally a virgin Goddess) from their original cultural context and recasting them as matriarchal figures. Male influence is celebrated in the form of the Horned God of the Hunt, an abstract figure compiled from many different images, who was never actually worshipped by historical pagans but is honored by neopagans as a generic archetype of positive masculinity. In neopagan myth, he is protector of the tribe and gatherer of food for the children produced by Diana.

As a side note, many real world Satanists are also perfectly peaceful individuals, with their religion being little more than a somewhat right-wing form of humanism. Of course, for game purposes it's far more fun to have all Satanists be bloodthirsty evil occultists, and so this is how we have portrayed them.

so far as to donate some non-essential internal organs to the beast. Consequently, he has deep scars on his chest and abdomen. His rewards include the use of the greenhouse and shed and the use of his prized possession, a steel-strung acoustic guitar that he keeps hidden in his locker under a pile of sweaters. Drew is an accomplished guitarist. His rock star father hid him away in the asylum, because Drew was the result of

an extra-marital affair.

Life in the institution has made his behavior eccentric; he will sometimes sing a sentence rather than say it. If he can accompany himself on the guitar while doing this, all the better. Sometimes, he becomes so preoccupied with the melody of his conversation that he forgets what he's talking about. Drew is popular amongst the inmates and could influence them to act against the players if they interfere with the cult or Doctor Hofas. He is obliging to the staff and fully expects to live the rest of his life here. Naturally, Drew (and the other cult member inmates) will only speak of the cult sparingly, if at all. He will not give the characters any information that they do not already have or are beginning to realize, unless severely pressured. Drew has not been chosen as a skin donor, even though he qualifies amply, because of his high profile among the inmates and his useful loyalty to the cult.

### 3rd level Commoner

HD: 3d4+6 (13 hp)  
Initiative: +2 (Dex)  
Speed: 30 ft.  
AC: 13 (+1 class bonus, Dex)  
Att/Dam: Unarmed strike +1 melee (1d3)  
Abilities: Str: 10, Dex: 14, Con: 15, Int: 12, Wis: 10, Cha: 15  
Saves: Fort +3, Ref +3, Will +1  
Skills: Bluff +8, Diplomacy +8, Listen +2, Perform (guitar) +11, Spot +4  
Feats: Persuasive, Skill Focus: Perform (guitar)

## Iain Hofas (OWNER'S TWIN BROTHER)

Iain and Steven Hofas are twins. At the age of twenty one, Steven took over the asylum and locked Iain away in order to eliminate any challenge to his position.

Twenty five years later, Iain escaped and faked a trail leading out of the boundaries of the institution. In fact, he has chosen to live hidden in the bowels of the building, waiting for the right time to exact his revenge on Steven. Ten years further on, Iain is aware that something terrible is afoot.

Of course, Iain looks a lot like Steven, but the long hair at the back of his head has grayed with time and his clothes are a ragged mishmash of bits and pieces stolen from the laundry room. One of the lenses of his spectacles is broken and his shoeless feet are hardened against the ground.

Iain is susceptible to the family madness in the exact same way as Steven. He also has a nervous stutter. At all times, he will carry two kitchen knives in his frayed belt for emergencies. In conversation, he proves to be as polite and well spoken as his brother but he can sometimes lapse into ranting if passionate about a topic. Under pressure, Iain is calm and collected, relying on his own mettle and only asking for support if tactically necessary. His survival skills are well honed and a certain magnetism attracts the kind of respect reserved for natural leaders.

A lifelong neopagan and pacifist, he respects life in all natural forms and he performs small rituals with the trusted inmates who know of his existence. Iain is deeply in love with both Jill and Jenny Blackmore. Once Steven has met his fate, Iain wishes to make them his concubines in a neopagan marriage, or "handfasting" ceremony.

### 5th level Expert

HD: 5d6-5 (12 hp)  
Initiative: +2 (Dex)  
Speed: 30 ft.  
AC: 15 (+3 class bonus, +2 Dex)  
Att/Dam: Kitchen knife +3/+3  
melee (1d4+2)  
Abilities: Str: 14, Dex: 15, Con: 9,  
Int: 12, Wis: 18, Cha: 17  
Saves: Fort +0, Ref +3, Will +7

## OPTIONAL TWIST: IAIN IS EVIL TOO

*Throughout this adventure, the Satanic coven of Steven Hofas is opposed by the more benign coven led by his brother Iain. The benign coven is included largely as a resource for GMs who wish to have a means of assisting the PCs to save themselves if Steven Hofas seems about to triumph.*

*For GMs whose players prefer an even nastier, more horrific approach, it could be that Iain Hofas is, if anything, even worse than his brother Steven. In this case, Steven and his coven are still misguided, wannabe Satanists whose greatest powers are the purely physical control they have over the Asylum and its inmates, along with the threat of the Beast they have created. Iain Hofas' coven are considerably more dangerous; though Iain has convinced his coven members that they are a benign, pacifistic, nature-worshipping sect, he has actually made bargains with genuinely dark occult forces of the GM's discretion. Iain is using Steven and both covens simply to set up a massive human sacrifice consisting of all the inmates and staff alike, precipitated by Steven losing control of the Beast but climaxing in a bloodbath as the two covens clash. If Iain can draw upon the power of a sufficiently large slaughter here, he will be able to open a temporary gate to whatever evil dimension contains his master, and at that point the Earth had better look out!*

*The GM may wish to insert some evidence of the truth in Iain's home in the walls, though of course it will be well concealed and Iain will do his best to keep the PCs from finding it. Sample items would include obsidian statuettes depicting creatures that are part scorpion, part octopus, part goat and part spider, but with a far more evil caste than any such earthly creature, plus a Magical Diary (perhaps in cipher) containing full details of Iain's evil experiments.*

*Clearly this is a much darker angle on the entire scenario, but it does allow for the kind of twist-in-the-tail that some groups will love.*

Skills: Bluff +8, Calm +8, Climb +7,  
Diplomacy +8, Drive (car)+7  
Escape Artist +7, Hide +12,  
Knowledge(occult) +9, Move  
Silently +12, Listen +10, Research  
+6, Sense Motive +9, Spot +9,  
Survival +9  
Feats: Nerves of Steel, Stealthy,  
Two-Weapon Fighting.

### Jill and Jenny Blackmore (Cultist Inmates)

Jill and Jenny Blackmore are in their mid-thirties and were born here. Their mother is the wife of a Mafia boss. They have no clothes other than the standard white gowns and they have never worn anything else. Both are bald, with striking blue eyes, pale skin, and blood-red lips. The sisters never part company. If they are separated, both will scream insanely until they are together again.

They both remember Iain Hofas disappearing and are both fully aware that he is still here but they do not know where he hides. In conversation they are basic and distant, sometimes finishing off each other's sentences. As far as they are concerned, the only people worth spending any time with are themselves, when Iain is not visiting. They are aware of the Hofas' inherent madness and they giggle if they see Steven showing signs of it. They joined the cult to boost their social standing amongst the staff, whom they grudgingly look upon as surrogate parents. They have, however, absolutely no interest in it or understanding of it.

#### **3rd level Commoners (statistics identical)**

HD: 3d4+3 (10 hp)  
Initiative: +1 (Dex)  
Speed: 30 ft.  
AC: 12 (+1 class bonus, +1 Dex)  
Att/Dam: Unarmed strike +1 melee (1d3)  
Abilities: Str: 10, Dex: 12, Con: 10,  
Int: 13, Wis: 10, Cha: 8  
Saves: Fort +1, Ref +3, Will +3  
Skills: Bluff +5, Listen +6, Move Silently +7, Spot +6  
Feats: Iron Will, Lightning Reflexes, Toughness

### MOROCCAN ROB (Inmate)

Rob is not from Morocco. A Moroccan drugs cartel has, however, placed him in the asylum, because he knows too much about the ringleaders; he has far too high a profile in the shady world of drug trafficking to merely kill. He is in his mid forties with short, spiky brown hair. Although his features are well preserved, he has the wrinkles of a seventy-year-old. Rob wears a torn denim jacket over dark clothes. He and Drew are good friends; he also does not question the actions of the staff and for this he receives privileges such as a personal stereo and a regular supply of cigarettes. Rob is not a cult member, although he knows all about it through Drew. He finds it perplexing and is vaguely amused that everyone seems to take it so seriously.

#### **3rd level Commoner**

HD: 3d4+3 (10 hp)  
Initiative: +2 (Dex)  
Speed: 30 ft.  
AC: 13 (+1 class bonus, +2 Dex)  
Att/Dam: Unarmed strike +3 melee (1d3+2)  
Abilities: Str: 15, Dex: 15, Con: 10,  
Int: 10, Wis: 14, Cha: 10  
Saves: Fort +1, Ref +3, Will +3  
Skills: Bluff +6, Listen +10, Spot +10  
Feats: Alertness, Dirty Fighting, Toughness

### Reverend Matt Stoker (house pastor)

Reverend Matt Stoker, a man in his sixties, has thinning ginger hair and a well-trimmed beard. He is approachable and is supportive to staff and inmates alike. He always insists on wearing his pastoral robes and "dog collar" when he is not in his stripy pajamas. His pastoral robes, however, disguise a secret. Although his knowledge of Christianity is unsurpassed, he sees it merely as comparative religious study. The Reverend Stoker is one of the most loyal and hardcore of the cult devised by Doctor Hofas. Matt is willing to die for his "Master" and regularly scourges himself with his black walking stick in penance for his sins. He hates Doctor Petrie with a passion and is waiting for him to sin against the cult so that he can justifiably kill him and take on the role of second-in-command.

#### **4th level Expert**

HD: 4d6+4 (18 hp)  
Initiative: +1 (Dex)  
Speed: 30 ft.  
AC: 13 (+2 Class bonus, +1 Dex)  
Att/Dam: Walking stick +3 melee (1d6)  
Abilities: Str: 10, Dex: 12, Con: 12,  
Int: 18, Wis: 10, Cha: 10  
Saves: Fort +2, Ref +2, Will +3  
Skills: Bluff +7, Diplomacy +7, Drive (car) +8, Hide +8, Knowledge (occult) +11, Knowledge (religion) +11, Medical Assistance +7, Listen +7, Move Silently +8, Search +11, Sense Motive +7, Spot +7, Research +11  
Feats: Blind Panic, Bright Idea, False Sincerity

### Sean Crossey (inmate)

Sean has sandy hair and smiling Irish blue eyes. He is intelligent and a charmer, especially towards the ladies or anyone with something that he wants. A terrorist organization has put him in here for his own safety after his cover was blown: he is a crack explosives expert. For months he has been collecting the heads from matches, which he has stored in a plastic bag in his mattress-old habits die hard. There's enough explosive materi+

al there now to take a door from its hinges or destroy a laptop computer. He is dressed in a casual shirt and jeans. Sean holds nothing but contempt for the cult and anyone involved in it. Of course, that is a lot of people, so his group of friends is small and select.

#### 4th level Expert

HD: 4d6  
Initiative: +1 (Dex)  
Speed: 30 ft.  
AC: 12 (+2 Class bonus)  
Att/Dam: Unarmed strike +4 (1d3+1)  
Abilities: Str: 12, Dex: 10, Con: 10,  
Int: 16, Wis: 13, Cha: 16  
Saves: Fort +1, Ref +3, Will +4  
Skills: Bluff +10, Craft (DIY) +10,  
Craft (electronic) +10, Craft  
(trapmaking) +13, Diplomacy +10,  
Disable Device +10, Hide +7, Listen  
+8, Move Silently +7, Sleight of  
Hand +7, Spot +8  
Feats: Lightning Reflexes, Skill Focus:  
Craft (trapmaking), Stealthy

### SUZANNE GILLAN (INMATE)

Suzanne (or Suzi to her friends) is in her mid-thirties, is pretty and amiable, with auburn hair and brown eyes. She dresses in mirrored jeans and a plain white t-shirt and she has no idea why she is here. In fact, a pharmaceuticals company performed some experiments on her, the result of which was a complete loss of long-term memory. The directors hid the evidence here. Suzanne knows nothing of the cult or the creation of the beast. She has noticed a definite group system in the asylum, but she does not ask any questions and just wants everyone to get along.

#### 2nd level Commoner

HD: 2d4 (5 hp)  
Initiative: +0  
Speed: 30 ft.  
AC: 12 (+1 Class bonus, +1 Dex)  
Base Att/Grapp: +1/+1  
Att/Dam: Unarmed strike +1 melee (d3)  
Abilities: Str: 10, Dex: 12, Con: 10,  
Int: 10, Wis: 10, Cha: 12  
Saves: Fort +0, Ref +0, Will +0  
Skills: Drive (Car) +6, Listen +5, Spot +5  
Feats: Attraction, Dodge

### TINA SHEPHERD (CLINICAL PSYCHIATRIST)

Tina has long brown hair and deep brown eyes. She is pretty, by far the best-looking person in the asylum and she knows it. She has altered her white coat to flatter her ample curves. To top it all, she is excellent at her job. She is a big fan of the pop star inmate and she knows of the other characters who are sports or television personalities but she will only mention this in passing.

Tina comes to the asylum two days a week but she stays overnight on these occasions. She knows nothing of the cult or the weirdness upstairs and she would be shocked and disgusted to find it happening under her nose. The only rooms she ever enters are the recreation room, the staff room, and the staff dorms. Relationships with both staff and inmates are kept at a non-personal and professional level to avoid conflicts of interest.

#### 4th level Expert

HD: 4d6 (14 hp)  
Initiative: +1 (Dex)  
Speed: 30 ft.  
AC: 13 (+3 class bonus)  
Att/Dam: Unarmed strike +4 (1d3+1)  
Abilities: Str: 12, Dex: 10, Con: 10,  
Int: 16, Wis: 13, Cha: 16  
Saves: Fort +1, Ref +1, Will +4  
Skills: Bluff +10, Calm +13, Computer  
Operation +10, Diplomacy +10,  
Drive (car) +7, Intimidate +10,  
Listen +8, Medical Assistance +8,  
Medical Science +10, Research +10,  
Sense Motive +11, Spot +8  
Feats: Attraction, Skill Focus: Calm,  
Skill Focus: Sense Motive

### the beast

The Beast is a mockery of nature. Built from limbs and organs stolen from past and present inmates, it has been a question of trial and error to arrive at this structure. It stands on five legs, three of them male, one female, and one from a hoofed animal of some sort. Its body has been artificially constructed, using a skin donor to create a "bag" big enough to fit the necessary essential organs in; the skeleton within is merely to support the upper parts of the body.

Three arms and three heads protrude, apparently randomly, from the remaining area on the Beast. Two of the arms are tattooed: one is a heart with "Mother" written on it, the other is a Celtic design of some sort. The heads would all have been beautifully proportioned in life, but now the two female and one male faces have contorted into base, animal expressions. Purple, raw veins connect one organ to another.

Noticeably, room has been left on the body sack for other organs to be fitted the ones that should have been donated by the characters themselves. If the Beast acts independently of the remote computer, that is, if the transmitter has been destroyed or the power has been turned off, all the different parts of the Beast will act in an independent manner. The legs will stampede if panicked, the heads will all scream if provoked and the arms will all work toward different goals around the laboratory. The creature is neither good nor evil; it simply is. If anything, the prime motivation for the poor creature, ironically, is fear.

### Large Construct

Hit Dice: 3d10+30 (45 hp)  
Initiative: -2 (Dex)  
Speed: 30 ft. climb 15 ft.  
AC: 10 (-2 Dex, -1 size, +3 natural)  
Attack: Slam +6 melee (1d6+7)  
Face/Reach: 5 ft. by 5 ft. / 10 ft.  
SQ: Construct traits  
Saves: Fort +1, Ref +1, Will +1  
Abilities: Str 20, Dex 6, Con -, Int 4, Wis 13, Cha 6  
Skills: Listen +2, Spot +3  
Feats: Cleave, Power Attack

### the GREY OLD MAN

This enigmatic figure appears to be more interesting than he actually is. He is painfully thin, is well over 6 feet tall, and he has a huge, gray beard. The lines on his face are not from laughter but through a lifetime of unnecessary medical treatment. He cannot remember his life outside the asylum. He was, in fact, a vagrant who admitted himself a long time ago. Local townsfolk knew him as a nuisance, a petty criminal who was better off locked away. His incarceration works well for all concerned.

Although his appearance and demeanor suggest a character with a story to tell, he is a desperately dull man with no knowledge of anything outside his isolation booth. He will speak in a boring monotone about life in an isolation booth, his medication, and the odd rumor passed on by Nurse Wickenden, the only person he counts as a friend. If the players attempt to leave his company, he will delay them in any way possible (apart from physical violence), finally bursting into tears if necessary.

### 2nd level Commoner

HD: 2d4 (5 hp)  
Initiative: +0  
Speed: 30 ft.  
AC: 11 (+1 Class bonus)  
Att/Dam: Unarmed strike -1 melee (d3-2)  
Abilities: Str: 6, Dex: 10, Con: 10, Int: 10, Wis: 10, Cha: 6  
Saves: Fort +0, Ref +0, Will +0  
Skills: Listen +5, Search +5, Spot +5  
Feats: Blind Panic, False Sincerity

### SUPPORTING Cast

The following characters are not detailed individually. The profile and statistics given can be used for any one of them.

### NEOPAGAN inmates

Six inmates, with varying degrees of sanity, are benign neopagans. They vary between the ages of twenty-four and fifty-nine. All of them try to

fade into the background. They also know Iain Hofas, who conducts neopagan ceremonies with them in the basement. Once told of Steven's plot they will lose their usual passive nature. They will plan to overthrow Steven using whatever means are most efficient at the time of the animation of the beast.

### 1st level Commoner

HD: 1d4 (2 hp)  
Initiative: +0  
Speed: 30 ft.  
AC: 10  
Att/Dam: Unarmed strike +0 melee (d3)  
Abilities: Str: 10, Dex: 10, Con: 10, Int: 10, Wis: 10, Cha: 10  
Saves: Fort +0, Ref +0, Will +0  
Skills: Hide +3, Knowledge (occult) +3, Spot +3, Listen +3  
Feats: None

### SKIN DONORS

Skin donors are certain inmates with no social standing within the institution. They have been primed for the removal of their skin to wear during the final ceremony. They have been given medication consisting of heavy-duty tranquilizers and antidepressants, along with copious amounts of high-fat foods to increase the usable amount of skin.

Obviously, none of the skin donors are brilliant at conversation or social niceties. They have no interaction with the staff or each other, being oblivious to the presence of everyone but themselves. If they are allowed a week away from their medication, they will revert to reasonably normal patterns of thought, although they will have no memory of their lives up to that point. This is probably just as well.

### 1st level Commoner

HD: 1d4 (2 hp)  
Initiative: -2 (Dex)  
Speed: 30 ft.  
AC: 8 (-2 Dex)  
Att/Dam: Unarmed strike +0 melee (d3)  
Abilities: Str: 10, Dex: 6, Con: 10, Int: 6, Wis: 6, Cha: 10  
Saves: Fort +0, Ref -2, Will -2  
Skills: None effective  
Feats: None

### STANDARD CULTIST inmate PROFILE

There are four other inmates that have found out about and succumbed to the cult devised by Doctor Hofas. All are female and middle aged, willing to perish for the cause. They are basically cannon fodder as far as Hofas is concerned, or emergency organ donors if they are lucky. Of course, all have the tattoo on the left leg.

### 1st level Commoner

HD: 1d4 (2 hp)  
Initiative: +0  
Speed: 30 ft.  
AC: 10  
Att/Dam: Unarmed strike +0 melee (d3)  
Abilities: Str: 10, Dex: 10, Con: 10,  
Int: 10, Wis: 10, Cha: 10  
Saves: Fort +0, Ref +0, Will +0  
Skills: Intimidate +3, Knowledge  
(occult) +3, Spot +3, Listen +3  
Feats: None

### Standard Doctor Profile

The doctors in the asylum (there are two of each sex) despise Doctor Petrie with vigor, but being cult members they must act towards him with respect. They all ridicule him behind his back. Each of the doctors is taller than average, dwarfing Petrie. They wear surgical hats and masks at all times outside of the staff room and the dormitories, which hides their plain appearance. The only real distinguishing feature any of them have is the cult tattoo on each of their left legs, placed there by Petrie when they joined the team.

### 3rd level Expert

HD: 3d6  
Initiative: +0  
Speed: 30 ft.  
AC: 10  
Att/Dam: Scalpel +2 melee (1d4/18-20x3)  
Abilities: Str: 10, Dex: 10, Con: 10,  
Int: 10, Wis: 15, Cha: 10  
Saves: Fort +1, Ref +1, Will +5  
Skills: Diplomacy +5, Drive (car) +5,  
Computer Operation +5, Medical  
Assistance +11, Listen +7, Medical  
Science +6, Profession (doctor)  
+8, Sense Motive +8, Spot +7,  
Research +5  
Feats: Doctor, Emergency Medic, Skill  
Focus: Medical Assistance

### Standard Guard Profile

Dave recruited his team of six security guards from the local town. They are all brothers, at least 6 feet tall and very stocky. They were once well known in the area as bare-knuckle boxers; many locals, including Dave Davies, have won a lot of money betting on the Butterworth boys. They are not known for their mental prowess, however. Three of the six have joined the cult just to get the tattoo and a bit of kudos. In truth, they do not know or care about neopaganism or Satanism. Their allegiance is to each other, Dave (who they respect), and to Mom back home. Anyone insulting the Butterworth boys' mother, including Hofas, will be taken to one of the isolation booths and beaten to a pulp.

One of the brothers recognizes a random character from his or her appearances on television and he will ask for an autograph when the opportunity presents itself. He is more likely to recognize a sportsman than any other kind of character.

### 1st level Warrior

HD: 1d8+3+2 (9 hp)  
Initiative: +5 (+4 Improved  
Initiative, +1 Dex)  
Speed: 30 ft.  
AC: 12 (+1 Class bonus, +1 Dex)  
Att/Dam: Nightstick +4 melee (1d6+3) or  
pistol +2 ranged (2d6)  
Abilities: Str: 17, Dex: 12, Con: 15,  
Int: 12, Wis: 12, Cha: 10  
Saves: Fort +2, Ref +0, Will +0  
Skills: Intimidate +4, Listen +5, Search  
+5, Spot +5  
Feats: Improved Initiative, Improved  
Unarmed Strike, Toughness

### Standard Inmate Profile

There are twelve inmates in the asylum that have no idea of the cult, or the horror upstairs. All are middle-aged and dress only in asylum gowns. They go about their daily business of taking medication when asked to, playing games or watching television between doses. Two of the inmates have legs missing.

### 1st level Commoner

HD: 1d4 (2 hp)  
Initiative: +0  
Speed: 30 ft.  
AC: 10  
Att/Dam: Unarmed strike +0 melee (d3)  
Abilities: Str: 10, Dex: 10, Con: 10,  
Int: 10, Wis: 10, Cha: 10  
Saves: Fort +0, Ref +0, Will +0  
Skills: Listen +4, Search +4, Spot +4  
Feats: None

### Standard Nurse Profile

There are three female nurses and one male nurse at the asylum. All of them like and respect Nurse Wickenden and will follow her orders, both medical and cult related, over and above any given by Doctor Petrie. Of course, they will follow any orders given directly by Steven to the letter. Each of them is ambivalent about the cult and could easily be swayed under the right circumstances, especially if Nurse Wickenden has doubts about her faith as the story progresses. All wear casual clothes under their gowns and sport the cult tattoo, if much smaller, on their left leg. They generally dislike Tina Shepherd; although they have nothing against her personally, they just are not as pretty as her and do not earn as much money.

**1st level Expert**

HD: 1d6  
 Initiative: +0  
 Speed: 30 ft.  
 AC: 11 (+1 class bonus)  
 Att/Dam: Unarmed strike +1 melee (1d3)  
 Abilities: Str: 10, Dex: 10, Con: 10,  
 Int: 13, Wis: 13, Cha: 10  
 Saves: Fort +0, Ref +0, Will +3  
 Skills: Diplomacy +4, Drive (car) +4,  
 Computer Operation +5, Hide +4,  
 Medical Assistance +8, Move  
 Silently +4, Listen +5, Medical  
 Science +5, Search +5, Spot +5  
 Feats: Emergency Medic, Skill Focus:  
 Medical Assistance

FIRST FLOOR

RECEPTION

*This room looks like the receptionist's area in a doctor's waiting room. The plush, sickly-green carpet sets the tone for the decor; the walls and painted wooden seats are all the same shade. You imagine that it is supposed to keep disturbed inmates calm but, if anything, the room makes you feel nauseous. An oak desk stretches the length of the wall opposite, behind which is a neat line of files on a shelf. Fluorescent lights make the atmosphere imposing and claustrophobic. A member of staff, dressed in a white coat with pens sticking out of the top pocket, is typing something into a computer on the desk.*

The characters start the adventure at this location. It is Nurse Wickenden's turn to be on reception; although once the characters have been ushered out, she will be relieved by one of the staff nurses. There is a panic button just below the visible area of the desk. If the PCs are aware of this, they can activate the panic button by first distracting the receptionist and then lunging

RUMOR table

Score	Rumor	True or False?
1	Drew Rivers is, in fact, the real owner of the asylum. He uses Steven Hofas as a cover, keeping an eye on the inmates from "ground level."	False
2	Nurse Wickenden is Doctor Petrie's lover and they have illicit meetings in the tool shed every other night.	False
3	Doctor Hofas is not Doctor Hofas but his twin brother, who is said to have escaped from the asylum many years ago. This was a cover-up. The original Doctor Hofas was thrown into the pond outside.	False
4	Doctor Hofas is a devout Christian.	False
5	Reverend Stoker was once a professional footballer but he gave it up to worship Christ.	False
6	Dave Davies buys cheap cigarettes from Alex the delivery driver and then sells them on to the other staff behind Doctor Hofas' back.	False
7	Tina Shepherd is, in fact, a man.	False
8	The Grey Old Man keeps a master key to the asylum in his isolation booth.	False
9	There is a tunnel out of the asylum located in the janitor's office.	False
10	There is a microlite aircraft, half built, on the third floor of the asylum.	False
11	Steven Hofas once had a twin brother, Iain, who disappeared from his isolation booth one day.	True
12	Drew has spent a lot of time in the Accident & Emergency room over the last few months.	True
13	There are inmates upstairs that no one knows anything about.	True
14	Jill and Jenny Blackmore have a secret admirer but all the inmates have denied that it is them.	True
15	Strange noises sometimes come from the third floor. It sounds like there is a bull trapped in there.	True
16	Doctor Hofas is an expert on the feeding patterns of reindeer; some people say he actually owns a field full of them.	Almost true...
17	Alex has been bringing a lot of electrical equipment into the asylum recently.	True
18	The CCTV cameras are erratic but the odd malfunction does not cause much of a stir with Davies, because the other security measures are sufficient to keep the inmates under control.	True
19	There is a panic button under the desk in reception. You could probably activate it if you distract whoever is on reception and you lunge across.	True
20	There is a method of locking and unlocking all of the doors in the asylum remotely.	True

Rumors abound in the Asylum, some true, some false. When the characters spend any significant time talking to a person who they have not met before and who is not a member of Hofa's cult, roll on the rumor table to see what they believe.

The Grey old man always gives out red herrings: if he rolls a true rumor, roll again.



across the desk. However, anyone attempting this and failing or being caught afterwards will be locked in an isolation booth by the security staff.

The files are for show: they contain false records of each official inmate. The asylum shows these files to the authorities when they turn up for their bribe. Dionne is playing a game of patience on the computer. Time drags on reception.

### SPECIAL EVENT

Nurse Wickenden will ask the characters for their details. If they insist that they are the successful professionals and celebrities that they believe themselves to be, she will frown and refuse to write their names down; clearly, these people have been admitted because they are suffering from delusions. After several attempts to persuade the characters to give their 'real' details, she loses patience. She will then call Security from a phone underneath the desk.

Within three minutes, four of the Butterworth boys will arrive, hastily tucking in their shirts. Once security is there, Nurse Wickenden will ask if she can examine the characters. In fact, she will frisk them for anything that could be used as a weapon. Once she is happy that they have nothing to harm themselves (or others), security will escort the party (minus Dionne) to the induction room.

### INDUCTION ROOM

*A sign on the door to this room reads "INDUCTION ROOM." You do not like the sound of that one bit. Passing through, it becomes clear that only staff and inmates come here, never visitors. Magnolia paint is flaking from the walls of this bare, depressing, small room. Wooden slats pass as flooring and the bare light bulb suspended 10 feet or so above your head swings like a pendulum, casting stark shadows and depression across the room, into your mind.*

The floorboards in this room can be lifted up, making an entrance hole to the room directly below, but a claw hammer or something similar is required to do so. There is nothing to stand on here, so the characters will have to use their initiative if they wish to reach the light bulb. The door locks from outside, using a big bolt rather than the remote electronic locks used everywhere else in the asylum. There is no privacy in this room: removing clothes will be difficult if the characters wish to retain their modesty. This is intentional and is meant to remove social status from the characters.

### SPECIAL EVENT

Security will show the characters into this room, lock the door from outside and go to fetch a cardboard box for their clothes and anything else they may have that was not discovered at reception. The

characters will be alone for ten minutes, then the door will open and the four guards will enter with the box and gowns for each of them. They will pick up the "civilian" clothes and place them in the box. Once this has been done, the party will be escorted to the Recreation Room to meet the rest of the inmates.

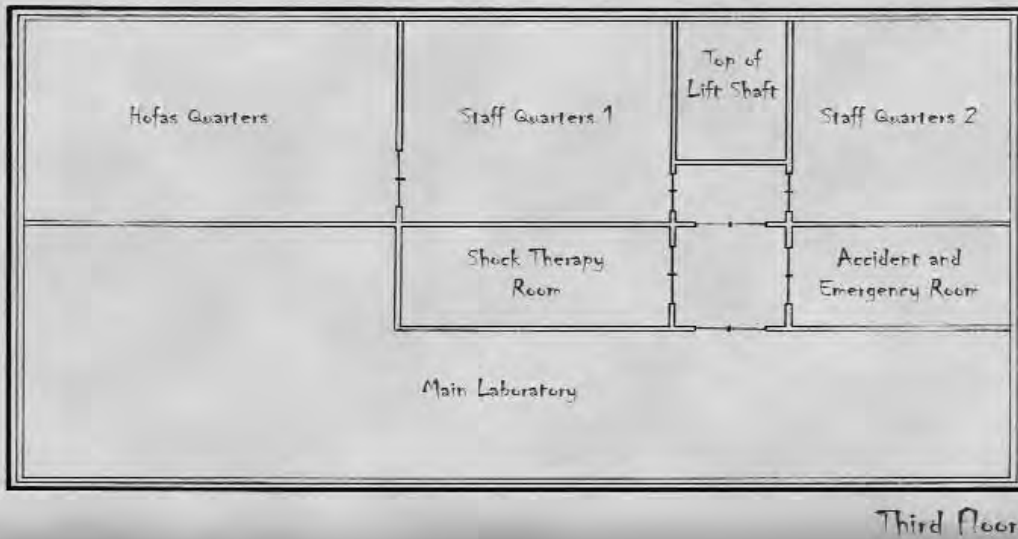
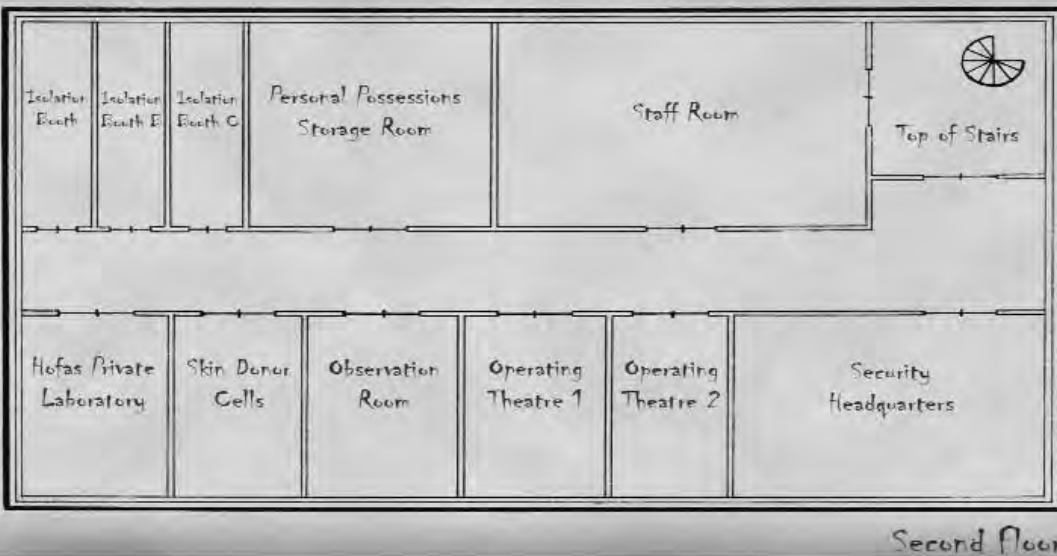
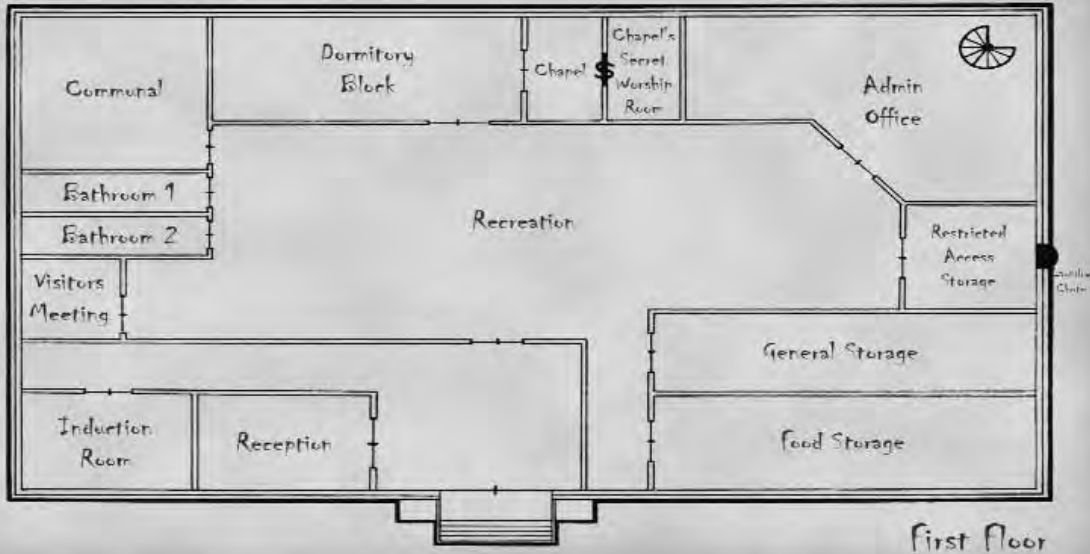
### RECREATION ROOM

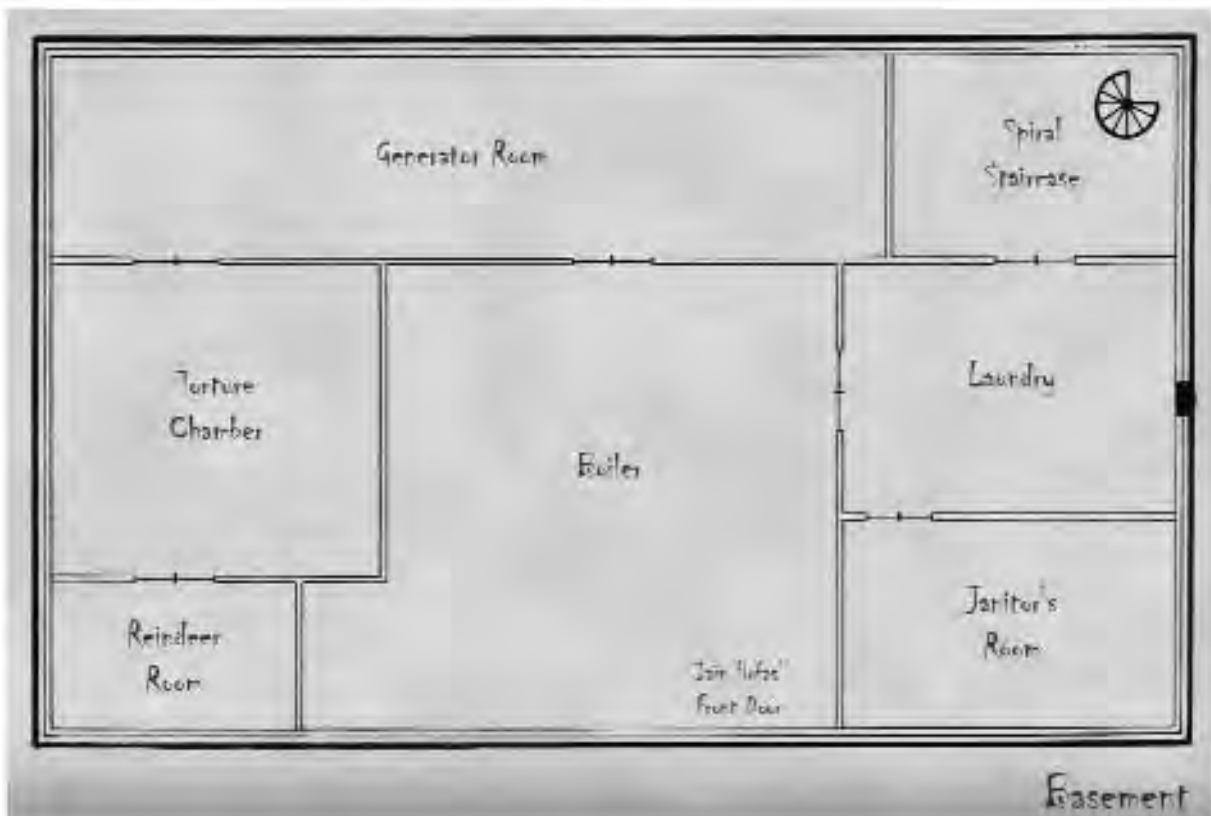
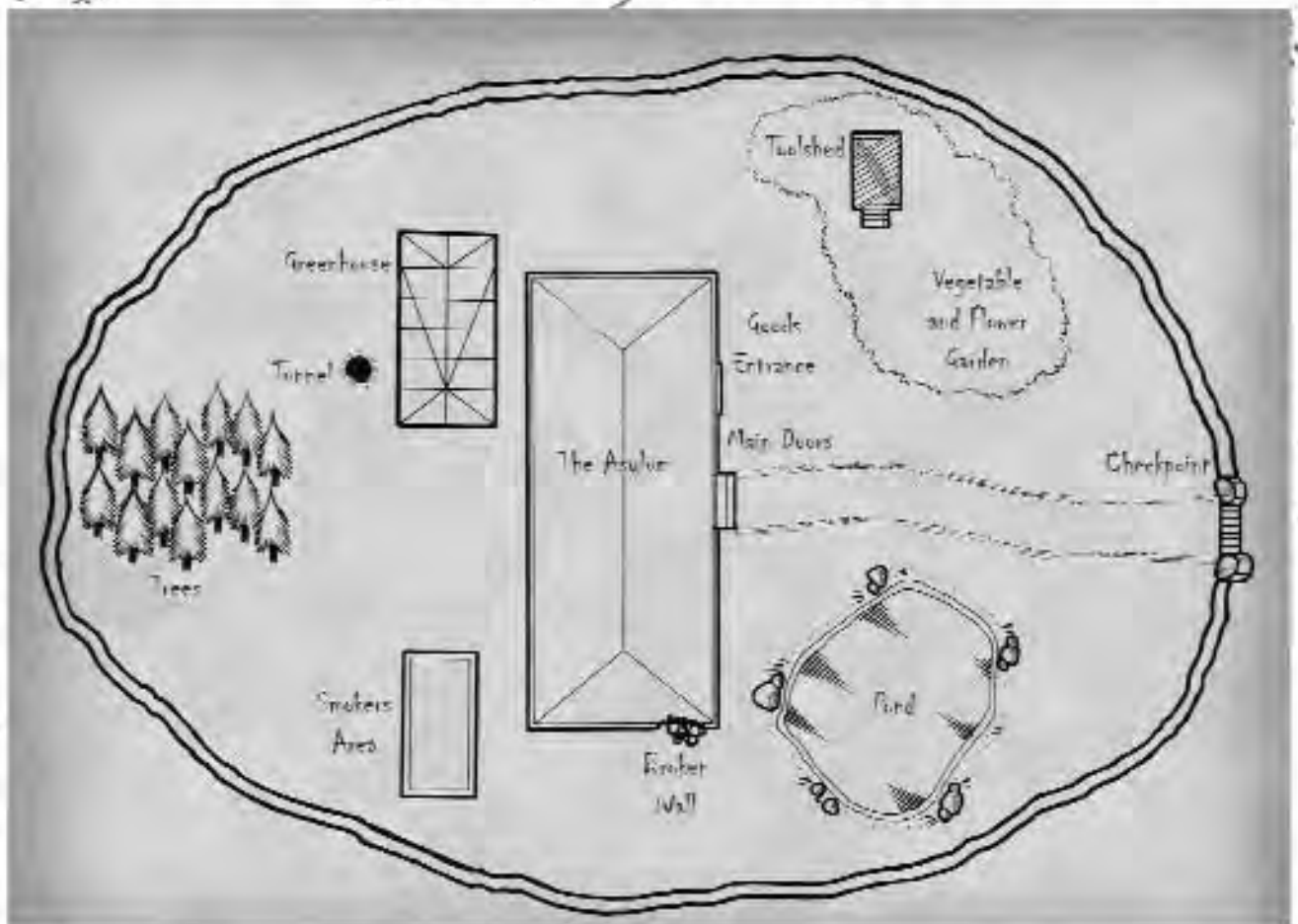
*You are entering a large, irregularly shaped room, which appears to be intended for socializing or recreation. Looking around, you can see a group of four people watching television, all dressed in similar gowns to yours. A battered Space Invaders machine stands against one wall and there are decks of cards and boxes of dominoes on a table with six chairs around it. An oak bookshelf about 10 feet high and wide protrudes from an alcove in another wall; it is full to the brim with dog-eared, yellowing old paperback books.*

*There must be about a dozen people in this room. Some wear gowns, others are in normal clothes, still others look like doctors or nurses. Some are chatting; most are sitting on battered, orange comfy chairs and others are just staring. An attempt has been made to render this area cheerful and airy. This failed on almost every count. A few people are starting to notice your arrival. Behind you, there is a click and a thunk. It dawns on you that you are now locked in the asylum through no fault of your own that you can remember, maybe forever.*

The door leading from the induction area to here is electronically locked at all times, unless a new arrival is being admitted, which does not happen very often. From this point on in the asylum, all electrical appliances are plugged directly into the wall, with no flex visible or with heavy shielding to prevent access; this is, of course, unless you have time, skill, and a set of screwdrivers.

All of the books are cheap westerns or romance novels, apart from one copy of a book called "Wicca: The Old Religion in the New Age," which can be used for reference on the neopagan matters. A standard, white-gowned inmate is hogging the Space Invaders machine and will not leave it without the use (or effective threat) of force or a bribe. Two of the chairs have worn patches in the side through which fingers can be poked; inside are rusted springs, which can be removed with some difficulty, and crumbly fluff which used to be padding. All of the decks of cards have at least one missing; no one has thought to combine the packs to get one full set. The dominoes are a complete set and are checked by the nurses at the end of every day to make sure they are all still there. Only one channel is available on the television to avoid arguments among the inmates. It consists of programs taped from regular television, approved by Tina Shepherd and played on a loop from the VCR in the admin office.





Any member of staff will explain that the PCs are free to visit the outside Smokers' Area, the Recreation Room, the Chapel, the Visitors' Meeting Room, the Communal Showers, the Bathrooms, and the Dormitory Block. Anything else is out of bounds, and attempting to visit these rooms or to escape is punishable by a week in the isolation rooms.

The PCs now have the perfect opportunity to start interacting with the other inmates and to attempt to piece together what has happened to them. They need to be aware, however, that rumors abound (see Rumor Table, p.46).

### Chapel

The electronic sliding glass door that leads to the Chapel reveals traditional church architecture emulated in the cement castings around the doorway. Engraved in the glass are the words "MATT STOKER PASTOR, CHAPEL OF PEACE" and then in smaller letters, "You are welcome here, Traveler."

Once the players go through the door:

Inside the chapel itself, there is an air of peace and calm. The insistent background buzzing of fluorescent lights can no longer be heard here. All of the walls have murals depicting biblical scenes, darkening with age. Thin wisps of smoke rise from the thick, squat candles decorating the small altar at the front of the room. Two little oak benches made are in front of the altar and there is a pleasant scent of incense.

The Reverend Stoker is fast asleep on a bench. He snores loudly, and his horn-rimmed glasses lie at an angle across his face.

If the PCs study the murals closely and are able to recognize depictions of stories from the Bible, which requires a Knowledge (religion) check (DC 15), they will notice that one of the walls shows a scene that has nothing to do with Christian teachings. It shows a man constructed from leaves and bark, with the wind for hair, striding forward through a forest with an oak staff. It appears that this man has just successfully killed a bull and has left it to rot rather than use the carcass; this is a strange and callous act. If any PC rubs the tip of the staff with his or her finger, the staff will sink into the wall. Any pointed object pushed into the cavity will open a secret door to the chapel's secret worship room.

### Chapel's Secret Worship Room

As the door clicks open, a heavy, musty aroma of incense wafts towards you. It is completely dark inside, but the candlelight picks out some details of a shiny metal object within.

Once the characters have light, they can see the contents of this small room. The shiny object is another altar but this one is entirely different. It is brass and stone, six feet long and three feet wide, with ropes at each corner. The ropes have brown stains on them, which is dried blood from the human and animal sacrifices performed here by Matt and the rest of the cult. The altar is hollow and can be squeezed into through a little crawlspace at the

base, with a successful Escape Artist check (DC 15).

On the yellowing walls are crude depictions of people and animals being slaughtered by the same leafy figure as depicted on the mural outside. On the ceiling is a huge carving of a creature that can never have existed. It has many heads and limbs attached to a bloated body and it is flying towards the leafy man from the stars, whose mouth is open and slavering. There is dried blood on his mouth.

### Special event

The ritual mentioned in the timeline (see p. 36) takes place here. Hofas, Petrie, Stoker and Nurse Wickenden attend it. Hofas stands on the altar to touch the effigy on the ceiling, while the others dance around him anticlockwise, intoxicated by incense and a mild dose of Amanita Muscaria. This is not quite enough to warrant a roll on the Hallucination Table. This event can only be witnessed directly if one or more of the characters has somehow managed to hide in the altar beforehand. Otherwise, it can be vaguely heard from the chapel as a bumping, howling noise coming from one of the walls; a character in that area must succeed on a Listen check (DC 15) to notice this. The noise cannot be tracked to a specific wall.

### Visitor's Meeting Room

A cheerful sign on the door of this room reads "VISITORS." One can only assume that the sign is a sarcastic jibe at the inmates of the asylum, because no one here looks like they have seen an outsider for years. Through the door, there are three small folding tables made from a light-colored wood, with two matching chairs facing each other. A poster on the wall says, "You do have to be mad to work here." The bitter humor is not lost on you. The same mag-nolia paint that was used in the induction room has been put to use here, only it looks better, if a little dirty.

One of the security staff has absent-mindedly dropped a walkie-talkie and a piece of paper under a chair while having his lunch. Dining is now the primary use for this room, because the staff room gets crowded with doctors and nurses at lunchtime and the Butterworth boys like to eat together. The note is a message from Davies, which says 9/21 traffic diversions on main road top floor out of bounds until 9/23-run anything unusual or suspicious past Hofas or Petrie before acting.

Underneath the poster is a safe. If the safe can be cracked or blown open, which requires either an Open Lock skill check (DC 25) or access to explosives, the PCs will find a master key, which has been placed there by Dave Davies. His philosophy is that the best place to hide something like this is where everyone can see it. It also saves him climbing the stairs if he is on night patrol. A truncheon and the other walkie-talkie accompany the master key in the safe.

### Food Storage

This room is locked. On the white painted door there is a sign reading "STAFF ONLY."

Once in the room:

You enter the dimly lit room beyond. It is a storage area with shelf upon shelf of industrial sized tins of beans and vegetables, bags and bags of rice, jars of pickle, puddings and pies, and a host of other edibles. Set into the wall opposite is a door, which you assume leads to a refrigerated area or walk-in freezer. A thick layer of dust coats the floor.

The shelves reach up almost to the roof. It is possible for the characters to push through the paneled ceiling and past the water pipes to get to the floorboards of the room above. If the dust is examined, with a successful Search check (DC 15) a character can see that there has been some recent movement in a corner of the room not often visited. On searching the shelves around this point, with a successful Search check (DC 15) a small bag of dried *amanita muscaria* can be found, tucked away under some dried peas. This is Nurse Wickenden's private supply for recreational use. It looks like slices of dried mushroom, with the predominant color being a reddish brown spotted with yellowish white.

### GENERAL STORAGE

The door to this room is shut fast. A sign screwed to it says, "STORAGE-STAFF ONLY." Someone has obviously started painting this door the house standard of sickly green but has grown tired of the job half way through, leaving the bottom half dirty white, with dried drips of paint running to the floor. If anything, this is even more depressing than the color itself.

If the door can be opened, GMs should read the following:

Stacks of general supplies are here, such as cleaning materials, bathroom tissues, scrubbing brushes, and similar mundane items. Three half-open boxes and a black plastic bag are piled onto the single, very large shelving unit in the center of the room. Behind the shelving is a spiral staircase, heading through the ceiling up to the next floor.

The bag is full of other black plastic bags. The three boxes contain spare gowns, restraining straps, blank supply request forms and a clipboard, three rolls of perforated, continuous printer paper for wage slips, and three blue vinyl body bags.

### RESTRICTED ACCESS STORAGE

Another green door is in front of you. It is locked and has a sign on it saying, "STAFF-REMEMBER TO DISABLE SECURITY VIA DAVIES."

Contained in this room are items of a sensitive nature that Hofas would not want even his staff to see. The only people with access to this room are the members of staff who take part in cult activities. Davies has a list of these people stuck on the security room wall. If any of them want to enter the room, they must first contact him to disable the electric lock on the door. It is possible for a person with electrical or mechanical knowledge to disable this lock, leaving only the normal, mechanical lock to deal with. This requires a Craft (electrical) or Craft (electronics) skill check (DC 15) or a

Craft (DIY) skill check (DC 20). The master key is also necessary to open the door. If any part of this is botched, a security alert is sounded and the Butterworth boys will arrive within three minutes, accompanied by Davies. If the party manages to open the door, read the following:

Through the door, a dim light shows the amazing contents of this room. The whitewashed walls contain one set of shelves, a wooden chest, a filing cabinet, and three fully sized effigies of what you can only assume to be mythical characters of some sort. They look hundreds if not thousands of years old.

There is a light switch on the wall next to the door, which will illuminate the scene much better. Inside the chest, the party will find bales of incense, purple cult ceremonial robes, and thirteen ceremonial pewter daggers, engraved with the same picture as the mural on the roof of the secret chapel. Only the top drawer of the filing cabinet has anything in it; it contains notes listing the details of everyone required to build the monster. These notes were taken from the main files of the asylum and hidden here. Among them are pictures of each of the characters, with words such as "face" (for the pop star) and "brain", "left arm" and the like (for everyone else) scribbled on the back in Hofas' handwriting.

The shelves contain more ceremonial robes, chalices, and dolls. Anyone who can succeed on a Knowledge (occult) skill check (DC 15) will see that the items are an incongruous combination, some being neopagan or Wiccan, others being of an altogether darker hue.

Behind the chest is the disused laundry chute, which goes down into the basement. Set into the wall, hidden behind a hinged false light switch, is a panic button, which operates in much the same way as the one in the security room. A Search skill check (DC 20) is needed to find this.

### LAUNDRY CHUTE

There is a square hole in the wall here, covered by a swinging piece of heavy duty, yellowing plastic. It's 3 feet square and looks like a glorified cat flap.

The chute can be examined with a simple Search check (DC 15) which, if successful, reveals that it has been used recently, as there is very little dust and no cobwebs surround the frame. If the characters look down the chute, it is too dark to see anything. Given a source of light, PCs will see a metal slide that spirals downwards. If they decide to risk it and jump down, bear in mind that the gap is only three feet square and so can only be entered by one person at a time. On the way down, a Reflex save at DC 15 should be made to avoid incurring injury. Failure on this save incurs 1d3 damage as the character is bumped and buffeted by the metal walls.

### COMMUNAL SHOWERS

Strips of opaque plastic lead through to this communal shower area. Somehow, the people that tiled this dehumanizing washroom have found the exact same shade of sickly green that adorns most of the walls in the asylum. The floor is a cement compound that

sparkles slightly under the usual fluorescent strip lighting, glaring down above the thirteen shower heads that point into the center of the room. A metal drain cover about 6 inches across is in the middle of the floor. There is a smell of disinfectant and cheap washing up liquid that turns the stomach.

If the players examine the drain cover and succeed on a Search check (DC 15) they will see hair sticking out between the gaps. If the characters pull on it or unscrew the cover from its fixings, the hair will get thicker and thicker. The PCs will then see slivers of bone intertwined with the matted hair. Finally, complete bones are attached to the bottom of the slimy mess. Anyone who makes a Medical Assistance or Medical Science check (DC 15) can identify these as sections of a human finger.

### bathroom one

There is a sign on this dirty door in the shape of a stick person.

This is the male bathroom. If the characters enter:

Within the room there is a row of three toilet cubicles. All of the doors are shut. Opposite each cubicle, there is a dirty white sink with a liquid soap dispenser above it. Beside the door, attached to the wall, is an electric hand drier.

The middle cubicle is the only locked one and it contains a grisly secret. If the characters look under the door, they will see one foot resting on the floor, as if someone was standing on one leg. If they then open the door, they will find a young man in his early twenties, who is covered in blood and clearly close to death. He has severed his own right foot with a bone saw stolen from Hofas' surgical supplies and has placed the foot and his bloody stump in the bowl of the toilet. He has now started work on his left arm, sawing away with his right. The young man is close to death; he just has time to mumble the following phrases before passing away: 'Football not the beast,' 'Hofas twisted,' and 'All glory to the earth mother.'

These utterances are very difficult to make out and the players must succeed on a Listen check (DC 20) to hear them accurately. If the characters fail their attempt at listening, the sentences can be misheard. Using the same order, they sound like 'Fumble now the East,' 'Hoof is blistered,' and 'Agony to the hurt mother.' If the party is struggling or needs a hint of some kind, the young man may be able to answer one question before he passes on. He knows of the beast and the cult but he does not know of Iain Hofas. He only has time for three cryptic words of the GM's choosing before he dies.

This young man is Jackson Masters, the son of a newspaper magnate and football fanatic. He has had the misfortune to discover the existence of the beast, which has fractured what was left of his fragile sanity. Although the beast is made of fragments of bodies, it still will have life. If it can live when it has been made of separate parts, then so can he. Jackson's plan is thus to escape the asylum by cutting himself into multiple small pieces then

flushing these down the toilet. Once he has escaped, he can start putting himself back together.

Should the PCs draw the staff's attention to Jackson's death, the security team will descend, a clean-up will begin and the PCs will be ushered off to the recreation room for tranquilizers. The staff members are not stupid and will be very keen to find the implement that Jackson used to sever his foot. If the PCs have thought to steal the bone saw, then they will have to stash it somewhere quickly, as the security staff will frisk them for it as soon as they find it is missing.

### bathroom two

The door to this room is quite clean compared to the one next to it. There is a sign on it in the shape of a stick person wearing a skirt.

Upon entering, GMs should read this description:

A row of four toilet cubicles is in this white room. Sinks and washing materials are set into the wall opposite. The doors of the cubicles are all open. A hand drier is installed into the wall next to the door.

There is a lot of graffiti on the door of the left cubicle. A lot of it is mundane, such as "Petrie is a crank" and "bomb Hofas." Much is obscene or scatological. Among this medley of scrawls, if the characters can succeed at a Spot check (DC 15), are a couple of pertinent additions. The first reads "Glory to the horned lord of the abyss," the other reads "This place is gonna blow sky-high!"

### dormitory block

A single room, huge and dark green, makes up the dormitory area of the asylum. There is no door into this room, just an archway to pass through. Twenty beds are packed tightly together here, each with a locker to its right. A picture of the inmate that uses each respective bed has been glued to the relevant locker. Hanging from the end of the beds, on a small clipboard welded securely in place, hangs a sheet of paper. This room is one of the few with windows; the thick curtains in here are, surprisingly, green.

Each inmate has a bed here, except the gray old man and the skin donors. Nothing of interest is in any of the lockers—just the odd box of cigarettes, spare gowns, or civilian clothes for the privileged inmates. Drew's guitar is hidden in his locker; Sean Crosse has stored his match heads and sundry explosive cleaning materials in a slit cut into his mattress. He makes his own bed and moves them regularly, so far avoiding detection.

Each of the characters has a bed here, which is denoted by a photo of themselves on the respective lockers. It may occur to the characters that they have not had their photograph taken since they arrived here. The shots look like they have been taken from popular glossy magazines. The pop star's photo actually shows him or her on stage. The others are less help but each character can plainly see that the photo is of them. They may take this as 'proof' that they are who they think they are, but

the staff will, of course, deny this. Is someone trying to play games with their sanity?

If the characters search behind the curtains, they will discover a battery operated resuscitation device, used on cardiac victims. It is in a locked, glass cabinet; if the glass is broken, an alarm will sound and Dave Davies and the Butterworth boys will be on the scene within three minutes. It is possible to pick the lock on the cabinet with an Open Lock skill check (DC 15) but a failed attempt will sound the alarm. There is enough charge in the batteries for three powerful blasts of electricity. See the Tooling Up section for use of the resuscitation device.

The windows in this room are made from unbreakable glass, but given half an hour, a few tools and a successful Craft (DIY) skill check (DC 15), they could be removed whole.

### admin office

The door to this room is locked. It has a small glass window in it, through which you can see four filing cabinets, a telephone, a photocopier, and a computer. The walls are wood paneled and stylish table lamps provide light. A videotape is on the floor next to the photocopier.

The master key or an Open Lock skill check (DC 20) and appropriate tools is required to open this door. In the filing cabinets, there are reams and reams of invoices for supplies, all of them ordinary enough. There are also official inspection forms, giving the asylum top grades across the board. With a successful Forgery skill check (DC 20) they are recognized as good forgeries. Interestingly, the police stamp on each is genuine.

The telephone is linked directly to the security room; no outgoing calls can be made from it. If anyone tries, Davies will pick up his phone (or his mobile phone if he has diverted his calls) and say, 'Dave, security. What's up now, Hofas?' The call can be traced to this particular phone and if Davies is made suspicious, he will sound the alarm, bringing the Butterworth boys running into the room within three minutes.

The videotape plays the television shows watched in the recreation room.

### SECOND FLOOR

#### HOFAS' PRIVATE LABORATORY

The metal door to this room is covered in rivets and is securely locked.

Only the correct key (Key A -- see p. 39) will open this door. Picking the lock is difficult (DC 25) and a botched attempt will result in the alarm being sounded, alerting security. If the characters successfully get into the room, GMs should read the following:

The piercing glow of dozens of halogen bulbs temporarily blinds you. As your eyes begin to adjust,

you can see that this room has a shiny metal coating on the walls, ceiling, and floor. Four larger lamps dangle from the ceiling above a large operating table in the middle of the room. Black leather restraining straps hang from each corner and a longer, thicker one stretches across the width. Next to the table stands a small, wheeled trolley with two shelves. Two metal-framed chairs lean against the opposite wall. Two corrugated tubes protrude from the floor underneath the table, the ends of which have been placed in the basket on the top shelf of the trolley. Finally, you notice a handheld camcorder on the floor, next to the seats.

The trolley contains a full set of operating tools, including a bone saw and set of three scalpels (see the Tooling Up chapter). All are monogrammed "S.H." On the bottom shelf, cotton wool and bandages are in a black silk bag.

The tubes are color-coded; one is blue and contains oxygen; the other is red and emits a general anesthetic. It is entirely possible to render up to ten people unconscious by turning the anesthetic on and keeping the door shut. Any character exposed to anesthetic gas without adequate ventilation must make saving throws as if they were inhaling it from a mask; for this, see the section on anesthetics and sedatives in the Tooling Up chapter. The gas is not, of course, sufficiently strong in the air at first to warrant a saving throw. On the first three rounds of gas release, no save need be made. On the next round, a saving throw against the gas must be made with -6 to the DC. The DC then increases by +2 on each successive round until unconsciousness results or air is allowed into the room.

If the PCs examine the camcorder, they will see that it is digital and unbranded. A Craft (electrical) skill check (DC) will spot that it is hand-made and probably unique. Any scenes that have been recorded on it have been wiped but the electrically or technically minded may be able to retrieve images from the hard drive, using the operating tools as makeshift electrical tools. This requires a successful Craft (electronics) skill check and a Knowledge (computers) skill check, both at DC 20. Only snip-pets are recoverable, but they are disturbing indeed: close ups of arms being amputated and organs being removed from live, conscious and screaming subjects. It looks like the person behind the camera was filming with one hand while operating with the other.

Every now and again, what looks like a furry piece of material flaps in the way of the shot. Anyone who has seen the ceremonial robes in the restricted access storage area will recognize it as the cult's ceremonial attire. The date 09/15/03 is shown in the top right corner of the picture.

Finally, one of the metallic panels on the wall behind the chairs can be clicked open, revealing an electronic safe. The combination is still at the factory setting of "1234"; no-one in the Hofas entourage would even consider trying to open this safe, for fear of the fury of the cult elite. Inside the safe is a handheld computer shaped a little like a mobile phone and a black zip lock bag. Engraved into the back of the safe door is the number "71652" and the words "SKIN DONOR INCUBATION UNIT."

If the PCs open the bag, a foul stench will billow from it. A dead black cat is inside the bag, with wires protruding from every part of its body. If one of the characters is brave and skilled enough to perform a basic autopsy, they will find that small microchips have been implanted under the skin of the unfortunate creature. The cat itself looks like it has only recently passed on. If anyone attempts to use this equipment, it will simply not work. A successful Craft (electronics) skill check (DC 25) allows some very limited results, in which case the characters may well animate the poor feline by accident, with similar results to the following event.

### SPECIAL EVENT

Steven Hofas will attempt a trial run of his animation procedure (see Timeline, p. 33-36.) The guests include Petrie and Stoker. Doctor Hofas will proudly remove the cat and the handheld computer from his safe. Placing them on the operating table, he will attach the wires in the cat to nodes on the device. He will then rant, as if speaking in tongues, and turn a dial fully from left to right.

As soon as he does this, the cat will leap screaming and clawing at Hofas, who looks frightened and shocked. The cat will attach itself to his face, fully wrapping itself over every feature, and it will lock on tight.

Blinded with fur, Hofas tries to scream instructions to his guests but his words are far too muffled to hear properly. A struggle ensues between the two, which results in Hofas stabbing the cat with his monogrammed scalpel to a second death. The Doctor himself will be left with vicious, ugly scratches on his ears, nose, and mouth. Once this drama is over, Hofas will angrily order the guests out and he'll run to one of the other operating theaters to clean up as best he can.

### OPERATING THEATRE ONE

This brightly lit room is unlocked and the door is ajar. You can see an operating table in the center of the metallic floor. Next to it is a twin-shelved trolley. A single chair stands against the wall, next to the door. There is a black, unmarked, foot-square cube resting on the chair.

The hinged lid of the cube can easily be opened. Inside are two peanut butter and jelly sandwiches, two chocolate biscuits, an apple, and a child's bottle of fizzy drink. This, ridiculously, is Petrie's lunch.

### OPERATING THEATRE TWO

The door to this room is also ajar and you can clearly see inside this brightly lit but empty room. The only thing of note is the quality of the metallic wall coverings, which also adorn the ceiling and floor.

If the characters enter this room and examine the floor, have them make a Search skill check (DC 15). Success means that they will notice wheel marks starting at the middle of the floor and leading out of the door. If the tracks are followed, they lead to the lift in the staff room. The odd spot of some-

thing clear and sticky is also on the floor in this room. A Knowledge (chemistry) skill check (DC 10) or experience with industrial cleaning equipment will recognize this as undiluted floor cleaner.

### PERSONAL POSSESSIONS STORAGE ROOM

The nondescript white door to this room appears to be both locked and bolted from the inside.

If the characters attempt to force the door, it will not give, though a successful Strength check (DC 15) makes it move from side to side, exposing the hinges. A Disable Device skill check (DC 20) could take the door from its hinges, but it is a noisy procedure. If impromptu tools were created, such as an improvised hammer, a circumstance bonus of +2 could be applied to the check, though this would increase the amount of noise yet further.

If the party manages to get through the door, GMs should read the following:

This room is lit with the same stark fluorescent strip lights that illuminate most of the first floor of the asylum. Inside, the walls are whitewashed. Stacked against the far wall are dozens of metallic flight boxes, about the same size as a desktop computer. There appear to be photographs stuck to each.

These boxes contain the personal effects of every current inmate in the asylum; the belongings of dead "patients" are incinerated, then bagged up, and thrown away. None of the boxes is locked. Each inmate has a file inside the box, with original documents giving clues to the origins of the person concerned; these are easily made up using the background details of the NPCs.

The characters also have a box each. The pop star finds an old back stage pass and a single signed in his/her handwriting. The others also find similar items that confirm their identity, ending any doubt, with the exception of the one character who has been kidnapped by mistake, if this option has been taken.

### SKIN DONOR CELLS

This black paneled door has a digital keypad built into it. You can hear a humming noise coming from behind the other side.

The characters must crack the code on the keypad to enter the room, or successfully "hotwire" it. The latter option requires a Craft (electrical) or Craft (electronics) skill check (DC 25). If the characters managed to get into Hofas' private safe, they may have seen the number required on the back of its door. This does not mean that they automatically remember it though; memory (or a note) must serve.

If the door is unlocked, GMs should read the following:

The only light in this semicircular room comes from dim red bulbs around the curve. A blue, unlit bulb is directly underneath the red ones. In between each set of bulbs are what look like translucent sarcophagi, standing upright, with wires and tubes attached. There are six of these boxes in total.



Steam inside each "sarcophagus" makes them look opaque. They are shut tight by a clasp, which can easily be opened. Inside each of the boxes stands a skin donor, as described in the NPC descriptions (see p.44). The lights are there to stimulate the growth of these unfortunates, while the tubes feed each with liquid nutrients and very strong tranquilizers. The wires are part of the electronic timer mechanism that runs this room automatically. The hub is sealed behind one of the walls and is unreachable

### SPECIAL EVENT

At some time between 5:00 p.m. and 11:00 p.m. on the final night of the story, Hofas and Petrie will enter the room in full ritualistic costume. They will savagely kill and skin each of the skin donors. They appear quite expert at it. Once they have their horrible prizes, they will take them all in a laundry basket to the laboratory, ready for the ritual.

### ISOLATION booth a

There is a window about six inches square set into this clinically white door. Within you see a small, brightly lit room with no features at all apart from a thick, white, rubbery compound that pads the walls, floor, and ceiling.

The door is unlocked. If, for whatever reason, it is closed, it will lock automatically, and only a master key will open it. There is no handle on the inside. The window is unbreakable.

### ISOLATION booth b

Through the little pane of glass set into this door, you can see a white padded cell containing a prisoner. It is difficult to discern his features, but he has definitely got a big, gray beard.

The Gray Old Man is locked in here and has been for a very long time. GMs should read out his description (see NPCs, p. 44).

### ISOLATION booth C

The door to this room is wide open. It looks like this room was once a padded cell but it has been stripped of the rubber compound on the walls and is awaiting renovation.

The bare walls are crudely plastered. The characters can remove about three square feet of chicken wire from under the plaster if they so wish.

### STAFF ROOM

As far as decor is concerned, this room is the most tasteful that you have seen in this hellhole. Large block designs cover the seven chairs and curtains in this windowed room. A coffee machine stands next to the door, and a television set is under the window. The smell of stale smoke emanates from ashtrays. Half-drunk plastic cups of coffee have been thrown into a sink next to the coffee machine. There is a lift in the north wall.

If the characters feel like a cup of coffee at the moment (which is pretty unlikely), the machine accepts change in all denominations, but it produces poor cups of coffee at one dollar each.

The lift door opens automatically if approached. Inside is a sensor on the wall in the shape of a hand. The cultist staff members have all had their palm prints registered by this sensor. If a cult member presses a hand against it, the lift doors will close and the lift will hurtle up to the third floor. There is an escape hatch in the ceiling of the lift; three thick cables are attached to it and they will also lead up to the third floor.

### OBSERVATION ROOM

The door to this room is unlocked. Inside are a long rectangular table and a mirrored wall.

If the characters examine the mirror and succeed at a Search check (DC 15), they will find a secret crawlway. It is not locked at the moment. Once through the crawlway, the characters will discover a table, notepaper, and three chairs facing the room from a one-way mirror.

### SECURITY HEADQUARTERS

A locked plywood gate blocks the doorway. An intercom system has been fitted to the right of it.

This "gate" disguises the sheet metal security door beneath. A master key can open this door. Alternatively, a character can attempt to pick the lock, which requires an Open Lock skill check (DC 25) or the PCs can knock it down with an improvised battering ram, which requires a Strength check (DC 22). If the party successfully enters the room:

This wide room has many monitor screens set into the wall in front of you, casting a distorted white light over the otherwise dimly lit area. Underneath is a panel of flashing buttons, too many to count quickly, and a red telephone. There is an empty chair in front of the monitors and a cork notice board hangs on the wall next to the door.

Among the buttons is one that will automatically lock every electronic door in the asylum (for use in the case of attempted breakout), one that rings the general alarm, and a button for each CCTV camera, to turn them on and off.

It is possible that Dave might spot the characters. He is usually here, chewing gum and complaining about the boss. Sometimes the cameras are broken, however, and sometimes Davies just is not looking. There is a flat 50% chance of him noticing anything unusual on the screens. He might see the characters or NPCs, or he might notice that the camera has suddenly stopped working. If he does see anything, he will sound the alarm and the Butterworth boys will be on the scene to investigate within three minutes.

On the notice board is a list of staff members involved in the cult's activities. Dave thinks it is a list of especially privileged staff. The telephone is a direct link to the admin office.

## THIRD FLOOR

### HOFAS' QUARTERS

The wood paneled door that leads into this room has no apparent handle or lock. To the side of the door is a small plastic panel, about 2 inches by 2 inches across and framed by dull grey metal.

The plastic panel is a magnetic cardkey lock, which is opened only by the magnetic cardkey found on Steven Hofas. The nature of the lock can be discerned by anyone making a Craft: Electronics check (DC 10), and it could be opened with a Craft: Electronics check at DC 25.

If anyone attempts to force the door or even push it open without first unlocking the magnetic lock, the door becomes electrified (the wood is actually a cleverly disguised electrical conductor) sending a strong shock through anyone within 6 inches of the frame. The victim suffers 1d4 points of electrical damage and must make a Fortitude saving throw (DC 14) or be knocked unconscious for 2d6 minutes.

The true nature of the door may be guessed if the party spots the partially concealed electrical wires around the frame of the door (Spot check, DC 20). Other than with the cardkey or a very lucky Craft: Electronics check, the only way to get in is to smash the door with a non-conductive ram of some sort—the last thing Hofas would expect at the heart of his evil empire. If they hit it hard enough, which requires a Strength check (DC 20), they will knock the door clean from its hinges.

Once through, GMs should read the following:

It is obvious from the start that you have broken into Steven Hofas' private room. It is in the shape of a hexagon and every wall has been fitted with oaken shelves. Art objects of varying dimensions crowd each shelf. The subtle, moody lighting comes from spot bulbs buried deep in the thick shagpile rug. The central feature of the room is the bed, a magnificent four-poster with heavy purple drapes held in place by thick golden ties. You can hear the faint strains of '60's psychedelic music playing from speakers in the ceiling.

This room symbolizes all of the secret desires of Steven Hofas. Occult texts are crammed, one on top of the other, in each drawer under the bed; sheets of near blank paper are stuffed haphazardly behind sculptures worth tens of thousands of dollars. A successful Appraise check (DC 15) is necessary to figure this out.

The sparse notes are chaotic and inconsistent theories on the connection between neopaganism and Satanism, citing authors such as Michelet, Austin Osman Spare and Jarcke, interspersed with egotistical ramblings concerning the pacts and contracts between Satan and Steven Hofas. If the bookshelves are examined and a Search check successfully made (DC 15), the examiner notes that they are intricately carved with images of oak trees being burned to a cinder by a hidden creature's breath.

## ACCIDENT & EMERGENCY ROOM

A "deluxe" operating table dominates this white-paneled room. A number of shelves are built into its side, each shelf crowded with medical sundries such as cotton wool and bandages. Tubes protrude from the wall opposite you, reaching as far as the table. A cluster of halogen lamps hang from the ceiling, directed towards the top of the table.

Buried under the cotton wool on the bottom shelf are three syringes, each seven inches long. They have not yet been filled with any substance.

### SHOCK THERAPY ROOM

A black panel covers this doorway, filling the frame. To the left of it, at waist height, is a glowing red button.

Pressing the button opens the black sliding door, and automatically turns the lights on. If the characters do this...

Inside this small, brightly lit room are three large machines. One looks like a thick-walled tube, large enough to fit a person inside, with two buttons and a dial next to the open end. The second is a desktop computer with a number of curly wires emerging from the back. Finally, there is a thick metal chair with more wires spreading out over the seat and the backrest.

The first is a device for scanning sections of the brain. One of the buttons opens and closes the tube, a lid sliding across the open end. The dial determines the area of the brain to be scanned, while the final button starts the scanning process. A successful Medical Science check (DC 20) allows a character to operate this machine, although it is by no means a standard piece of equipment.

The second machine is a lie detector, which requires a successful Profession (psychiatrist) or Craft (electronics) check (DC 15) to operate. The wires attach to the subject's hands and forehead, and the display on the monitor shows variations in stress levels, which indicate whether or not the subject is lying. The chair is an electric chair; protruding from the back is a remote handset with one big dial on it. This alters the current from zero to full power, and this is enough to kill a person of average size. For simplicity's sake, assume that the dial goes up to 11, with each setting indicating the number of d4 dealt in electrical damage. A Reflex saving throw (DC 15) is allowed for half damage; if the subject is securely strapped into the chair, this saving throw has a DC of 25.

### SPECIAL EVENT

One of the characters may well end up here (see Timeline, p. 33-36), being tortured by a doctor as a security guard watches on.

### STAFF QUARTERS ONE

The door to this room is unlocked and ajar. The smell of stale cigarette smoke is seeping out. You feel like coughing. Inside the white-walled room are about a dozen beds, all unmade, each with a metal bedside cabinet. Posters of sports cars and female

celebrities are stuck to the walls above some of the beds. A window looks out onto the wilderness outside.

This room sleeps male members of staff. The window is made from standard glass and can be smashed easily. There is nothing of importance here, except in Petrie's cabinet: under a month-old newspaper is a photocopy showing a blueprint of the asylum. Written underneath it is a note, written in Hofas' handwriting, saying "STANDARDIZE AND DUPLICATE? CAPACITY 13, DESIRABLE NUMBER, LOOK AT LOCATIONS FOR COUNCIL COMPLIANCE AND CEREMONIAL RELEVANCE 9/21." The note is dated ten years ago to the day. Apart from this, each cabinet contains personal knick-knacks such as pens, adventure novels, spare sets of glasses and such like.

### STAFF QUARTERS TWO

This is the female staff bedroom. Looking through the open door of this white-walled room, you can see a dozen or so beds; some freshly made, others left unmade. Each bed has a dark wooden bedside cabinet. The window here has a view of a large cliff face some miles away.

Again, there is nothing important here. In the bedside cabinets are writing paper, pens, cosmetics, novels, and magazines. One of the magazines contains an interview with the pop star character, detailing a fabricated affair with another celebrity looking for exposure.

### MAIN LABORATORY

A brilliant white panel blocks the arched frame of this doorway. Embedded into it is what appears to be a sensor, in the shape of a hand.

Only members of staff affiliated with the cult are able to open this door. When they use the sensor, the door will slide up into the ceiling. Alternatively, two or more people with an impromptu ram could batter it in.

Every inch of the ceiling is coated with tiny but intense spotlights, causing you to squint involuntarily. Once your eyes adjust, you can see a massive computer of some sort fitted into the facing wall. From the polished floor to the ceiling are panels and panels of dials, buttons, levers, and switches. Under your feet is a mosaic floor, depicting a man made from leaves and branches clutching the bloody heart of some unfortunate victim. The wall to the left of the door is completely covered by a large tapestry.

Hidden behind the tapestry is a thick-barred cage, containing the Beast. Wires emerge from the top of the cage, kept in place with large alligator clips. No one except Hofas is able to use the machine. Even characters with a large degree of technical competence have little chance of figuring it out. A successful Craft (electronics) skill check (DC 20) allows them to understand its basic functions but not to use it. Of course, the sole purpose of the machine is to animate the creature.

### SPECIAL EVENTS

A number of events on the timeline occur here (see p. 33-36). The final encounter also takes place here.

## basement

### TORTURE CHAMBER

A soot-encrusted, creaky door leads into this room. If you were anywhere else, you would swear that this was a museum to the history of torture. A rack stands in the middle of the room. Around the walls there are three iron maidens, two sets of gallows, a cabinet, and a chair with straps on the back and arms. The largest item is a pair of flat rocks, one on top of the other, each being 10 feet across. Candlelight from holders on the walls casts flickering shadows across these silent travesties.

If a PC examines the chair and makes a successful Search check (DC 15), under one of its arms they will find part of a thumb trapped under the ropes. Everything else has been well kept and is in top working condition. The cabinet can either be opened with a master key, or can be ripped open with anything that can produce some leverage, such as a shovel or some large pruning shears. This requires a Strength check at DC 18.

Inside are a box of roughly cast needles six inches in length, three 20-foot ropes, some two-foot church candles, and a tapestry depicting severe forms of cruelty. It is an antique reproduction of a medieval original but is still worth a good five thousand dollars. Iain and his neopagan following hold their meetings here, through necessity, though they despise this collection of torture equipment.

### LAUNDRY ROOM

The well-lit, modern laundry room is a stark contrast to the rest of the basement. Twelve industrial washing machines and four large tumble driers are set into the walls here; one of the driers is working at the moment. A small green cabinet stands open against the opposite wall, revealing washing powders, plastic cups, and disinfectant. There is a huge, industrial sized, wicker laundry basket, on wheels, by the door. An iron and ironing board are leaning against the cabinet.

The janitor is washing some straitjackets there are twelve finishing off in the drier. All of the disinfectants have run out, but there is some bleach left in one of the larger bottles. At the back of the cabinet is a picture of the pop star character, cut out of a Sunday supplement.

### REINDEER ROOM

The door to this room is made of reinforced metal. A huge lock is in the middle of it.

This lock takes Key B, found in possession of Steven Hofas. The characters can hear a snorting and stomping coming from behind it, even from a few feet away. If it is opened by any means, read the following.

The stench of catile makes you want to retch as the door opens. Inside, dim lights illuminate an absolutely unbelievable scene. Penned off in the far half of this rough stone room is a herd of reindeer! They are unmistakably reindeer; you have no idea what

to make of this. Through the wooden planks that make up the pen, you can just see two troughs next to a gate.

The gate into the pen can be easily opened. If the reindeer get out, they will walk around the whole complex, showing no pack spirit or aggression, only attacking if attacked, scared, or cornered. They are used as a method to naturally filtrate psychoactive fruits and fungi. Ethnomycological tradition has it that drinking reindeer urine, produced after it has eaten a large amount of such crops, has the effect of consuming a purified form of the drug itself. A successful Knowledge (occult) skill check reveals this information to any player character who inquires. This is the drink given to coven members in their silver chalices.

### JANITOR'S ROOM

There was once a door leading to this small, white-washed room but time and force have removed it from its hinges. An oak paneled writing bureau doubles as a desk against the far wall; the embroidered but ill-kept three-legged stool in front of it is on its side. Empty snack packets are scattered all over the floor. A couple of small photos, roughly cut from celebrity magazines, are stuck on each wall.

#### *Amanita Muscaria*

*Amanita Muscaria, commonly known as Fly Agaric, is a type of fungus indigenous to virtually every corner of the globe. It is toxic but not usually fatal to ingest. It has psychoactive effects, producing hallucinations and feelings of euphoria as well as near-comatose states in higher doses. Having it in your possession is a criminal offence in some areas of the world.*

*It should be noted that eating these things is very dangerous. Toxins kill and the effects on the mind are far from predictable. We at Hogshead Publishing do not advocate the use of Amanita Muscaria or any other kind of drugs, so don't do it.*

The bureau contains supply requisition forms, pens and pencils, a large torch, and a grubby notebook. If the PCs search around the base of the stool, with a successful Search check (DC 10) they will find a key taped to the underside of the seat. This is one of the master keys and can open most doors in the asylum. All the snack packets once contained jelly-beans and one packet is still half full.

The janitor is a huge fan of the actor character. One of the photos on the wall shows him or her in a scene from a well-known movie.

### GENERATOR ROOM

A doorless frame leads through to what appears to be the generator room. It is a washed out, dirty black color. The generator itself stands in the middle of the room, humming loudly. It is 10 feet square and nearly five feet high, constructed of greasy metal and displaying a panel of buttons and dials. On the far wall is a meter, its needle flicking busily to the right.

The generator can be disabled, plunging the entire asylum into near total darkness. Only the faint emergency lights will continue to operate. In addition, the closed circuit security system and everything else that is electrically operated will cease to function. A Craft (electrical) or Craft (electronics) skill check (DC 15) is required to do this: the panel can be taken out and two wires pushed together to short circuit the operating system. If this task is attempted untrained, failure results in a massive electric shock. The character must make a Fortitude saving throw (DC 14). Failure indicates instant death from coronary arrest; success inflicts 2d6 points of electrical damage, which may still prove fatal.

### BOILER ROOM

This is evidently the boiler room of the asylum. Piles of wood lie stacked in each corner and soot coats the walls in patches around the furnace itself, situated against the north wall. A thick, segmented pipe leads up, entering the blackened ceiling.

There is a shovel and a pair of coal tongs, coated with soot and hardly visible, hanging from nails on the south wall. If the characters can analyze the contents of the furnace, they will find a full set of human teeth, including a molten lump that was probably once a gold tooth. If the piles of wood are moved and the walls behind examined, PCs will find a crude plasterboard sheet in front of a hole in the wall, which measures three feet in diameter. This is Iain Hofas' "front door." No Search skill check is required to find this, as it is concealed behind an easily movable barrier.

### Iain Hofas' "FRONT DOOR"

In front of you is a rough circular hole in the wall. The smell of old grease and dust emanates from it.

If the characters try to enter the hole, they will find it tricky; there is not much room to move directly behind Iain Hofas' front door. An Escape Artist skill check (DC 15) is required to squeeze in through the narrow gap. Once through, it is very dark and any movement within the wall cavity will be blind: getting to different other rooms will be very difficult.

If the characters have light, GMs should read the following:

You have crawled into the gap between the outer walls of the asylum. If you were going to supply this mad+ house with interior wall insulation, this is where it would go. There is only enough width in here for one person to stand, assuming he is breathing in. Strips of wood lined these inner walls once, but quite a few have fallen off and now lie on the ground to the left and right.

A number of locations are reachable using Iain's secret network of rough doorways in and out of the wall cavity. These are marked on the map. Upper floors must be climbed to, using the gaps between the wooden strips as hand and footholds. This is difficult even if the character is carrying no equipment and requires a Climb check (DC 15) to make any progress. If Iain is helping, it is a lot easier; his advice confers a +2 circumstance bonus to the die roll.

A successful Spot check (DC 15) or Search check (DC 15) notices that the earth directly behind the entrance has been disturbed. If the PCs start digging, they find a carved ivory box containing Iain Hofas' birth certificate (proving his identity), an empty syringe complete with rusty needle, a piece of red chalk, a compass, and a handcrafted cedar wood wand. The design on the wand shows a pregnant female figure (a neopagan mother goddess) and a male figure composed of leaves, with a huge beard of bracken and very prominent genitalia (a neopagan male deity).

### SPIRAL STAIRCASE

There is a battered, metal spiral staircase here, leading up 20 feet to a doorway that's been painted black.

The door is locked. It can be opened using the master key. The staircase itself has two steps that will wobble dangerously if anyone of reasonable size steps on them. The janitor is aware of this and steps over them. Spotting this fault is relatively easy: if the stairs are not examined before attempting to climb them, a Balance check (DC 15) must be performed. If the check is failed, the character falls, suffering 2d6 falling damage. Note that he can attempt to reduce this damage by making a Tumble check, as per the rules in the **PHB**.

## the ASYLUM: OUTSIDE LOCATIONS

### CHECKPOINT

The wide gravelled driveway that leads from the institution to freedom splits at the concrete gateway. In the grassy gap stands a gray concrete building, around 10 feet tall and 5 feet wide along each wall. There does not appear to be a door but a small pane of smoked glass is embedded at head height on each wall. In the distance, you can see the dark presence of the asylum.

Gravel is noisy to walk on. Any character attempting to use the Move Silently skill on it suffers a -2 circumstance penalty to their skill check. It is impossible to see through the smoked glass but a dim light is just noticeable. The grass is artificial; if PCs thoroughly examine it, they will discover a

locked hatchway. This leads down, in a sharp curve, to a similar but unlocked hatchway: the entrance to the checkpoint. If the characters manage to get in, read the following:

Emerging from the hatchway, you find yourself within the checkpoint. A stark fluorescent strip lights the tiny room, which is about five feet square. It is clear that it is completely automated: the white metal walls have three television screens set into them, all turned off. There are also four small buttons on the south wall.

The red button shuts the imposing main gate, the green one opens it, the blue one turns the electrified outer walls on and off, and the black one turns the CCTV screens on and off. If the screens are activated, the characters will be able to see the north side of the perimeter wall, the goods entrance, and the vegetable and flower gardens.

### VEGETABLE AND FLOWER GARDENS

Within these beautiful mature gardens are many varieties of fruit and vegetables, along with flowers of every size and color. Three sunflowers, each at least 15 feet in height, dwarf the nearby wooden shed in the middle of the allotment.

There is nothing remarkable about this area. Any PC searching through the flowers will discover a disused hand tool of some sort. Its purpose is unclear; most of it has rusted away leaving only the green plastic handle and the crumbling shaft. There are also three brand new refuse bags at the base of the sunflowers.

### GREENHOUSE

This is a good-sized greenhouse by anyone's standards, being 40 feet square and 30 feet high. Condensation runs down the panes of glass set in the metal frame, probably due to a heating system of some kind. Although impressive, it looks like it could do with some minor repairs and a lick of paint.

Only trusted inmates are allowed inside, so the double doors to the greenhouse are locked. They cannot be opened from inside. If the players enter, please read this to them:

As you enter, the first thing you notice is the unbelievable heat! Row upon row of plants and seedlings stand on the three main tables, which run down the length of the building. Above them you spot a sprinkler system, next to a roof panel, which opens and closes using a handle by the main double doors. Tubes run down the walls into the earth below.

Searching through the tables in a thorough and consistent manner will reveal the following:

- Some empty pots and a set of pruning shears about two feet in length.
- If any of the characters have botanical knowledge (Knowledge: Biology DC 20, Knowledge: Botany DC 15, or Knowledge: Science DC 25), they may realize that some

of the plants being grown here are mildly toxic to human beings.

↳ The heating system, there to regulate the severe differences in temperature between night and day, appears to have been on full time for a couple of days now without anyone noticing.

↳ The mechanism to open the roof panel is in need of repair, which involves getting up there and having a modicum of mechanical skill. No tools are required.

↳ There is a sprinkler system, which will go off if smoke is detected in the greenhouse; it will also attract four nearby security staff.

Characters trapped in this location with no ventilation will gradually get weaker until they fall unconscious. Anyone examining the base of the tubes will find they go below ground level. Digging any more than four feet at any point in this location leads to a major discovery; there is a false wooden floor under the earth. Removing a couple of planks of wood is hard work and time consuming (about fifteen minutes) but if this is achieved, a dark area of rich brown soil is revealed, covered in (*Amanita Muscaria*) mushrooms. An appropriate skill roll by any character present gives them an insight into what they are. Obviously, the tubes are pumping nutrients to the secret area just uncovered.

### POND

In the grounds is a tranquil pond, around 15 feet across. There is not a great deal of pond or plant life present but the beautiful stone fountain in the middle makes up for that.

This is an artificial pond, with a plastic lining. It is relatively new and the most evolved thing using it as a habitat is a shoal of goldfish. If the fountain is examined from the edge of the pond, it can be seen that there is writing on its plinth. If magnified or waded to (the pond is a mere five feet deep), PCs will read: "THE MARY SHELLEY POND DEDICATED BY WINSTON HOFAS TO HIS DARLING GRANDSONS IAIN AND STEVEN BON CHANCE."

### TREES

A small clump of seven or eight trees is standing here. They obviously haven't reached maturity, being pretty thin and not particularly tall. Is there a wooden construction of some sort in the middle of them?

Anyone with botanical knowledge will realize that the trees are oak trees, an unusual sight in such dry conditions. On one of the trees at the back of the cluster is a small metal box about ten feet up the trunk; this may be observed with a successful Spot check (DC 15). If the PCs inspect it, they will discover that shielded wires run from the box into the tree itself; PCs can also hear the buzzing of electricity.

This is the transmitter, which takes commands from the scientists to the remote computer that controls the movements of the creature upstairs. It enables

Hofas and his cohorts to transmit commands throughout the grounds of the Asylum.

A two handed, heavy instrument could crack the casing sufficiently to pry the box off. Inside are three wires: black, red and green. Cutting the black and red wires will disable the transmitter without activating the alarm. Any other combination will still disable it but security will be alerted. If the transmitter is disabled, the Beast will automatically be freed from control whenever it is outside the building itself.

The "wooden construction" is a bench, with nothing unusual about it except that it provides almost total seclusion from prying eyes.

### TOOL SHED

A small, ramshackle shed with one cracked window in the south wall stands here. It is constructed from dark wooden slats, some of which are rotting away.

This location is for privileged inmates only and is locked whenever one of them is not using it. The walls could be broken down but doing this would trigger the electronic (and very noisy) alarm inside. It is possible to disconnect the alarm, given some basic equipment and electrical skill. Inside the shed is one of every tool necessary to keep an outside area such as this in top condition. There are two buckets, though, and beneath one of these is a tin of mildly toxic weed killer. Treat this as an ingested poison with a Fortitude save DC of 16, initial damage of 1d6 Strength and secondary damage of 1d6 Strength.

### SMOKERS' AREA

10 feet by 10 feet of off-yellow paving slabs mark the outside area for inmates to smoke. Cigarette butts have been messily extinguished all over the place. Half cigarettes are sticking out of the cracks between the tiles. All in all, not the most picturesque place in your new home from home.

Upon examination, some of the slabs appear to have been recently moved. The absence of cigarette ends and the disturbance of ash confirms this. If the characters can find the opportunity to lift the respective slabs, the earth underneath appears to have been freshly dug up. Under the soil are three arms, severely decomposed. If any character can succeed at a Medical Science check (DC 15) they will find that the arms were severed from a living body, maybe three months ago.

### GOODS ENTRANCE

A red roller shutter set in the asylum wall marks the entrance to the storerooms. The goods entrance is large enough to accept drop loads from a relatively large lorry. Tire marks lead back and forth from the goods entrance to the main gate out of here.

Alex Herer, the delivery driver, will be standing outside this location, clipboard in hand, talking busily on a mobile phone. No one is working the goods entrance today, because of the events taking place inside. He is informing his boss and will eventually leave in his truck, which is waiting outside.

Herer has automatic access to the asylum; and he will only appear once unless a deal is struck between him and the characters. His truck contains stationery, three cases of baked beans, and twelve cans of black spray paint.

### PERIMETER WALL

Of everything you have seen so far, the perimeter wall is by far the most sobering. No matter where you are within the grounds, the gray, reinforced concrete construction looms over menacingly, reminding you that you are nothing more than a prisoner. It looks around 30 to 35 feet in height and has a protruding lip at the top to prevent people scrambling over. From what you remember of your journey through the gate of this hellhole, the wall is as thick as your prison van was long.

The wall is 15 feet thick and nothing but a major explosion or a train crashing into it would breach the toughened cement construction. The lip sticks into the asylum grounds and is next to impossible to climb over, requiring a Climb skill check at DC 25 to negotiate. The top of the wall has conductive strips built into it; they are disguised and in random positions. A character can avoid these by moving at half speed and making a successful Tumble skill check (DC 15) each round. Failure brings the character into contact with one of the electrical strips, causing 1d4 points of electrical damage and necessitating a Fortitude saving throw (DC 16). A character who fails this saving throw is stunned for one round and has a one in three chance to fall from the top of the wall, taking a further 3d6 falling damage.

### TUNNEL

GMs should note that this location is invisible. If the characters walk in this direction, then read on...

You hear a hollow "Thunk!" underfoot.

If the characters dig deeper than three inches into this area:

Scraping away the soil, you can see shiny metal: some sort of doorway, or lid. You cannot tell how big it is, but there is writing on it.

The metal hatchway is three feet across and made from a glistening metal. On it is inscribed: "MORTALITY MOST PROTECT ITS OWN TO PRESERVE IMMORTALITY IN THE GLORY OF BAEI AND DIANA, QUEEN OF LIFE AND KING OF DEATH." A keyhole, full of compacted soil, requires a master key to unlock it. The unlit tunnel beneath leads straight out, beneath the asylum's walls and up to an area outside, which lies directly in front of the main gate.

### BROKEN WALL

It looks like one of the patients has been let loose with a pickaxe on this section of wall! Cement and plasterboard have been wrenched out to create a cavity about the size and depth of a person.

One of the patients was indeed let loose with a pickaxe. There is nothing remarkable about this area,

except for the fact that it is a good place to stage an ambush or surprise attack. In addition, if you listen very hard while standing in it, which requires a Listen skill check (DC 20), you can sometimes hear a scuffling sound. This could be rats, except every now and again there is a definite cough or curse. This is Iain, hiding in the cavity between the walls.

### THE MAIN DOORS

Up three steps are the main doors into the asylum. The doors are made from black metal and smoked glass, measuring 10 feet tall. Each door is five feet wide and has a large ornate handle.

The doors open inwards, automatically. If the electric supply has been stopped, they jam shut, requiring a hefty feat of strength to pull open, using the handles. The smoked glass is unbreakable but can be wholly removed by anyone with competence in building or DIY skills. A Craft (DIY) skill check (DC 15) is needed to do the job.

If PCs study the handles, they will see a crest: the crest of the Hofas family. A Knowledge (occult) or Knowledge (religion) skill check (DC 15) will reveal that it features symbols relating to black magic and neopaganism, crudely placed alongside each other.

### CONCLUSION: SHOWDOWN

Once all of the cultists are gathered in the lab, Hofas quiets everyone down. He then starts to hum in a low monotone. One by one, everyone joins in. Nurse Wickenden dispenses Amanita Muscaria to them.

After ten minutes, the cultists close their eyes and lapse into a trance. Steven uncovers the beast: he removes the tapestry from the wall and attaches the wires to nodes on the computer with more alligator clips.

All is silent until exactly midnight, when Hofas screams in a guttural, subhuman way. He throws a small switch on the huge computer and an electrical humming emanates from every wall in the room. Some of the doctors cover their eyes with sunglasses. Then they produce handheld computers from their pockets.

After around thirty seconds, sparks fly out from the dials and buttons; Hofas and the doctors start to look nervous. The creature twitches and lurches around the cage. It lives. Within two minutes, the doctors are busily turning dials and pushing buttons on their handheld units, and Hofas is chanting like a lunatic. Suddenly, a limb flails out of the bars, kicking a hole large enough for the beast to escape.

Hofas falls to his knees in reverence. The doctors start to look confused at their (now useless) devices. They throw them to the floor. Some people are screaming; some are crying.

Iain Hofas (if still alive) chooses this moment to leap through the door. He runs directly at Steven and attempts to kill him.

The beast is now out of control. The GM should use

the Beast's Action Table on p. 62 to determine the course of events. The other NPCs react in accordance with their current loyalties. Depending on the characters' actions, they may now be able to save themselves and anyone else they can reach.

Within fifteen minutes the entire computer will be violently ablaze. The fire spreads rapidly across the top floor, taking fifteen minutes or so to take fully; the whole floor will fall through into the

second, which will crash into the first, leaving the entire institution a mass of burning rubble and twisted metal.

If any surviving characters escape, they hear an inhuman scream fill the air behind them. Out on the dusty road that brought them here, they can finally take a breath and reflect on their thirty-six hours of horror.

### the beast's action table

If the beast breaks free from control, the Beast's Action Table should be employed every turn. Note that the beast will attack anyone or anything to which it comes sufficiently close.

Score	Result
1 to 3	Attempt at movement towards the nearest character; will stumble on the way but it could still get close enough to attack.
4 to 6	Movement then attack on nearest piece of laboratory equipment.
7 to 9	Quick movement, similar to a one-creature stampede, across the location. Will only stop when it crashes into something.
10 to 12	All of the beast's organs want to do separate things; it stands quivering, screaming with frustration.
13 to 15	The creature makes a bolt for the nearest door or window, attempting to pass (or smash) through it.
16 to 18	Attempts to eat the nearest object, whether hazardous or not.
19 and 20	A sense of realization crosses the features on each of the beast's three heads. It stands still and sobs quietly.

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# Fright Night ASYLUM



CHARACTER NAME \_\_\_\_\_ PLAYERS NAME \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ SKIN \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

ABILITY SCORE	BASE SCORE	BASE MODIFIER	TEMP SCORE	TEMP MODIFIER	HP Hit Points	INITIAL
<b>STR</b> STRENGTH						
<b>DEX</b> DEXTERITY						
<b>CON</b> CONSTITUTION						
<b>INT</b> INTELLIGENCE						
<b>WIS</b> WISDOM						
<b>CHA</b> CHARISMA						
					BASE SPEED	
					BASE ATTACK	

**AC**  
ARMOUR CLASS

ARMOUR MODIFIER	+	DEX MODIFIER	+	MISC. MODIFIER	+	AC BONUS	=	TOTAL
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**INITIATIVE**

DEX MODIFIER	+	MISC. MODIFIER	=	TOTAL
--------------	---	----------------	---	-------

**SAVING THROWS**

	BASE SAVE	ABILITY MODIFIERS	MISC. MODIFIER	TOTAL
<b>FORTITUDE</b> (CONSTITUTION)				
<b>REFLEX</b> (DEXTERITY)				
<b>WILL</b> (WISDOM)				

	BASE ATTACK BONUS	STRENGTH MODIFIER	MISC. MODIFIER	TOTAL
<b>MELEE</b> (ATTACK BONUS)				
<b>RANGED</b> (ATTACK BONUS)				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	SIZE	ARMO	TYPE	PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	SIZE	ARMO	TYPE	PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	SIZE	ARMO	TYPE	PROPERTIES

**SKILLS**

SKILL NAME	KEY ABILITY	ABILITY MOD	MAX BONUS		TOTAL
			BASIS	MISC MOD	

- Appraise** Int - + +
- Athletics** Dex - + +
- Balance** Dex - + +
- Bluff** Cha - + +
- Calm** Cha - + +
- Climb** Str - + +
- Computer Operation** Int - + +
- Concentration** Con - + +
- Craft** Int - + +
- Decipher Script** Int - + +
- Diplomacy** Cha - + +
- Disable Device** Int - + +
- Drive (car)** Dex - + +
- Drive (motorbike)** Dex - + +
- Escape Artist** Dex - + +
- Forgery** Int - + +
- Gather Information** Cha - + +
- Hide** Dex - + +
- Intimidate** Cha - + +
- Jump** Str - + +
- Listen** Wis - + +
- Knowledge** Int - + +
- Knowledge** Int - + +
- Medical Assistance** Wis - + +
- Medical Science** Int - + +
- Move silently** Dex - + +
- Open Locks** Dex - + +
- Perform** Cha - + +
- Research** Int - + +
- Rope Use** Dex - + +
- Search** Int - + +
- Sense Motive** Wis - + +
- Sleight of Hand** Dex - + +
- Spot** Wis - + +
- Survival** Wis - + +
- Swim** Str - + +
- Tumble** Dex - + +

