



Ravenstone Sanitarium

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Two Adventures Concerning a Disturbing Institution



Ravenstone Sanitarium

A Call of Cthulhu Adventure

Written and Illustrated by
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“Escape from Ravenstone Sanitarium”

Call of Cthulhu

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Table of Contents

Introduction

Getting the Investigators Involved

First Floor

1. Padded Cells
2. Security Room
3. Utility Room
4. Bathroom
5. Medicine Room
6. Therapy Room 1
7. Main Hallway
8. Break Room
9. Assistant Therapist’s Office
10. Storage Closet
11. Coat Closet
12. Gerbashi’s Office
13. Three Therapy Rooms
14. Main Lobby
15. Stairwell
16. Generator Room
17. Cafeteria Main
18. Cafeteria Annex

Second Floor

19. Library
20. Hospital Clinic
21. Animal Shelter
22. Gymnasium
- 23-28. Group Therapy Rooms
29. Dr. William Davis’ Office
30. Dr. Bernard Jenkins’ Office
31. Electroshock Therapy
32. Nesting Chamber
33. Science Lab

Basement

34. Crypt
35. The Pit
- 35a. Inside the Pit
36. Catacombs

37. Altar Room

Appendix A – Encounters

Appendix B – Handouts

Deed to Ravenstone
Mental Patient Log

Appendix C – Ravenstone Floorplans

1st floor
2nd floor
Basement

“Return to Ravenstone Sanitarium”

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Table of Contents

Introduction

The Purpose

Getting the Investigators Involved

First Floor

1. Padded Cells
2. Security Room
3. Utility Room
4. Bathroom
5. Medicine Room
6. Janine Hathaway’s Office
7. Main Hallway
8. Break Room
9. Assistant Therapist’s Office
10. Storage Closet
11. Coat Closet
12. Fredrick’s Office
13. Three Therapy Rooms
14. Main Lobby
15. Stairwell
16. Generator Room
17. Cafeteria

Second Floor

18. Library
19. Hospital Clinic
20. Gymnasium
- 21-26. Group Therapy Rooms
27. Laundry Room
28. Johann Fredrick’s Private Room
29. Cage Room
30. Science Lab
31. Incinerator

Basement

32. Brick Storage Room
33. Dimensional Zoo
34. The Pit
35. Catacombs
36. Summoning Chamber

Appendix A – Encounters

Appendix B - Third Floor

38. Hallway 1
39. Hallway 2
40. Hallway 3
41. Bathroom – Men’s & Women’s
42. Recreation Room
43. Hydroelectric Shock Therapy
44. Music Room
45. Sewing Room
46. Insulin Shock Therapy
47. Patients’ Quarters
48. Staff’s Quarters
49. Conservatory
50. Human Stockyard

Appendix C – Ravenstone Floorplans

- 1st floor
- 2nd floor
- Basement
- Optional 3rd floor

Appendix D – Handouts

- Letter to Fredrick

Escape from Ravenstone



Sanitarium

Introduction

This is *not* your typical *Call of Cthulhu* adventure!

When you think of a traditional game of *Call of Cthulhu*, a few key elements might come to mind. For one, the players may expect the Keeper to present a game that requires a bit of investigation and information gathering. They search for evidence, clues, etc., to unravel the mystery at hand.

Another element is the Sanity Chart. Beginning the scenario with a sound mind, characters progressively find themselves face to face with unspeakable terror that causes them to make sanity checks. If they fail, their characters lose a portion of their sanity.

However, this scenario turns the table for the players. They will be in control of three or four very different characters. Each character represents a different part of the main character's mind. Each main character experiences multiple personality disorder. The Keeper will ask for each of their character sheets to be numbered in any particular order the players wish.

Players experiencing bizarre or horrific sights will make the usual Sanity Roll. Regardless of the result, players then make a "Personality Roll" as well. The die type will depend on the number of personalities the players have in control (i.e. d4 for 4 personalities, d6 / 2 for 3 personalities). Players then refer to the numbers written on each character sheet to see which personality has suddenly taken control of the body.

At that point, players will set aside their current character sheet and go to the new "character personality" that was rolled. If the roll results in the current personality, no changes occur. Naturally there is a chance for a streak of rolls where one personality maintains control through several Personality Rolls.

With regards to the physical aspects of each character's statistics, the different personalities reflect the current physical state of the "main character". If a personality comes into control that possesses a low strength statistic, for example, it is assumed the character's muscles simply lack the mental capacity to perform certain feats of strength. This can be compared to an individual who has had a stroke and lost the function to move

their arms. Through therapy and a focused mind, movement may be regained. As the mind is an incredibly powerful enforcer to the rest of the body in its daily functions, altering that mindset will affect the performances throughout.

Furthermore, though the players will never control the "main character" that has multiple personality disorder due to being insane already, all of the personalities they control begin *sane* -- they each possess a sound state of mind. This is intended to both satisfy veterans who enjoy the unique aspect of *Call of Cthulhu*'s Sanity Checks and to allow the characters to perform logical actions. Disorders and phobias are only applied to the specific personality that lost its sanity. Removal of the personality character is also an option, eliminating any skills that may have been a part of the character.

This scenario can be set anywhere in the world for nearly any era with some minor changes with technology and dates within the compound. This particular scenario will be set in the New England area in the 1920s.

The number of players can be from 3 to 6, and although the encounters may at times be challenging, players from beginner to veterans should be able to complete it. The game is intended to be a stand-alone, but it can be followed with the second scenario *Return to Ravenstone Sanitarium*.

Getting the Investigators Involved

The players' objective in this scenario is to first discover their identity after suffering from memory loss and then find a means of escaping Ravenstone Sanitarium that has been locked down for reasons unknown. The objective revolves around the players discovering four pieces of a drawn diagram. It reveals the solution to unlocking a mysterious pyramid-shaped puzzle box. The contents inside are their way out of the hospital. (*Keepers are encouraged to purchase a puzzle box of their choosing to add as a handout. Although the description calls for a pyramid shape box, any shape will do. They are also encouraged to either tear up the actual solution sheet that comes with the puzzle box or draw a solution sheet from scratch.*)



Through a cooperation between the hospital administrator's financial backing and the new methods of science led by the physicians, a strange and powerful discovery was made in the lower levels of the asylum. Administrator Herman Gerbashi purchased Ravenstone years after it had been shut down due to a lack of government funding. But Gerbashi knew it was merely a rumor. He had a cousin who was a security officer at the hospital prior to its closing who would relate stories of hearing unnatural sounds coming from the basement long after lock down. The basement, according to him, was used only for storage of old contaminated hospital equipment that couldn't be disposed legally. He witnessed on several occasions when some of the doctors retreated downstairs only to return hours later with horrified, sweaty expressions on their face.

Gerbashi believed Ravenstone was originally built with the intentions of either communicating or even traveling to another city unknown to anyone on Earth. His own interest was the same; he had an almost obsession about mythos and the possibility of summoning and controlling creatures far more powerful than any mortal. Although he had no proof of his theory of Ravenstone, his mind was convinced.

After Gerbashi was in possession of the hospital, he set out to hire a medical staff that he felt would be able to discover and continue whatever was going on with the original doctors. He selected one key person to lead the physicians. Bernard Jenkins once had been a psychiatrist at Ravenstone before he became too attached to his patients and eventually became a patient himself. He had been chosen to be the focal point in the original doctors' experiment in the basement because of his unique career background.

Prior to acquiring his Ph.D., Jenkins had taken several classes involving occults in the western hemisphere. It was during these classes where he began attending a secret unofficial college organization that focused on summoning rituals.

Now with the knowledge from the unspeakable acts that took place in the basement, Gerbashi was confident Jenkins could lead his staff to go beyond where the original physicians could not.

Success for the administrator came as the sun was setting one warm fall day. The doctors had created an altar in hopes of contacting whoever would reply to their calls, and that night, someone answered back.

However, Gerbashi was not prepared when Xcthol (*pron. ca-THAWL*), a goat god, entered the

asylum with the intention of dominating the entire faculty. He began by possessing Gerbashi. The demon thrived on panic and despair. From that point, the doctors were ordered to begin a series of experiments that involved mutating human and pig embryos into a new species. This hybrid excreted bacteria that would be used to start an epidemic. Xcthol's intentions were to contaminate the grass and hay fed to livestock across America and Great Britain. Upon being ingested, the new bacteria would eat through the stomach tissue then spread throughout. The entire operation was known as the "Little Feet Project".

A while after the project was in full operation, one of the embryos mutated to be female. It was a true phenomenon to the doctors, but Xcthol seized the opportunity to nurture her to adulthood. Now known as Mother she lays special eggs that already have a genetic trait resembling pigs and needs only a human male to fertilize it to create the hybrid animal Xcthol wished to farm. The project was changed to the "Threshold Project" henceforth.

The First Floor

1. Padded Cells - Trapped in the Asylum

Lying in padded cells, players awaken to the sound of metal scraping. All characters have total memory loss, unsure of where they are or why. The surrounding area is mostly dark, with a small amount of ambient light coming from down the hall. Other than the players own heart beating, no sound comes from anywhere within earshot.

Keeper Suggestion: At least one player is in a straight jacket.

Once the players have had a moment to observe their surroundings, they will notice whatever building they are in has been completely locked down. They are in a long hallway, lined on either side with 10'x10' padded cells. Zero light is coming through the windows or any doors leading outside. The only source is down the hallway through a window into a small room. The hallway snakes into a storage room in the other direction.

If any players investigate the padded rooms closer, they'll find pieces of fingernail and hair follicles from the previous inhabitants trying to claw their way out. One room seems to have been clawed by someone in order to get behind the

padding to hide. Bulging out like a pregnant woman is the corpse of a patient, clutching a small brown wooden box. The box is shaped in a pyramid with a few symbols on each side. Shaking the box reveals something is contained inside. However, as to the method of opening the box is a mystery. Attempts at smashing the box yields nothing as the wood is petrified harder than stone.

2. Security Room – Light at the End of the Hall

The room is used to station security that are staff personnel to keep an eye on the patients locked up. A 2'x5' window allows for monitoring the hallway. Contents in the room include three shock sticks plugged into special outlets, a chair, table, a wheelchair missing the front left wheel, and a logbook on the table. The log details who is currently in the holding cells, the time of arrival, and the time of departure. Several names that are unfamiliar to any of the players are signed in on September 28th, 1921. The log does not have any of these patients logged as ever departing. Players asking to refer to the log corresponding to their cell will discover their names. The Keeper may wish to distribute a name for each of the main characters, but the players should be allowed to name their multiple personalities as well as their main character if they so desire. (See Appendix B for Patient's Log handout. Keepers using this must number all 21 cell rooms in order for players to identify their names)

There are security guards wandering the halls of the 1st and 2nd floors and the basement throughout the players' exploration. The 3rd floor can be included if desired. Thirty percent chance of the players running into them at any given time except while in rooms with the door closed.

With ape-like arms hanging down to the floor, they move with incredible speed. Their faces are eyeless, their nostrils spread apart on their foreheads, and their mouths are wide with a large lower lip partially hiding a pair of fangs. They always give their presence away with their child-like giggle that echoes down the halls. If encountered, the guards have a variety of homemade weapons from barbed wire gloves to a

crudely made cat-o-nine tails. Eluding them can be done by entering any room. They will not pursue through a closed door.

3. Utility Closet - Rotten and Disgarded

A pile of old discolored straight jackets clutter part of the closet that smell of urine. Hanging from a hook are rusted chains, measuring 10 feet. A shelf contains cleaning products, cardboard boxes that have been eaten by rats and plastic bottles with rotten liquids. Most of the labels have worn off, a few remaining identifying them as bleaching agents among other common chemicals.

4. Main Bathroom – The First Piece of Escape

Upon entering the room, players will immediately see a trail of blood traveling all over the bathroom floor and walls, as if someone dragged a dead animal across the surface. The trail of blood reaches as high as 3 feet up the wall. All of the doors except one to the stalls have been ripped off their hinges. Behind the closed door is a female patient, long since deceased, who seems to have given birth shortly before death. The umbilical cord has been torn, and small, bloody footprints lead from the woman to a small hole in the south wall, near the door. The hole is too small for any adult to fit through; it leads into the hallway closet.

Keeper's Note: Upon seeing the dead woman, have the players first make a standard Sanity Roll followed by a Personality Roll.

A child's giggle like the security guards' cry comes from inside the hole. Although out of reach from the bathroom, a small infant with wild eyes plays in a pool of a milky liquid in the closet through the hole.

A naked man is lying dead in the shower room. His skin has been scratched crudely, in some spots as deep as his bones. One of his hands has been chewed off, but his wrist is shoved under one of the shower drains. Spot checks reveal a piece of



paper wedged inside the shower drain. It's a piece of the solution to the pyramid puzzle box.

5. The Medicine Room – A Chaotic Cure

Old wooden shelves, mostly rotten out from termites, have been jammed in the room. Some shelves, in fact, have been pushed against others to make room for more shelves. Glass bottles, some with labels stock the shelves. Several bottles have shattered on the floor from sloping shelves. Most of the writing on the bottles has worn off from age, but a few remain legible.

For those seeking specific medicines, there is a slight (25%) chance that the correct drug can be found as the shelves and bottles are disorganized and in no particular order. Furthermore, it was common at the hospital for the acting pharmacist, usually one of the medical doctors, to re-use a bottle of a different drug when short of the proper one. There is a 40% chance the bottle will contain the wrong medicine. Morphine is not available in this room.

6. Therapy Room 1 - A Closer Look at a Madman

This room's purpose is to provide a comfortable atmosphere during a private therapy session. The room at one time would have made a very elaborate living room, but it is now in complete ruins. What was once plush brown carpet is now tattered and pulled up from the edges in some places. Two end tables, a small dining table, two wooden chairs, and a vanity table have all been splintered and shattered. A green velvet psychiatrist couch has been pulled apart and splintered like the other furniture. In one corner, a display case that once contained beautiful porcelain dishware now lies on its side, the plates and saucers all shattered across the floor.

Paint has been smeared across the walls, some depicting short phrases of nonsense while others are crudely drawn images of people, flowers, and various other random things as if a child were given finger paint.

It is not required to search to discover the concealed door that is on the north wall. The

dinette case that toppled over fell against the revolving door, pushing it open partially.

Characters may struggle to keep their stomachs in check as their eyes fall upon what is stored in the secret closet. Hanging from a dozen meat hooks are patients tied into straight jackets. The hooks are embedded into various places of their face and body. Some are attached like a fish, others in their chest or eyes. The walls were white and black tile at one time, but they are almost completely black with old, dried blood. A series of drains scatter across the floor, all completely clogged with blood. Muffled sounds can be heard from down inside, but nothing can be made out. The drains are too full to be cleaned out.

7. Main Hallway - Those on the Outside

Lined on one side with windows, this hallway once was a favorite place for patients who were unable or not allowed to leave the hospital.

The windows are sealed shut with iron panels, giving no light inside. Players with successful listen checks will hear high-pitched buzzing and horrible scraping sounds reminiscent to fingernails on a blackboard. The noise is coming from all over the windows.

The source is hundreds of large flying insects. Each have a lizard-like tail and a suction mouth. They are unable to eat their way through the iron panels, but most substances can be drilled through in seconds. Although they won't become a factor in the game as the scenario is completed when the lockdown has been opened, the Keeper may wish to use the insects as a final thought to the players just when they think they have escaped the asylum.

8. Break Room - Where the Nurses Hide

Two sofas, a dead potted fern and a counter containing a coffee maker are all that's in this break room. The sofas have been sliced from a sharp object. When the players enter the room, no noise comes from anywhere, but after a moment of searching, a soft grunt-like snort and ruffled movement comes from one of the sofas. What looks like a small pig is nestled deep in the stuffing

of the couch. If any players try to touch the creature, they feel it wiggle as if trying to burrow deeper into the sofa, then it slowly raises its head, making a high pitch squeal similar to a pig, yet has an almost distinct enunciation almost as if its trying to speak. Moments later, its skin begins to turn whiter, and quickly begins dissolving, revealing muscle tissue that has been partially eaten by something. Organs can be seen through the muscle and they, too, have been eaten. In fact, anyone taking a closer look will see the tissue actually dissolving before their eyes as if an acid is attacking. The animal dies within a few minutes.

9. Assistant Therapist's Office – A Clue in Disarray

A bookshelf is filled with a collection of oddly shaped wooden boxes, each with intricate designs carved on the surface. None of them have solution instructions, but they are all puzzle boxes. There is a vacant spot on the shelf where a square-shaped area lacking dust is seen.

The assistant used one of his puzzle boxes to hide the rune key inside.

A notepad is on the desk beside a typewriter, an unlit candle, and a small potted cactus. The notepad doesn't have anything written on the pages, but an impression can be discovered through an etching. Someone wrote on the previous page of three tasks that needed to be done. One was a therapy session at 1 o'clock, another task was to tell someone named Lynn to take care of a rat problem, and the final job was to propose Proposition 3 to someone named Cliff.
Keeper's Note: Lynn is the head janitor of the facility. Cliff is one of the doctors. Proposition 3 is the code used by Dr. William Davis and Dr. Cliff Peterson to discuss the secret takeover of the hospital. The room is one of Davis' assistants.

10. Storage Closet – A Giggling Child

Players will here an infant's laughter coming from inside the closet when passing by. The closet contains light blue colored hanging scrubs for the

doctors. The child's laughter comes from the back where a baby splashes playfully in a pool of milky white liquid, which comes from a severed head lying to one side. The baby giggles upon the players opening the closet door, and it crawls with a surprising quickness back through the hole into the bathroom. The baby cries when being held by anyone. It squirms and attempts to slip out of anyone's grip. If closely inspected, his skin has a light red rash over the arms, legs and stomach.
Keeper Note: Only as a dilemma and hindrance is the child present. As an optional side assignment, players can seek out medicine to soothe the rash. When the players discover information regarding the Little Feet Project, they can deduce this child is one of the survivors from that experiment.

11. Coat Closet – A Hidden Surprise

Oddly enough, nothing is in this closet, though coat hangers still hang from a cross bar. Close inspection reveals a rectangular area where dust is not visible on floor. Two skid marks lead from the hallway to the edge of the closet as if something heavy was dragged along the ground. Along the edge of the ceiling, there is a very small separation from the walls. This closet is a hidden elevator and is triggered by a weight of over 200 pounds. The platform always remains at the second floor level until enough weight is applied to lower it down. The ceiling collapses down to the floor when the elevator lowers down. It rises back up when the weight is removed to a room in the second floor (Room 30).

12. Gerbashi's Office – Putrid Scum and Filth

Keeper's Note: Upon entering, have the players first roll a Sanity Check, then immediately roll a Personality Check.

The door is difficult to open at first. Sounds of pig grunts come from the other side of the door. Among the grunting is the sound of heavy breathing, as if from a bellows.



Thick, deep mud is causing the door to open with difficulty. The almost black mud slops out into the hallway when the door is finally shoved open.

A desk in the center of the room can barely be seen from under an enormously obese man weighing over 2,000 pounds. The man is not clothed, blood veins can easily be seen all over the dozens of folds of fat. His hair has completely fallen out, his eyes almost seem feral, darting nervously all over the room as if expecting to see his worst nightmare to appear.

Connected all over his body are tubes leading to a large machine on the right wall. The tubing has been hastily injected into the skin, leaving a discoloring surrounding the area and bright yellow puss-like ooze smelling of sulfur. Xcthol enjoys ordering Dr. Vincent to add small doses of sulfur into his respirator because Gerbashi is highly allergic. The doses are never lethal as Xcthol wishes to keep possession of Gerbashi to maintain ownership of the hospital.

Beside the desk is a small pig pen with three small pig-like creatures. Similar to the one found in the nurse's break room, these have more human characteristics. The eyes are very human, having eyelids and very fine eyelashes. The ears are not as pointed and are lower than a typical pig.

Upon opening the door, players will witness the obese man reach down, grab an entire pig, and opening his mouth surprisingly large enough to bite the head off completely. The piglet screams hysterically, trying to wiggle free from the grip, but the hand squeezes tighter, causing the piglet's eyes to slightly bulge from the sockets.

This is Herman Gerbashi, the hospital administrator. His behavior is calm, collected, and thoughtful despite his wide eyed expression, making an unusual dialogue. He does not act surprised to see them. Instead he greets them and asks if there is anything he could do to make their stay more enjoyable. The reaction the players will get from him will also be almost fatherly as if talking to a child. He tries to speak assuredly to the players that everything is going to be alright and to return to their rooms as their release date is a mere day away.

If further questioned or pushed to reveal more information than he wishes to give, which is not much, his eyes suddenly narrow, focus totally on the players, and he speaks in a deeper voice. He warns the players of disobeying and informs them they should seek The Mother in Room 22. He then ignores them.

If any violent motion is made towards Gerbashi, the players should be warned of the possible fatal mistake through seeing his eyes roll back in his head, leaving hollow eye sockets and his mouth slowly opening, and a wheezing inhale like a vacuum coming from the depths of his lungs. If the violence is continued, the administrator's inhaling power quickly becomes too powerful for the players to stand still as they are brought to the enlarging mouth. One player should be sucked into the mouth and given the chance to check for strength, failing results in the player being eaten whole.

Xcthol is currently possessing the body of Gerbashi, and killing Gerbashi will force the demon to possess another victim within the hospital (Mother in the gymnasium). This can be one of the main objectives the players can accomplish while looking for a way to escape. Killing Gerbashi does not give the players any advantage on their objective. By now, Xcthol's plan is well underway, and Gerbashi's presence makes no difference on the other doctors, staff, or patients. It does, however, allow them total access to the room.

After removing the body, his desk has three drawers – one on either side and a thin one in the middle.

A small pistol is in the right drawer along with a few financial forms for the hospital. It also has a box of staples, a coffee cup with a broken handle, and a pouch containing a sharpening stone.

A letter opener, a half deck of playing cards, loose change, and a picture of a young woman fill the narrow center drawer. The name Annabelle Gerbashi is written on the back.

The left drawer holds nothing but a small piece of torn cloth with an image drawn on it. The section shows of a goat-like man stabbing something, but whatever it is has been torn away.

13. Three Therapy Rooms – Pick a Color

Before the hospital became corrupted and still functioned as a legitimate asylum, these three rooms were an experiment to work with improving the confidence of certain patients. Each room was themed with one particular color and each color represented a different stage of progression for the patients' recovery. The experiment was more of a

simple positive reinforcement with the hopes that the patients would develop a sense of achievement as they went from one room to the next, being told the next room was for those who were closer to going home. Of course, once they reached the last room, there was no where else to go except back into their rooms, being told that tomorrow will be one day closer to their release. Those days never came for any of the patients ever committed to Ravenstone Asylum.

The first room is blue, which the doctors would explain to the patients the color represented the beautiful blue skies outside. The entire room is colored the same from the carpet to the clock on the wall to the violets, now dead, that once soaked up the water in a blue vase.

Red coats the second room. This represented the love that the people of the world had for each individual patient. No patient was without someone outside the asylum loving them.

The final room completes the picture with green. Doctors felt the mention of regaining money was the best motivator. The room is decorated with financial references from a picture of J.D. Rockefeller to a large display case of coins from the late 19th Century.

The three rooms separately mean nothing. Combined, however, they are the solution to a puzzle in another room. There also is a log book in the last room reporting of the meaning of each color and that the result was ineffective against the patients. The rooms 23 through 28 on the 2nd floor reference these three rooms and their colors “R, G, and B”.

14. Main Lobby - First Impressions of Ravenstone Asylum

Perhaps the highest cost in interior decorating in the entire asylum it is one of the most impressive sights. Decorated to resemble a hanging garden, plants and flowers of all shapes and sizes are hanging from the ceiling, on shelves, on the tables, and in large pots on the floor.

Several couches line the walls that are barren of plants. These are all finely lined with dark purple velvet over a rich mahogany frame. Four marble columns form a square around the front

desk. The desk is a semi-circle with a lamp, calendar, notepad, a tin coffee cup, some pencils, and a double-decked metal tray labeled “Mail In/Out”.

A guestbook is also lying open on the desk. Various names are written in faded ink. The last few are the players’ names.

15. Stairwell - Access to the Second Floor and Basement

A concrete staircase leads up to the second floor into a large room. The staircase leading down ends with a solid iron door. A small barred slot allows a cool breeze coming from the other side. Total darkness prevents any discovery of the room’s contents. Muffled cries of sorrow echo from far off. The door has a vertical line of runes etched into the surface, topped with an eye and four tentacles draped below. A diamond shaped hole is on the right side.

16. Generator Room - The Power to Escape

This room contains the generator and a large air compressor. Valves and pipes of all sizes extend from both. It also contains the players means of escaping.

A bloated corpse lays half eaten below a large metal box mounted on the wall. Players lose 1/1d4 Sanity Points and must roll Personality Checks. A strange stone-like block has been attached (almost like it was welded) across the two doors on the box securing it tightly. A rune symbol is indented into the block. Successful occult checks result in knowing the rune is a vague resemblance to a druidic symbol to ward off.

The corpse’s torso is mostly eaten, but a small piece of paper can be found from within. It is a piece of the solution to the pyramid puzzle box.

The pyramid box they found in the padded cells contains the rune that fits this indentation. Inside is the lever to manually override the lockdown.



17. Cafeteria Main - When the Insane are Fed

Keeper's Note: Upon entering, have the players first roll a Sanity Check, then immediately roll a Personality Check.

Two rooms, one larger than the other, make up the cafeteria. A fairly large kitchen is connected to the smaller of the two dining areas. The purpose of separate rooms is to keep the ill-behaved patients in an isolated area for security reasons when visitors are expected that day.

The players open the double doors to what appears to be lunch. Several people, some in hospital gowns, some wearing nothing, are eating a very bloody meat of some kind and drinking large glasses of milk. The kitchen is connected with a pickup counter. A large man wearing a cook's uniform stands inside. His lower lip is flipped outward and drooping several inches below his chin. Occasionally, he raises a meat cleaver above his head and slams it down behind the pickup counter, hiding what he is cutting up. A thick, wet sound is all that is heard. He then tosses a few pieces of some bloody meat substance through the window onto the floor.

If the creatures hiding in the corners did not move towards the pieces of meat on the floor, the players would never have noticed them. They walk on all fours, but look mostly human with a rich pink hue to their skin. Their shrieks of joy are followed by one word grunts of "Mine", "No", and "Food" as they slam into each other, ripping the food from each other's mouths like dogs...or pigs.

No one notices the players at first entry and even allows them to leave if they do so immediately. If they remain more than a few minutes or if they attempt to go into the larger cafeteria, the cook notices them and says something completely undistinguishable, pointing to the players with his cleaver. The human like creatures groveling for the meat will charge the players. Some of the patients eating at the table merely sit and stare at the sudden ruckus while others leap onto their table and behave like chimpanzees with high pitch shrieks and slamming their pieces of bloody meat on the table.

Lynn, the hospital's only janitor, may be found here as well, mopping up the pools of blood.

Keeper's Note: If using the optional third floor, the patients in the cafeteria have letters G, L, and Q branded under the Ravenstone branding

symbol on their forearms. The cook has the letter Q.

18. Cafeteria Annex - A Bad Place to Be Trapped

The double doors have two sliding bolts on the large room's side, which will keep the creatures from entering. They will calm down after 10 to 15 minutes, but will immediately pursue the players if they try to escape back out into the hallway.

This large cafeteria has rows and rows of folding tables. Some are folded and stacked on a cart against one wall along with folding chairs. Most chairs that are out on the floor have been placed on the top of the tables.

Those who have reached this room are now trapped. There are no other exits out of the room. Players should be allowed to search thoroughly, expecting for another way of escaping. One of the vents can be opened and will allow the party to walk through a small air duct in between floors. The duct leads down the hallway and to the right into the generator room.

If the door from the hallway into the smaller cafeteria is left open due to the party attempting to sneak to the other mess room, the four-legged creatures as well as the patients will wander the halls and rooms for the remainder of the game.

The Second Floor

19. Library – Researching a Dark Secret

The wooden door creaks with attitude when it swings open to reveal a dark room filled with books. No organization was considered when the room was stocked. Shelving lines the walls from floor to ceiling, but books have been jammed and overstuffed throughout. When all the shelves were full, books were simply stacked up 5 to 8 feet in the air, creating an eerie tomb-like appearance with ancient columns.

Searching the shelves, the players will discover a parchment rolled up and laying on the top shelf. It explains the procedure to cast Imprisoned Mind. It may be used to trap Xcthol in either Gerbashi or Mother if either remain alive. The player loses 10 magic points and 1d6 Sanity Points if cast. Match the caster's POW against Xcthol's POW on the Resistance table. Successful rolls, however, will only trap Xcthol for 77 minutes (100-POW) because he is a Great Old One.

Keeper's Note: If using the 3rd floor option for this scenario, the following is found.

An old black book can be found in one of the corners. It's a fairly thin volume, filled with two columns of text. The column on the left is written in a general Latin while the other is written in foreign language to mankind. It is a translation book for the spell found on the 3rd floor.

20. Hospital Clinic – Too Late for Any Cure

Scattered across the room, IV drips, hospital beds, instrument tables, and numerous wheeled stools have been tossed around and knocked over. Most of the upright beds have patients, but all are half-eaten from what looks to be from the inside. Some beds have fallen onto the patient that once lay on top, disfiguring them more.

Before Mother existed, this was where the human and pig embryos were spliced and fertilized to create the hybrid creature Xcthol wanted. When she was born, the use for Petri dishes became obsolete.

The disorganized furniture in the room seems to be in a loose circular pattern. It surrounds a clear spot in the center of the room where a tile on the floor has been removed revealing a small hole. Inside is a tube attached to a little black box. It has no markings of any kind on it, but there are trace amounts of sulfur in the tube and in the box as it can open.

The contraption fits into Gerbashi's respirator downstairs. If sulfur is added back into the box and reattached, the substance will mix with the air

directly into his lungs causing an allergic reaction. If given a large dose of pure sulfur, it could kill him.

Common medical instruments can be found in the cabinet drawers as well as on a few tables that haven't fallen over. Acid resistant gloves are also found in the cabinets.

Keeper's Note: Some of the instruments still work without electricity, and if a player with a medical background wishes to test some of the unknown medicines found throughout the hospital he or she may do so here with a successful roll.

21. Animal Shelter - Life Finds a Way

Jutting from underneath the door are tree roots and thin vines. The eyes are fooled for a moment to think they actually wiggle slightly.

This was once the original hospital clinic before it was moved down the hall. Now it is converted into a more sadistic experimental clinic for various animals. The room has been overtaken by vegetation of unknown origin. Vines, small trees, and shrubs camouflage the room almost completely. The only thing that keeps the room from losing its identity are the stacks of animal cages against the far wall. Some doors have been ripped off; others are still locked up containing dead common animals such as raccoons, rabbits, and lizards.

Several of the cages have log records hanging from the door. All of the cages with Little Feet Project are empty. The rest of the logs are entitled various project names of insignificant meaning.

Towards the left side of the room, a small pool has been added to the biological theme. Inside are several unusual fish-like creatures. They have eye stalks that remain above the water at all times, extending in length as they go deeper.

A large toad with rabbit-like ears is sitting on a large rock beside the pool's edge. Its croak is as loud as an air raid siren that shakes the room. Over on a nearby table rests a large glass jar filled with tiny flying creatures that resemble bees but with longer bodies. The croak cracks the jar, releasing the insects. They immediately swarm around the toad like piranhas. In a brief moment, the toad has been completely devoured down to the bone.



Once the toad is consumed, the fish from the pool come alive with ferocious intensity, shooting frog like tongues out of the water and drawing insect after insect down. As fast as it begins, the excitement is over, and the fish go back to casually swimming around.

The players will be in danger if they remain in there for too long. Hidden in the bushes is a species of small hairy cat-like beings. They have stubby tails and long hair. Their eyes are the most obvious feature as they are enormous and very disproportionate to their size. Their pupils are horizontal slits unlike a feline's vertical eyes. Ambush after surrounding their victim is their preferred means of attacking. In this room, there are 6 of them.

22. Gymnasium – Mother's Home

The room is enormous and was a gymnasium at one time for the patients. Now it is home to Mother. She is called this by those within the hospital because of her ability to lay eggs.

The floors, walls and ceiling are coated with a spongy purple and black texture that is surprisingly very comfortable to walk on. Everywhere are small, opaque pods about two feet in diameter. They have a slight pulsing, bulging motion about them like lungs. What looks to be infants are barely visible in each pod.

Swarms of dragonfly-like insects that are several inches long with drooping tails buzz around the room. Some are attached by their mouths to the pods. The swarms are there to suck out the liquid that surrounds the babies inside the pods when they are ready to be hatched.

Giant columns of the squishy substance covering the room support the ceiling. Hair-thin fibers stretch tightly across walls and ceiling.

An almost gelatinous figure, shiny with a coat of mucus-like slime, is wedged between two columns. A long thick tail wraps around one column. Every few minutes, an expression of pain crosses Mother's face as a large, prickly oblong object squeezes slowly out of her tail into a pit in front of her. Her face has small eyes close together, a pig snout, and two separate mouths, one on top of the other. The lower is slightly wider.

Encountering the Mother can be deadly if not approached correctly. She is in a sour mood but

without rage. She is cunning, elusive, and knows more than what the players realize. She controls the insects as well as the security guards. She sends out a long, low hum that resonates the building, causing anyone failing a dexterity check to fall to the ground.

The spongy surface will quickly grow up anyone's leg if they remain in place for any length of time. Generally an entire foot will be consumed in 3 to 5 minutes. Once this occurs, the patient must cut their way out or be consumed by the organism in about 10 minutes.

Mother is the result of a phenomenon the doctors could not explain. As they were genetically manipulating common human and pig eggs to all grow to be male, one resisted the genetic change and evolved female organs. At first the doctors had planned on terminating the child as it was showing other signs of disfigurement. Xcthol had other thoughts as he personally took her under his wing to nurture into a fully grown adult. She became the sole producer, eliminating the need for abducting female citizens and stealing pigs in local towns and farms. Instead of using both species and mutating them together, her offspring already possessed both characteristics and still produced the needed bacteria Xcthol wished for.

If Gerbashi has been killed prior to the first encounter of Mother, she will now be possessed. Her attitude and reaction towards the group will be more harsh. Her dialogue will be much shorter before she sends the swarms after the party.

If any females are in the group, Mother tells them they were abducted for their reproductive system before she arrived. The men are informed they were a part of the Little Feet Project, which has since been renamed to the Threshold Assignment when Mother was mature enough to begin producing the eggs. The men were currently awaiting transfer to what she calls The Pit.

Keeper's Note: It is located in the basement, although she does not reveal that information.

If the puzzle box is presented to her in order to uncover its secret, Mother will go into a rage, squeezing one of her eggs that was currently exiting her body and slamming her hands against the two columns on either side of her. Her only exclamation is "Xcthol let it go!" She then orders all swarms to attack. Players can close the doors to prevent pursuit, but the creatures begin sucking on the doors and small rings start forming across the door as they slowly eat through the wood. Players can completely elude them by going into a room or

back downstairs before they come through the door, but there is always a chance (10%) that the players run into them in the hallway from then on.

23-28. Group Therapy Rooms - The Rooms of Hope

These six rooms are for group therapy sessions. They are connected by means of each being a piece of one large puzzle.

Entering the rooms, they are decorated similarly with wooden floors, folding chairs, and a single mirror covering one entire wall. The folding chairs have been positioned to form letters. The letters are B, R, G, O, V, and Y (the colors of the spectrum, combining Indigo with Violet).

In the hallway centered between all six rooms, a riddle written by scratches and lipstick.

*Our hearts are two
The first is blue
But my mind is on the bell
With nothing to lose
I sit and I choose
The green and red farewell*

The rooms with B, R, and G are the solution as they are also the color themes from downstairs.

Close observation will reveal that each of the chairs have been bolted to the floor. Only one chair in each room can lean back, pulling a lever hidden in the floor that raises a pedestal in the "R" room. If in another room, the players will hear the clanking of the mechanism.

The pedestal has a small lockbox resting on top that contains another piece to the puzzle box solution.

29. Dr. William Davis' Office - The Truth Unfolds

Dr. Davis has his Ph.D. in Psychology and Parapsychology, though the latter was not known throughout his career when applying for various positions. He is the Associate Psychiatrist, second only to Dr. Bernard Jenkins.

His room is decorated with a golf theme. The first golf club owned by the famous professional golfer, Ben Sayer, and a photograph of Davis and Sayer together are both hung on the wall. A few more golf balls lay on his desk among a clutter of papers, calendars, small notes, and a phone. The rest of the room is decorated with ferns and various other plants.

Rats infest this room extensively as the players soon discover when they open the desk drawers. A passport with the stamps of China, Portugal, and England stamped on as of past trips is in one of the drawers. Searching also uncovers a death certificate written for Dr. William Davis. There is no time of death written on it.

An opened letter from Kenneth Goldstern who owned one of the growing steel manufacturers in Pittsburg is found in the drawer. It's a confirmation to Davis of the financial arrangements for a takeover. Goldstern explains that the name on the deed was officially transferred to Cliff Peterson's name on the 14th of September. Plans had been set into motion, and Goldstern was to be meeting with Davis' partner, Dr. Cliff Peterson, to bring the necessary documents. Peterson would sign them and take the heat if he got caught by Gerbashi, and Davis would still have a chance to get the hospital in his name.

In another drawer, the deed to the Ravenstone Asylum can be found (Refer to Appendix B). Herman Gerbashi's name, along with Peterson's name, is signed on the deed. The necessary transfer papers, all forged by Peterson, are in the same drawer.

A hidden safe is behind the photograph of Davis and Sayer. Inside are financial records of all players in the group. Bank records show their accounts all being deposited into Davis' account on September 30.

Xcthol discovered their plot when Peterson brought Davis the deed and transfer papers. The demon informed Dr. Rudolph Vincent, one of his most trusted, to hire someone to murder Goldstern. He also ordered Jenkins to lock the facility down if Davis or Peterson tried to escape. Shortly thereafter, the players admitted themselves into the hospital, and when they gave their bank account information to the hospital for automatic withdraws as payment while they stayed, Davis took advantage of the chance to finance his takeover by transferring the accounts to him.



30. Dr. Bernard Jenkins' Office – The Dark Secret

Jenkins enjoyed having plenty of lighting in his office, so he had close to 30 lamps brought in to illuminate his office. As can be expected, this made it difficult for anyone in the room to see. One wall has a giant mirror, causing the light to reflect that much more intensely.

A caged monkey, long since dead, hangs from the ceiling.

It is here where the morphine drugs can be found, including syringes. All of this is in a cabinet near the desk.

The desk holds a prescription tablet, a black box containing \$3000 in cash and a small vial of an unknown drug. His chair is expensive: a high back, leather chair with gold plated buttons.

A book is lying open on the table. A pattern has been cut into the pages in the shape of the rune the players encountered in the generator room. The compartment is empty.

Xcthol ordered Jenkins to issue the lockdown and gave him the rune key that reverses the process, but it was later stolen by a patient. The patient had overheard Davis talk about the piece and how he needed it to escape the hospital. When she saw the piece on Jenkins desk while he forgot to close the door, she stole it. She ran to Davis' assistant to show the piece proudly. The assistant had the piece hidden in one of his puzzle boxes he collected. She was told to hide it under her hospital gown in an area security would not check and bring it to Davis. On her way, however, she was caught and thrown into one of the padded cells where she died with the box in her possession. Davis' assistant was later killed by Vincent for good measure.

There is also a ring of keys in one of the drawers. These keys will open any room in the facility besides the basement (including the optional 3rd floor).

One cabinet stands in the corner that is locked. Opening the door causes the shelves to move vertically revealing a spring-loaded elevator. This leads back down to the first floor to the coat closet (Room 11).

31. Electroshock Therapy - The Walk Amongst the Past

The temperature inside the room is much colder. Frost has formed along the door frame and the knob is ice to the touch. Soft whispers cross over each of the player's ears when they draw closer to the door. Though the words are incoherent, they sense a deep sorrow and complete loss of hope.

One of the keys from Bernard Jenkins' office unlocks this door. A soft blue light illuminates the room in one corner. It is the only source of light.

The room once was a torturing chamber. All along the walls are various electrical devices thought to help cure insanity. Many patients lost their lives long before the hospital began its devious experiments with other dimensions. It is because of this that the room is filled with walking ghosts. The blue light gives off a special wavelength, a frequency higher than that known before, that was used on patients to cause aggravation and uneasiness. It casts an eerie glow on the ghosts, making them visible, though translucent, to the players.

Each has their own story of sorrow to tell the players if they wish to listen. No ghost will approach the players. Their eyes, black and hollow among a light skin, always dart towards the players as they are in the room.

The Keeper is encouraged to come up with his or her own back stories to the ghosts. They can be side quests the players can help solve. For this main scenario, they are not critical – save one.

One of the ghosts is a doctor. His lab coat is still worn by him, so he stands out among the rest wearing gowns.

Approaching him causes the doctor to recoil with his hands up in the air. String is wrapped tightly around his wrists and throat. His eyes have been removed as well as his ears. When he speaks, players will discover he is missing his tongue as well. He will identify himself as Dr. Cliff Peterson. Any information that has been given that Peterson would know is available to the players at this point. He knows where the forged documents are, and asks if they find a way to escape to take the documents with them. He also knows of how to gain access into the basement. The door in the stairwell requires the insertion of a specific diamond shaped object located in one of the patients in the next room. He warns them that it was swallowed to prevent anyone else from going down there and for those already down there to

never return. He doesn't know which one swallowed it.

32. Nesting Chamber - Secluded in Cocoons

It is anyone's guess as to the reason behind the oddity in this room. Suspended from the ceiling are dozens of skin-like cocoons, slightly translucent, revealing human figures inside. They occasionally move an arm or readjust their position in the cocoon, but otherwise they are inactive.

Players must find a means to open each human up until they discover the object they are looking for. They will lose 0/1d4 Sanity Points and need to make a Personality Check before they can continue searching the cocoons. Players must make a successful Spot Hidden check with a +5% bonus to discover the key.

The key is a rhombus stone, resembling granite. It looks very simple as if anyone with stonecutting skills could duplicate the piece. It is imbued, however, with the necessary power to bypass the ward cast on the door.

33. Science Lab – Discovering Dr. William Davis

Something has been pushed against this door, preventing it from opening. Clattering can be heard on the other side as if someone is rummaging around pots and pans.

A well made listen check yields an old man's voice inside mumbling how he can't find Iamo. If the players try contacting the person inside to open the door, Keepers are encouraged to roll to see if a security guard, a nurse, the dragonflies or the four-legged humans from the cafeteria hear and come to investigate. Players should feel a sense of urgency to convince the man inside to let them in.

Once inside, it is similar to the other rooms with most things cluttered around. This once was a chemistry lab where the embryos (prior to Mother's arrival) were incubated and fertilized.

This is Dr. William Davis. Although he doesn't know about Xcthol, he knows Gerbashi is responsible for doing illegal, unspeakable acts of

terror in the basement. Forging Herman Gerbashi's name on the deed was his idea. It would have been only a matter of time before he would legally be in charge of the facility where he could restore order to the madness behind Gerbashi.

William davis is a potential source of information for the players. His personality ranges on the border of madness due to his imprisonment, but he is still able to aid them. There are three objectives he would need to be accomplished before that happened, but he knows of a way to escape the hospital and promises to tell them if they help him first.

The players must first find a means of destroying Gerbashi and, thus, releasing Xcthol from the body. There are limited means of doing so, but he suggests tampering with his respirator that is connected to him because his body is too dense with fat to inflict harm. His vulnerability is his lungs; this is why he needs the machine.

Mother must also be killed. Without her, the Threshold Project will be stopped. She has the same vulnerabilities as a human.

Lastly, Dr. Davis informs the players that the channeling gate in the basement must be closed or Xcthol will have the power to possess another being. The gate must be shut down before Gerbashi is killed, or Xcthol will possess Mother.

The spell used to create the portal has weakened over time and the process to counteract it is very simple. By simply overturning the altar onto its side will break the connection that Xcthol has with this world.

The doctor will act calmer if Mother has been killed at this point. He tells of the Pit, a place found in the basement, during the previous administrator. It was used to dispose the male patients that were used too much and were worthless. Davis speaks of unimaginable and disturbing sights that went on in the Pit among the psychotic men.

A crypt that held the original group of men that were used when first contact was attempted is also in the basement. These several dozen individuals were the guinea pigs for the doctors before they had an idea of the potential of their experiments. Once the graveyard was filled completely, the doctors grew lazy of properly burying the dead. This is how the Pit came to be. Deceased men would be tossed into the hole among those who were still living and waiting to be used. The Pit



never quite filled itself up with dead bodies because of both the size and the cannibalism that took place in there.

If the players show the pyramidal puzzle box to Davis, he informs the group that he knew the doctors were all tricksters and loved games of this sort. He confesses he has never seen this particular box, but assures everyone that the last piece of the solution they seek is somewhere in the basement as this was a common theme for the physicians.

The Basement

The air is very heavy, filled with thick dust. Players will have difficulty breathing without covering their mouths to filter it. The ground is made of cobblestones and small pools of water have collected in between the cracks. Spiders are frequently spotted scurrying along the floor and walls as well as an occasional centipede. The players hear various noises of water dripping, grinding metal far off in the distance, and even a muffled scream and moan echoing off the walls. It is impossible to see in the basement without a means of light.

34. Crypt – The Experimental Failures

Mist rises from the graves in this odd room. A crypt was created to hold the original group of experimental patients during summoning. A spongy, green moss has spread across the floor, walls, and tombstones. To the close observer, it would almost appear the moss slowly shifts across the room. The engravings are of various markings that are unknown; all of the dates are similar to each other by a couple of years dating around 1919. One grave draws attention more than the rest, however. Over in the corner, someone has dug a crude well in front of the tombstone. A wooden frame has been built over the hole to support a rope and bucket, which is currently lowered. It takes almost fifteen minutes to bring the bucket up. There is quite a lot of resistance from down in the hole as it is being lifted, and the source of the problem is it is filled with the same moss that is in the room. The players can see that the moss grows in the hole and it's more obvious

looking into the hole that it moves. To the touch, the moss feels soft and almost pleasant against the skin. No irritation occurs unless contact is made for longer than a couple of seconds. The secret behind the moss is its eating habits and rapid growth. Although it moves about the speed of the minute hand on a clock, it doubles in size every week, and any living being that the moss covers will be completely devoured. Once it anchors itself upon any surface, despite the texture, it is impossible to remove. The moss can decipher between living and nonliving objects as it never anchors itself on inanimate objects.

Players can use the moss as a weapon if they discover its power through investigation. If thrown at any living creature, it immediately works on anchoring itself and feeding.

35. The Pit – Pure Evil, Death and Disease

A small, old wooden door with three iron bars conceals this room. The floor is made of iron with a hatch in the middle of the room. Decorating the walls are dozens of metal rings for reasons unknown. The only inhabitant in the room is a fairly stout and disfigured man. He is fairly overweight, though not nearly as much as the administrator. His skin is rippled with fat, and his clothes are stained and threadbare, barely stretching over his body. His face is completely disfigured. He has but one eye and it is closer to the middle of his face than a normal human. His lips are fairly pronounced and his lower lip is split in the center where drool continually oozes down his chin. He wears a fisherman's hat and is holding a fishing pole. Sitting on the edge of where the hatch is currently opened, he has the pole dangling into the hole, his toes occasionally wiggling.

His intentions toward the party are not evil as he is more interested in his fishing than having company. At first contact, the man completely ignores the players. If they repeat their greeting or attempt to get closer, he grumbles and shows a sign of irritation for being interrupted, waving his elbow in the direction of the party.

It is at this point when he captures something on his pole. He struggles quite a bit at pulling in his catch and almost gets pulled in, but manages to rebalance himself at the last minute. With one last pull, leaning back almost to where he is laying down, he pulls his catch out of the hole: another

person. It's a naked man, and the hook is in the mouth just like a fish. The person crawls out like a spider, his legs bent up so his feet and hands are close together. The fisherman moves with surprising quickness for his size, seizing the human around the throat with one of his enormous ham hands. Within seconds, the naked man is unconscious. A slight flick of the man's thumb and the naked man's head is severed. He tosses the body back into the hole and lifts a metal floor panel beside him and rolls the head into a compartment half-full of heads. Players will lose 1/1d4 Sanity Points when they witness this encounter.

The fisherman will not attack any of the players as long as they do not interfere with his fishing. He speaks very little English and rarely says a word that has more than one syllable. The only information he has that is valuable to the players is the people in the Pit are the "failed experiments" in that they were unable to fertilize Mother's eggs properly for various reasons. He points into the hole and says, "Them not good dads to Mom. Goat said me be good boy. I fish," at which point he wiggles his toes and smiles a toothless grin, almost childlike.

At some point after any dialogue or contact has been attempted to the fisherman, the players should make Spot Hidden (65%) to see a rat scurry out from a drain pipe in the wall and disappear into the Pit carrying a piece of paper. Exceptional Spot Hidden (35%) detect sketches on the piece of paper similar to the other instruction pieces to the pyramid.

The Keeper may allow the players to convince the fisherman to let them use his pole to snag the piece of paper out of the Pit, but it is too dark inside to location the piece. They will have to climb down inside. There are no ladders or a staircase. The drop is about 25 feet though the players won't know that unless they drop a light source down.

35A. Inside the Pit

It is impossible to identify what the ground at the bottom of the Pit is made out of because of so many dead bodies sprawled out everywhere. From directly below the opening of the Pit, no light source reaches the walls. It stretches out to fill half of one of the floors of the Asylum. Every person

wandering the Pit is, of course, insane and some have similar behaviors as to the man who was pulled out by the fisherman. Almost all of them will attack the players on sight, though any light the players may have will give them more than enough warning. Their eyes have been stitched closed, and they use their nose to find the players. Their style of attacking is trying to grapple their victims with their arms around their shoulders. Their mouths are able to stretch to enormous size as they attempt to swallow the victim's head whole.

The Pit, is a simple rectangle without any hiding areas. They'll discover the rat as it is being devoured by one of the patients. The piece of paper goes down with it, and they must destroy and open the patient quickly before the paper begins to desolve from stomach acid.

In the event that the administrator and mother have been killed and Xcthol has had to release his spirit from the body, he will be in a physical form when the players reach the altar room. The form will be a large goat man. He will first try bribing the players, asking each what their deepest, darkest desire and wish would be. He will attack only if they refuse the offers.

He will be in spirit form if still possessing anyone. Although William Davis isn't possessed and aids the players, he is still weak minded to Xcthol. The demon will force Davis to come down to the basement with a pistol to murder the players. Vincent will accompany him with a shotgun.

36. Catacombs – An Encounter with Another Doctor

Rows of columns line the giant room. At the far end on the left comes a soft red glow from another room. Hanging down from the ceiling are rows and rows of heavy chains ending with shackles. Some of them are still attached to people who were imprisoned down here, though all have aged into just bones now. In the center of the room, surrounded on either side by columns, is a small desk with a lantern and a brass bell. A black haired man sits at the table, writing quietly in a book. Quiet players may avoid Rudolph Vincent all together by walking tightly along the catacombs walls.



If the players approach, he looks up through his half moon glasses. He wears a thin, tight mustache and a long white lab coat. Upon closer examination, his face and hands are scorched and pock marked.

His name is Dr. Rudolph Vincent, but he does not introduce himself unless asked. However, he does address the players by their names and acts only mildly surprised that they are down here. He rises from his chair and with open arms, tries to gingerly usher the players back towards the staircase encouraging them to return to their quarters for the night and in the morning he will personally discuss their release from the hospital.

If questions come from the players, he pauses momentarily to answer a few, but if anything regarding Little Feet, the Threshold Project, or Xcthol is asked, his attitude changes to a much more serious behavior. His eyes narrow and they turn a slightly gray color. Questions are then pointed back to the players as Vincent wishes to know how they gained that knowledge. If allowed, the doctor walks back over to the desk, scribbles something on a notepad, and rings the small bell. Sounds of children's giggles come from everywhere off in the distance, echoing off the columns.

Players may make a desperate run towards the red glow at the end of the room in hopes of escaping the ape-like guards. If they balk and make a stand against the guards, they will soon discover their fate is sealed.

37. Altar Room – The Final Confrontation

The red glow emanates from a glowing rune painted onto the floor. Brick walls surround a black iron anvil-shaped altar decorated with candles. On the right side of the room against the wall is a metal tank filled with pig-like creatures similar to those seen elsewhere in the building except these are closer to being a perfect balance between pig and human. They are hunched over with long arms and short legs. Their faces are mostly like a pig except their eyes. There are three of them, each hooked up to a clear mask that completely covers their head. A thick yellowish liquid travels through a tube connected to the mask up into the ceiling. Mucus-like ooze excretes from their nostrils and ears.

If the players reach the room without being noticed by Vincent, they see three doctors standing near the tank, talking softly to each other. Xcthol will be in his physical goat man form here if the administrator has not been killed yet.

Players will lose 1d4/1d6+1 Sanity Points when they first see him regardless of his form.

His behavior is overly friendly towards the players; he even offers each player a wish. In return, Xcthol wishes for the players to become assistants on overseeing his scheme. Their duties would include helping the well-being of Mother, maintaining the incubation chambers, and even aiding the doctors on distributing the toxin once enough supply has been created.

Xcthol is confined, however, to the painting on the ground if in spirit form. Despite anyone disrupting the painting in any way, Xcthol still remains and is not banished. It is the altar that is the key. Once it is turned on its side, it breaks the connection between it and the demon, banishing him back to his world.

Concluding the Scenario

Clever players will notice throughout the game that the clues and events are too coincidental (i.e. the pieces to the puzzle). They would be accurate into thinking the entire game was a set up. Xcthol already had caught Cliff Peterson in the act of forging documents and trying to change ownership. Peterson confessed about Davis as well. The scenario picks up during the aftermath as Xcthol grew bored and wished to entertain himself with the players.

The puzzle box and each piece to the puzzle's solution were hidden so the players could find them. Dr. Vincent is responsible for arranging all of the traps, puzzles, and events following Xcthol's orders exactly. Davis' assistant using his puzzle box was only because Xcthol planted the idea in the assistant's mind.

As added flavor, if players complete the entire scenario and escape the sanitarium, they will discover they are standing on a large table with two giant demons staring down at them with delightful grins of pleasure as the players realize they were nothing more than mice in a maze.

The scene fades to black for the players as one of the demons reaches down with its colossal hand to grab the players and place them back into a giant mouse cage with other giant-size rats.

Appendix A



The following is a list of statistics and brief backgrounds of all encounters within the module.

Xcthol – Great Old One summoned by Herman Gerbashi and his medical staff. He dominated Gerbashi's mind to carry out his wish of creating flesh-eating bacteria that will be released into the world for his amusement. Xcthol resembles a faun from Greek mythology. He issued the lockdown to prevent William Davis from escaping the hospital. Davis, Bernard Jenkins, and Rudolph Vincent are all at his command.

Xcthol, Goat God

STR 50 CON 155 SIZ 32 IN 40 POW 23
DEX 25 Move 0/Special HP 100

Damage Bonus: +4D6.

Weapons: Grapple 65%

Bodily Possession 100%, mentally controls any victim. Movement rate is based on the victim possessed.

Armor: Varies depending on who he has possessed. In his goat form, no ordinary weapon or mechanical device does damage.

Sanity Loss – he costs 1d4/1d6+1 to see.

Dr. Herman Gerbashi - Administrator of Ravenstone Sanitarium. He rediscovered the secret methods to summon a demon from the works of the previous hospital staff members. His weak mind allowed Xcthol to possess his mind when he was summoned, however. Presently he is barely human, relying completely on a large machine to keep him alive.

Prior to owning the estate, Gerbashi acquired his wealth in the import/export business. He owned numerous warehouses along the New England coast and made a fortune charging companies to store their merchandise. His fascination for the mentally insane began in college where he majored in psychology. He didn't find interest in the paranormal until he started his own business. He was allowed to inspect every crate that was brought to his warehouse for legal reasons. One shipment he received was filled with numerous Egyptian artifacts on its way to the Smithsonian Institute in Washington D.C. Several of the pieces never were allowed to be viewed by the public because of their bizarre and horrifying

presence. Gerbashi could almost feel power as he walked past the crates as if they were wishing to be opened. He could feel his heart pulsing violently as he held many of the objects to the point he knew he could never part with them.

Later his thievery was discovered, and he was forced to sell his business. It didn't faze him on his immoral and unethical decision. He knew he had to research more of the supernatural, and with his additional interest in the mentally ill, he set to work on his destiny.

He can be located in his office at all times due to his obesity and dependence upon his respiration machine.

Herman Gerbashi

STR 5 CON 3 SIZ 40 INT 18 POW 14
DEX 0 APP 2 EDU 21 SAN 70 HP 21

Damage Bonus: +2d6

Weapons: none

Skills: Keeper's choice as they are not a factor.

Mother - An embryo mutation resulting in a female. She was adopted by Xcthol to lay eggs to be fertilized by the human and pig males. She has total control over all insect swarms on the property both inside and out. She can always be located in the former gymnasium on the second floor, Room 22.

Mother

STR 4 CON 5 SIZ 48 INT 13 POW 13
DEX 0 APP 2 EDU 7 SAN 65 HP 27

Damage Bonus: +2d6

Weapons: none, but controls insects throughout hospital.

Skills: Keeper's choice as they are not a factor.

Dr. Bernard Jenkins - Head of the physicians at Ravenstone. He was hired by Herman Gerbashi due to his former position as a psychiatrist prior to the hospital shutting down the first time. His job was taken from him when he slowly went insane, becoming too close to his own patients. He possesses the book which once

held the key piece behind the lockdown. He can be located either in his office, in the altar room, or wandering the halls on the second floor.

Bernard Jenkins

STR 11 CON 12 SIZ 9 INT 18 POW 18
DEX 13 APP 10 EDU 19 SAN 90 HP 11

Damage Bonus: none

Weapons: none

Skills: Keeper's choice as they are not a factor.

Dr. William Davis - A member of Bernard Jenkins' medical staff. Tricked by Jenkins, he was lured to work at Ravenstone with the intentions of restoring the hospital back to its original philosophy of curing the mentally ill. Only when it was too late did he realize the true intentions of their operation. He had been secretly working with Dr. Cliff Peterson and a close friend named Kenneth Goldstern who owned a steel factory nearby, to steal ownership of the hospital from Gerbashi. Goldstern was to provide the necessary finances to remodel the facility while Peterson provide all the forged documents. The secret was discovered by Xcthol, Peterson and Goldstern were murdered, and Davis remains trapped at the hospital. At any time, Davis can be found barred securely in the medical lab on the second floor.

William Davis

STR 9 CON 14 SIZ 8 INT 18 POW 17
DEX 9 APP 8 EDU 20 SAN 85 HP 11

Damage Bonus: none

Weapons: .38 revolver, 1d10, 15 yds

Skills: Keeper's choice as they are not a factor except handgun, which is at 55%.

Dr. Rudolph Vincent - Overseer of all Xcthol's needs. He is the only physician under Bernard who isn't a true doctor. Formerly a hotel manager, he was brought on as a favor from Gerbashi to keep a sharp eye on all orders that Xcthol wished to be carried out from feeding the newly born species to Mother's diet and production rate to the number of in-patients that were brought in each week. His knowledge

of the facility is excellent; he knows of the secret elevator in the closet on the first floor. His need for supervising the original Little Feet and the more recent Threshold Project has lessened greatly over the months as it has begun to work entirely on its own. Therefore, he can almost always be found in the basement catacombs near the altar room.

Rudolph Vincent

STR 10 CON 16 SIZ 9 INT 19 POW 18
DEX 11 APP 16 EDU 18 SAN 90 HP 13

Damage Bonus: none

Weapons: none

Skills: Keeper's choice as they are not a factor.

Dr. Cliff Peterson - William Davis' partner and former doctor of the hospital. He attempted to forge documents for William Davis that would transfer ownership from Gerbashi. Gerbashi was unaware of the situation, but Xcthol detected the conspiracy and notified Vincent to eliminate the problem. Peterson's body is buried deep under the pile of carcass in The Pit. His ghost can be found in the Electroshock Therapy room (Room 31). He knows the location of the forged documents.

Cliff Peterson

STR 8 CON 10 SIZ 9 INT 17 POW 15
DEX 9 APP 8 EDU 19 SAN 75 HP 10

Damage Bonus: none

Weapons: none

Skills: Keeper's choice as they are not a factor.

Security Staff - These giant, ape-like creatures are mutations of the former guards. Forced against their will, they were given a serum that promoted the abnormal growth. Their arms are disproportionate to the rest of their bodies, their faces are eyeless. A strong sense of smell from two large nostrils is their only means of detecting their victims. Communication between them is done by a child-like giggle that echoes off the walls. They are always roaming the first and second floors of



the hospital but will report to Vincent in the basement if a problem arrives.

Security

STR 20 CON 16 SIZ 20 INT 4 POW 10
DEX 16 APP 4 EDU 3 SAN 50 HP 18

Damage Bonus: +1d6

Weapons: Barbed wire gloves, 1d8+2; Cat-o-nine tails, 1d12+1

Lynn - Head of maintenance and currently the only janitor in the hospital. Lynn has seen everything from the grand opening of the hospital to the summoning of Xcthol. He is in his mid 80s now, and most of his sanity has left him from the trauma he has witnessed. He is usually mopping the floors with the leftovers the cook throws out or washing the toilets with the skin of one of the former patients. He is oblivious to his environments, mentally trapped in the "Golden Years" of the hospital.

Lynn

STR 11 CON 12 SIZ 8 INT 11 POW 15
DEX 8 APP 9 EDU 9 SAN 75 HP 10

Damage Bonus: +2d6

Weapons: none

Skills: Keeper's choice as they are not a factor; various handyman skills is suggested.

Cook - A former military cook now is in charge of preparing all the meals. Although he has always had a passion for cooking, he never could hold a job due to his desire to experiment with meals. His mental stability has always been questionable, and the various plates he creates reflect it. The military was his only choice, but even the army felt his methods were poor. He has been a cannibal since he was a child when he had a bicycle accident that led to the amputation of his right leg. He had such a fascination of how the wound looked, before his parents got to him he had taken a bite of his own leg and loved it. His methods of cooking as he grew older secretly included human flesh as he felt if the world would try it not knowing what it really was, then they would discover the delicious flavor.

Cook

STR 14 CON 11 SIZ 20 INT 8 POW 14
DEX 11 APP 8 EDU 7 SAN 70 HP 16

Damage Bonus: none

Weapons: meat cleaver, 1d6

Skills: Keeper's choice as they are not a factor; hand weapon skill 75%.

Patients - Most of the patients in the hospital now are the result of fertilizing and incubating eggs produced from Mother. The players are the last patients from outside the hospital. Patients are meant to fertilize the eggs. Before Mother, visitors to the facility were kidnapped and their existences covered up so no one could trace them to the hospital. Gerbashi had numerous contacts across the country he could use as an alibi.

Patients

STR 2d6 CON 2d6 SIZ 9 INT 2d6 POW 10
DEX 2d6 APP 2d6 EDU 1d8 SAN 50 HP 8-9

Damage Bonus: none

Weapons: none

Skills: Keeper's choice as they are not a factor.

Nurses - All nurses were hired to aid the psychiatrists. They were selected because of their horribly disfigured faces and rejection to society. They have an obsession to protect and care for others who are disfigured like them and will fight to the death if provoked. They wander the halls as well as stay in the break room.

Nurses

STR 2d6 CON 2d8 SIZ 9 INT 2d8 POW 17
DEX 15 APP 13 EDU 14 SAN 85 HP 11

Damage Bonus: none

Weapons: none

Skills: Keeper's choice as they are not a factor.

The Fisherman - He is the only person in the hospital that is completely unknown to all others. Xcthol and Gerbashi don't even know where he came from. He simply has always been there, even before the hospital's opening.

Prior to the construction of the building, the lot was occupied by a large lake where the Fisherman could be found everyday without fail. He became a legend with those living close as his determination to fish as even when the lake was frozen over, he still was sitting in the same spot fishing. He never got up; he never moved. Death had captured him long before anyone ever discovered the fact. To what caused his death is unknown. When the construction of Ravenstone had commenced, the contractor couldn't decide what to do with him. They attempted to move him, but it was as if he was anchored to the ground. Shrugging their shoulders, they finally decided to simply build around the Fisherman. Upon the summoning ritual, the Fisherman suddenly was reanimated only to begin fishing again. Gerbashi thought it was humorous to build The Pit underneath him.

Fisherman

STR 20 CON 9 SIZ 16 INT 6 POW 19
DEX 20 APP 9 EDU 6 SAN 95 HP 13

Damage Bonus: none

Weapons: none

Skills: Keeper's choice as they are not a factor.

Animals – Several strange mutated creatures are in the animal shelter on the 2nd floor.

- Toad – The only one of its kind, it has been genetically mutated with a rabbit to attempt superior leg power in leaping. However, the mutation was corrupted and resulted in the toad growing long, rabbit-like ears. It maintains the appetite of a toad and does not attack humans. *STR 6, CON 8, SIZ 6, POW 9, DEX 12, Move 10, HP 12, Weapon: Bite 50%, damage 1d6+1*
- Fish – Genetically mutated with crabs, they were meant to be aquatic tanks with the hard exoskeleton of a crab. Similar to the toad, the process was contaminated, and eye stalks grew on the fish instead. They have similar

talents with their tongue as the toad and enjoy insects of all kinds. They are not a threat to humans. *STR 4, CON 5, SIZ 1, POW 9, DEX 16, Move 16, HP 4, Weapon: Tongue Slap 75%, damage 1d6*

- Cat – These vicious creatures are a result of several other animal genetic splicing. They possess an even greater range of vision as their eyes can grow up to 6 inches in diameter and have horizontal pupils. Overall the cats will not grow more than 3 feet. Their fur is similar to a Persian in length. Always hunting in packs, they are lethal to any human, including any staff member. They have no loyalties and an even greater hatred towards the doctors for all the cruel treatment that carried on in the shelter room. *STR 10, CON 15, SIZ 4, POW 10, DEX 21, Move 12, HP 7, Dmg Bonus: -1d4; Weapon: Bite 20%, damage 1d4+1+db; Claw 60%, damage 1d8+db, Rip 90%, damage 2d6+db; Skills: Hide 90%*



Appendix B



Patients Log

Monday, Sept. 26, 1921

<u>Patients Name</u>	<u>Date In</u>	<u>Date Out</u>
1. <u>Jacob Johnson</u>	<u>21-09-13</u>	
2. <u>Michael Davis</u>	<u>21-09-27</u>	
3. <u>Isabella Anderson</u>	<u>21-09-06</u>	
4. <u>Ethan Brown</u>	<u>21-09-13</u>	
5. <u>Samantha Foster</u>	<u>21-09-27</u>	
6. <u>Christopher Robinson</u>	<u>21-09-27</u>	
7. <u>Andrew Clark</u>	<u>21-09-27</u>	
8. <u>William Young</u>	<u>21-09-27</u>	
9. <u>Emily Scott</u>	<u>21-09-27</u>	
10. <u>Emma Baker</u>	<u>21-09-27</u>	
11. <u>Madison Carter</u>	<u>21-09-13</u>	
12. <u>Madalyn Nelson</u>	<u>21-09-26</u>	
13. <u>Daniel Smith</u>	<u>21-09-20</u>	
14. <u>Matthew Martin</u>	<u>21-09-27</u>	
15. <u>Ava Wood</u>	<u>21-09-13</u>	
16. <u>Abigail Ross</u>	<u>21-09-27</u>	
17. <u>Anthony Hall</u>	<u>21-09-06</u>	
18. <u>Olivia Jenkins</u>	<u>21-09-06</u>	
19. <u>Hannah Coleman</u>	<u>21-09-27</u>	
20. <u>Sophia Flores</u>	<u>21-09-27</u>	
21. <u>Richard Griffin</u>	<u>21-09-27</u>	

Note - Patients listed above are subject to transfers to Room 22 on the following Tuesday of log entry creation.



Forged Deed Ravestone Sanitarium

UNITED STATES OF AMERICA

BOND FOR THE DELIVERY
OF A
WARRANTY DEED



TO RAVENSTONE ASYLUM

No. 2,325

Know all Men by these Presents: That Cliff Peterson be held and firmly bound unto the purchase of Ravenstone Asylum from Herman Gerbashi in the just and full sum of FIFTY THOUSAND DOLLARS, lawful money of the United States, and for the prompt and full payment of which sum to said obligee all heirs, executors, administrators, and assigns.

SIGNED AND DELIVERED at _____, _____, on _____ 19____

The Conditions of this Obligation are such that
WHEREAS, said obligee has purchased from said Herman Gerbashi No. 2,325 in _____ County, _____, and has signed and delivered to him a letter, dated and numbered the same as this bond, setting forth the terms of such purchase,
NOW, THEREFORE, if said obligee shall, within the time and in the manner specified, perform each and every one of the undertakings and pay the purchase price of said asylum, together with the interest to accrue, if any, all as set forth in said letter, and said Gerbashi shall thereupon deliver the possession of such asylum, and sign and deliver a warranty deed thereto, in the form printed in connection with said letter, then this obligation shall be void, otherwise it shall remain in full force and virtue.
In the even said obligee shall make default in the performance of any of the undertakings set forth in said letter, within the time and in the manner therein provided, said Gerbashi shall notify said obligee by mail, postage prepaid, at the above address, and unless such default shall be made good within sixty days from the date of mailing such letter, this bond shall expire because of such default, and without the performance of any act or the institution of any proceedings by said Gerbashi; or if said sale shall be canceled and the money theretofore paid shall be returned, this bond shall expire; in either of said events no rights shall thereafter be enforceable under provisions of said letter, or this bond.
If this bond shall be filed of record, in said _____ County, and thereafter all rights under it shall expire, it shall thereupon be canceled upon the margin of the record by the Recorder of Deeds, for the time being of said county, upon the submission of him of this bond, or the deposit with him of an affidavit setting forth the facts justifying such cancellation.

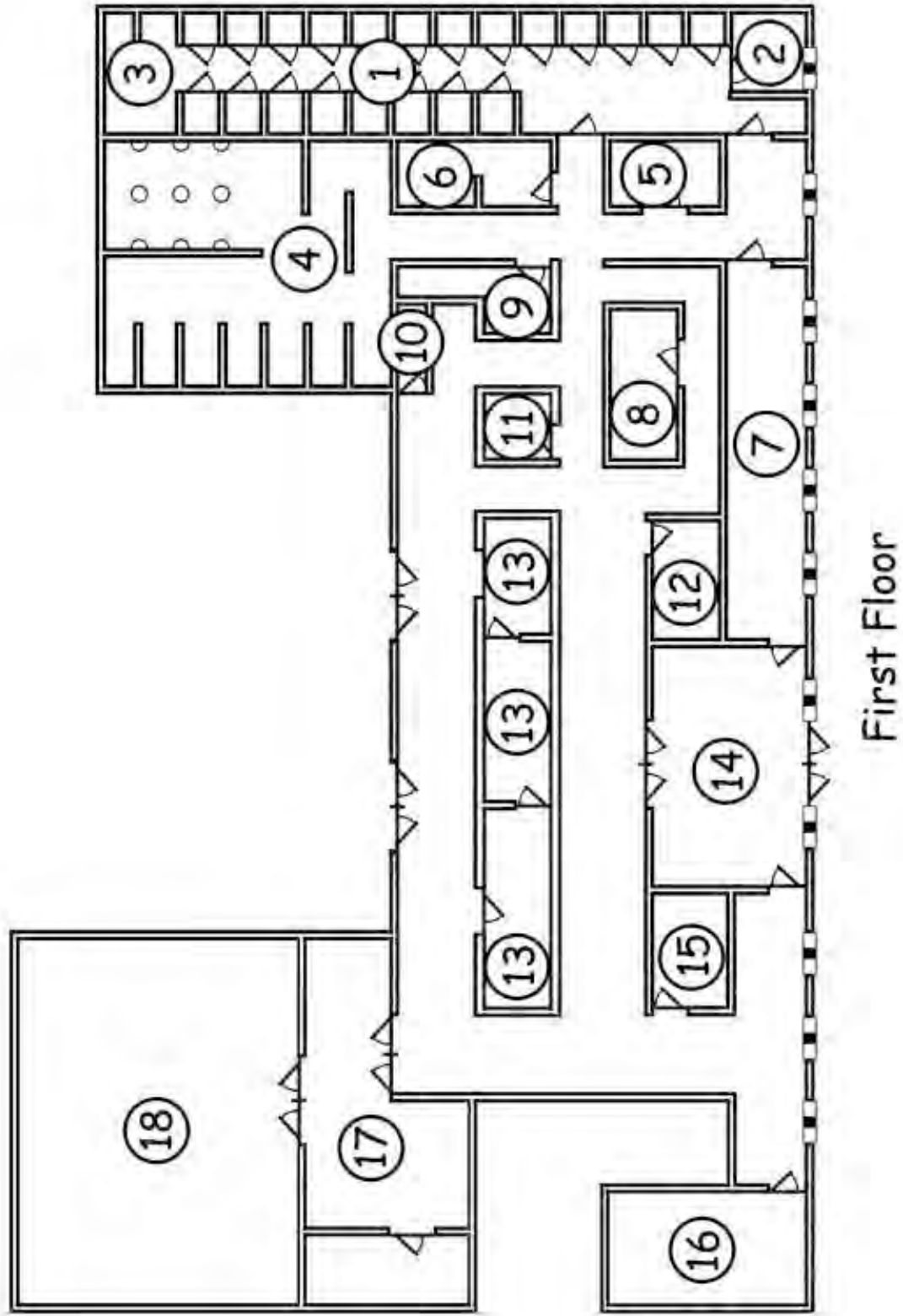

STATE OF _____
COUNTY of _____
BE IT REMEMBERED, That on the date hereof, before of a Notary Public within and for _____ County, _____ personally appeared Herman Gerbashi, as he knows to be that person described in and who executed the foregoing document and acknowledged that he executed brought in on his free will.
IN TESTIMONY WHEREOF, I have hereunto set my hand and official seal at said office in said _____ County, on _____

Obligee

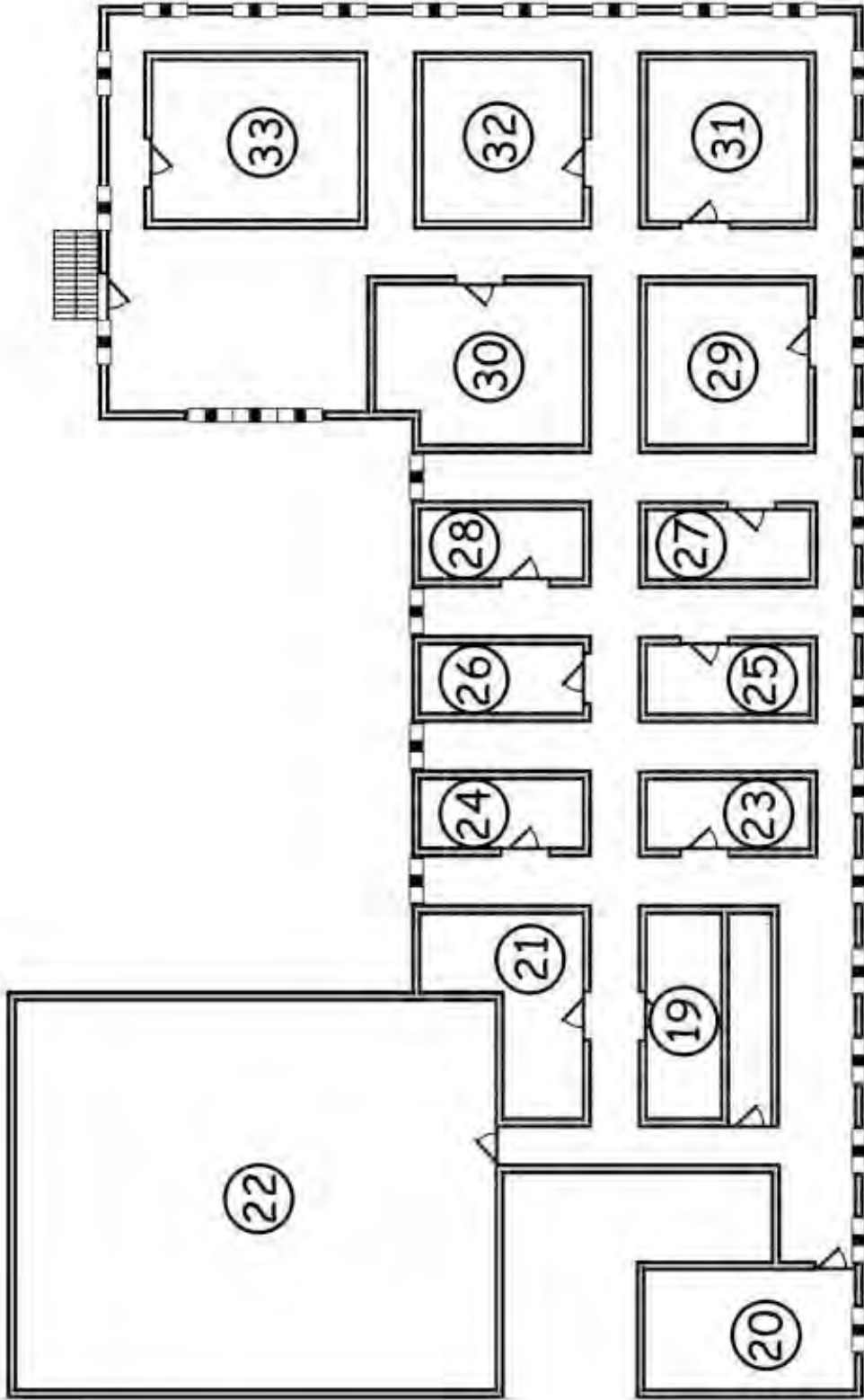


Appendix C



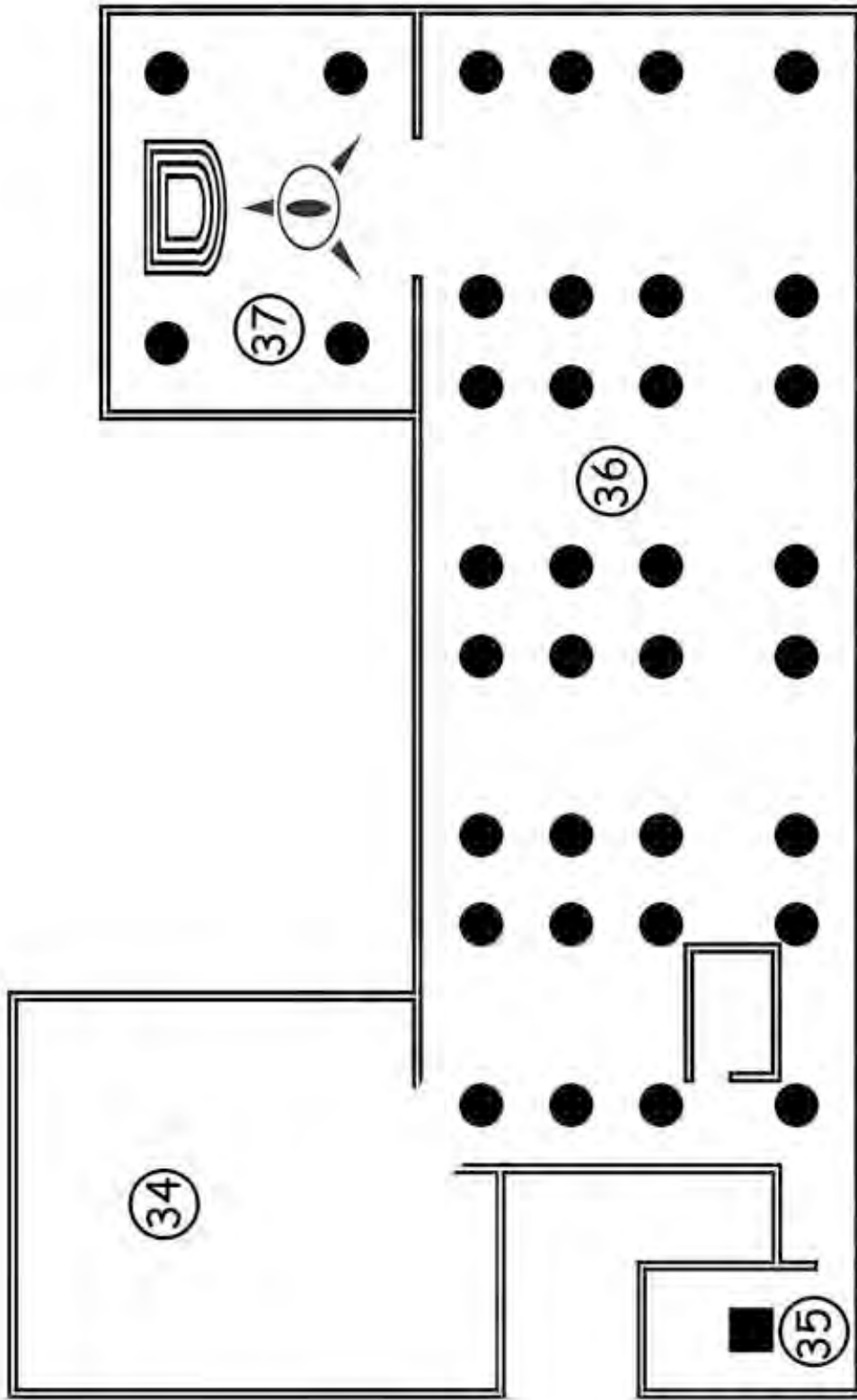


First Floor

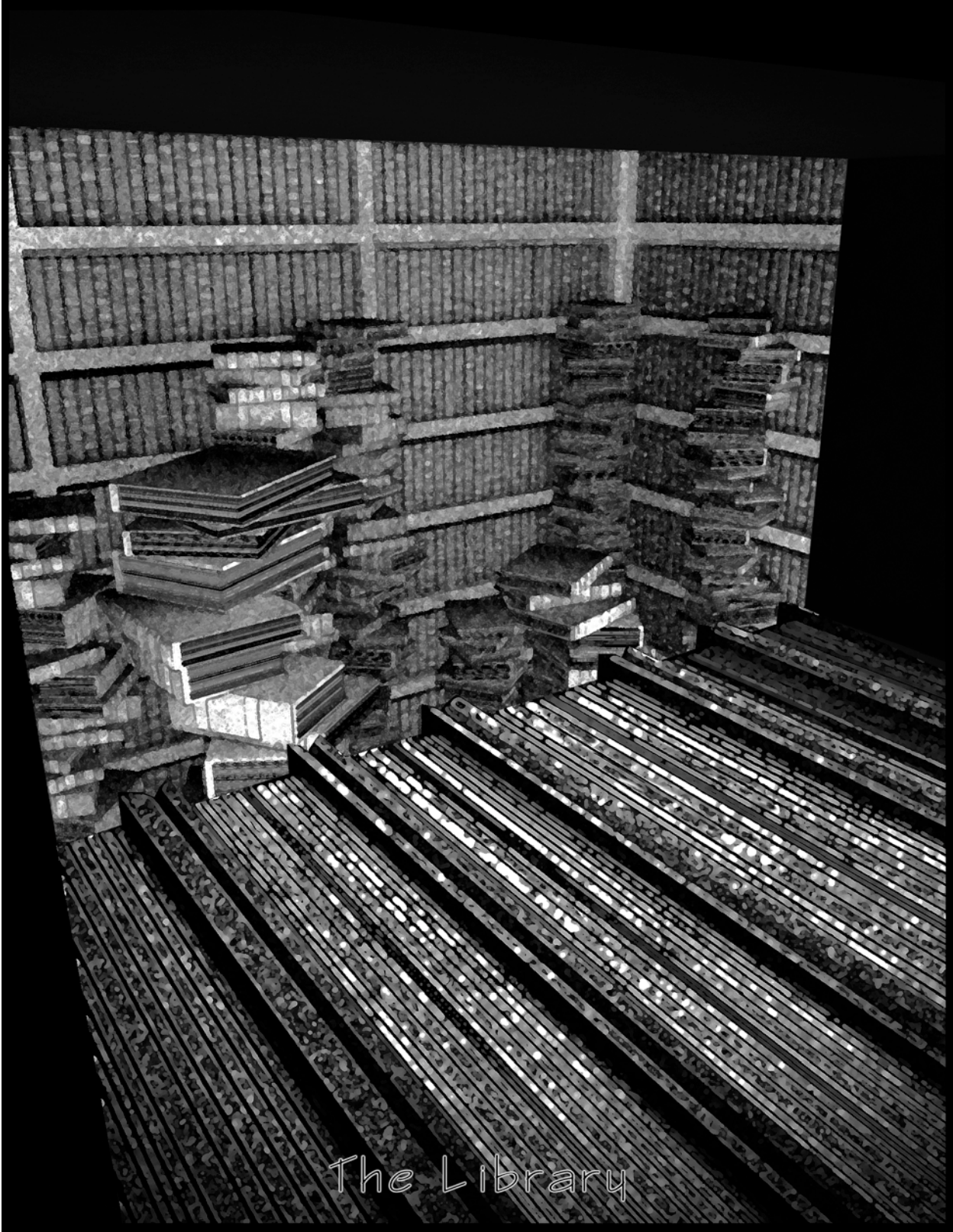


Second Floor





Basement Floor



The Library





Animal Shelter







The Basement Door



The Catacombs





Johann Fredrick's Private Room

Return To Ravenstone



Sanitarium



Introduction

Ten years have passed since a small group of patients, held against their will, discovered the truth to Ravenstone Sanitarium.

Herman Gerbashi, the former owner, along with his staff, has disappeared mysteriously from the compounds. For several years it has remained abandoned, slowly deteriorating to a state of complete shambles. Vandals and homeless have frequented for quite some time, leaving behind graffiti covered walls and all sorts of decomposing garbage.

Ownership has changed several times, and now it has fallen into the hands of a German investor named Johann Fredrick. Secretly working for the Nazis, he was able to sneak into America through bribes, forgeries, and disguises. His wealth comes solely from the German movement, and he is under orders by Adolf Hitler to seek out any ancient relics that could prove useful in aiding the Nazis.

Hitler was obsessed with artifacts, and he believed that Germans were a descendant of a "master race" called Aryans. He believed that if he could acquire a powerful relic, such as the Holy Grail, that it could be used as a rallying item proving they were mighty and unstoppable. He had secret servants all over the globe hunting down leads to buried treasure of all kinds. One of these items he craved was a figurine of the Great Cthulhu. He had learned of the history of the creature after having acquired an unpublished manuscript by H.P. Lovecraft. Although the story claimed to be fiction and wildly farfetched Hitler's mind was warped to believe the words. Hidden between the lines he believed were clues and directions to where he could find the figure. One such location was somewhere in the confines of Ravenstone Sanitarium.

He sent one of his best spies and advisor to uncover this sacred relic. Fredrick, however, betrayed Hitler. After days of searching the asylum, he had come up with nothing. But on the last day before he gave up, he came upon a stairway that had been covered completely by a wall collapsed. The basement door had strange runes on the surface, topped with an eye and four tentacles draped below it. A diamond shaped hole was on the right side. He had no means of unlocking the sealed door, but as he ran his fingers over the runes, feeling the frighteningly cold stone against his skin, the door quietly swung inward revealing a pitch black room.

Resting on an altar in a back room was a small figure of a winged creature and a tentacle covered mouth. He knew instantly it was what he had come for, but simply touching it unleashed a power that shot through his veins knocking him unconscious.

He awoke later to find a large tome lying on his chest. It was opened to strange words and hieroglyphic symbols that somehow his simple mind understood. Unable to resist his curiosity, he began to read the passage on the page. To his horror, he slowly realized it was a book of enchantments and summoning rituals.

Temptation flooded over him, and before he realized his own actions, he had already made up his mind to remain at the asylum and seek the power himself. The instructions seemed oddly simple, and he marveled at the very thought of being able to achieve the requirements.

Over the following months, Fredrick tried various tricks and spells as he grew in power. As he learned, he attracted others who were channeled into the hidden aura that embraced the hospital, and he summoned numerous creatures that guard various parts to keep the vandals and homeless out. Once again, Ravenstone Sanitarium was alive.

One of the first to visit the facility was Janine Hathaway, a hospital administrator from Ohio. She arrived not knowing what to expect other than having heard the asylum was looking to reopen and needed employees. The asylum was still in complete tatters when she joined the team, but she quickly acquired a maintenance team and full staff to get the company functioning up to par for all medical standards. In fact, the hospital was working almost better than normal. This was primarily due to the rituals that were being carried out downstairs in the basement.

The truth of Fredrick's goal is known only by Janine. The rest of the faculty and maintenance remain out of the basement at all times. Hathaway took it as a joke at first, thinking it was too outrageous to be serious. However, after she had grown accustomed to working at Ravenstone, she ventured down into the basement one evening when Fredrick called down to her. The horrifying image of Johann standing in the middle of four cloaked nightmarish beings surrounded by a shimmering dark aura gave her frozen fear. She couldn't even scream, but after much coaxing from Fredrick, her legs somehow started moving and she was standing beside the ritual chamber, helping him in the method.

Keeper Note: Regardless of whether it is a stand alone or a continuation, the year should be in the mid- to late 1930s with World War II quickly approaching for purposes of the story and Hitler's intentions on acquiring rare artifacts.

The Purpose

Investigators will have to discover Fredrick's intentions and may attempt to stop his actions. He plans on summoning a Star-Spawn of Cthulhu using the figurine though he is nowhere near powerful or smart enough. However, he is smart enough to recognize this and has been attempting to summon those who can. Four demons have been summoned already and reside in the basement. He lacks but one to complete the necessary power that will allow him to bring the Star-Spawn into the world. Like Hitler, his mind has become corrupted from power, and he envisions world domination as his former superior is planning.

Getting the Investigators Involved

Keepers may approach this scenario numerous ways. It may be suggested for those having completed *Escape from Ravenstone Sanitarium* to use the same characters. These players could be their favorite personality, having regained total sanity over the past ten years.

A ten year reunion is possible among the players as they most likely have become friends after such a traumatic experience previously. Rumors could swirl around the area of someone reclaiming the hospital for practices once again. Even still, the players may be contacted by an individual who wishes to investigate the strange occurrences that are going on in Ravenstone. This person may be an interested investor wishing to take over the facility to start his own company or perhaps a government employee under orders to discover if any illegal or paranormal activity is being conducted there.

Those characters returning from "Escape" may feel a sense of duty to investigate the happenings at Ravenstone after they ridded the place of Xcthol and Gerbashi.

The hospital will be different for those returning. With the absence of Gerbashi and Mother, the facility has been restored to its original design and cleaned. To an unsuspecting eye, the hospital looks as ordinary as any with employees and patients. All three floors have been restored, but not all of the rooms look familiar.

It will benefit, but is not necessary, if at least one player knows German as many of the documents in the hospital are written in the language. There are several German-to-English dictionaries scattered throughout the facility if no players have the knowledge.

There are several options for the players if they wish to enter the hospital.

Currently the facility is accepting new patients at a cost of \$10 up front and \$20 every month. Incoming patients may admit themselves, or, if the staff feels they are not capable of logical thinking, a co-signer must be present. Players wishing to enter by this means will be required to surrender any items that may cause harm to themselves or anyone else (i.e. sharp objects, weapons, medication, etc.). They will be given a room on the third floor. Furthermore, there will be a time factor that plays into the game as well. They will be expected to be in one of the therapy rooms (Keeper's choice), the cafeteria, and their own rooms at certain times of the day. If they are caught roaming the halls during these times, the guards will escort them back to their rooms. Upon being caught a second time, they will either be brought in front of one of the administration personnel or placed in a padded cell to be monitored by one of the guards. It is a riskier, more challenging, option. Veteran players to Call of Cthulhu or experienced players to this scenario may wish to play again with this option.

There is a way for the players to sneak in through the back. The bathroom surprisingly has a rather large drain in the shower room. It is original, and the pipe joins up with the rest of the plumbing and deposits the contents in a nearby lake. Players can enter through this means as well as the generator room (Room 16). Cynthia will not be in the bathroom if they choose this method of entry. If they return to the bathroom (to investigate later or to exit the hospital), she will be there as described below.

The original fire escape has been renovated to fit more modern safety standards. Each floor can be accessed this way. Chances of a patrolling



guard, nurse, doctor, or even a patient noticing the players entering this way is relatively high (50%), but it is possible to hide by means of ducking out of the way of whomever passes by.

The First Floor

1. Padded Cells

All rooms have been stitched and scrubbed clean for hospitable conditions. More padding has been stuffed into all blocks along the walls to provide utmost cushioning. The doors have been reinforced with steel bars, and the thin window slots in each door have been reinforced to resist shattering better than the previous pane of glass.

2. Security Room

Even if there are no patients in any of the padded cells, there is always at least one security officer stationed inside here. The room contains the official logbook documenting both inbound and outbound patients.

Included in the room is a row of wheelchairs for physically disabled patients in the cells. If any patients, disabled or not, have a violent record, batons and smaller versions of cattle prods are hanging from the wall.

At the current time, there are two security guards in the room because one patient in a cell has a history of being extremely hostile.

3. Utility Room

Nothing significant has changed for this room. It contains various cleaning products and janitorial items.

4. Bathroom

When the players enter the bathroom, the lights are flickering considerably, giving an almost strobe light effect. One of the hospital's patients is currently hiding from the staff in the shower room here. Her name is Cynthia, and she has managed to steal a screwdriver from the utility room and has already murdered one of the staff members. The rest of the hospital hasn't realized her absence (or the absence of the employee) yet.

Cynthia will be feasting on the staff member when she is spotted. Half of her face is covered with blood and body parts as she works on the abdomen of the staff member. Players will lose 1/1d3 Sanity Points upon witnessing the event. She will attack the players instantly, and if they have snuck into the facility and are trying to avoid the doctors and nurses, the noise has a chance of attracting patrolling guards (20% for the first round, 10%+ each additional round).

In the center of the shower room is a very large drain. The original architect was instructed to include the widened opening because the physicians knew they would allow patients with skin diseases and knew the drains would clog from the skin shedding. The players can squeeze through the drain, but they will discover while crawling through the pipes that the walls are lined with old human skin. A failed Idea roll will save them from realizing the truth. Successful rolls will lose 0/1d3 Sanity Points upon realizing it.

5. Medicine Room

Cabinets and shelving have been added to the room and several free-standing shelves have been removed from previous times to allow for easier entry. Each bottle is carefully labeled with its proper contents. Clean syringes can be found in one of the cabinets along with other forms of medical instruments.

6. Janine Hathaway's Office

What was once a therapy room, Janine has rearranged the decorations to fit her personal preferences. Her interests include the outdoors, and she has brought in various items to reflect this from old fly rods to antique rifles. Pictures decorate the walls, and one in particular is of her standing beside what looks to be a colossal bear. Any player with a science or animal science background will see what looks to be an additional row of teeth inside the gaping mouth along with various sores on the skin. The size itself seems to be highly abnormal guessing the creature to have stood close to 20 feet in the air on its hind legs.

She has had a door added in the back of her office where the concealed door once was. A few filing cabinets have been added for current and past patient records during the Gerbashi ownership that had survived. She also uses the small room

for storing her psychology books which include her college textbooks.

7. Main Hallway

There is nothing significant in this hallway now. Windows along the south wall show a beautiful courtyard with a long circling driveway surrounding a fountain.

8. Break Room

New furniture has been added to this room to reflect better conditions. Otherwise the room has no interesting features. If the players enter the room without listening, there is a 40% chance that one of the nurses will be drinking coffee or reading a magazine inside. The door remains closed at all times.

9. Assistant Therapist's Office

Janine Hathaway hired an assistant immediately after accepting the position as hospital administrator. His name is Jared Laroth, a young man fresh out of college with a degree in business. He has a bad habit of forgetting details, and often is found running frantically through the halls to retrieve an item he left behind. He is one of the few staff members that will help the players as he is very naïve and can be persuaded easily.

He lacks knowledge of Johann Fredrick's operation in the basement, but does know the following information:

1. No matter what her schedule includes, at precisely 9 P.M., Janine goes down into the basement and leaves Jared to fend for himself (which is when he usually is running about).
2. Late at night if he is working in his office, he has thought to have heard very feint repetitive noises coming from below as if someone is chanting or singing.
3. He has discovered a secret room upstairs on the third floor that leads into a small empty closet. The closet contains nothing, but there is a small area lacking dust where something once laid. He found the closet

when he discovered an old record that had fallen behind a large bookcase in the room and played it accidentally upside-down on the Victrola. The music sounded awful as if someone scraped a bow across violin strings.

10. Storage Closet

The hole that was found in the back of the walk-in closet has been patched, and various jackets and coats hang inside.

11. Coat Closet

Due to the cleverly hidden elevator, no one currently working at the hospital has discovered it yet. The springs underneath, however, are getting quite old and rusted, and they make considerable noise when being used. However, 175 pounds are only necessary to trigger the elevator because of this. The platform is currently up and can only be accessed from the second floor. There is no way to bring it down while on the first floor. It leads up to the Science Lab (Room 31).

12. Johann Fredrick's Office

The door has a frosted glass window with his name painted in bold letters. He also keeps it locked at all times, and any players wishing to enter must make a successful lock picking check.

Although he comes from Germany, his office doesn't reflect this. He knows better than to display any Nazi paraphernalia as U.S. government departments, as well as potential clients, frequently request tours of the hospital.

Instead, he has cleverly filled his room with British décor from the Victorian era to throw them off. In fact, his entire room looks straight out of a Jules Verne novel with lush velvet covered therapist chairs, oil lamps, and high back ornately carved wooden chairs. A large oak desk is the center piece of the room having been left behind by Gerbashi. Along the back wall are bookshelves that reach up to the ceiling. Old tomes are crammed into them, almost ready to burst out.



It is very easy to relax in this room, and on the rare occasion Fredrick is not present in the basement, he is often found in here taking a nap.

Several important pieces of information can be found with a thorough search. Tucked away in one of the many books is the letter that he received from one of his superiors while in Germany. It mentions the figurine of a Star-Spawn and the desire for Hitler to possess it. It goes on to state he would be given 175,000 American dollars to complete his mission. If further money was needed, an unlisted address was given at the bottom of the letter.

In one of his drawers is an etching Fredrick made of a stone tablet that was given to him as a lead before he left Germany. It is written in an ancient language, covered with strange symbols and markings surrounding an image of a winged creature with tentacles for its mouth.

Translation is possible after discovering a mythos book on the shelves called The Vormillion, which is essentially a dictionary between several human languages and the language etched into the tablet. The book takes 1/1d6 Sanity Points away to anyone reading it.

The writing on the tablet explains the proper procedure of handling the figurine by mortal hands. It involves wearing special gloves created out of human flesh and reciting an incantation. The gloves are hanging in the laundry room.

13. Private Therapy Rooms

These three rooms were at one time joined together with doors, but have since been sealed off from one another. Each room is used for private therapy sessions for more delicate patients who are unable to participate in group therapy.

Anytime between 10 A.M. and 6 P.M. players may encounter (50%) a private session taking place in any or all of the rooms. The rooms are not sound proof, and any dialogue from the inside can be heard clearly when walking by the door.

14. Main Lobby

Restored to its original beauty, the main lobby is the signature room of the building once again.

The old wooden floors have been replaced with a beautiful black and white marble floor, dozens of potted plants and topiaries have been placed along the walls, four large white marble columns have been added, and a new receptionist desk has been brought in made of solid oak.

A very beautiful receptionist is present at the desk during the hospital's open hours of 8 A.M. until 5 P.M. No patients are allowed in this room at any time, even after hours. Nothing else of interest can be found here.

15. Stairwell

The stairs have not changed since the previous ownership. The basement door has, however. The iron door that was present during Gerbashi's ownership has been replaced with a solid oak door. It has an iron keyhole, but nothing can be seen on the other side.

16. Generator Room

A new generator has been brought in to replace the old one. The secret mechanism to lock the facility down has remained and is still operable. The handle that puts the lockdown into motion is a bit rusted, but it can still work with a high strength check. Returning the handle to its original position will release the mechanism, opening the metal plates that slide over the doors and windows.

A large drain is located near the generator, as the original generator had a liquid residue that dripped continuously. The drains have a plate that seals access out of the facility when in lockdown (the original doctors and architects thought of everything).

17. Cafeteria

The original wall separating the main cafeteria from the annex has been torn down. Although there are not enough patients now to require such a large room, Janine uses the size as a bragging point on any tour she may be giving to possible investors or future patients.

The kitchen has been increased in size as well to accommodate a better food pantry and meat room.

Patients will be in here at 9 A.M., noon, and at 6 P.M. for one hour each. The head cook and his

staff will be in the kitchen from 7 A.M. until 8 P.M.

Note: Players returning that remember the ventilation system that led from the annex to Gerbashi's office remains intact and has been increased to reach all rooms in the first floor.

The Second Floor

18. Library

The original library has been extended; countless supplies of psychology books and journals have been brought in by Janine Hathaway. Two walls have been torn down to include the neighboring room, which was formerly the animal shelter (Room 20). A rolling ladder has been added to the shelving around the perimeter of the room, and several rows of bookshelves have been added that reach the ceiling. The library is in extremely good order and categorized alphabetically.

Hathaway can sometimes be found here when she has nothing scheduled, though this is rare. If she is found in here, she can easily be approached without her awareness as she is completely lost in countless volumes of material. If the players wish, they may subdue or restrain her.

She has a fair amount of defiance when questioned but doesn't take much force to tell most everything.

An intimidate check or other means of interrogation may be used, and based upon the success will reveal more of the following information:

0-100 – She was hired a year ago when she answered an ad in the newspaper seeking an administrator. Her interview was quick and the point with Fredrick, who she will mention is German and speaks with a thick accent. He simply asked her if she was afraid of the dark. When she said no, he hired her on the spot. She felt it was peculiar at the time.

0-60 – The operation of the hospital is below standard regulations. Physicians are permitted to operate and study their patients as they wish, and she turns her head the entire time. There are unspeakable horrors she mentions that happen such as hydro shock therapy, physical abuse therapy, contaminated holding cells the size of a coffin,

unsanitary surgeries, and illicit affairs between the employees and the patients. She speaks of these with no remorse or regret.

0-30 – She reveals Johann Fredrick is a Nazi, but has severed his ties with Germany to seek power for himself though he lives his life with the same hatred and philosophical belief that the Nazis hold.

0-15 – With a successful roll of 15 or less, the basement's hidden secret is revealed. There is a hidden door in the brick wall of the room used to hide the rest of the basement from the public. It is opened by flipping a latch in the shape of a lantern on the wall. She goes on telling Fredrick is trying to summon a powerful monster that will allow him to slaughter any who oppose him. He must first summon five creatures that will aid him in the grand summoning ritual. She shamefully admits that she helps him nightly on preparations for the continuous summoning ritual that goes on down there. There is no key that she knows of to unlock the basement door other than the copy that Fredrick himself carries. She is granted access by one of the creatures every evening at precisely 9 P.M.

Newspaper clippings may be of interest to the players here. They inform more on how the hospital became abandoned due to a mysterious disappearance from the former owner, and how Johan Fredrick managed to come up with the cost for the hospital's value of only \$65,000.

A successful Spot Hidden check finds an old blueprint of Gerbashi's layout wedged between one of the bookcases. It shows the rooms matching Appendix C. Red marks have been scribbled on them in various places for remodeling. Players should take note of the basement. A large "X" has been drawn over the entire floor and a very dark box has been drawn near the stairwell door with shelving drawn on it. The "X" looks like it was written violently as the marks are harsh and almost chaotic.

Keeper's Note: If using the 3rd floor option for this scenario, the following is found.

Another point of interest on the map is the third floor. What looks to be where animal stalls once were has a room drawn on top with "Incinerator" scribbled over it. The animal stalls are not a part of the 3rd floor when running this scenario. The patient branding was strictly Gerbashi's decision and not Fredrick's.



In one corner, a wooden floor plank is loose and hides an old black book. It's a fairly thin one, filled with two columns of text. The column on the left is written in a general Latin while the other is written in foreign language to mankind. It is a translation book for the spell found on the 3rd floor. Anyone wishing to read the book suffers 1/1d4 Sanity Points.

19. Hospital Clinic

The room has been restored to a state-of-the-art clinic with the latest instruments and machines that reflect 1930s medicine. Most medical items can be found in this room if the players search.

20. Gymnasium

When Fredrick first walked into this room, he was horrified to see a bloated caterpillar-like creature that had exploded in the abdomen. The walls, floor and ceiling had a few traces of the fungus-like substance that Mother excreted from her pours to create a suitable habitat for herself a decade ago.

He removed the carcass by slicing it up into small enough pieces that would fit in the drain in the bathroom, and jammed them down with a sledgehammer.

Later, Janine Hathaway had her staff scrape the fungus off the walls, thinking it was only a strange mold.

Nowadays the gymnasium is back to par and is one of the key stops on the tours given by Janine. Between 8 A.M. and 6 P.M., patients will always be found in here numbering around 15 to as many as 50 when special events take place (only on days when visitations are allowed or a major client is present).

21-26. Group Therapy Rooms

These remain as they once were before, but all of the chairs are in circular patterns as is customary for group therapy.

Between the hours of 10 A.M. and 6 P.M. group therapy sessions may be taking place. There is a 50% chance for each in the six rooms.

Note: The secret mechanism that lifted the pedestal containing a piece of puzzle instruction from "Escape" was discovered by Janine, and she had the device and pedestal removed entirely.

27. Science Lab

A unique door blocks access into the lab. A wooden door has been fabricated to hold a working combination lock taken from a safe. The combination can be located down the hall in the Cage Room (Room 30).

The only true medical scientist can be located in this room around the clock. He takes 15 minute naps at regular intervals so he is never away from his work long.

His name is Peter Nevelle, and despite the players having probably guessed the deceased body in the Cage Room was the scientist, it was only a patient who stole the badge (which led him to be imprisoned there).

At first, Nevelle will be skeptical of anything the players may tell him to explain why they are there and how they knew the code to enter. If they have his badge, they gain some trust with him as he is grateful to have it back.

He is oblivious to what is going on in the basement as Janine never told him about it. He is a fairly high ranking employee at the asylum and answers directly to her.

The purpose of his hiring is for his excellent knowledge and research with medicine. He formerly was employed at Harvard University and was a part of the world's leading research and development team in medicine.

Since his employment began, Nevelle has developed a sense of paranoia. He once roamed the halls of the hospital, lost in his thoughts, but quickly discovered the horrible things the other doctors practiced on their patients. At first he thought of returning to Harvard, but Fredrick continued to offer him much more money than any hospital or university could ever give him. He decided to lock himself in the laboratory and ordered for his food to be brought to him. He has become an anti-social but is content with his work.

Almost any medicine can be acquired from Nevelle, though some may require a couple of hours before it's completed. With Nevelle in the players' favor, he will create mostly anything they can come up with. He always makes sure the Medicine Room (Room 5) is fully stocked, but the players must retrieve any medicine downstairs themselves. The players would make it considerably faster using the secret elevator located under one of the cabinets. They will have

to remove the shelving and its contents under the counter to find the platform.

The platform will return back up to the second floor the moment the weight on it is lowered by 175 pounds. More weight than 175 pounds must be brought with the person on the elevator in order to keep it lowered and to return back to the lab. The platform is only big enough for one person.

28. Johann Fredrick's Private Room

Sealed off since he first established the hospital, this room holds all Nazi propaganda Fredrick has smuggled into the country. Flags, maps, various semi-precious treasure, a large desk, and tapestries decorate the room with an eerie silence. To any player, the room will give a very evil aura, and almost no one will feel comfortable searching.

When tours or inspections are granted, he will hang plywood just inside the room blocking all visibility of the decorations. Janine refers to the room as currently under construction and would be a safety hazard to enter.

Those who do search the entire room find the following.

1. In a hidden compartment in one of the drawers of the table is a small key. It unlocks the basement door.
2. One of the tapestries has a rough stitching of the Great Cthulhu on the reverse side. It also depicts a human figure with his arms raised as if praising or worshipping the demon. The sight of it causes 1/1d6 Sanity Points.
3. An elephant head sticks out like a sore thumb in the room as it hangs from one of the walls. Its African tusks crisscrossed several feet outward and an incense urn hangs from the tips. Searching inside the urn, buried in the ashes is a token figure of a Star-Spawn. This is the figure Fredrick found in the basement and has hidden for safe keeping. Whoever touches it without reading the incantation from the tablet in Fredrick's office and wearing the special gloves from the laundry room suffers 2/2d6 Sanity Points then loses 2d6 hit points. The figure reeks with negative vibes.

29. Cage Room

Long iron cages shaped like coffins are stacked and scattered all over the room. These rusted tombs held patients who tested the doctor's patience too much. The padded cells on the first floor are far nicer accommodations, and those being held there were in better favor of the doctors than those locked away here.

Upon entering the room, players lose 1/1d6 Sanity Points. Many of the coffins still contain patients, though most of them have long since died. The rotting corpses reek with disease as many of them have bloated to fill the cages so tightly that some of their skin is bulging out in between the bars.

Clenched in the hand of one of the bodies is a piece of paper. It has "5 4 9 2" scribbled on it. This is the combination that opens the science lab down the hallway. The body also has a name badge in the other hand with the name "Peter Nevelle, M.D." printed on the front.

In truth, Peter is not in the cage. It is simply a patient who stole the badge before being thrown into the cage. Nevelle had accused the patient of stealing it because he had seen him walking around the lab quite often. No confession was given by the patient, so the security guards threw him into one of the cages until he told them where the badge was.

Little did security know that this patient had no tongue after a surgery. Security soon forgot about him as was common for those placed in the Cage Room, and he died before anyone bothered to notice him holding the badge out from the cage.

30. Laundry Room

The stench is absolutely foul. Players will have to make a successful CON check before they will be able to step foot in the room. The patients' dirty clothes are piled here, and a large steaming vat of putrid water boils with the smell of bodily waste and mildew.

A pair of old looking gloves hang on one of the walls. They are the gloves the patients used, but the material they are made of is horrifying. Once human hands, they have been cut from the body, hollowed, and pulled inside-out. Realizing



what they are requires a successful Idea roll, but they suffer 0/1d4 when they do. If any player tries them on, they lose 1/1d6 Sanity Points.

The tank is half full of clothes, and they mostly consist of hospital robes.

Any player daring enough to reach into the vat will feel a hand trying to grab them. Players will have to roll a dexterity check (14) on the Resistance table to slip the grip from within. If a failed roll occurs, the player is slowly pulled in and has two more attempts of rolling successfully before being pulled under. The hand disappears if any pursuit is made. There is a drain valve at the base with a successful spot check, but if the tank is tipped over with the water, it will pour about 30-40 gallons of putrid liquid onto the floor and out the door.

31. Incinerator

Heat emanates from down the hall as the players approach the room. The door has been removed, giving full view to the inside.

Giant furnace was included when Fredrick bought the building, guessing he would need to destroy various items that couldn't be thrown away.

A large man wearing just a leather apron and a train conductor's hat shovels body parts from a large pile into the blazing fire. His body smells horribly of sweat. A unibrow crosses his forehead and almost joins with his hairline on either side.

Known to the employees as Goonth, he is extremely dangerous with the mind of a child. High paranoia and excessive aggression due to years of brutality from the staff causes him to attack if provoked. His sight is horrible; he is practically blind. The paranoia has caused his hearing, however, to heighten, and it takes very little for the players to be detected as they get near the door.

Players will lose 0/1d4 Sanity Points as soon as they see what Goonth is shoveling.

The Basement

32. Brick Storage Room

Johan Fredrick anticipated government employees and regular public to demand tours and inspections of the hospital. To avoid having to

explain the basement, he had a small brick room built at the bottom of the stairs. Access to the remainder of the basement can be found by rotating a wall-mounted lantern. Otherwise the room is used as a pantry.

33. Dimensional Zoo

Despite Frederick's intention for world domination, he has a weakness for animals of any kind. As he was first learning the proper procedures of summoning the creatures, he often would summon some unknown beast by accident. He placed protection wards all over the basement as it occurred more than once. Instead of killing the creature, he trapped and imprisoned it in cages in this room.

Every animal feels a deep rage against Fredrick, and they will ignore the players and attack him if they are released. Fredrick has too much confidence in his work, and he feels they are no longer necessary.

34. The Pit

Unlike Gerbashi when he first took over the facility, Fredrick didn't allow the fisherman to remain in this room. As the smell was beyond human tolerance, Fredrick had the pit filled with concrete and the fisherman thrown in. He was still animated and fishing casually as in "Escape", but he offered no objection of going into the pit (although his size made him become stuck in the hole at first).

The room now is used for his summoning ingredients and reference notes. It could be mistaken as an alchemist's chamber with boiling liquid in various beakers, glass tubes filled with dangerous vapors, and shelves cluttered with all kinds of chemicals.

35. Catacombs

The only features that still remain are the columns in this large chamber. The original flooring has been removed to be replaced by an underground pond that cuts off access to the altar room from the stairs. The pond bulges in the middle, stretching approximately 70 feet. Its width drops to approximately 30 feet against the walls.

Bubbles come up from the water, but if the players try to detect a smell, there will be none.

No heat is coming from the water either. Only a single wooden bridge crosses the water for Janine when she comes down to help. The stairs have a 10% chance of breaking, causing anyone to fall into the water.

For those who do, they will quickly discover the water has an unusually low density. Treading water or swimming will prove extremely difficult and will be rolled at a -45% penalty. In reality, the water has a high content of methane, lowering the density drastically. The frantic splashing that will most likely occur will give away any remaining doubt if an intruder is in the basement.

36. Summoning Chamber

The altar that Gerbashi once used has long since disappeared when Xcthol left. Other powerful spirits have brought in another altar, this one ornately carved depicting various images of horrific detail. Anyone seeing the altar will suffer 2/3d6 Sanity Points.

Fredrick will be found here. He currently has four creatures resembling biped crocodiles garbed in purple robes surrounding the altar where each summoning takes place. The process is an extremely long and stressful operation. If even the slightest step in the complicated ritual goes wrong it must be scrapped and begun again.

Fredrick is the only vulnerable person in the basement. He will attempt to create a temporary portal he has written on a nearby scroll in case of such emergencies. It is a one-use, one-person spell which closes the moment anyone steps through it (in either direction).

While Fredrick attempts to escape the moment he senses danger, his summoned minions will move into action drawing sacrificial daggers. They are completely immortal to all forms of weaponry

unless the Star-Spawn figurine is found in Fredrick's private room (Room 29). The creatures will cower and answer to the players every command including killing Fredrick. Like the caged beasts, they have a deep hatred towards him and are happy to kill him. However, using the figurine to command the minions removes 3/3d6 Sanity Points, and if they are ordered to kill Fredrick, players will lose an additional 1/1d6 as the minions will savagely eat the corpse afterwards.

Concluding the Scenario

Players may aid the minions in opening a portal that will allow them to return to their dimension, but it will require two players to speak the necessary words according to a spell the minions present to the group. If they decide to help, the two players will suffer 2/2d4 Sanity Points for such a powerful spell. This may create a very intense ending if all of the players are very low on Sanity Points. Keepers are welcome to increase the amount of Sanity Points the players lose to an amount that will push one or more players over the threshold of sanity. This will force two players to sacrifice their sound mind for the good of the group.

Keeper's Note: As an alternative, the spell could be disguised to hide the true one, which is a one-way portal from the minions' dimension. The scenario can end as the players watch wave after wave of minions entering the chamber, all staring with narrow, betraying eyes at the players.



Appendix A

The following is a list of statistics and brief backgrounds of all encounters within the module.

Star-Spawn of Cthulhu – Johann

Fredrick's intentions were to summon the Star-Spawn and use its powers to destroy the world. Although the demon is never summoned, Keepers have the option for Fredrick's success if the players are handling the scenario too easily.

Star-Spawn

STR 70 CON 50 SIZ 100 INT 19 POW 19
DEX 9 Move 20/20 Swim HP 79

Damage Bonus: +11d6

Weapons: Tentacles 80%, damage equals ½ db; Claw 80%, damage equals db

Armor: 10-point hide & blubber; regenerates 3 hit points per round

Spells: Knows 14 spells, Keeper's choice

Sanity Loss: 1d6/1d20 Sanity points to see a star-spawn

Johann Fredrick – Owner of Ravenstone

Sanitarium and is currently attempting the summoning of a Star-Spawn. He does very little in actual operations of the hospital nowadays after hiring Janine Hathaway. Secretly a member of the Nazis and was under order by Adolf Hitler to return a figurine of the Great Cthulhu. He betrayed the Germans and kept the power for himself.

Johann Fredrick

STR 16 CON 13 SIZ 9 INT 17 POW 19
DEX 13 APP 14 EDU 16 SAN 95 HP 11

Damage Bonus: none

Weapons: none

Skills: Keeper's choice.

Janine Hathaway – Ravenstone's hospital administrator. She is really in charge of the actual hospital's operations. She insists on her involvement on every issue throughout the facility, but she is usually giving tours to potential clients or investors. She knows the truth behind Fredrick, but it will take quite an effort to gain much information.

Janine Hathaway

STR 10 CON 16 SIZ 8 INT 17 POW 17
DEX 12 APP 18 EDU 17 SAN 85 HP 12

Damage Bonus: none

Weapons: none

Skills: Keeper's choice, mostly business oriented skills suggested

Dr. Peter Neville – Ravenstone's only medical scientist. He is almost always found in the science lab on the 2nd floor. He has a distrust towards all patients and has a secret hatred for them. The facilities are ideal and the pay is outstanding or he would have left long ago. He can aid the players, however, if they gain his trust or favor by returning his name badge.

Peter Neville

STR 14 CON 11 SIZ 20 INT 20 POW 14
DEX 11 APP 8 EDU 21 SAN 70 HP 16

Damage Bonus: none

Weapons: none

Skills: Keeper's choice, but it is suggested heavier than normal on Chemistry (90%), Physics (95%), and Pharmacy (95%) as he is a brilliant scientist.

Goonth – Operator of the incinerator. Highly paranoid and short tempered due to the years of cruelty from other staff members. He is actually a patient, but due to his incredible strength endurance, Hathaway decided to give him the position.

Goonth

STR 20 CON 16 SIZ 10 INT 5 POW 17
DEX 10 APP 7 EDU 5 SAN 85 HP 23

Damage Bonus: +1d4

Weapons: shovel 80%, damage 1d4+db

Skills: Keeper's choice

Star-Spawn Summoners – Fredrick needed extra help casting the powerful spell to summon the Star-Spawn, so he began by



summoning a group of worshippers of the creature. Unknown of their origin, they resemble biped crocodiles and identified as Star-Spawn worshippers from their purple robes.

Star-Spawn Summoners

STR 18 CON 14 SIZ 10 INT 14 POW 19
DEX 15 APP 10 EDU 13 SAN 95 HP 12

Damage Bonus: +1d4

Weapons: sacrificial dagger 80%, 1d4+db

Skills: Keeper's choice

Cynthia – One of the patients in Ravenstone the players encounter. She will attack the players with the screwdriver she stole from a maintenance room.

Cynthia

STR 10 CON 10 SIZ 8 INT 7 POW 12
DEX 10 APP 8 EDU 7 SAN 60 HP 9

Damage Bonus: none

Weapons: screwdriver 40%, damage 1d4

Skills: Keeper's choice as her skills will not be a factor

Jared Laroth – Staff member assisting Janine. He is paranoid and often hyperactive. He is a klutz and is usually in the hallway picking up papers he just dropped. When Janine is downstairs aiding Fredrick, he is in charge of the hospital. This is when he is most uncomfortable to approach. He has knows several pieces of information that can aid the players. He is otherwise harmless.

Hired Assistant

STR 10 CON 13 SIZ 9 INT 14 POW 18
DEX 10 APP 10 EDU 13 SAN 95 HP 11

Damage Bonus: none

Weapons: none

Skills: Keeper's choice

Security Guards – These will be found throughout the hospital at all hours. Their typical procedure upon finding a “stray” patient, as they

call it, is to escort him or her to one of the padded cells on the 1st floor. They will then contact one of the available physicians to help identify the patient. If they encounter a violent patient, they will immediately subdue the patient then apply a straight jacket. They come equipped with clubs and do not kill.

Security Guards

STR 16 CON 14 SIZ 10 INT 10 POW 17
DEX 15 APP 10 EDU 9 SAN 85 HP 12

Damage Bonus: +1d4

Weapons: nightclub 85%, damage 1d6+db

Skills: Keeper's choice

Appendix B



The Third Floor

The Keeper may wish to lengthen the scenario of either “Escape from Ravenstone Sanitarium” or “Return to Ravenstone Sanitarium” further. The third floor does not tie in with the main plot, and can be left out without affecting the scenario. Individual rooms listed here may be substituted for various rooms in either scenario to increase difficulty such as using the hallway traps.

38. Hallways - Into the Darkness

Reaching the top floor of the asylum, the players will discover the circuitry has failed throughout the level. No lights operate, and flashlights or lanterns are required at all times to see. Much of the floor has begun to deteriorate from a lack of maintenance from the staff, much more than the lower floors. Players will have to work their way slowly at times through the debris of fallen timber and ceiling panels. The floors, walls, and ceiling are all the same dark cherry wood.

For storyline purposes, the third floor is the least used, least modified, and, therefore, least maintained of them all. It is a fairly accurate look at how the original asylum was prior to Gerbashi. However, it still contains unusual and downright grotesque sights due to the strength of the evil aura that engulfs the hospital.

The security guards do not come up to the third floor. This is due to the numerous booby traps that have been placed throughout by long ago doctors. What were once innocent jokes played on each other, soon became lethal traps as the physicians lapsed into a state of insanity.

The floor is laid out similarly to a maze as the corridors wind horribly, throwing all architectural logic away. At times, the players may feel they are even backtracking just to continue forward (see Third floor map in Appendix B).

There are two primary objectives for this floor and a secondary if they uncover it.

Primary Object #1. Towards the east side, furthest away from the staircase (Room 47), the players will find a male patient who is strapped to his bed. He wears a leather mask over his mouth and he looks extremely malnourished. The players have several options depending on their level of paranoia at this time. They may use one of the numerous drugs from the first floor Medicine

Room (Room 5), they could simply put him out of his misery, they may try giving him an insulin shot thinking he’d need some kind of sugar for his blood, or they may free him from the bed.

The patient is actually perfectly sane, but he is near death. Keepers should take note as to what type of food they give him (if at all). If they feed him any amount of sugar, the patient will die from shock. He doesn’t recall his name similar to the players, but he does vividly remember arriving at the hospital to visit a friend who was a patient. He will accompany the group and has a mechanical background.

Primary Object #2. If running *Escape from Ravenstone Sanitarium*, located in the music room (Room 44) is a strange black box. The wall above it has the words “Gigglebox”. If the players decide to open it, a soft breeze like a person’s sigh escapes from inside. If used on any of the other floors, it will force the guards to retreat. The box is hidden behind the player piano.

If running *Return to Ravenstone Sanitarium*, the closet will be empty, and the space where the Gigglebox had been is now occupied by a sleeping creature. It hangs upside like a bat, but resembles a pig. The creature somehow survived after Xcthol and his operation failed years ago. It has mutated further, and the players can choose to destroy it and completely rid the hospital of the hybrid beasts.

Secondary Object #1. Tucked away under a floorboard in one of the hallways is a piece of paper containing a single-use spell. The caster can see ghosts walking the halls throughout the asylum. The ghosts may be spoken to, but not all are willing to respond. Some will act violently by screaming as they charge toward the caster yet are not dangerous. The spell’s duration is one hour.

39. Hallway 2 – A Hidden Trap

Despite having flashlights or lanterns, the players will have a very slight (20%) chance to notice a thin tripwire in the hallway. The location can be anywhere in the asylum if the Keeper wishes. When a player steps through it, they will have to make a dodge check at a -15% to avoid falling on a spinning blade that rises up between the wooden floor planks. The blade can either cut deeply or sever the leg(s) entirely. If both are amputated, the player will most likely go into shock, and without a player with a medical background, they are going to die quickly.

However, the purpose of this trap is to slow the party down. The player will be forced to walk around with crutches or in a wheelchair. Crutches prevent them from holding anything, and a wheelchair causes problems going up and down stairs.

40. Hallway 3 – Yet Another Lethal Prank

Designed originally by one of the former physicians, this was intended as an innocent prank to humiliate one of the other physicians. Somewhere along the way, modifications were made on it as the doctors grew more insane and devious creatures that reside in the hospital tinkered with it.

This has become deadly and will kill any player that misses the telltale signs. Spot Hidden at a -15% (or more if the Keeper is evil). Originally a doctor pulled several floor planks and placed a tank of water underneath, replacing the boards on the surface. An unsuspecting individual would stumble on the boards as they sank from the pressure into the tank of water, causing the person to likely fall in or slam their face into one of the planks.

Nowadays, more planks have been pulled up to increase the size of the area the victim will fall in. The tank has gotten deeper to where an adult will be completely submerged into the tank. The water has been replaced by an extremely corrosive acid. The acid will almost instantly dissolve any

clothing and hair the person may have, and eat into the skin in seconds.

The victim will need immediate assistance to walk, and will need to make it to the shower room within 30 seconds or the acid will make it through the skin and expose the blood vessels. To make matters worse, the acid is thick enough that anyone touching the victim to support or carry will immediately feel the burning sting as the acid eats into their clothing, hair, or skin.

Whether or not they discover the trap, the players will notice a small scroll case in the acid. It appears to be undamaged from their viewpoint, but will need acid resistant tools or gloves to retrieve the item. The gloves can be found in the clinic on the second floor (Room 20).

Inside the tube is a piece of old leathery parchment that has a peculiar texture to it. The paper is actually human skin. Archaic symbols and letters are inked over one side that can be translated using one of the books in the library.

Keeper's Note: Highly recommended that the creature from the Patients' Room (or his brother) should intercept them as they hurry to the bathroom to delay them. Enjoy the look of despair on the players' faces.

41. Bathroom – Who Cleans These Places?

This is the only bathroom in the hospital that offers both a men's and women's facilities.

For such a large hospital, having only two bathrooms may seem unusual, but original construction had been over budget and needed a few corners cut. This bathroom is half the size of the ground floor bathroom, but has the same features of stalls and a shower room. The place is caked with black mold. The air is thick and humid. Players with a low CON may have trouble breathing without a mask or at least covering their mouths.

Searching the room yields very little. One stall has numerous scratched out words bearing no meaning. Closer inspection reveals the scratches have small splotches of dried blood around them.

Water can be heard running in the shower room. One of four shower heads are on, pouring



water continuously over the face of a patient. The body is barely recognizable as a woman, but her face, neck and upper chest has deteriorated completely from the continual exposure to the water flow leaving a shallow pool of bloody water.

Keeper's Note: Upon seeing the dead woman, have the players first make a Sanity Roll followed by a Personality Roll.

42. Recreation Room – The Good Boys and Girls Played

Very few patients were given access to this room prior to Gerbashi's takeover. Afterwards the room was completely unused even by the physicians. The room is decorated with paintings from London during the Victorian era just like Fredrick's office. Three billiard tables make up the majority of the room while a few dart boards line one wall. Over in one corner is a card table. All the felt from the furniture has thinned, torn, and lost their color.

A bony, almost skeletal figure sits in the shadows at the poker table. In order to sit at the table, the players must pass their Sanity rolls. Failed rolls must make Personality rolls as well. If the players sit down, they are bound to the power of the ghoul and must play three card games in order to leave. The games can be anything the Keeper wishes. All participating players must play as one person and not individually. Failure to win or abide by the rules results in another Sanity and Personality roll as the ghoul crawls over the table and tries to devour them whole. Anyone caught by the ghoul has two chances to pass a strength resistance of 16 to break free of the grip or it eats the entire head of the player.

43. Hydro Shock Therapy – The Lights Flicker

Hydro therapy involved submerging a patient into a bathtub, covering them except their head so they could not get out, and filling the tub with either extremely hot or cold water. The drastic temperatures were meant to calm the patient through hypothermia.

Players will need to force this door open as the gas from the decomposed bodies and various other

chemicals has produced a vacuum inside. The gas is quite flammable, and any open flame lanterns used will cause an explosion of 1d8 within a 5' range and a 1d6 up to a 15' radius.

The room is lined with bathtubs, but towards the back, electric generators are mounted to some of the tubs with two wires draped into each. Although meant originally for therapy, often times it was used as a barbaric punishment for misbehaving.

Several bodies still lay in the tubs, their bodies charcoaled from the heat produced by the electricity years ago. The stench of decomposed flesh is strong as the door has been shut for many years. Players lose 0/1d4 Sanity Points upon witnessing the event and must make a Personality roll.

44. Music Room – Happiness Once Was Here

This room once was intended to hold parties for the patients as a positive reinforcement. Round tables surrounded by chairs fill one half of the room while a wooden floor provided dancing on the other. Music was created by means of a player piano in one corner as no staff member knew how to play.

The piano has long since fallen apart, but repair savvy players should perk interest knowing that it is fixable. If any of the players do succeed, the piano's operating mechanism opens a hidden door behind. Inside is a small closet with the words "Gigglebox" on the wall. Lying on the floor is a black box that makes a giggling laughter each time it is opened. If used downstairs, the guards will retreat immediately.

Alternatively, if running *Return to Ravenstone Sanitarium*, they will see the hanging pig-like creature described under Primary Objective #2.

45. Sewing Room – Patchwork Clothes and Skins

A sizable room is cluttered with old sewing machines. Although a few remain screwed to tables, most have been cast aside around the floor in piles. A clever eye will find buried underneath the pile of machines a stack of old clothes made out of different pieces of fabric. The stitching is

poor quality; the creator of the clothes was very unskilled.

Mixed in with the clothing, the players will discover a grotesque set of clothes made out of what seems at first to be crude leather with a horrid stench. They will soon realize the leather is porous and human. This causes players to lose 0/1d4 Sanity Points and roll a Personality check.

One corner is especially dark, engulfing a few machine tables. After the players have spent a few moments searching the room, they will start hearing the hum of a sewing machine operating. Raising their lanterns or flashlights will reveal a creature busily sewing clothing in the corner. Its body parts look to be sewn crudely together with shoelaces and thick leather strips. The creature will continue sewing and not disturb the players unless they provoke it by interfering with its work. If they watch for any length of time, it will finish its work, stand up and put the clothing on. A full mirror nearby will be where it walks over to after sliding the makeshift dress on. It will soon return to the table and continue sewing.

46. Insulin Shock Therapy – A Sweet Slumber

This is one of the few rooms that were only used for actual therapeutic practices, albeit barbaric. Doctors would inject large doses of insulin into their patients, resulting in a deep coma. After an hour or two, a saline solution would be injected to regain consciousness with the patient.

This practice wasn't truly developed until 1933 in Poland, but for practices within Ravenstone, it was used often.

The room is filled with rows of medical beds, each with chest and leg straps. A set of cabinets on the left side of the room contains jars of old glucose and various solutions for the therapy procedures. Old jars of moldy cookies also are found in the cabinets.

Players may almost catch (20%) a small figured hunched in the corner covered with shadows, but it disappears through a large hole leading back out into the hallway. Remains of some half-eaten animal are splattered around the area the creature was standing.

47. Patients' Quarters – Whether They Were Tired or Not

This hostel-like room was where the patients of the old asylum slept – even if they weren't tired. Each bed is equipped with bolted straps at chest and thigh level with handcuffs and foot cuffs on either end. Most of the mattresses are rotten and have the all-too-familiar smell and stain of old waste. Several patients apparently died while strapped in the bed as there are a few partially decomposed bodies throughout the room.

Sound comes from a bed towards the back of the room where a person is strapped into a bed. From the vantage point of the players, the person looks on the brink of starvation. He is peculiar in that he is wearing a leather mask. His attention is focused on the players the second they enter the room, and he is trying to yell at them to get their attention. However, the mask prevents much more than a loud murmur. When he sees they are looking at him, he gestures as best as he can with his head to the creature on another bed.

Squatting on one of the beds, hunched over while feasting on a body, is a short furry dog-like creature. Players who spotted the creature in the Insulin Shock Therapy room will recognize it here. On the third floor, this creature will pose the greatest threat for being attacked as it smells them the second they enter the room. It moves with incredible speed, and the players will barely have enough time to back out of the room and shut the door closed.

If the players manage to fend off or elude the creature and double back to the patients' room, refer to Primary Object #1 for the encounter.

Keeper's Note: A Sanity and Personality roll may be asked for upon entering the room if so desired. Furthermore, the creature can easily escape the room with the door closed through a hole in one of the walls that has rotted. The Keeper has the option to have the players encounter the creature multiple times to keep them on edge. It is suggested the creature never really attacks the players but gives chase to fool them into thinking that is its intention.



48. Staff's Quarters – We're Never Too Far From You

The staff was not treated much better than the patients originally. This room could pass off as the “good patients” room in that the beds lack straps and cuffs. Otherwise the condition of the thin mattresses is virtually identical. Unlike the patients’ room, no remaining victims are present in their beds. The room is connected with the patients’ room by a steel door and a small slit for spying on the patients.

Players searching the room will find a box of old syringes in the back. Many of them are loaded with various color liquids ranging from clear to dirty yellow to a bright green. Most of the needles are rusted.

Keeper's Note: The solution in the syringes are unimportant unless wished to be. Since most of the needles are rusted - they are useless. However, if the contents are emptied into a container or a clean syringe, the contents may be used. A player with a medical background could use the clinic on the second floor to identify the solutions (Room 20). Suggestions could be anywhere from insulin to sulfur.

49. Conservatory – Long Forgotten Beauty

Years ago, it was in this room where the flowers that decorated the facility were grown. Those that were grown outside were to remain outside due to the fear of bringing in insects that could cause allergic reactions to some of the patients. The room was once covered by a large glass ceiling, but after an even larger tree branch shattered it after Gerbashi purchased the hospital, the room was sealed up from the outside.

Today the room is filled with dead potted plants and small trees. Players may notice (45%) strange caterpillars crawling over most of the plants very slowly. Known as the Varotti Worm, they are horizontally striped with a yellow and black shiny carapace. They are extremely lethal and have two defenses that automatically go into effect when any danger is sensed within a few feet. The first is an extremely high pitched screech similar to a high decibel alarm. The sound rings in anyone’s ears and echoes throughout the entire hospital (except the basement that is sealed off).

The sound stops when the insects feel no longer in danger, but even a short period of time will cause massive hemorrhage within the ear lobe. Prolonged exposure will cause insanity or even death.

The second defense is its uncanny leaping ability. If death seems eminent, the Varotti Worm will use its incredibly strong muscle system to “leap” like a coiled spring or a striking snake at its victim. The worm will immediately mushroom its four large teeth out of its mouth, sinking them through most clothing and into the flesh. It then excretes a toxin from its stomach that acts similarly to hydrochloric acid. Removing the caterpillar by pulling will result in the head or teeth remaining. The best solution of removal would be either applying water to the area around or very gently sliding the blade of a knife between the affected skin and the worm.

50. Human Stockyard – Herding Humans Like Cattle

At the far end of the floor from the staircase, the players discover a strange sight. Long wooden stalls lead into a large central pen. Stacks of branding irons lay about the floor near each of the stalls. Each has the letter R inside the outline of a shield at the end.

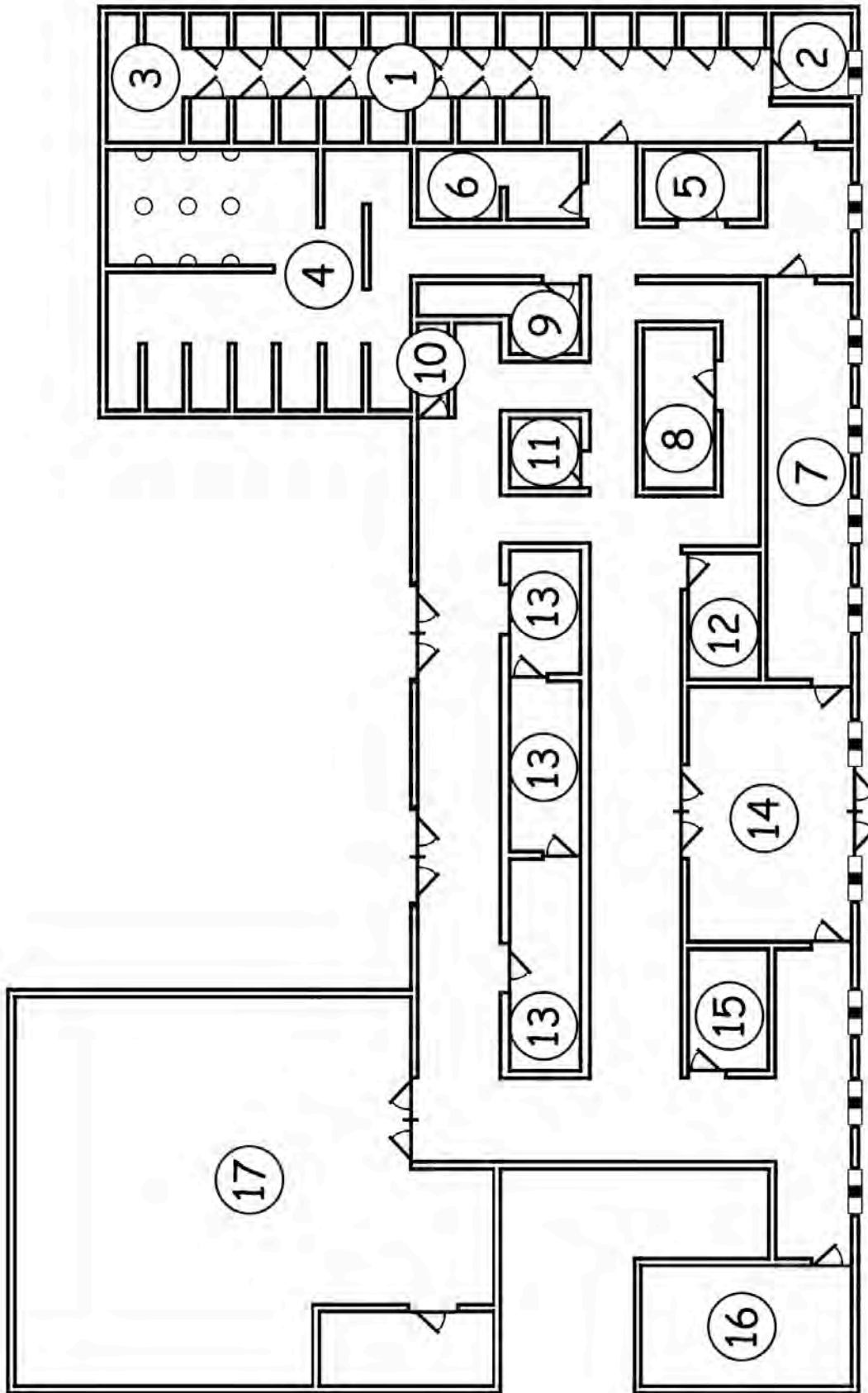
Inbound patients were brought up to this part of the hospital known to the long-term patients as “Cattle Corner”. They would be herded like cattle into the large pen and individually shoved down the wooden stalls. The original security staff would use the branding irons to identify their patients. The surrounding community was well informed to be on the lookout of anyone with the Ravenstone symbol on their forearm. Surprisingly citizens have shown no hesitation or given complaint.

Depending on the severity of the patients’ disorders, they would receive a smaller branding letter underneath. Patients with the letter A have a minimal threat level to being violent towards others and would generally be released from the hospital within a year or two. The worst possible letter is Q.

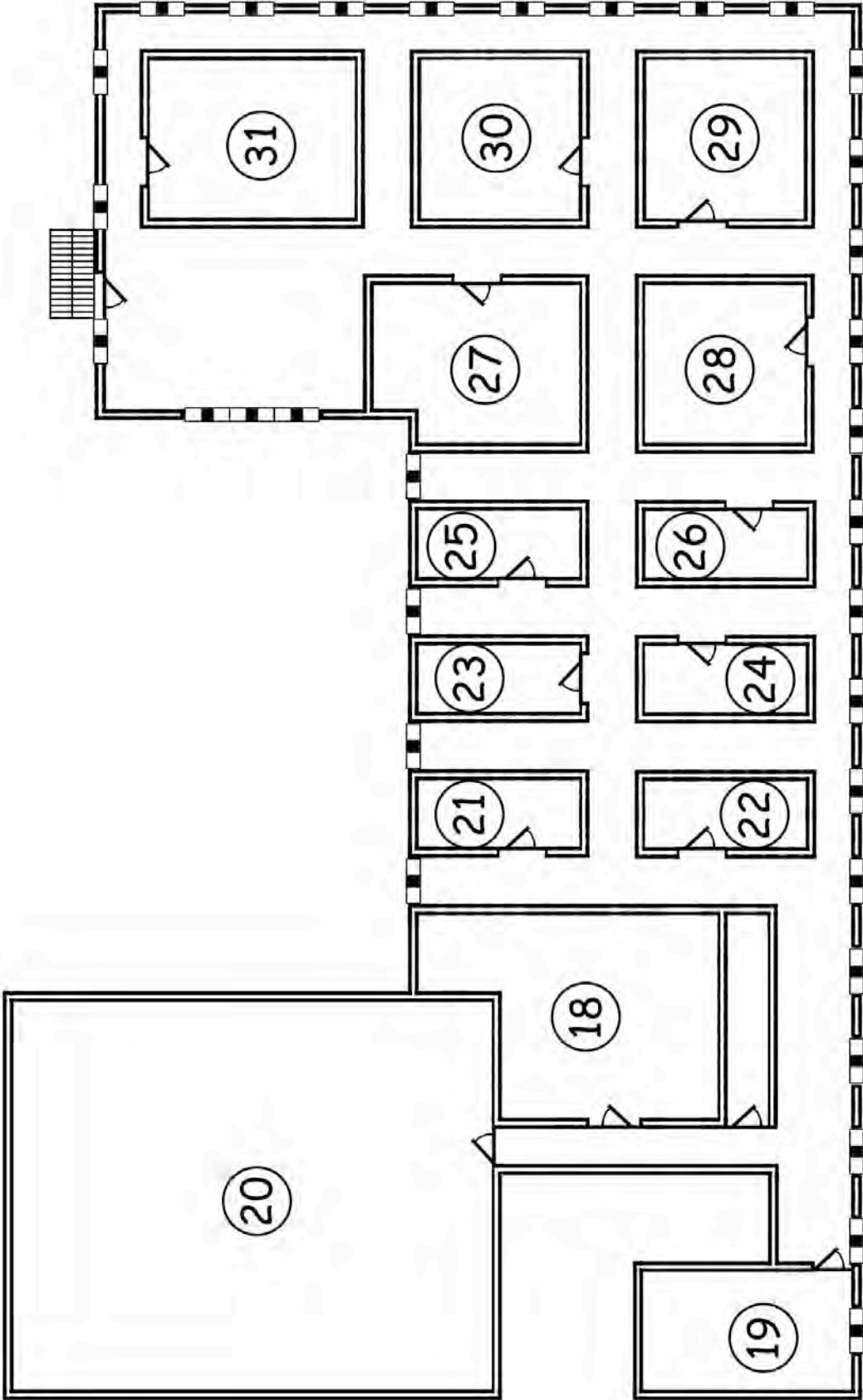
Several brazens, now cold, surround the stockyard. Small fragments of charcoal can still be found and used if the players feel it necessary to light a fire.

Appendix C



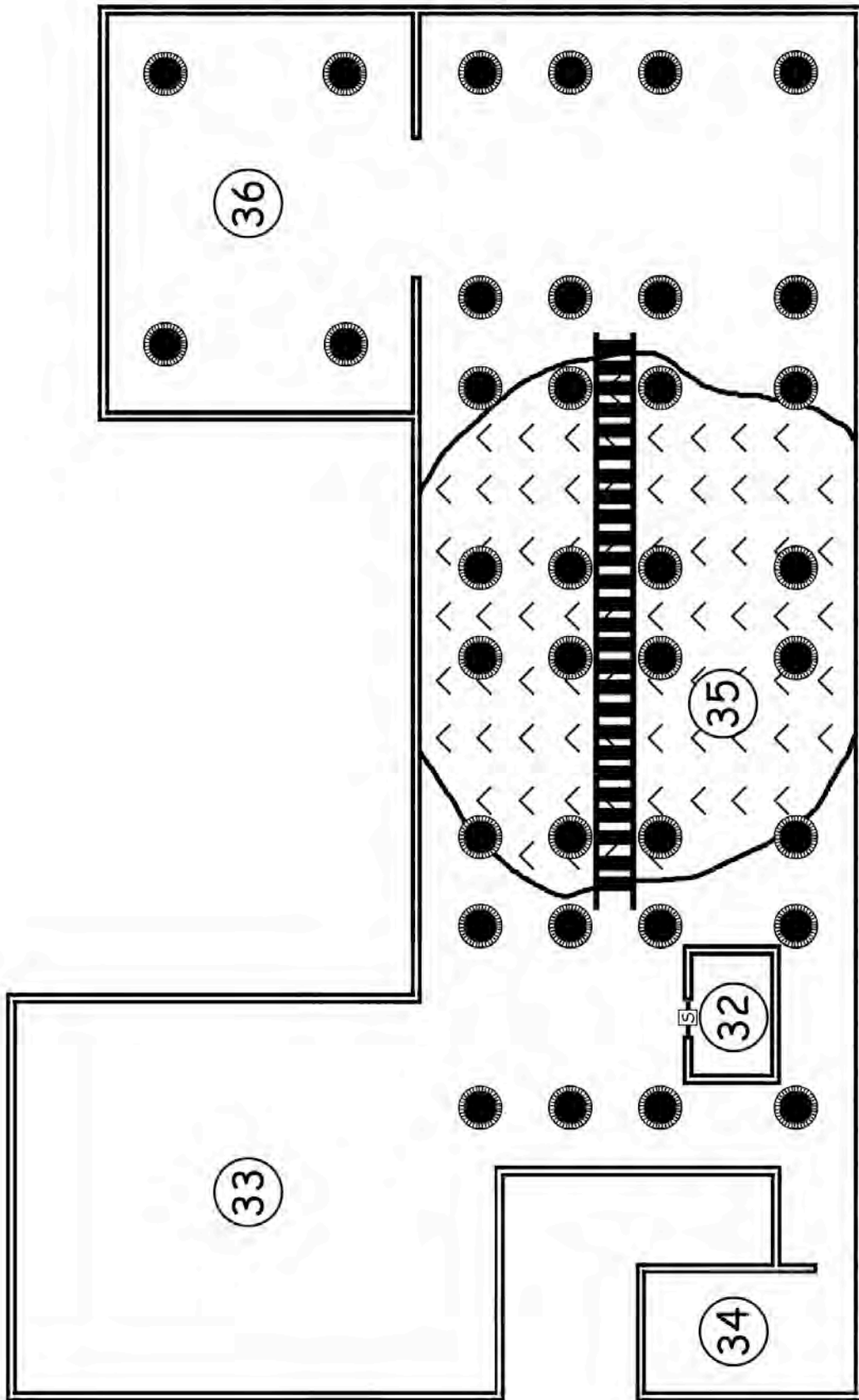


First Floor

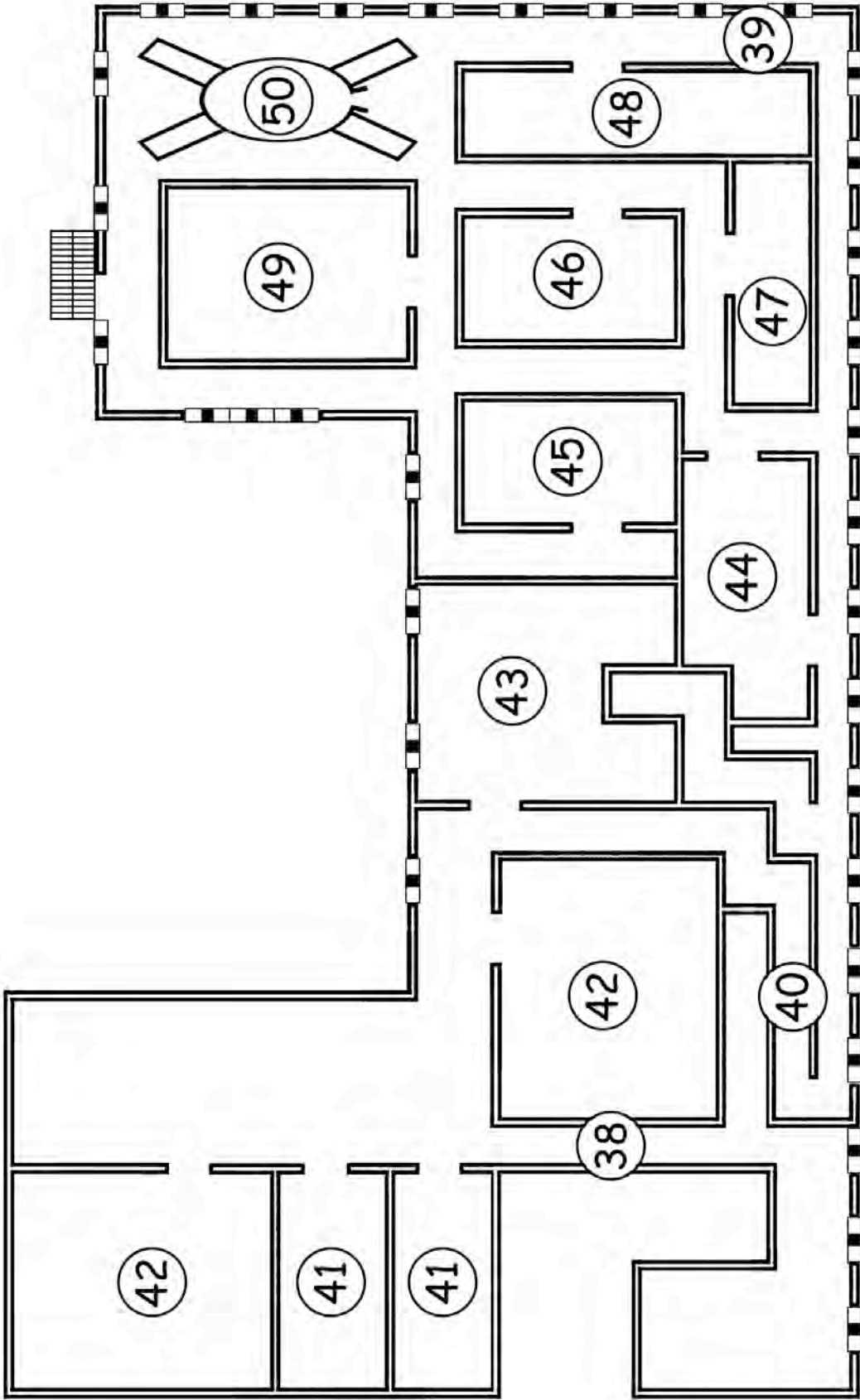


Second Floor





Basement Floor



Third Floor

Appendix D

Letter to Johann Frederick

To the order of Johann Frederick

It is in the Fuhrer's greatest interest that you seek out a unique item of great worth. It is a small statuette of a strange being with the wings of a bat and the face of an octopus. Ebony is of its make.

Begin searching in the United States of America. We believe the location may be in an asylum outside of the state of Massachusetts called Ravenstone. The property is currently available, so it is suggested you seize ownership of the facility immediately.

Enclosed in this package are 100 thousand American dollars. You should utilize this sum wisely, but if you should require more funding, send blank postcard to the address below.

42 Brun lane
Berlin





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