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Dungeon Crawl Classics #34

Cage of Delirium

by Wesley Schneider
AN ADVENTURE FOR CHARACTER LEVELS 6-8



Includes
complete
soundtrack
on CD!

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This special adventure includes a complete soundtrack! The *Gates of Delirium* CD from Midnight Syndicate is keyed to the *Cage of Delirium* module. Prepare for a haunting adventure experience cued straight from the module! For decades, the ruined mansion south of town has been the source of furtive whispers and ill omens. While many have forgotten the night the sky burned red and the old halls fell to flame, all know that now its grounds are a dead place, where only fools and the suicidal dare tread. The mansion wasn't just some fop's manor house, the locals say, but a hospital – an asylum of the insane. Now the heroes must infiltrate the long-abandoned, fire-scarred, and cursed halls of Haverthold Asylum. Can they put to rest the spirits that still stalk the ruin's halls?

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v.3.5 revision.



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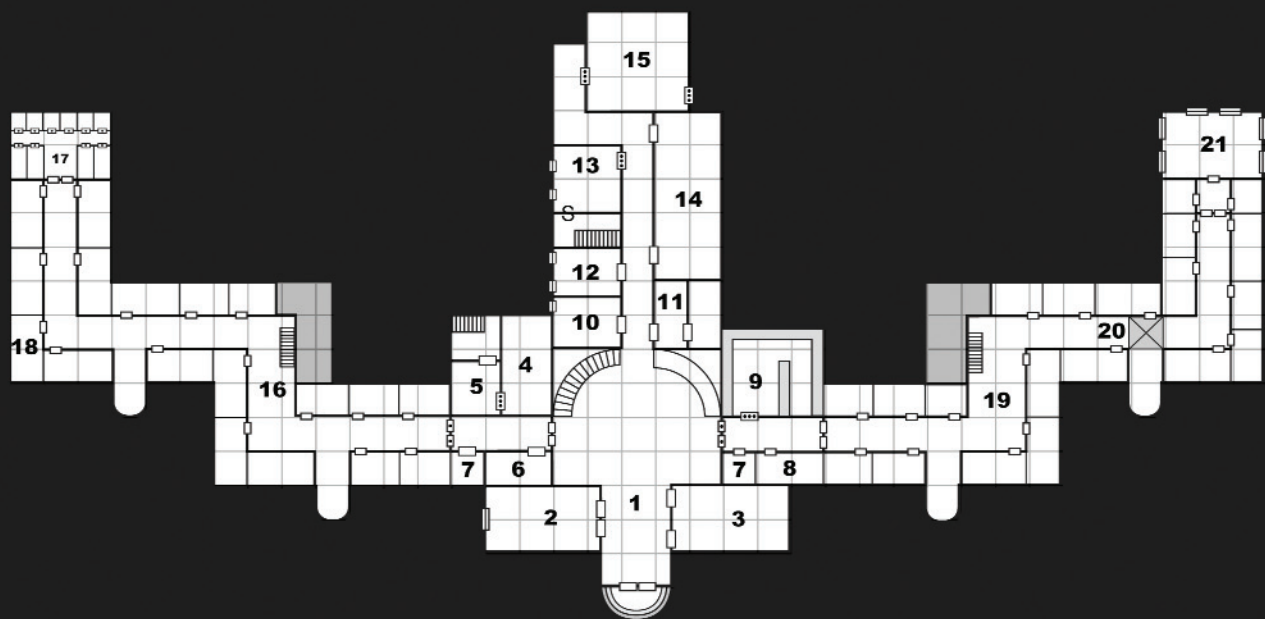
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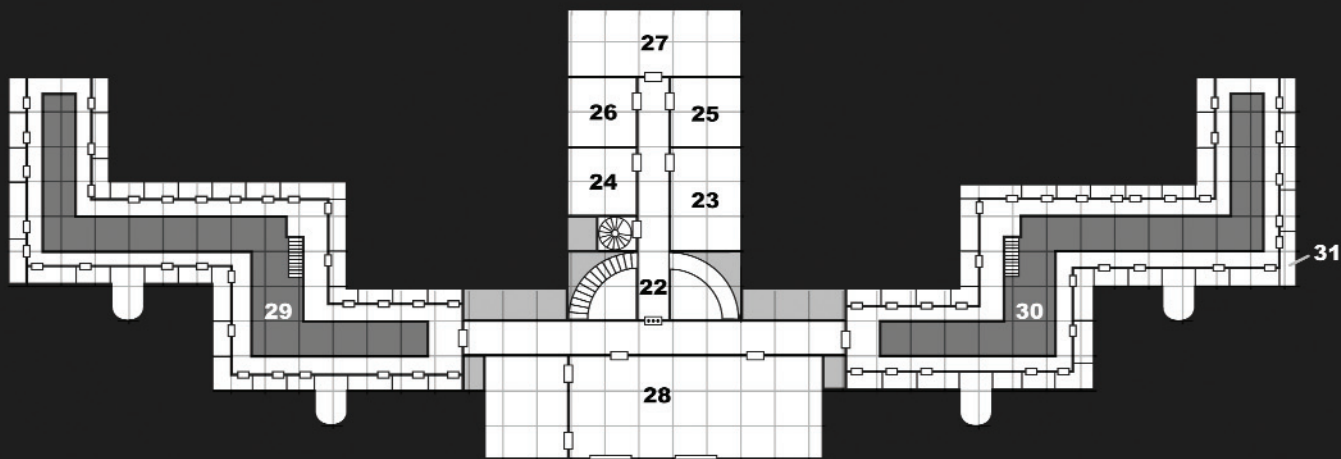
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First Floor



Second Floor

□ = 10 ft.



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By F. Wesley Schneider
AN ADVENTURE FOR CHARACTER LEVELS 6-8



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Table of Contents

Introduction.....	2
Game Master's Section	2
Background Story	5
Map Key	9
Haverthold Grounds	9
Within the Asylum	13
First Floor	16
Second Floor	32
Other Floors	43
Appendix 1: New Monsters	55
Appendix 2: Player Handouts.....	58
Maps.....	64



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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Cage of Delirium is designed for four to six players of levels 6 to 8. While the characters can be of any basic character class, a rogue and a good-aligned cleric are *highly recommended* for the party's ultimate survival (especially the cleric). Weapons with the *ghost touch* enhancement might also be helpful, but are not necessary. See the Scaling Information section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

For decades, the ruined mansion on the rocky peninsula south of town has been the source of furtive whispers and ill omens. While many have forgotten the night the sky burned red and the old halls fell to flame, all know that now its grounds are a dead place, where only fools and the suicidal dare tread. Yet, those who do remember that fateful night nearly forty years ago can tell another tale – although they rarely do. This story is of generosity, the best intentions, and an unlikely romance, but also of jealousy, blasphemous curiosity, and a kind of demonic insanity. The mansion to the south wasn't just some fop's manor house, they say, but a hospital of a kind, a sanctuary for those unable to help themselves, a sanatorium of the mind and thoughts, and an asylum of the insane.

At the urging of concerned parties, the characters are entreated to infiltrate the long-abandoned, fire-scarred, and – many say – cursed halls of Haverthold Asylum. Can the heroes' actions put to rest the spirits of both those who remember the tragedy of the asylum and those actual apparitions that still stalk the ruin's halls?

Game Master's Section

The Gates of Delirium CD

Included with this adventure is the CD Gates of Delirium from Midnight Syndicate. Besides being an ominous addition to any roleplaying game, this CD serves as both the inspiration and the soundtrack for this adventure. While the CD is not required to play the adventure, every area description has a suggestion for which track to play as the PCs explore. Even if you've never used music in your roleplaying before, together this CD and adventure serve as a perfect primer on how to add a descriptive and immersive new dimension to your roleplaying games.

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.



Loc	Pg	Type	Encounter	EL
B	9	C	3 vargouilles	5
D	11	C	2 assassin vines	5
E	12	C	Bat swarm and cliffs	3
3	18	C	2 possessed figurines	2
4	18	C	Spider swarm	1
8	20	T	Chemical cloud	5
12	21	C	2 centipede swarms Monstrous centipede, large	6
14	24	C	<i>Berem Wasell</i> , spectre	7
15	25	C	2 allips Possessed sheets	6
17	27	C	4 shadows	7
19	30	T	Collapsing floor	6
22	32	C	Possessed door	3
23	32	C	3 allips	6
26	36	C	2 ooze spirits	5
27	37	C	Wight Possessed operating table	5
28	39	C	<i>Ikim Vaas</i> , advanced allip	8
31	41	C/P	<i>Adelaide</i> , ghost Brd2	4
32	43	C/T	3 vargouilles, collapsing beams	6
34	47	C	Animated mass pyre	7
38	49	P	Crimson door	—
39	51	C	<i>Bromhandle</i> , wight Ftr3	7
40	52	C	4 human skeletons	3
Finale	53	C	<i>Luc Stethenfield</i> , unique undead	10

Track List

Cage of Delirium makes use of every track on the included CD Gates of Delirium. For ease of use the tracks related to every encounter area in this adventure are compiled here. When a track is cued for an area, the CD should *not* be allowed to move on to the next track — either loop this area's track, or pause until the next one. It's sug-

gested that the DM listen to the tracks ahead of time to decide which should loop (for ambiance) and which should be played only once (for those that provide information, like background noises). You may consider programming a CD player to play the tracks in the correct order.

Loc/Event	Track	Title
A	20	Ebony Shroud
B	20	Ebony Shroud
C	3	Haverghast Asylum
C – Skull	1 and 2	Arrival and Welcome
D	10	Non Compos Mentis
E	10	Non Compos Mentis
1	3	Haverghast Asylum
2	5	Cage of Solitude
3	3	Haverghast Asylum
4	8	Phantom Sentinels
5	8	Phantom Sentinels
6	8	Phantom Sentinels
7	—	—
8	10	Non Compos Mentis
9	13	Room 47
10	10	Non Compos Mentis
11	—	—
12	10 & 12	Non Compos Mentis and Infestation
13	13	Room 47
14	10	Non Compos Mentis
15	10 & 14	Non Compos Mentis and Dark Discovery
16	4	Halls of Insurrection
17	5	Cage of Solitude
18	13	Room 47
19	4 & 16	Halls of Insurrection and Dead of Night
20	7	Adelaide
21	15	Morbid Fascination
22	10	Non Compos Mentis
23	5 & 14	Cage of Solitude and Dark Discovery
24	5	Cage of Solitude
25	15	Morbid Fascination

Loc/Event	Track	Title
26	10 & 14	Non Compos Mentis and Dark Discovery
27	10 & 17	Non Compos Mentis and Alternative Therapy
28	11 & 9	Procession of the Damned and Gates of Delirium
29	4	Halls of Insurrection
30	4 & 7	Halls of Insurrection and Adelaide
31	7	Adelaide
32	4	Halls of Insurrection
33	15	Morbid Fascination
34	6	Residents Past
35	—	—
36	—	—
37	10	Non Compos Mentis
38	18	Crimson Door
39	13 & 17	Room 47 and Alternative Therapy
40	5	Cage of Solitude
Interlude 5	21	Sleep Tight
Master of the Asylum	3	Haverghast Asylum
Master of the Asylum – Attack	19	Unrest in the East Wing

Scaling Information

Cage of Delirium is designed for 4 to 6 characters of levels 6 to 8, but may be adjusted to suit parties of different sizes or levels. In such cases, consider adjusting the adventure as follows:

Weaker Parties (3 or fewer characters, or lower than 6th level): The number of undead in each encounter calling for multiple creatures should be halved (rounded down) and all vargouilles should be removed. Advanced undead should become normal versions of such creatures, while those with class levels should be reduced to 1st level. Luc Stethenfield should change to become either a mohrg or vampire spawn. The number of points parties need to accrue to open the crimson door in area 38 should decrease to 8.

Stronger Parties (7 or more characters or higher than 8th level): The number of insects, vargouilles, and unnamed undead in each encounter calling for them should increase by half or double. Advanced undead and those with class levels should gain 5 character levels each. Luc Stethenfield's statistics should change to become as a 25 HD Huge devourer. The number of points parties need to open the crimson door in area 38 should increase to 16.

Getting the Players Involved

The following hooks might be used to get the PCs involved with the events in and around the asylum.

- Forty years ago, Marda Bulrum served as the head nurse of Haverthold asylum – a strong hand over rambunctious orderlies and disruptive patients alike. Now that hand quivers with age and this one-time bear of a woman rests in the care of a small army of attendant family members. It is part of this family, Marda's granddaughter Sofi Bulrum, that contact the PCs. Marda is dying and the old woman is terrified, fearing that when she departs her soul will be drawn to the accursed asylum she and few others survived. Sofi entreats the PCs to go to the asylum and finish what fire began decades ago: the destruction of the asylum and release of those that still dwell within.
- A new prelate has been installed at a local temple and, being new to the area, has begun to hear rumors circulating around the ruins of Haverthold asylum. Willful and assertive, the cleric senses the place's evil and can't understand why the older generation allowed this unhallowed ground to linger on. Finding nothing but cowards among his immediate faithful, the prelate recruits the PCs (especially if a cleric of his faith numbers among their ranks) to scour the evil from Haverthold, offering 800 gold pieces to each party member and a holy treasure from the temple's reliquary (a magic item worth 2,500 gp or less).
- A university or influential scholar from a larger city has recently stumbled across the works of

Dr. Renald Stethenfield and deemed them ingenious studies. Seeking further details of the esteemed doctor's work, the scholar has stumbled across aged correspondence from the doctor referencing to his volumes of journals and sizable personal library kept at the asylum he presides over. Offering the PCs a lump sum of 3,000 gold pieces, the scholar bids them enter Haverthold Asylum and return a sampling of Dr. Stethenfield's works and personal journals to him.

- A spectral child has been sighted numerous times on the road that runs near Haverthold asylum. Every time, she beckons passersby closer, entreating them to follow. Thus far, none have been foolish enough to follow the ghost. Fearing for his people and the continued trade along the south road, Magistrate Burroughs approaches the PCs and enlists them to put an end to the haunting along the road, offering them 1,000 gold pieces each and the town's esteem.

A PG-13 Ghost Story

This is a horror adventure. It includes several horrific scenes and is designed to be played with spooky mood-inducing music. If you are playing the adventure with young children or sensitive players, you may wish to read it carefully first and perhaps tone down some of the gory encounters.

Putting the Asylum to Rest: “Solving” the Adventure

Like many adventures, this one features a dramatic finale. But with *Cage of Delirium*, the dramatic finale can only be encountered after the heroes “solve” the adventure. To do so, they must dissipate the negative emotions that corrupt Haverthold Asylum. Doing so requires taking actions to free the Asylum of its taint. These actions include such tasks as bringing the skeleton of a pet mouse to the ghost that once owned it, being kind to the ghost of a baby, and destroying undead that cannot be returned to good. By performing the appropriate actions throughout the adventure, the heroes gain entry to a certain room, and from that room are able to reach the adventure's dramatic finale.

Full details of the actions necessary for completion of the adventure can be found in area 38. Once these actions are taken, the PCs gain access to area 39, and from there can eventually confront the adventure's final enemy.

Background Story

Nearly ninety years ago, Dr. Renald Stethenfield opened the doors of Haverthold Asylum. A researcher in the field of mental illness, Renald sought out patients of all walks and races, saving dozens of deprived and persecuted individuals from abusive families, prisons, and the streets, offering them a home where they might live without the ridicule of the outside world and even normalcy of a kind. Aiding in Renald's work was Marie Aniece, first his nurse and assistant, soon to become his wife after the opening of Haverthold. A keen mind in her own right, Marie was kind, patient, and empathetic, lending her husband's work a gentle soul. The couple were challenged daily but, together, touched innumerable lives.

Six years after the asylum opened Marie became pregnant, to both her and her husband's delight. Yet this joy swiftly darkened as the fateful day of the skilled healer's labor dawned. The delivery proved difficult and Marie strained for well over a day of painful birthing. Clinging on for as long as she could, she finally gave birth to her son, Marc. Yet exhaustion and blood loss took its toll. Blessing her child, Marie died with her son in her arms.

Only then was it revealed that Marie was carrying twins. An hour later, Renald Stethenfield himself cut his second son, Luc, from his wife's still-warm corpse.

Despite the sorrow of losing his wife and partner, Renald made an excellent father. Identical in every way, Marc and Luc were practically raised in Haverthold, doted on by an army of nurses and orderlies. Yet, while Marc proved a strong, bright young lad, his brother was possessed of fiendish whims, prone to strange fits and disturbing proclivities. Attentive to such abnormalities, Renald was forced to accept that Luc posed a danger to himself and, after much internal debate, committed his son to his own asylum.

Time passed and the scions of Haverthold asylum grew, one in its halls among friends and the other in its cells among the insane. Over the years, Marc thrived in his father's shadow, becoming a doctor of the mind in his own right. Luc grew as well, gaining the keen intellect associated with the Stethenfield name, but prone to morbid curiosity and bouts of rage.

As for Renald, he came to believe that his studies had reached the pinnacle of what he could achieve through observation alone. After much debate, he quietly began a new series of experiments in secret, his ambitious scientific mind discounting questions of morality as he secretly drew test subjects from the cells of his own patients. Renald's quest to unlock the mysteries of the mind consumed his righteous intentions, and a dull dread began to whisper through the halls of Haverthold.

It was during this time that Marc became infatuated with a peaceful, if somewhat skittish, young woman named Leena Dushea. Unfortunately a wall of sanitarium bars separated them, as Leena was a ward of the asylum. Orphaned and abandoned at a young age, Leena suffered from extreme shyness and bouts of depression and was one of the asylum's first patients. Through both his and his father's attentions, though, Marc was sure the lovely young woman could overcome her comparatively minor challenges. This goal becoming his quest. The happy times the young doctor and his unlikely interest shared indeed seemed to aid Leena in overcoming her general awkwardness and, in less than a year's time, the elder doctor Stethenfield pronounced the youth cured and capable of life outside the asylum walls.

As Marc and his father busied themselves with their research and pet projects about the hospital, within the cells and common areas of the asylum Luc Stethenfield had grown in influence and authority among the patients. At first he merely played at being a doctor, but soon many of the other wards either believed Luc's act or eagerly played along, treating him with a feigned respect that soon became real power. With a simple but powerful lout named Bromhandle as his most slavish attendant, Luc deemed himself and a

number of other life-long patients – those who had never known life outside of Haverthold – the “Children of the Asylum.”

In his mockery of his brother and father's roles, he watched Marc's romance with Leena and imitated it, becoming fixated with the girl himself. Although he made numerous dramatic advances, mimicking his brother's feelings, Leena was pronounced sane and left the ward before Luc could make any more extreme overtures.

As years passed, afflicted by age and a damning conscience spawned from his hidden and sometimes tragically lethal experiments, Renald sickened and eventually passed on. In his stead Marc became chief attendant of Haverthold Asylum.

Motivated by his increased influence and past success with Leena, Marc hoped that his own brother might be saved by similar focused ministrations. These sessions, however, resulted in nothing but Luc's jealous railing and crazed accusations, the moments-younger Stethenfield blaming his brother for all his trials within the asylum's walls. Although discouraged, Marc swore to help his brother and endeavored to find a helpful treatment.

As the Stethenfield brothers reached their thirtieth years, things began to grow darker at Haverthold. While Marc worked outside the asylum's barred walls, Luc quietly dominated those within, his Children of the Asylum intimidating and punishing those who refused to obey his every wild whim. Marc's influence also increased through illicit means, as he discovered the hidden surgery his father had constructed beneath the asylum and stacks of journals documenting the extremes he went to in the name of progress. Disgusted and disillusioned, Marc refused to let his father's evils scar either of their good reputations, and swore to turn this ill-gotten knowledge to good use.

Marc soon found his opportunity, as one day his brother requested to see him, swearing to having had an epiphany that inspired him to overcome his willful ways. Eagerly indulging Luc, Marc went to his side, finding his brother much changed –

seemingly lucid and well-groomed. Amazed and delighted, Marc took this as a sign of some real change. Then Bromhandle's first blow fell, rendering Marc helpless as his twin stripped his clothing and replaced it with his own patient's uniform. Donning his brother's garb, in mere moments Luc Stethenfield replaced his sibling as Dr. Stethenfield and Marc became just another crazed patient, trapped in a ward of his brother's insane servants.

A talented actor with a lifetime of watching his subjects, Luc's imitation of Marc proved nearly flawless. None of the asylum's staff suspected the switch. Even when the real Marc attempted to explain to colleagues and assistants who had worked under him for years, none believed him and his lucid assertions soon turned to frustrated railings.

The only person who realized what Luc had done was Marc's wife, Leena. Having lusted after his brother's wife for years, Luc aggressively renewed his advances, now without threat of reprisal, abusing and threatening the shying beauty. In response, Leena's long-dormant depression and awkwardness renewed, worse than ever, exacerbated soon after by the revelation of her pregnancy.

Within the asylum, Marc faced near-daily assault at the hands of his brother and the crazed patients who followed his every order. In an attempt to further his role, Luc began to administer to the patients, experimenting with radical new "treatments," which were really nothing more than sadistic tortures. He even took to performing unnecessary operations, bringing about the deaths of numerous innocent and helpless victims. Yet the greatest tortures he reserved for his brother. Discovering their father's hidden surgery, Luc dragged Marc there night after night, "operating" again and again, riddling his sibling's body with scars upon scars, ever careful not to work his instruments too deep and cut short his fraternal torments.

After months of torture, Leena Dushea-Stethenfield gave birth to a daughter. Delivered in the asylum with Luc watching obscenely, the staff of Haverthold celebrated the birth as a

happy addition. Yet, unsure of whom the true father was, the stress of delivery after months of living in fear of her false husband severed Leena's final tattered tie to sanity. Thus, Luc re-committed Leena. As for the baby, Luc held no love for the child that might be his own daughter, and relinquished her to the asylum as well, pretending to perceive some mental imperfection – to which his fellow doctors did nothing more than laud his astuteness. Left nameless, the child came to be known as Baby A and was left to the attention of nurses and motherly patients.

Marc, already half-maddened by his incessant tortures, was infuriated – seeing his wife shattered and a child that was at the very least of his own blood committed to the care of lunatics. Gathering what allies he could among those most abused by Luc and his Children of the Asylum, even entreating those criminally crazed who longed for nothing but escape, Marc sparked the fires of uprising. Having lost all care for the staff that ignored his pleas and went along with Luc's every perverse whim with idolizing acquiescence, Marc waited only for the next splash of fuel upon the fire, the final indignity that would lead even the insane to revolt.

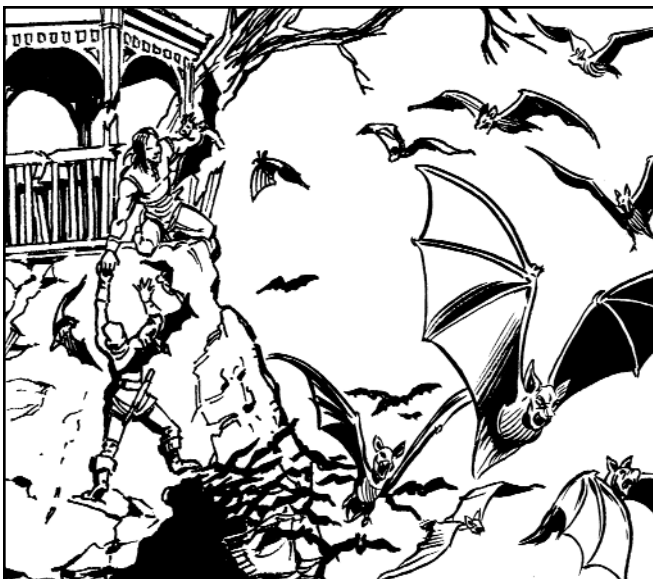
It was tragedy that finally destroyed Haverthold and nearly everyone within. Luc, suspecting his advances would be better received by the now near-catatonic Leena, had her brought to his offices. Expecting easy prey, Luc did not account for the force of her fury. Leena attacked the false doctor, biting and clawing, managing to escape. Seeing it as her final option, her last chance to be free of Luc's indignities and the prison the asylum had become, Leena scaled the sanatorium's bell tower and, with nary a pause, leapt from its towering height. Hearing her final screams, patients and staff alike rushed to their windows, to see the beloved wife of their one-time mentor and protector a broken wreck, tangled in the hospital's garden. In that instant, sane and insane alike seemed to realize it was over.

Within minutes an enraged mob of patients – led by an unhinged Marc Stethenfield – overwhelmed the orderlies and stormed the asylum's treatment and administrative halls. Even those wards who cared nothing for Leena or rebellion

were swept along in the crush of unbound insanity. In the resulting madness some pyromaniac indulged his whims, turning the chaotic event into a hellish scene. The revolution turned to a wild charge to escape, with staff and patients fleeing into the night. Those hundreds who remained, trapped within cells and offices, were cremated within the swiftly burning asylum.

Amid the flames and despite the chaos, Marc and Luc, seemingly dawn together, encountered one another in the asylum's great entry and reception hall. The last anyone saw of the brothers – now indistinguishable in their insanity – was their animalistic struggle, the scions of the Stethenfield family spilling the last drops of their bloodline amid the ruins of their father's work. Then fire engulfed them.

That night, the sky burned red for dozens of miles and the few who survived the flames told of the rebellion of the insane that consumed the asylum. Soon after, lights, shrieks, and crazed gibbering began howling from the charred ruins of Haverthold. While some say that such unquiet spirits are to be expected in a place where so many met their end, others – those who were there in the asylum's final days – whisper of more, suspecting that the insanity that tainted the Stethenfield line has somehow refused to die.



Haverthold Asylum

The remains of Haverthold Asylum lie just less than a day's travel away, along a lonely stretch of well-traveled coastal road. From the main road a cobblestone path, mostly overgrown and nearly hidden by time, winds toward the hospital grounds. After traveling through sparse woods for nearly a quarter mile the path comes to a raised peninsula surrounded by sheer cliffs. An 8-foot-tall, ivy-covered stone wall guards this arm of land, broken only by a rusted iron gate at the top of which twisted metal forms the word "Haverthold."

Characters who wish to do a bit of research about the asylum before heading to the site might discover the following snippets of information through bardic knowledge or with a successful Gather Information or Knowledge (local) check.

Check	Result
10	Haverthold asylum was a hospital for murderers, lunatics, and the cursed. It burned down a long time ago. The asylum and the grounds around it are haunted.
15	The doctors at Haverthold sought to treat the mentally deranged. They did so quite peacefully for many years, but then the patients rioted and a resulting fire destroyed the place.
20	Doctor Renald Stethenfield started the asylum. Many years later his son Marc became head doctor. Renald's other son, Luc, was insane and was committed to the asylum at a young age. Hundreds of patients and attendants died in the fire that destroyed Haverthold.
25	Marc Stethenfield married one of his own cured patients, Leena Dushea. Marc and Luc Stethenfield were twins. Rumors whisper of cruel experiments in the asylum's final days. Even though the asylum burned, its structure never collapsed.
30	Leena Dushea committed suicide just before the riot that destroyed

Haverthold, throwing herself from the hospital bell tower. Survivors talk of a gang of dangerous patients calling themselves “The Children of the Asylum,” who intimidated even the orderlies.

Asylum Interludes

Just as Haverthold is troubled by the undead, it is also haunted by the ghosts of the events that once transpired there. As the PCs explore the asylum and its grounds they are likely to encounter ghostly images of the past. In some cases these interludes might aid the PCs toward their ultimate goals, while in others they recount the history of the asylum and the events that led to its destruction. DMs who wish to divorce the asylum’s history from the adventure might ignore the various interlude sidebars, while those interested in adding their own touches to the asylum’s tale might add random scenes to harrow the PCs (such as those presented in the Random Encounters section).

Pious Characters

The majority of Haverthold Asylum’s current residents are undead, making the powers of faithful PCs particularly valuable. While a typical party should find the sanitarium a considerable challenge, a group consisting predominately of pious characters might be able to dispatch many of its threats – and even potentially helpful NPCs – with little thought. If running the adventure for such a group, a DM might want to increase the resilience of the asylum’s inhabitants by treating the entire site as if it were under the effects of *unhallow* (with no additional affixed spell effect), thus causing all turning attempts to take a -4 penalty. The penalties imposed by multiple *unhallow* spells (such as would occur in area 39) would not stack (although the added *bane* spell effect of that area would still apply).

If DMs seek to add even greater challenges, consider the suggestions presented in the “Scaling Information” section on page 4.

Haverthold Grounds

Haverthold asylum occupies just over 20 acres of land rising above the sea in a broad arm. Constructed here to employ the calming scents and sounds of the coast, the location was once quite picturesque, but now an almost palpable corruption suffuses the peninsula, pervading the area with the scents of decay and ash. Besides the asylum itself, several locations on the peninsula might prove of interest.

Areas of the Map

Area A – Gate

Music: Track 20, Ebony Shroud.

An overgrown stone wall, nearly ten feet high, stretches to the east and west here, crumbling under the assault of the elements and waves of clinging vines. The half-hidden cobblestone path leads up to a break in the decrepit barrier, a rusted, stylized iron gateway. At the top of the gate, the flaking metal has been bent and warped to form a single ominous word, “Haverthold.”

Although the wall surrounding Haverthold and its gate were once quite stately, age and disrepair have left them ruined shadows. The asylum grounds are not difficult to breach. Characters may scale the walls with a DC 15 Climb check. Those who try to open the gate find that its lock rusted long ago, fusing the two doors together. Characters who try to break down the gate can do so with relative ease, however.

Rusted Iron Gate: 1 in. thick; Hardness 8; hp 15; Break DC 18.

Area B – Orchard (EL 5)

Music: Track 20, Ebony Shroud.

Row upon row of leafless, ghostly white trees break from the weedy earth, forming a grim orchard. Each plant is gnarled and bare. It looks as though hundreds of giant skeletal hands are tearing from the gray dirt to claw at the uncaring sky.

The asylum orchard once provided patients

with a place to work and focus themselves on a productive end. Now, however, the fruits of their labors are long dead. Several hundred dead apple trees stand here, their trunks and the ground around them scorched as if by some fire long ago.

Creatures: For every minute the PCs spend exploring this area, there is a 10% chance that three hunting vargouilles, out from their lair in the bell tower (area 32), notice the PCs and attack.

Vargouilles (3): CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 5 each; Init +1; Spd fly 30 ft. (good); AC 12, touch 11, flat-footed 11; BAB +1; Grp -3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); Space/Reach 5 ft./5 ft.; SA shriek, kiss, poison; SQ darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery

wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires *remove disease*. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Area C – Circle

Music: Track 3, Haverghast Asylum. Upon discovering the skull play: Track 1, Arrival, and Track 2, Welcome.

The broken cobblestone path ends in a misshaped circle here, surrounding a crumbling, weed-choked fountain. Above loom the dark halls of Haverthold Asylum. Webs of dead vines cover the blackened stone walls, winding morbid paths between dozens of shattered panes and barred windows. Towering even higher, the aged belfry seems to sway in the cool sea breeze, threatening ruin. Directly ahead a flight of stone stairs rises to a pair of solid-looking but obviously charred doors, remarkably still on their hinges after ages of decay, but partially open as if they've seen recent use.

The main coach circle in front of the asylum was once busy with visitors, attendants, and the world's finest medical minds. Now, however, it is little more than a ruin of scattered stone and moldy vines. The night Haverthold fell, numerous wounded patients and staff members died here, crushed under the falling asylum or succumbing to smoke and wounds from rampaging residents.

Development: PCs who make a DC 16 Search check find that age and rot have not claimed all those who fell the night of the asylum fire. Obscured within the murk of the fountain is a yellow skull that emits a strange hiss, as if sighing regretfully. The skull belongs to one of the asylum's former orderlies. Within the decayed bone lies the memories of the sanatorium in its final days. Those who listen closer can hear a number of unusual noises faintly resounding beneath the sighing noise. Those who pick up the skull release a kind of auditory ghost, an audible memory of the asylum in its heyday. As soon as a PC picks up the skull begin playing Track 1, and inform the PCs that the following sounds resonate from the skull. Allow the skull to play through Tracks 1 and 2 (although the music is not part of the ghost, it is merely thematic). At the conclusion of the second track, the skull breaks, crumbling to dust. The PCs can perform other actions while the sounds and music are progressing, but nothing (short of magic like the *gentle repose* spell) can prevent the skull from being destroyed at the conclusion of its noises. The noises emanating from the skull can be muffled and magically silenced as normal.

Area D – Garden (CR 5)

Music: Track 10, Non Compos Mentis.

A particularly tangled patch of land that might have once been a garden molders here.

In the early days of the asylum, head doctor Renald Stethenfield's wife Marie and a young patient named Leena Dushea started the

hospital garden. A place to watch things grow and calm tormented minds, many patients found quiet solace caring for the flowers and vegetables that sprouted from this patch of earth.

PCs who make a DC 14 Search check in the area find an overgrown stone memorial tangled amid the wild vegetation. In plain gray stone underneath a relief of a rose are the words, "*Dedicated to Marie Aniece-Stethenfield. Friend, Wife, and Teacher.*"

In addition, those who pay particular attention to the plants in the garden and who succeed at a DC 12 Knowledge (nature) check notice that all the plants are dead except for several very thick vines. An additional DC 14 Knowledge (nature) check reveals these plants to be assassin vines.

As characters near the garden they experience interlude one (see sidebar).

Creature: The corruption that now makes its home within Haverthold has influenced more than just the dead and the hospital itself, but those living things around the asylum as well. From the garden now sprout a pair of dangerous assassin vines. They wait for creatures to enter the garden or examine the memorial before attacking.

Assassin Vines (2): CR 3; Large plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; BAB +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./10 ft. (20 ft. with vine); SA constrict 1d6+7, entangle,

Interlude One

In this vision Leena Dushea tends to the gardens and ends her life here. The PCs might not initially recognize Leena, but should discover more information about her later from her file in area 9 or her unquiet ghost in area 33.

Moving unnaturally through the tangled mass of garden vegetation drifts a spectral young woman in a simple white uniform. Her long dark hair drifting freely behind her, she seems to be tending the dead plants, although her careful ministrations don't seem to have any effect. Despite this, though, the apparition seems at a quiet peace. Slowly she begins to fade away only to reappear a moment later in a new position, lying sprawled and motionless upon the ground, broken and still amid the weeds. Then the figure vanishes.

improved grab; SQ blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Development: Once the assassin vines are destroyed, PCs who make a DC 16 Spot check notice bones interlaced and largely obscured by the vines' roots. Those who clear away the dead vegetation find the weathered skeleton of Leena Dushea. Having jumped from the asylum belfry her body landed here, touching off the riot that consumed the asylum. Those who thoroughly search the bones, succeeding at a DC 18 Search check, discover a tarnished gold locket. Within is a tiny image of a bespectacled young man with dark eyes, a faint grin, and short, meticulously combed hair. An inscription within reads *"To my beloved. M.S."* Characters who see the picture of Renald Stethenfield in area 3 recognize that this is not the same person, but perhaps a close relative. The locket is worth 10 gp.

Area E – Gazebo and Cliffs (EL 3)

Music: Track 10, Non Compos Mentis.

A half-collapsed gazebo overlooks the cliffs here, chips of gray paint and rotted wood fluttering over the rocky precipice and into the black sea.

This once-scenic gazebo has now become

quite treacherous. Age and decay have ruined the elaborate fences that once kept patients from venturing too near the steep cliffs. The cliffs here drop 100 feet into the cold, rocky waters below. Those who fall from the cliffs take 10d6 falling damage, plus an additional 4d6 piercing damage from the jagged rocks. Those who survive must still contend with the rough ocean currents, which are treated as fast-moving water this close to the rocky cliffs.

Characters who investigate the ruins of the gazebo and succeed at a DC 16 Search check find two names carved into the rotted wood: *"Marc S. & Leena D."*

Any PC who nears the cliffs can make a DC 18 Listen check. Those who succeed hear a faint whimpering, as if that of a child coming from somewhere below. About 30 feet down the cliff is a small cave, hidden from view from above and below. Those who descend discover the cave easily, finding it filled with the bones of a young man. These remains are of a particularly wily but unhappy young patient named Vicks, who went missing from the asylum and was never found. He attempted to climb down the cliff to escape, but halfway down lost his nerve and hid in this cave. The sea muffled his cries and left him to a slow, lonely end here. Soon after, rumors began spreading through the cliffs of a haunting crying that could be heard around the cliffs.

PCs who gather Vicks's bones and either return them to land or cast them into the sea gain points toward removing the barrier in area 38 of the asylum.

Creatures: Numerous small depressions and caves in the salt-blasted cliffs make it a prime roost for bats. Characters who attempt to descend the cliffs must make a DC 14 Move Silently check every round or disturb the bats lairing within the rock. If the swarm of bats is riled out of their home they attack the trespasser.

Bat Swarm: CR 2; Diminutive animal (swarm); HD 3d8; hp 13; Init +2; Spd 5 ft., fly 40 ft. (good);

AC 16, touch 14, flat-footed 12; BAB +2; Grp —; Atk melee (1d6, swarm); Full Atk melee (1d6, swarm); Space/Reach 10 ft./0 ft.; SA distraction, wounding; SQ blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Within the Asylum

Aged, crumbling, and scorched by a decades-old fire, Haverthold Asylum should be little more than a pile of charred timbers and stone. The memories of what happened here and the spirits of those who died here, however, refuse to let the structure simply collapse. Thus, what should be a ruin still stands atop its lonely hill, a home for those too insane to die.

Within, nearly every surface is marred by flames and obvious dilapidation. Characters who make a DC 16 Knowledge (architecture and engineering) check or use the stonecunning ability inside the asylum notice that the walls and ceilings do not look sound. In fact, several pieces of masonry and sections of the crumbling ceiling and supports look as though they should not still be standing at all. While some might suggest that this speaks toward incredibly strong building materials or architectural ingenuity, the truth is that unseen forces hold the dilapidated asylum together.

A number of doors still stand throughout the asylum. Unless noted otherwise, they are simple wooden doors, although sturdier strong wooden doors and rusted barred doors are prevalent throughout the sanatorium.

Simple Wooden Doors: 1 in. thick; Hardness 5; hp 10; Break DC 15; Open Lock DC 20.

Strong Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 25; Open Lock DC 25.

Barred Iron Door: 1 in. thick; Hardness 10; hp 30; Break DC 24; Open Lock DC 20.

Random Encounters

Numerous creatures now make Haverthold their home, some willingly, others bound here by tragedy and dark influences. Every hour the PCs spend exploring the asylum there is a 10% chance they randomly encounter one of these residents. Alternatively, the DM may roll or pick an encounter from the following table as he sees fit.

d%	Encounter	Average EL
0-15	1d6 Children of the Asylum	6
16-30	1d4 animated straitjackets	4
31-40	2d6 resident skeletons	2
41-45	1d4 vargouilles	4
46-50	1d4 allips	5
51-60	1d6 monstrous spiders (Medium)	3
61-75	Baby A	—
76-85	Ash ghost	7
86-90	Abbé Lias	—
91-00	Interlude	—

Abbé Lias: The ghost of Haverthold Asylum's resident spiritual leader wanders the halls, still trying to tend to the needs of his now-undead flock. The abbé is non-aggressive and dissipates if attacked. Lias knows a great deal about the asylum in its current state and can aid the PCs if they prove their good intentions. See area 18 for more details about Abbé Lias.

Ash Ghost: Horribly burned, this ghost's spectral flesh appears like coal and even its eyes are reduced to cinders. The apparition leaves prints of spectral ash wherever it steps, which linger for several moments before fading away. In life, this being was an orderly who met a horrific death the night of the asylum uprising and fire. Now, the ghost wanders the halls blindly, searching for its lost body (in area 26). The ash ghost is non-aggressive and vanishes if attacked.

Allips: These allips were once insane residents of the hospital. In death, their madness has con-

sumed them and they attack all living interlopers.

Allip: CR 3; Medium undead (incorporeal); HD 4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; BAB +2; Grp —; Atk +3 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 Wisdom drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA babble, madness, Wisdom drain; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Animated Straitjacket: Animated by the spirits of those who died in the asylum fire, these straitjackets patrol the halls, seeking to enfold creatures within their restrained embraces once again.

Possessed Straitjacket: CR 2; Small undead (augmented construct); HD 1d12+10; hp 16; Init +5; Spd fly 30 ft. (perfect); AC 14, touch 12, flat-footed 13; BAB +0; Grp -4; Atk +1 melee (1d4, slam); Full Atk +1 melee (1d4, slam); Space/Reach 5 ft./5 ft.; SA blind, constrict; SQ darkvision 60 ft., low-light vision, undead traits; AL CN; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con —, Int 6, Wis 1, Cha 6.

Skills and Feats: Hide +9, Listen -4, Move Silently +3, Spot -4; Improved Initiative.

Blind (Ex): A possessed straight jacket can

grapple an opponent up to three sizes larger than itself. The possessed straitjacket makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A possessed straitjacket deals damage equal to its slam damage value plus one and a half times its Strength bonus with a successful grapple check against a creature up to Medium size.

Baby A: An enigmatic ghostly child who haunts Haverthold, Baby A is a passive apparition who fades away if attacked. She's curious about the PCs and may follow them. See area 21 for a full description of Baby A.

Children of the Asylum: Bullies and sadists, these undead were once the servants of Luc Stethenfield, the so-called Children of the Asylum. In death, these shadows attack all living creatures they come upon. Each shadow has a faintly glowing and plainly visible red slit across each wrist.

Child of the Asylum (Shadow): CR 3; Medium undead (incorporeal); HD 3d12; hp 19; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; BAB +1; Grp —; Atk +3 melee (1d6 Strength damage, incorporeal touch); Full Atk +3 melee (1d6 Strength damage, incorporeal touch); Space/Reach 5 ft./5 ft.; SA create spawn, Strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Interlude: One of three random interludes might occur as the PCs explore the asylum halls. See the Random Interludes sidebar.

Monstrous Spiders: The undead aren't the only threats lurking within Haverthold. Several gigan-

Random Interludes

Several spectral scenes might play out at random as the PCs explore Haverthold. These images are merely incorporeal memories of the asylum and cannot harm the PCs in any way, although they may startle the PCs, especially by passing directly through them. Physical attacks cannot harm these figures, but magic causes them to fade away immediately. All of these figures are totally silent unless they speak directly to the PCs. Each vanishes less than a minute after appearing.

Nurse: In this image a nurse wanders by, doing her rounds. While the attendant might just wander by, the DM might choose to have her notice and speak to the PCs, saying things to the effect of: “Can I help you, doctor?” or “Are you out of medication?” or “What are you doing out of your room?” This interlude can occur anywhere in the asylum.

A spectral nurse in a white dress appears nearby, walking purposefully toward you. She holds what looks to be an open folder, pondering its contents intently.

Children of the Asylum: This scene shows several Children of the Asylum beating a helpless patient. PCs who make a DC 20 Spot check as this interlude occurs notice that the standing figures all have wide, thickly-scabbed scars across their wrists. This interlude fits best in either of the patient wards.

The tortured, ghostly figure of an asylum patient appears on the ground, his arms and legs flailing wildly. Forming a circle around him, four other apparitions fade into view, each also dressed in white patients’ uniforms. These new figures soundlessly laugh and mock the helpless figure, kicking and beating him relentlessly.

Riot: This memory reveals images of the riot that ultimately destroyed Haverthold. This interlude can take place anywhere.

Several crazed, ghostly figures appear, charging toward you at a wild run. They look to be patients of the asylum gone wild, some beaten and bleeding, others trailing chains or wearing unfastened straight jackets. Mouths wide in mute gibbering and howling, they sweep toward you in a tide of crazed abandon.

Straitjackets

Despite widely being considered an effective and humane method of restraining dangerous patients, straitjackets have an especially grim reputation. A straitjacket is an overcoat with long sleeves and buckles that fasten in the back, hugging the wearer’s arms to his sides and back, binding them in a manner that lessens the harm he can do to himself or others. Someone wearing a straitjacket has no ability to use their hands or arms, and thus cannot wield weapons, cast spells with somatic components, use a variety of skills, or perform numerous other actions. In addition, a wearer takes a -2 penalty to Armor Class and a -10 penalty on all grapple checks. A character cannot put on a straitjacket alone. Others can only put a straitjacket on a character who is willing, helpless, or who has been pinned in a grapple (although this requires two participants, one to grapple the target and one to put on the jacket). Putting a character into a straitjacket is a full-round action. Someone wearing a straitjacket can escape by making a DC 24 Strength check or a DC 35 Escape Artist check (these checks can be assisted by others). Removing a straitjacket, either through an Escape Artist check or with the aid of another, takes 1 minute.

A normal straitjacket can only restrain one Medium humanoid creature, although jackets for creatures of other sizes and shapes conceivably exist.

A straitjacket costs 20 gp and weighs 5 pounds.

tic web-spinning spiders hunt the hospital halls. Typically these arachnids skitter across the ceilings, dropping nets of sticky webbing upon their prey before descending for the kill.

Medium Monstrous Spider: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; BAB +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); Space/Reach 5 ft./5 ft.; SA poison, web; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 12, initial and secondary damage 1d4 Strength.

Web (Ex): 8/day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 12 Escape Artist check or burst it with a DC 16 Strength check.

Resident Skeletons: The powers of the asylum randomly animate groups of skeletal bodies, cruelly leaving them to repeat the routines or madness of their past lives. While the remains of nurses and orderlies act out tasks like bringing medicines to imaginary patients or tending to invisible wards, the charred bones of patients shake at barred doors, beat their heads against walls, and bite at the air. These skeletons are not aggressive but defend themselves if attacked.

Resident Skeleton: CR 1/3; Medium undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BAB +0; Grp +1; Atk +1 melee (1d4+1, claw); Full Atk +1 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int 0, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Vargouilles: A number of lesser fiends have been attracted to the resident corruption of the asylum. They make their lair in area 32; see area 32 for their stats.

Areas of the Map

First Floor

Area 1 – Entry and Reception

Music: Track 3, Haverghast Asylum.

The smothering scents of dust and ash pervade this fire-scarred stone hallway. Long-dead cinders pile high at each corner, around scattered debris and against aged refuse. Although burnt and peeling, several doors still line the walls: a pair of simple sliding doors and a large – obviously once quite elegant – double door, its frame carved with the charred faces of angelic figures. The burnt ruins of great picture frames hang crooked on the walls or lie dashed to the floor, their subjects consumed by flames. The hall ends in a spacious, rounded chamber.

This impressive, high-ceilinged walk once served as the main entry to Haverthold asylum. In a time long passed, visitors were met by the visages of a line of learned doctors and elder Stethenfields, their pictures held in oversized frames along the length of the hall. To the west, an arch of celestial beings provided entry into the hospital chapel, where Abbé Lias held services for the staff and patients, and prayed daily for the minds and souls of all within the sanatorium walls. To the east, an elegant pair of sliding doors opened into a comfortable salon.

The floor of this hall way is covered in dust and scattered debris. While little of any note or value remains here, a few of the shattered picture frames, still hanging awkwardly or scattered across the floor, retain discolored bronze name plates. A DC 14 Search check reveals plaques naming “Doctor M. Tice,” “Madam S. Appel,” “Eric Rowe,” and “Doctor Tomas Kirkbride.”

When the PCs proceed further, read or paraphrase the following:

A thick, curved desk at the center of this oval room presides over the asylum’s entry. Behind it looms a massive clock,

easily 10 feet tall – a long-dead sentinel at a dilapidated post. Three pairs of heavy double doors exit this chamber, as do a pair of ascents: a stairway with a thick, broken banister and a steep ramp. Above each of these rising egresses hangs a massive frame, their subjects – depicted in singed pigments – being gigantic, stern-faced old men wearing the leather aprons of doctors or butchers.

This chamber once served as the asylum’s main reception area, where dutiful nurses kept careful track of all comings and goings at Haverthold. The doors to the west and east ultimately lead to the patients’ wards, the former to the men’s ward and the latter to the women’s. The doors at the rear of the room lead to a number of chambers dedicated to the asylum’s administration and upkeep. Above, both the stairwell and the ramp lead to the second floor operating rooms, patient common room, and wards.

Upon entering, any character who succeeds at a DC 12 Spot check notices, amid the fallen timbers and ash-stained floor, a wide blood stain that has permanently marred the stone floor before the desk. Irregularly shaped and nearly 10 feet in diameter, the stain is dried but still sticky, as if spilt only days ago. This site marks the last place Marc and Luc Stethenfield were ever seen, fighting hand to hand as their home burned around them.

As with the entry hall, this room too is scattered with charred debris. The desk and clock, while both singed, have weathered the years in surprisingly good condition. While only a few dried inkwells and visitor logs, long reduced to pulp, make themselves apparent upon the desk and within its three long drawers, a DC 14 Search check uncovers an iron ring with two simple rusty keys. These keys go to the laundry at the rear of the asylum and the back entry that leads from that room (area 15).

The oversized grandfather clock here no longer functions, its hand permanently set to

1:23 – the moment Marc and Luc Stethenfield died in fire and collapsing rubble. Little evidence of such ruin is apparent in this area, though. A simple inspection of the clock reveals no obvious problems with its gear works and a DC 15 Knowledge (architecture and engineering) check discerns that all the mechanisms are intact and in working order. Despite any amount of tinkering, however, the clock refuses to run.

Area 2 – Chapel

Music: Track 5, Cage of Solitude.

Rows of burnt pews hold a silent mass here, facing a dais and raised altar. Upon the walls, carved panels of sanctuary and comforting figures have been deformed by fire, saints warped into half-formed monstrosities and heavens twisted into abyssal vistas. Presiding over this sad service is a shattered stained glass window, its symbols broken and scattered, whatever deity they once invoked having seemingly abandoned this place long ago.

Dedicated to the god of light and the sun, the Haverthold chapel once catered to the spiritual needs of both the asylum’s staff and its body of patients. Presided over by the fatherly Abbé Lias, this sanctuary once offered a measure of normalcy to those who made Haverthold their home.

Keys	
Many rooms in this adventure are locked. This table summarizes which rooms are locked and where their keys can be found.	
Locked Area	Area Where Key is Found
2 (altar)	18
9	13
13 (locked drawer)	39
15	1
16	13
17	13
19	13
22 (south door)	26, 27
23	13

Now, however, the chapel lies in ruin. While many of the trappings of religion remain, most are broken or burnt to sacrilegious parodies. At the far end of the chamber from the door stands a short dais, holding a simple altar of white marble. Both sides of the altar bear the sunburst symbol of the god of the sun. A DC 20 Search of the altar reveals a depression in the icon on the altar's back, which hides a small key hole. Either the key (found in area 18) or a DC 30 Open Lock check allows the stone holy symbol to roll to one side, exposing a sizable compartment.

Treasure: The space hidden within the altar holds a few minor relics collected by Abbé Lias: 3 flasks of holy water, a silver holy symbol, and a +1 *ghost touch* warhammer.

Area 3 – Salon (EL 2)

Music: Track 3, Haverghast Asylum.

The charred and moldering skeletons of a variety of furniture lie in ashen heaps here. From the far wall a chill breeze whispers through a debris-choked fireplace. A dilapidated frame hangs askew over the mantle above a pair of porcelain figurines.

Little more than debris remains in what was once a lavish waiting room. Once, many nervous encounters, tearful departures, and emotional reunions happened in this chamber, but now the amenities have either been burnt away or destroyed by time, reduced to worthless trash. The only decoration that remains even partially intact is a sizable portrait hanging over the fire place, its cloth canvas slashed in half and hanging askew. Any character who wishes to examine the portrait may lift up the torn picture to reveal its subject, a proud-looking man of approximately fifty years with a short, neat beard, a small pair of glasses, and wearing a pristine white doctor's apron. Below the picture, a bronze plate on the frame bears the name "Renald Stethenfield: Head Doctor."

Creatures: The two porcelain figurines on the mantle are Tiny possessed objects. Haunted by an amalgamation of spiteful spir-

its, these delicate statuettes depict smiling, well-dressed women in pastel gowns toting parasols and picnic baskets.

Possessed Figurines (2): CR 1; Tiny undead (augmented construct); HD 1/2d12; hp 3; Init +6; Spd fly 40 ft. (perfect); AC 14, touch 14, flat-footed 12; BAB +0; Grp -9; Atk +1 melee (1d3-1, slam); Full Atk +1 melee (1d3-1, slam); Space/Reach 5 ft./5 ft.; SA disturbing images, shatter; SQ darkvision 60 ft., ghostly message, hardness 1, low-light vision, undead traits; AL CN; SV Fort +0, Ref +2, Will -5; Str 9, Dex 14, Con –, Int 6, Wis 1, Cha 6.

Skills and Feats: Hide +10, Listen -2, Spot -2; Improved Initiative.

Disturbing Images (Su): A possessed figurine can make disturbing alterations to its form, creatures within 15 feet must make a DC 9 Will save or be shaken for 1d4 rounds.

Ghostly Message (Su): As a free action a possessed figurine can speak to any specific creatures it has line of sight to, as per the spell *message*.

Shatter (Su): A possessed figurine can shatter explosively. All creatures within 10 feet must make a DC 10 Reflex save or take 1d3 points of damage from the shards.

Area 4 – Orderlies' Lockers (EL 1)

Music: Track 8, Phantom Sentinels.

A battered bench squats between two rows of shadowy lockers here. One of the locker doors hangs ajar, silently swaying in an unfelt draft.

Five metal lockers warped by heat fill this room, the rows they form divided by a low bench reduced to little more than shaped cinders. The majority of the lockers are empty, including the one in the rear western corner that hangs open. A simple DC 10 Search of the area, however, reveals that two – one next to the open door and one nearest the room's center – are stuck fast, deformed and fused shut by intense heat.

The locker by the open door is caked in wispy trails of spiders webbing, which any character who succeeds at a DC 16 Spot check might

notice. Anyone who wishes to force open this door must succeed at a DC 18 Strength check. Doing so causes the door to slam open loudly and causes a dreadful thing to spill out: a charred skeleton, its bones shrouded in robes of thick spider webs and bulging with tumorous white cocoons. Forcing open this door disturbs the swarm of spiders within.

A character who succeeds at a DC 18 Strength check to force open the other door reveals less disturbing contents, a rotting mass of uniforms that fills almost 3 feet of the storage space. Characters who make a DC 14 Search check to root through the pile of fibrous filth reveal a few objects of interest, described below.

On the western wall of this room a locked wooden door still sits sturdily positioned in its frame.

Creature: A sizable swarm of spiders, grown fat off the innumerable other insects and rodents that make their home in the asylum's ruins, make their homes amid a skeleton's chest in one of the stuck lockers. If the skeleton is disturbed, the spiders attack whatever destroyed their home.

Treasure: Within one of the rotted uniform pockets moldering in the stuck locker are a few loose coins worth 6 gp, a black lacquered club, and a short length of chain holding three small copper keys. These keys open the doors leading to area 5, area 7, and area 9.

Spider Swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft.; AC 17, touch 17, flat-footed 14; BAB +1; Grp —; Atk melee (1d6 plus poison, swarm); Full Atk melee (1d6, plus poison swarm); Space/Reach 10 ft./0 ft.; SA distraction, poison; SQ darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +11, Listen +4, Spot +4.

Distraction (Ex): Any living creature that



begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str.

Area 5 – Head Nurse's Office

Music: Track 8, Phantom Sentinels.

This office has been ruined in ways beyond what mere fire can be blamed for, having seemingly been ransacked. An overturned and shattered desk, splintered shelves, and a heavily dented metal cabinet lie scattered across the floor among damaged medical equipment and charred restraints.

Once the office of head nurse Bulrum, escaped patients ransacked this room on that tragic night decades ago. The equipment strewn about the room is warped and rusted and of no use, as are the contents of the toppled desk and broken shelf. The metal filing drawer, however, remains in serviceable condition, although rust and age have made it difficult to open. Opening the cabinet requires a DC 16 Strength check. Within lie hundreds of

neat parchment files detailing accounts, payments, staff administration, and a few minor disciplinary measures taken among the orderlies. If the PCs have encountered Vam Doadson, a DC 16 Search check concentrating on the files reveals one note of specific interest (see players handout A).

A small, closet-like door leads from this room, opening onto a rickety flight of wooden steps down to area 37.

Area 6 – Restraint Store

Music: Track 8, Phantom Sentinels.

This room looks like a torture chamber. Upon the walls hang miles of chains, manacles, metal collars, and iron pins. Other cruel-looking occupants include several burnt stretchers fitted with worn leather straps, a pair of cramped, barely man-sized cages, and a large tub, its edge rimmed by a singularly crimson rust.

This room holds the grim supplies the staff of Haverthold found sometimes necessary in treating their more reluctant or disruptive wards. While rope and restraints are mostly tattered and useless, the larger tools – like the stretchers, cages, and tub – remain in passably working condition. The locks on the cages no longer function, however.

Treasure: A DC 14 Search check reveals 60 feet of hemp rope, eight straitjackets, and three sets of manacles preserved well enough to prove useful.

Area 7 – Storage

Music: None.

Both of these rooms are simple storage closets filled with numerous tools – buckets, brooms, mops, hoses, and the like – used by the asylum’s attendants to keep the hospital and patients clean. Characters who rummage through these closets must make a DC 15 Dexterity check or cause the contents to tumble out loudly. If this occurs there is a 40% chance that creatures from a random encounter come to investigate.

Area 8 – Medicine Vault (EL 5)

Music: Track 10, Non Compos Mentis.

Cabinets scarred by both flames and chemicals line the walls here. Most of the shelves have collapsed, spilling their contents upon the floor and forming heaps of shattered glass, grotesque stains, thick, furry molds, and discolored rodent skeletons. An almost palpable miasma of acrid stenches rises from this dried, medicinal quagmire.

The racks here once held all manner of potions and tinctures meant to relieve maladies and aid the patients of Haverthold in their myriad afflictions. What helpful balms might have once been kept here, however, have long since been dashed to the hard floor, their containers shattered and contents spilled either by the fire or the escaped patients that raged through the asylum so long ago. The resulting mixture of chemicals once created a sizable toxic spill here, but even that has long since dried up. What remains is no less deadly, though.

Trap: Anyone who sets foot into this room disturbs the dried chemicals upon the ground, sending ill-colored clouds of acrid substances billowing into the air. These chemicals fill the room and leak out the door 10 feet. All living creatures within the area are affected as if by poison and must make a DC 16 Fortitude save or take 1d4 points of Constitution damage, followed by another DC 16 Fortitude save a minute later or take an additional 1d4 points of secondary damage. Creatures that do not breathe or are immune to poison are not affected by these chemicals. After being disturbed initially the cloud takes 1 hour to dissipate.

The molds and powdery chemical dust on the floor is quite noticeable and any character making a DC 14 Heal check recognizes that disturbing them might prove dangerous. Being merely powders, this trap cannot be disarmed.

Treasure: A DC 16 Search of this room reveals 2 *potions of cure moderate wounds* and a *potion of neutralize poison*.

Chemical Cloud: CR 5; location trigger; no reset; chemical cloud; multiple targets (all targets within area 7 and within 10 of its door); never miss; poison (DC 16 Fortitude save resists, 1d4 Con damage/1d4 Con damage).

Area 9 – Records Room

Music: Track 13, Room 47.

The door to this room is locked. The key is found in area 13. The door can be bashed with a DC 15 Strength check.

Tall metal shelves and sturdy filing cabinets fill this room. Of the hundreds of heavy drawers, dozens hang awkwardly open, each filled with the ash of ruined records. Covered in a thick layer of dust and cinders, a sturdy wooden table and several benches wait at the room's center.

This chamber once held the treatment records for Haverthold's nearly four hundred patients. Fixed with a sturdy door and a number of steely shelves and cabinets meant to protect the sanitarium's records even in case of fire, the innumerable files here have weathered the years in extraordinary condition.

While it is unlikely that the PCs will be able to randomly discover specific files of notes, uncovering the records of a number of specific asylum residents proves relatively easy with a name alone, requiring only a DC 12 Search check. Those looking for the records of Adelaide, Bromhandle, Vam Doadson, or Ikim Vaas can find them here (refer to the player handouts). The files for Baby "A," Leena Dushea, and Luc Stethenfield, however, are not here.

Area 10 – Ruined Office

Music: Track 10, Non Compos Mentis.

Two sturdy bookshelves have collapsed into the center of this office, spilling charred books, files, and formless hunks of metal across the floor. A splintered desk, several skeletal chairs, and an apocalypse-scorched globe also loom through the haze of ash.

Once the office of Berem Wassell (see area 14), one of Marc Stethenfield's assisting doctors, this room has been devastated by both fire and rioting. Any documents or equipment of importance or usefulness were destroyed long ago, leaving little more than wreckage behind.

Treasure: A DC 20 Search of the room, however, reveals a few ornamental gems knocked from decorative baubles (worth a total of 30 gp) and a small, scorched charred cage holding an intact mouse skeleton. This was once Alice, the pet mouse of Vam Doadson.

Area 11 – Observation Room

Music: None.

Two dusty chairs squat here, voyeuristically facing a window that looks into a small stone chamber. A rusted iron door hangs open, leading to that observation room.

These simple chairs make up the only furnishings on either side of this abandoned, two-chambered observation room. The glass here is normal but very thick, allowing those on either side of the window to see through into the other room.

If any of the PCs pass through the open iron door, into the unfurnished room, they experience interlude two (see sidebar).

Area 12 – Assisting Doctor's Office (EL 6)

Music: Track 10, Non Compos Mentis. As the centipedes lurking here begin to appear play Track 12, Infestation.

The strong wooden door to this room is swelled shut and must be broken down to bypass. Characters might also find a way from outside through the window.

A broken window has allowed stagnant rain and piles of leafy detritus to cover the floor of this small office. While the filing cabinets, shelves, desk, and chairs that cram the room are scorched, the moldering materials on the floor overwhelm the pervasive scent of ash.

This chamber was once the office of Cham Klein (see area 27), the oldest of Haverthold's resident doctors. While the office has been ruined by riot and fire, a completely broken window in the western wall has exposed the room to the elements and a great deal of detritus. A moldering cushion of leaves several inches thick now carpets the floor. Many of the contents of the room's desk and shelves have been upturned and scattered across the room, most now intermingling with the mass of rotting leaves on the floor.

A DC 12 Search of the area reveals a number of physically moist but textually quite dry medical tomes, a few simple stone bookends, and the half-eaten remains of a taxidermy falcon, its eyes eaten away and its empty body filled with centipedes. The thoroughly rotted desk has swelled over years of neglect, its three drawers stuck fast, requiring DC 14 Strength checks to force open. Within, only two vials of ink and a metal flask containing aged rum sit atop a mushy mass of brown, rotted documents.

A search specifically focusing on the filing cabinets rouses the cabinets' resident but reveals the contents to be in good condition, although pedestrian in nature. The contents mostly include logs of feeding times, medical schedules, and staff worksheets for a number of years. A DC 18 Search check, however, reveals a misplaced file sitting on top of several others in the blank of one drawer. Inside

is a note of concern from one of the asylum's nurses (show the players handout B).

Any character who succeeds at a DC 22 Spot check notices a number of curled-up rodent and bird carcasses among the leaves. These tiny bodies look to have been stripped of all meat.

Creatures: Any character who moves 10 or more feet into this chamber disturbs two swarms of centipedes that make their homes within the filth covering the floor. Both swarms attack in tandem, voraciously assaulting the closest target and fighting until dispersed.

The greatest of the vermin that infest this room has taken up residence in the moist darkness of the filing cabinet. Any who open the cabinet's drawers startles the coiled creature into attacking.

Centipede Swarms (2): CR 4; Diminutive vermin (swarm); HD 9d8-9; hp 31; Init +4; Spd 20 ft., climb 20 ft.; AC 18, touch 18, flat-footed 14; BAB +6; Grp —; Atk melee (2d6 plus poison, swarm); Full Atk melee (2d6, plus poison, swarm); Space/Reach 10 ft./0 ft.; SA distraction, poison; SQ darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +12, Spot +4; Weapon Finesse.

Distraction (Ex): Any living creature that

Interlude Two

In this vision Renald Stethenfield poses a question to an unresponsive young Leena Dushea. The PCs might recognize Renald from the picture in area 3.

A spectral figure materializes through the glass, peering through the window attentively. The figure appears to be of middle age and squints through a pair of glasses.

"And how are you today, Leena?" the apparition says in a voice that echoes, as if from a great distance, looking toward your side. Glancing over, you see that a second ghostly form has appeared, a long-haired young girl – no more than ten years old – in an oversized white gown. Rather than answering the man, she looks up from the floor and directly at you, staring with pale, questioning eyes.

Then both figures fade soundlessly away.

begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex.

Large Monstrous Centipede: CR 1; Large vermin; HD 3d8; hp 13; Init +2; Spd 40 ft., climb 40 ft.; AC 14, touch 11, flat-footed 12; BAB +2; Grp +7; Atk +3 melee (1d8+1 plus poison, bite); Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison; SQ darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Dexterity.

Area 13 – Head Doctor's Office

Music: Track 13, Room 47.

A locked strong wooden door hinders entry to this room.

A throne-like chair and elegantly carved mahogany desk, both only slightly damaged, dominate this spacious office. A row of glass-covered bookshelves, their contents surprisingly unscarred by fire, run the length of one wall and a sturdy dry sink bearing an ornately etched urn hunches at the room's rear. Even over the ever-present scent of ash, the air in this room seems particularly foul.

This office was once used by Renald Stethenfield, then later by his son Marc, and in the asylum's final days by Luc Stethenfield. What remains primarily shows the work and affectations of Luc, although much was left alone to maintain his guise as the asylum's head doctor. A DC 12 Search of the bookshelves here reveals, among the tomes of medical and mental lore, the writings of mad prophets, lewd plays, and the perverse anatomical designs of bone grinders, grave robbers, and heretics.

Those who examine the dry sink find little of interest, other than the white and purple

porcelain urn. Within, the urn is half-filled with the ashes of Renald Stethenfield. What Marc kept here in respect, however, Luc kept to abuse. Among the ashes any examiner will find bits of filth, dead insects, and rodent skeletons.

Probably the most interesting feature of the office, however, is the desk of the head doctor. Of the desk's three deep drawers only two are unlocked, the last being solidly locked. A DC 14 Search check focusing on the desk reveals numerous items within the unlocked drawers: a great deal of paper now reduced to pulp, pens, ink, a child-sized skeletal hand wrapped in stained cheesecloth, and a copy of a handwritten book titled Skoptsi, which advocates religious atonement through the amputation of impure body parts. The latter two objects are remnants of Luc Stethenfield's "surgeries," the crazed doctor taking lessons in anatomy and medicine from far-flung and often cultic sources, tomes far more interesting than the dry texts of his kin. The locked drawer proves more difficult to investigate, its key locked away in area 39. Alternatively, a DC 25 Open Lock check or a DC 20 break check opens the drawer. See below for contents.

The southernmost wall of this room conceals a secret door skillfully blended in with the surrounding stonework. A DC 24 Search check reveals the door, which opens up upon an aged staircase that descends to area 38.

If the PCs are looking for Renald Stethenfield's personal library and notes, they are not here (being below in area 39).

Treasure: Within the locked drawer lies a wickedly ornamented bone dagger with a serpentine blade and the carved image of a screaming skeleton. This blade is a +1 *bane vs. humans* dagger. The drawer also holds a ring of thick black metal keys, which open the doors to areas 16, 17, 19, and 23, as well as files from the records room (area 9) detailing the treatment of Leena Dushea and Luc Stethenfield.



Area 14 – Library (EL 7)

Music: Track 10, Non Compos Mentis

Towering bookshelves line the walls of this spacious library, leaning precariously, creaking and swaying slightly at even the slightest disturbance. Heaps of pulp and ash that might have once been books cover the floor in scattered piles.

The Haverthold library once held one of the world's foremost collections of medical research, primarily focusing on topics of the mind, the place of the soul within the body, and insanity in all its forms. Fire and rebellion, however, have reduced this chamber to little more than a massive store of cinders.

Those who examine the bookshelves find them barely able to support the scattered ash and singed bindings that cover them. Anyone who performs any action that jostles the bookshelves has a 40% chance to bring a section crashing down upon them. Such a collapse requires a DC 14 Reflex save to avoid. Those who make this save dodge out of the way, while those who fail take 1d6 points of damage. Any creature who is attacked while standing in a square adjacent

to one of the room's walls risks battering a shelf, and as such must check to see if a section falls.

Searching the bookshelves also risks a collapse, provoking one collapse check per character participating in the search. Those who succeed at a DC 20 Search check discover enough tomes in readable condition to gain a basic understanding of a wide variety of mental illnesses, methods of treatments, and basics of hospital operation. As such, after these texts are discovered, any character who makes a Knowledge or Heal check in this room that relates to the treatment of disease (mental or otherwise) or insanity in general gains a +2 circumstance bonus. This knowledge is scattered through numerous books, the bulk of which cannot be removed without a significant undertaking. Thus characters can only benefit from these skill bonuses while in this room.

If the PCs are looking for Renald Stethenfield's personal library and notes, they are not here (being in area 39).

Creature: The spectral remnant of one of Marc Stethenfield's assisting doctors, Berem

Wassell, lingers here. Beaten to death on the night of the asylum uprising, Wassell rose as an undead creature like so many of the asylum's other residents. Relatively learned, the spectre of Berem Wassell is aware of his undead state and believes the folklore he knows regarding his state, pondering what unfinished business ties him to the mortal realm. He has taken up residence in the library so he might research his condition and his psychosis – which he believes his state is a form of. Upon finding that his incorporeal state prevents him from interacting with the library's tomes, he's merely decided to stay here and psychoanalyze himself, and has done so for decades. Self-concerned and condescending, the specter ever believes that he's on the verge of a physiological breakthrough that will allow his spirit to depart, and doesn't take kindly to distractions.

As he floats through the library he'll dismissively converse with the PCs but ultimately request to be left in silence. If the PCs make a significant amount of noise, such as by causing shelves in the room to collapse, he'll tersely hush them once. If the PCs continue to prove distracting he attacks.

Treasure: A DC 24 Search check reveals Adelaide's copy of the Libretto della Luna (see area 31 for details). This item can only be uncovered if the searcher is actively looking for the libretto.

Berem Wassell, Spectre: CR 7; Medium undead (incorporeal); HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; BAB +3; Grp –; Atk +6 melee (1d8 plus energy drain, incorporeal touch); Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA energy drain, create spawn; SQ dark-vision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14,

Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Energy Drain (Su): Living creatures hit by Wassell's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, Wassell gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by Wassell becomes a spectre in 1d4 rounds. Spawn are under the command of Wassell and remain enslaved until his final death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense Wassell's unnatural presence at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Wassell is powerless in natural sunlight (not merely a *daylight* spell) and flees from it. If caught in sunlight he cannot attack and can take only a single move action or standard action in a round.

Area 15 – Laundry (EL 6)

Music: Track 10, Non Compos Mentis. When the creatures here attack play Track 14, Dark Discovery.

The simple wooden doors to this room, both the one connecting to the asylum's inner hall and outside, are locked. The keys are found in area 1.

Six huge vats loom here, their shadows falling over a pair of worktables. Rusted iron ladders climb the sides of each, each rising nearly twenty feet high. Unbidden echoes resound metallically from these massive vats. Scattered from a row of toppled drying racks at the room's rear, miles of stained sheets and moldering, identical uniforms lie strewn across the floor.

Patients once aided the nurses here in the asylum laundry, both as support staff for the

endless needs of the sanitarium's residents and as a means of therapy through empowerment and direction. Now, however, this work room is just as grim as the rest of the hospital.

Six hulking laundry vats crouch throughout the room. Each nearly 10 feet tall, the interiors are caked with filthy black ichor. Wide grooves in the vats' exteriors create hand and foot holds and require DC 10 Climb checks to scale.

Creatures: After the fire, numerous spirits of both staff and patients were drawn to this room where they spent so much of their time in toil. In death they have both imbued the source of their labor to create possessed bloody sheets, and manifested as a pair of gibbering allips.

Tactics: When the PCs enter, the creatures are all lingering near the middle of the room. One allip occupies each of the center large vats to the north and south, while a pile of possessed bloody sheets lie in an unremarkable heap upon the floor. Both allips begin babbling as soon as the PCs enter, making use of the total concealment the vats provide them. They don't remain in the vats for long, however, moving to attack the round after they start babbling. If either allip is reduced to a quarter of its hit points or less, it flees to the nearest vat and babbles from within. An allip that has retreated to the safety of a vat uses its incorporeal touch to attack any creature that attempts to climb the exterior of the vat it hides in.

Disregarding the allips' tactics, the sheets here remain still. Considered to have taken 20 on their Hide check, PCs won't recognize the sheets as a threat unless they succeed at a DC 22 Spot check. The sheets wait until they can make an attack of opportunity or are threatened.

Treasure: The night of the uprising, one orderly attempted to hide from the marauding patients in the north-eastern-most laundry vat, dying to flames instead. Having done a bit of looting before attempting his escape, the

skeleton in this vat has a masterwork short sword and a sack filled with medical equipment that corresponds to the contents of 2 healer's kits, a hooded lantern, and 25 gp.

Allips (2): CR 3; Medium undead (incorporeal); HD 4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; BAB +2; Grp —; Atk +3 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 Wisdom drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA babble, madness, Wisdom drain; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Possessed Bloody Sheet: CR 4; Large undead (augmented construct); HD 4d12; hp 26; Init +4; Spd fly 20 ft. (perfect); AC 14, touch 9, flat-footed 14; BAB +3; Grp +14; Atk +5 melee (1d8+3, slam); Full Atk +5 melee (1d8+3, slam); Space/Reach 10 ft./10 ft.; SA blind, confusing vision, constrict; SQ darkvision 60 ft., hardness 0, low-light vision, undead traits; AL CN; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con —, Int 6, Wis 1, Cha 6.

Skills and Feats: Hide +2, Listen -2, Move Silently +2, Spot -2; Improved Grapple, Improved Initiative.

Blind (Ex): Those grappled by possessed sheets are blinded until the undead animated object is removed.

Confusing Vision (Su): Possessed sheets can cause disturbing ghostly visions to swim out of the darkness it induces with its blindness attack. If the sheets maintain their grapple on a blinded target, the target must make a DC 10 Will save or be affected as per the spell *confusion*. This confusion lasts for as long as the sheets maintain their grapple plus 1d4 rounds after the possessed object is removed.

Constrict (Ex): Possessed sheets deal 1d8+4 damage with a successful grapple check against a creature up to Huge size. The sheets can make constriction attacks against multiple creatures at once, if they all are at least Small size and can fit under it.

Area 16 – Western Wing

Music: Track 4, Halls of Insurrection.

A locked iron door blocks the way to this chamber. The key to this door is in the head doctor's office, area 13.

Cell upon dilapidated, ruined cell stretches into the darkness. Through rusted, barred doors each is visible, many being filled with nothing but the ruins of collapsed upper floor, charred bunks, and blackened skeletons. Above, a grated walkway rings the chamber, accessing a second floor of hollow cells. Making several right-angled turns, the hall's end is not apparent. The eerie creaking and shifting noises of the asylum echo endlessly, as if the massive chamber goes on forever.

The western wing of Haverthold once held the asylum's male population. Dozens of sizable cells zigzag down this crooked hall, duplicated above by a second floor accessed by a steel stairway and walkway. At the end of this hall lies the notorious criminal ward, "The Vaults."

While in the western wing, every hour there is double the chance of a random encounter occurring (see the random encounter table on page 13).

Although numerous cells make up the wing, few are of any note. The majority of the barred doors lie open – remnants of the asylum uprising – and many others have been knocked off their hinges by collapsing debris. With the exception of those specifically noted, nothing of any interest lies within any of the cells. The DM should discourage a cell-to-cell investigation of the entire hall, either by noting the obvious emptiness or immovable debris in the majority of cells, or by luring the party toward areas of note with ghostly noises or faint illumination.

Development: The first time the PCs pass into this area they experience interlude three. If the DM wishes, a second optional and purely auditory interlude might occur if the PCs return to this area. DMs who choose to have this happen may begin playing Track 22, Bonus Track, as the PCs explore.

Area 17 – The Vaults (EL 7)

Music: Track 5, Cage of Solitude.

A locked door of blackened iron blocks the way to this chamber. The key to this door is in the head doctor's office, area 13.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 28.

The walls here are of blackened iron and lined with numerous cramped metal doorways, any of which a grown man would have to crawl through to enter. The dry stench of ash is replaced by something more organic, more bestial. Even the air seems hotter, as if a great, sweating beast were panting upon you even now.

The vaults were the home of Haverthold's most dangerous patients, those that defied psychological classification, the truly evil, the possibly possessed, the criminally insane. Too dangerous for either Luc or Marc Stethenfield to enlist in either of their coups,

these patients burned alive when the asylum caught fire.

All of the doors in this hall are locked iron doors like the entrance to this room.

Creatures: Four of the cruelest of the vaults' insane survived, in a sense, becoming shadows. Even now they haunt the dark, cramped ward that was their crematorium. Just as insane in death as they were in life, these shadows ambush any living creatures that enters their tiny domain. All of these shadows are Children of the Asylum and have glowing red gashes across their wrists.

Development: Destroying the insane shadows here nets points toward dispelling the barrier leading to area 39.

Shadows (4): CR 3; Medium undead (incorporeal); HD 3d12; hp 19; Init +2; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; BAB +1; Grp –; Atk +3 melee (1d6 Strength damage, incorporeal touch); Full Atk +3 melee (1d6 Strength damage, incorporeal touch); Space/Reach 5 ft./5 ft.; SA create spawn, Strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str

—, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness Dodge.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Area 18 – Ikim Vaas's Cell

Music: Track 13, Room 47.

Although black scorch marks scar the walls of this cell, deeper, purposeful scratches visibly mar the stone beneath. Amid crazed symbols and perverse scribbles the phrase "taboo is taboo" repeats hundreds of times, as does the word "Succor-Beloth." In a place of prominence, strangely untouched by flame, is a crude carving of a lithe man with large, donkey-like ears and deep, empty eyes. Across from this image sits a complete, fire-blackened skeleton, its empty eye sockets fixated on the donkey-eared form

Interlude Three

In this vision Renald and a young Marc Stethenfield converse, moments after committing Luc Stethenfield to the western ward. The PCs might recognize Renald from the picture in area 3.

Out of the swirling motes of dust two ghostly gray figures coalesce, a bespectacled man dressed in a surgeon's apron kneeling to speak to a child face-to-face.

"You understand, don't you Marc?" says the man in a calming yet echoing voice, nodding slowly. *"It'll be better for him here. This way he won't be able to hurt himself – or you – again, and we'll be able to keep an eye on him. Keep him safe."*

Looking down, the ghostly child whispers a barely perceptible, *"Yes, papa."*

From further down the hall, sticking through the lower bars of one of the cells, a small, spectral hand waves, followed by a questioning, wistful voice, *"Father? Don't leave me here. Marc? I'll be good. I'll be good."*

Then the apparitions vanish.

PCs who investigate the cell from which the ghostly child's hand emanated find the gate unlocked but nothing besides dust and rubble inside.

*and its fingers clutching – visibly scarring
– its own pelvis bone.*

This cell once belonged to one of the asylum's stranger patients, a traveler and a heretic named Ikim Vaas. A swarthy, darkly handsome man, Vaas had discovered a strange worship in one of his farther-flung journeys and returned to the region with it. His religion consisted of worship of a creature called Succor-Beloth and daily bodily sacrifices. Although not harmful to others, Vaas's actions and especially his proselytizing would have seen him burnt as a heretic had not Abbé Lias intervened. Bringing the cultist to the asylum, the abbé made it his quest to save Vaas's soul as the doctors strove to save the man's mind.

Scrawled across the walls here are symbols holy to the worship of the demon Succor-Beloth, a monstrosity of flesh and vice. Ikim Vaas's mantra is also engraved over and over, his firm rejection of his doctors' attempted instigation of concepts of moral taboo and societal normalcy. Ikim Vaas's charred and quite dead skeleton sits attentively in one corner.

Creature: Trapped with his flock, Abbé Lias (LG human ghost, Clr4) spends a great deal of his time here. If the PCs have not encountered the abbé already, they find him here. The ghost introduces himself calmly, openly providing the PCs with the first two pieces of information noted below, but requires further compulsion to divulge more. Overall, though, he seems more interested in sadly studying the heretical shapes scrawled upon the walls, hoping to save one last soul even in death. If the PCs have met him already, the abbé enters soon after they begin investigating the chamber. In either case the pious ghost will relate his connection to Ikim Vaas and his intention to save the man even in death. He's lost the hope of ever saving Vaas' mind, but hopes that a righteous sanctifying of his current form might save his spirit.

Abbé Lias is a peaceful spirit and will not attack the PCs. Should the PCs attempt to

harm him in any way he will vanish and not speak to them again.

Development: Abbé Lias entreats any good-aligned PC, especially clerics or paladins, to seek out Ikim Vaas (currently haunting area 28) and see his soul to the afterlife, destroying him and consecrating him to the light. Should the PCs do this for him he will reward them by showing them the key in this room, the secret compartment in area 2, and telling them what he knows of the asylum's past. Upon destroying Vaas and returning, the holy man might provide the following information.

Who are you?

"Who I was once was Donovan Lias, resident abbé in care of the poor souls of this hospice."

Whose cell was this?

"A depraved sort named Ikim Vaas. A traveler fallen under the sway of dark powers. A confused sinner consumed by vice."

What is "Succor-Beloth?"

"A demon of debauchery that corrupts through flesh. He torments and tempts us through our own skins. Vaas succumbed to his fiendish caresses."

What do the other carvings mean?

"The rantings of a mad man consumed with demonic fervor. Gaze not too long."

What happened to the asylum?

"The patients, in some new manner of mass mania, turned on their benefactors. I wish that I had been more attentive. Obviously some deeper darkness was birthed here than I ever detected, and for my errant ways many lost their lives."

Why do so many ghosts haunt the asylum?

"I can't be sure what ties us here. Perhaps our times merely weren't meant to end yet. I can only pray that my continued existence holds some

good purpose and that the gods will welcome all of us when they see fit to grant us rest."

Who are the Children of the Asylum?

"Some of the most malcontent patients call themselves that. They're something of an elitist group among the wards. In most cases they're the ones who have been committed the longest and have the least chance of recovery. They often mark themselves with gashes across their wrists – not to actually harm themselves, but to show their membership. Dr. Stethenfield has done much to quash such negative socialization, but has had little success."

What is the red barrier in the basement?

"I'm not sure, but I've felt its presence. It seems to be a manifestation of all the sorrow and rage in this place. It seems to draw off the dark emotions of all those who linger here."

The abbé has little information beyond this, knowing nothing of the switch between Luc and Marc or of the cause of the uprising.

If the PCs destroy Ikim Vaas at Abbé Lias's request and report back to him to inform him of their success, they net points toward dispelling the barrier leading to area 39. After Vaas is destroyed and Lias rewards the PCs, Abbé Lias is freed from the asylum, disappears, and does not return. If the PCs destroy Vaas without being asked to by Abbé Lias, they gain no points for freeing Abbé Lias.

Treasure: Those who make a DC 18 Search check on the skeleton or are shown by Abbé Lias discover a silver key. This key unlocks the secret compartment in the altar in area 2.



Area 19 – Eastern Wing (EL 6)

Music: Track 4, Halls of Insurrection. (Optional Track 16, Dead of Night.)

A locked iron door blocks the way to this chamber. The key to this door is in the head doctor's office, area 13.

Rows of stacked cells march before you, turning sharply to disguise their total number. Fire damage is terrible here with many doors reduced to cinders. Inside, the gaping openings display many cells' charred contents, each a morbid human-oven that once doomed its helpless occupant. A treacherously warped walkway above accesses a second floor of cells.

As in its western double, area 16, numerous cells march back and forth down this angular, "W"-shaped hall. This ward once held the asylum's female patients, also having a second floor accessible by a metal stairway and walkway. The hall ends in the asylum nursery.

While in the eastern wing, every hour there is double the chance of a random encounter occurring (see the random encounter table on page 13).

As in area 16, little of any significance lies within the majority of the wing's cells and PCs should be dissuaded from a time-consuming search.

DMs interested in adding an impromptu, purely auditory interlude to this area may begin playing Track 16, Dead of Night, as the PCs explore.

Trap: The floor of this wing has not held up to the asylum's long ruin as well as much of the rest of the structure. The area marked on the map is unstable ground. Characters who come within 10 feet of this area may make a DC 26 Spot check to notice the numerous cracks running across the stone, but dust and light debris largely obscure them. Any weight greater than 50 pounds placed within this section causes the stonework to collapse, falling away into area 34. Characters moving through the marked area when the stone collapses must make a DC 20 Reflex save or fall 40 feet.

Collapsing Floor: CR 6; location trigger; no reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 25.

Area 20 – Eastern Wing (Adelaide’s Song)

Music: Track 7, Adelaide.

Area 31 on the second floor still serves as the home of one of the eastern wing’s residents, a deranged, voiceless ghost named Adelaide. Thinking herself a prima donna, the ghost sings as best she can (having had her tongue removed). This area denotes the range of Adelaide’s song drifting down from above. The first time PCs enter either this area or area 30 any PCs who succeed at a DC 18 Listen check hear Adelaide’s mournful humming and can detect its source as coming from her room on the second floor. Even if no one initially hears this eerie song, passing directly below the ghost’s room makes it all too obvious, allowing characters to hear it automatically.

Area 21 – Nursery

Music: Track 15, Morbid Fascination.

A chill breeze swirls through several broken stained glass windows here, the remaining colorful fragments faded to dull, rotted shades. While evidence of fire is obvious upon the cracked desk and overturned chairs here, the worst damage scars more than a dozen cradles that ring this room, each charred to a shadow of its former shape. Over one ashen cradle, a dozen seared shapes swirl like hanged men, forming a morbid mobile.

Home to the cast-off children of insane mothers and obviously deranged babes, this nursery once cared for the youngest of the asylum’s patients. Staffed by attentive nurses and a carefully selected and monitored number of wards, some of the sanatorium’s greatest hopes and tragedies took place in this room.

Twelve cradles, burnt and covered in chipping white paint, circle this room, surrounding a simple desk with two charred chairs pulled up to it. Those who investigate the cradles will

find tiny name plates at the foot of each. Only three of these plates still prove readable: “Timothy,” “Sandra,” and “Baby A.”

Development: Perhaps the nursery’s best known resident was “Baby A,” daughter of Leena Dushea and, indeterminably, one of the Stethenfield brothers. Unnamed and discarded here, Baby A grew to age three in the care of nurses and a motherly patient who practically adopted the girl, the mute Adelaide. Abnormally withdrawn, many suspected that the girl had inherited the awkward affliction of her mother. Whether this was true or not was never determined, as Baby A died the night of the uprising along with so many others. The girl now wanders the asylum and its grounds, silently investigating a world she never knew in life.

One round after the PCs enter this area, the ghost of Baby A enters through a wall. Only three years old, the girl has long, ghostly black hair and wears a burnt white dressing gown. Her spectral body looks like that of a normal girl, except for her feet, which are skeletal. Although she looks similar, she is obviously not the same girl as appears in interlude two.

Baby A is curious about the PCs and follows them. She is not aggressive, but refuses to speak under any circumstance. If asked her name, she points to the cradle with her nameplate. She follows the PCs, usually for about a half hour, as a silent but perhaps disconcerting observer. If she gets bored or a half hour passes she simply wanders off or fades away. She might appear again on the asylums aboveground floors whenever the DM deems appropriate, or as a result of a random encounter.

If attacked, Baby A fades away. If still within the nursery, a moment later a cacophony of childish screams begins emanating from the cradles throughout the room. All characters within the room must make a DC 20 Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A character who saves against this effect

cannot be affected by it again for 24 hours. This crying stops as soon as all living creatures leave the room, but begins again as soon as anyone who attacked Baby A re-enters. The crying also attracts a random encounter. Roll on the table on page 13 to determine what comes to investigate the shrieking.

PCs can accumulate points toward destroying the field barring area 39 by being kind to Baby A. This means more than just not attacking the girl, though. Actually treating the ghost like a lost child and actively being concerned for her nets these points. In addition, PCs who think to lead the girl to Adelaide (in area 31) or Leena (in area 33) also gain these points. Baby A fades away upon entering the area with either of these other ghosts – foregoing any heartfelt reunion – and may appear again later, but the PCs still gain the points.

Second Floor

Area 22 – Upper Hall (EL 3)

Music: Track 10, Non Compos Mentis.

Broken tiles and treacherous gaps to the floor below mar this long hallway. In one direction, six doors line the hall: a nondescript door of singed wood, four doors fixed with broken, circular windows, and one, at the hall's far end, groaning pathetically as it sways on rusted hinges. At the hall's other end, banisters replace walls, creating a bridge over a portion of the lobby below, leading to an intimidating pair of heavy metal doors.

This hall serves as one of the asylum's main arteries, connecting the first and second levels and the treatment wards with the patients' quarters. Although several doors are outfitted with small windows, they are uniformly charred on both sides and broken, obscuring any hint of what lies within. Those who succeed at a DC 17 Spot check notice the door leading to area 25 sways slightly, as if moving in an unfelt draft.

The first door to the north of the stairs leads up to area 32. The barred door at the south-

ern most end of the hall is locked. The key is in area 26.

Creature: The door to area 25 is a possessed object.

Tactics: Being a door, this possessed object is firmly affixed to the wall and only threatens an area within 5 feet of its frame. As soon as a character comes within 10 feet of the door it sways perceptibly inward, attempting to attract attention. Once someone closes to within 5 feet, it uses its *disturbing images* ability to cause a horrifying, melted face to manifest in its charred window. After that, the door uses its slam attacks on any creature within range. If creatures move out of its threatened area it stays still, hoping to coax victims to within 10 feet so it can use its *shatter* ability.

Possessed Door: CR 3; Medium undead (augmented construct); HD 4d12; hp 33; Init +4; Spd 0 ft.; AC 14, touch 10, flat-footed 14; BAB +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach 5 ft./5 ft.; SA disturbing images, shatter; SQ darkvision 60 ft., hardness 5, low-light vision, undead traits; AL CN; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con –, Int 6, Wis 1, Cha 6.

Skills and Feats: Hide +8, Listen +0, Spot +0; Alertness, Improved Initiative.

Disturbing Images (Su): A possessed door can make disturbing alterations to its form, creatures within 15 feet must make a DC 9 Will save or be shaken for 1d4 rounds.

Shatter (Su): A possessed door can shatter explosively. All creatures within 10 feet must make a DC 13 Reflex save or take 1d6 points of damage from the shards.

Area 23 – Experimental Operations (EL 6)

Music: Track 5, Cage of Solitude. If the allips here are released, play Track 14, Dark Discovery.

A locked, thick wooden door blocks the way to this chamber. The key to this door is in the head doctor's office, area 13.

The stagnant breath of old water lingers here, wafting from a pair of rusted iron

tubs filled to the brim with tainted rain. This room's purpose is unclear, filled only with the tubs, an overturned writing desk, numerous manacles, and a hulking contraption of fused metal and rotting wood. Comprising this device is a large oak disk, strangely untouched by fire and affixed with four leather restraints, standing upright upon a base of deteriorating metal. From the thing's frame, a long metal crank presents itself.

This room served as a testing ground for new forms of psychological treatment. A process begun by Renald Stethenfield, numerous calming techniques were pioneered in this chamber. Only the most extreme and ultimately most dangerous remain, however; these were the playthings of Luc Stethenfield. The twin tubs here, filled with filthy water from the leaking ceiling, were once filled with warm or freezing water, meant to shock or calm patients out of agitated states. The wheel was constructed to calm a patient strapped to it by disorienting or even rendering them unconscious without direct physical violence.

A DC 14 Search of the flipped writing desk reveals a drawer with a journal of observations. This handwritten book details a number of treatments used at the asylum and their results. Some of the treatments include: baths of varying temperatures (hydrotherapy), surgical procedures, restraints, calming chairs, a variety of drug therapies, and spinning, among others.

Those who spend 5 or more minutes reading through the book find that several recent entries note that patients were being used to test the spinning wheel here and that three patients had expired during these tests.

Creatures: Three allips are trapped in the wheel here. They cannot exit unless the crank is turned, their minds and incorporeal bodies integrally tied to the dark emotions associated with the device. As soon as the crank is turned enough for the wheel to make three total rotations the allips are freed.

Development: As soon as the allips are destroyed the torturous treatment wheel falls

apart. Freeing the allips counts toward incorporating the forces preventing entry to area 39.

Treasure: A DC 16 Search check of the destroyed wheel reveals that several of its pieces fell apart in useful shapes. A *detect magic* spell also reveals that the splintered remains are magical. Having been intimately tied with the allips for so long, the timbers of the wheel took on a measure of their supernatural form. As such, the splinters here function as a +1 *ghost touch club* and 22 +1 *ghost touch bolts*.

Allips (3): CR 3; Medium undead (incorporeal); HD 4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; BAB +2; Grp —; Atk +3 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +3 melee (1d4 Wisdom drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA babble, madness, Wisdom drain; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.



Area 24 – Cradles

Music: Track 5, Cage of Solitude.

What look like five, low-to-the-ground, man-sized cribs circle this room. Each, however, is only about two feet deep and covered by a barred, wooden lid. Inside three of these torturous looking cradles are crammed charred skeletons, their fire-scabbed bones dangling awkwardly through the bars – trying to escape even in death. A faint weeping reverberates through this chamber, echoing as if coming from the very walls.

This room, widely referred to as “The Cradles,” houses a number of unique restraining devices: low-to-the-ground, bed-like cages meant to restrain the most agitated patients. Infrequently used during Renald and Marc Stethenfield’s tenure as head doctors, the cradles were one of Luc Stethenfield’s favorite devices, making those helplessly contained easy prey for his torturous experiments. Evidence of these cruelties remains, as three confined wards met most horrible deaths, burned alive while trapped within.

A DC 14 Search check of any cradle reveals, visible even through the copious ash, that much of the wood, especially on the interior sides, is marred with scratch and teeth marks. These marks take on an even more panicked degree, being nearly doubled in number on the cradles containing skeletons.

The weeping sound in this room comes from the ghost of Vam Doadson (N human ghost, Com2), locked with his body within the cradle in the middle of the western wall.

Creature: One of the skeletons trapped within the cradles is the corpse of a notable asylum personality, Vam Doadson. A young man and favorite target of Luc Stethenfield, Vam was frequently bullied and beaten by Luc and his Children of the Asylum. A simple, quiet soul with a pronounced stutter in his whispering voice, Vam died here in terror, separated from the one thing that brought him comfort, a brown field mouse Leena Dushea caught in her garden and gave to him. Vam was one of the only witnesses of Luc’s kidnapping and replacement of Marc Stethenfield. After becoming head doctor, Luc frequently tortured Vam, hoping to drive him even more insane so no one would ever believe him if he confessed Luc’s actions.

Vam’s ghost still haunts this room, overlaying his skeleton still trapped within the cradle he died in. Currently, despite his incorporeality, he cannot leave his cradle. While within the bedlike cage he refuses to speak to or even acknowledge the PCs, curled up in a fetal position – just as his skeleton is – weeping slowly.

Vam is a non-aggressive spirit and does not attack the PCs. If they attack him, he fades away, but reappears in this area in an hour.

Development: If the cradle is destroyed, Vam’s sobs lessen and his spirit can move freely, but he refuses to go far, crouching in the wrecked crib over his bones, hugging himself, and continuing to sob as he rocks back and forth. In this state, however, Vam poutingly answers a few simple questions between broken sobs. After each answer

Vam's words deteriorate into bouts of renewed weeping. He only answers three questions before totally breaking down into hysterics, after which he does nothing but cry.

Vam's sobbing can be overcome, however, if the PCs bring him the mouse cage from area 10. Upon seeing the rodent skeleton within the cage he begs to have it, reaching out for it. He refuses to answer any more questions unless he gets his cage. If the PCs give it to him, the metal cage falls through his outstretched hands and clatters to the ground. Looking at it sadly, Vam kneels and strokes the skeleton, his incorporeal hands passing through the bars. Even though he can no longer touch or hold it, the dead mouse comforts him significantly and he answers any questions the PCs pose to him.

Who are you?

"I'm Vam...Vam Doadson. Not that anyone ever calls me that."

What do they call you?

"Whatever's meanest. 'Trash,' 'Baby,' I don't know why. I didn't do anything to them. I just want to be left alone!"

Why were you in that cage?

"Luc put me in there. He says I'm his experiment. He wants to make me craziest so no one will believe me."

What wouldn't they believe you about?

"That Luc is doctor Stethenfield and doctor Stethenfield is Luc."

What?

"Luc replaced the doctor. He got his flunkies to beat him up, and then dressed up, and pretended to be him. His own brother! I saw the whole thing."

Who is Doctor Stethenfield?

"The head of the asylum. Marc Stethenfield. Luc's brother. Although, he's not crazy...or at least he wasn't."

What made Marc crazy?

"His brother trapping him in with all the patients. He got really mad...and then Luc started 'experimenting' on him."

Experimenting?

"I don't know. That's what Luc and his Children of the Asylum always called it. Marc would come back to his room all slashed up. He never talked about it."

What happened to Marc?

"He got a little crazy, then I don't know. He was trying to get a bunch of patients together to beat up some guards. That's the last I know. Then I got stuck in here and the fire came."

What happened to Luc?

"He was the doctor for a long time and bossed all the other doctors and nurses and orderlies around. That's how it was when the fires happened."

Who are the Children of the Asylum?

"They're the meanest patients. A lot of them have been here for a real long time. They all do what Luc says...and he tells them to beat on me...a lot."

What's that skeleton you have?

"She's mine. She's Alice. I keep her safe. Leena gave her to me."

Who is Leena?

"Ms. Dushea, or um, Ms. Stethenfield now. She's doctor Stethenfield's wife. I knew her back when she was a patient like me. She found my mouse, Alice, in her garden."

What is the red barrier in the basement?

"That's all the dark things in the asylum. It's everything that keeps us here. It all comes from that room."

If Vam's cage and the rodent skeleton within are destroyed in front of him, he lets out a *frightful moan* (as the ghost ability of the same name), requiring a DC 20 Will save to resist. Vam immediately fades away, never to reappear to the PCs. The howl also attracts a random encounter, which arrives in 1d4 rounds.

Once the PCs finish questioning Vam, he lingers for another minute or two then fades away. Upon this occurring the PCs net points toward lowering the barrier that blocks the way to area 39.

Area 25 – Operating Room

Music: Track 15, Morbid Fascination.

The door to this room is a possessed object; see area 22 for details.

Although discolored by smoke and charred to a degree, this operating room is strangely untouched by fire. A pair of cabinets faces a metal table lashed with worn leather restraints. Upon the harness buckles a thick red crust is plainly visible.

One of the asylum's treatment and operating rooms, this room once housed procedures both beneficial and torturous. Now, however, dust and ash collects in this room. A cabinet holds a variety of chemicals and surgical equipment, but there is little else of much interest.

Upon entering this room PCs witness interlude four.

Treasure: A DC 12 Search of the cabinet reveals contents equivalent to a healer's bag, two flasks of acid, two flasks of antitoxin, and ten tindertwigs.

Area 26 – Ruined Operating Room (EL 5)

Music: Track 10, Non Compos Mentis. When the ooze spirits here attack, play Track 14, Dark Discovery.

Greasy chemical stains cover the walls and peeling cabinets of this ruined operating room, ichorous trails oozing toward

a floor layered with shattered glass and warped surgical tools. At the room's center crouches an uncomfortable-looking iron operating table, threaded through with charred leather harnesses. A thick man-shaped layer of ash and charred debris lies piled upon it.

Another of the asylum's operating and treatment rooms, this one has suffered far more decay and vandalism than the one in area 25. Little of value has survived the rampage of fire and angry patients, who took particular pleasure in destroying the place where so many of them faced the knife.

The pile of dust on the table here is actually the remains of an asylum orderly, restrained to the table, briefly tortured, and then set ablaze by some of the crueler escaped patients – although, considering the abuse some wards faced at the hands of the asylum's more brutal attendants, this fate might not have been undeserving. The ash-covered remains of this orderly still blindly wanders the halls of the asylum, seeking his body.

A character who makes a DC 14 Spot check notices that the ooze on the cabinet here is still slowly flowing, as if fresh and leaking out from within.

Creatures: Two unique undead creatures now haunt this room. Animating the spilled compounds and medicines in the cabinets

Interlude Four

In this interlude Luc Stethenfield tortures his brother Marc after trading spaces with him. PCs might recognize Marc from previous interludes or from the locket found in the garden.

Two ghostly figures appear near the room's center, one lying face down, restrained to the operating table, while another in white doctor's garb studies a scalpel he holds before him. The apparition on the table wears the uniform of a patient, although the back has been torn open, revealing innumerable interlaced scars, some well healed, some quite new.

Looking down at his patient, the doctor coos with mock compassion, "Now, do tell me truly how this feels." With that, he stabs the man with the surgical device and drags it along his back. The patient screams, lifting his head off the table as he arches his tortured back, revealing his face to be exactly the same as the doctor's!

Then both figures fade away.

here, these are ghosts of chemicals and aged ichor. Both look like melted humanoid trunks, no more than two feet tall, with ever-flowing heads and elongated, tormented facial features, dripping arms, and roiling masses of slime where their legs should be.

Tactics: The slimy dead here don't attack unless the doors to the cabinet they occupy are opened. If they detect the PCs in the room with their +2 Listen skills, both prepare actions, one to use its breath weapon and the other to use its *acid arrow* spell-like ability. After this, the creatures fight until destroyed. They no longer have any capacity for speech, and can offer the PCs no help if captured somehow.

Development: If the PCs lead the ash ghost who haunts the asylum's halls to this room, the ashes on both the table and making up the ghost's body blow away on an unfelt wind (revealing the key within). Doing this nets the PCs points toward removing the barrier in area 39. If the PCs scatter the ashes before bringing the ash ghost here, these points can no longer be gained. Searching the ashes for the key does not count as scattering the ashes, although scattering the ashes gives those who Search the area a +2 circumstance bonus on their chance to find the key hidden within.

Treasure: Those who sift through the human ashes on the table find a great deal of debris that hint at its previous form – scattered bone, teeth, a few buttons. A DC 14 Search (DC 12 if the ashes have been swept away) also reveals a scorched key that opens the door at the southern end of area 22.

Ooze Spirits (2): CR 3; Small undead; HD 3d12; hp 19; Init +4; Spd 30 ft., fly 40 ft. (average); AC 16, touch 11, flat-footed 16; BAB +1; Grp -1; Atk +4 melee (1d3+2, claw); Full Atk +4 melee (1d3+2, 2 claws); Space/Reach 5 ft./5 ft.; SA breath weapon, spell-like abilities; SQ damage reduction 5/magic, darkvision 60 ft.; AL N; SV Fort +1, Ref +1, Will +3; Str 14, Dex 10, Con –, Int 6, Wis 11, Cha 15.

Skills and Feats: Hide +6, Listen +2, Spot +1; Improved Initiative, Power Attack

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid, Reflex DC 14 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Charisma-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze spirit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 15, caster level 6th). The save DC is Charisma-based.

Area 27 – Rest Ward (EL 5)

Music: Track 10, Non Compos Mentis. When the creatures here attack, play Track 17, Alternative Therapy.

Curtains, once white but now yellowed and blackened by age and smoke, sway spectrally through this long ward, separating numerous incinerated beds. Upon one bed, a layer of ash and singed sheets obscures a peculiar bulge.

The rest ward here once provided silence and solace to those patients recovering from sickness or various treatments, or who merely needed a few restful moments alone. Little of this peace remains, however. Although not initially apparent, one of the bloodier encounters of the asylum uprising occurred here.

Five beds, separated by burnt and stained curtains, line the northern wall of this room. To the west sits a small wooden desk, once used by attending nurses or doctors. A pair of medicine and storage cabinets and two barrels make up the room's only other furnishings.

While a search of the cabinets might reveal some useful items, the barrels here – once used for storing fresh water – are empty. All of the beds are empty as well, except for the second one from the eastern wall. Although all are thick with ashes, only this bed's sheets actually conceal a form underneath. Any

character who succeeds at a DC 20 Spot check notices ominous red-brown stains beneath this bed.

Creatures: Doctor Cham Klein served under two generations of Stethenfields at Haverthold. Originally an assistant of Renald Stethenfield, he aided in the education of Marc and the treatment of untold numbers of deranged wards. While never lacking in skill or astuteness, Klein possessed little imagination or ambition. Thus, as a workman-like healer, Klein made few innovations in his fifty-some-year career and – despite his seniority – stepped aside to allow Marc to take the position of the asylum’s head doctor. His passiveness, however, left Klein without the respect of Haverthold’s patient population. While both Renald and Marc Stethenfield had been revered and respected as lords of the asylum, the aging Klein was the target of jibes and pranks. When finally the gates of the patients’ cells were thrown open, Klein, cornered in this room, was the only doctor the crazed wards dared raise their hands against.

Cham Klein’s withered, charred, and mutilated corpse lies under a sheet in this room. Driven mad by being beaten and tortured to death by the patients he had dedicated his life to helping, Klein now hates all creatures, living and dead. His form is now that of a withered old man with wild hair, his tattered lab coat revealing stretched, leathery skin crisscrossed with long thin scars that never healed. Three scalpels still pierce his flesh through the chest and face.

The pain of Klein’s death and his decades-long hatred has not only resurrected the doctor, but has inspired the site of his death with a perverse kind of life. The table that bears Klein, and which his legs are still strapped to, is now a possessed object.

Tactics: Klein has waited motionless for decades, waiting for an outlet for his rage. The insubstantial ghosts of the haunted sanitarium can’t sate his bloodlust, thus the PCs’ coming serves as the climax of a lengthy existence of crazed loneliness.

Klein and the animated table work in tandem, like a horse and a rider. The pair occupies the same space, with the table attacking and trampling opponents as Klein attacks from its back. If one is destroyed the other can move and attack freely alone.

Development: Destroying Cham nets points toward destroying the barrier leading to area 29.

Treasure: Those who investigate the two cabinets find the majority of the contents broken or leaking. A DC 18 Search check, however, reveals a jar filled with magical healing ointment (treat as *cure moderate wounds*).

In addition, anyone who searches the corpse of Cham Klein finds a key to the southern door in area 22 in a pocket of his lab coat.

Cham Klein, Wight: CR 3; Medium undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BAB +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Create Spawn (Su): Any humanoid slain by Klein becomes a wight in 1d4 rounds. Spawn are under Klein’s the command and remain enslaved until his death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by Klein’s slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, Klein gains 5 temporary hit points.

Skills: Klein has a +8 racial bonus on Move Silently checks.

Possessed Operating Table: CR 4; Large undead (augmented construct); HD 4d12; hp 48; Init +0; Spd 40 ft.; AC 14, touch 9, flat-footed 14; BAB +3; Grp +10; Atk +5 melee

(1d8+4, slam); Full Atk +5 melee (1d8+4, slam); Space/Reach 10 ft./5 ft.; SA trample; SQ darkvision 60 ft., hardness 5, low-light vision, undead traits; AL CN; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con -, Int 6, Wis 1, Cha 6.

Skills and Feats: Hide +0, Listen -2, Move Silently +4, Spot -2; Power Attack, Improved Overrun

Trample (Ex): A possessed operating table can trample creatures of Small size or smaller, dealing 1d8+4 points of damage. Opponents who do not make attacks of opportunity against the object can attempt DC 15 Reflex saves to halve the damage.

Area 28 – Common Hall (EL 8)

Music: Track 11, Procession of the Damned. When Ikim Vaas attacks: Track 9, Gates of Delirium.

Several large, circular tables fill this room, as do the remains of dozens of chairs, shattered to splinters and heavily charred. Upon the southern wall towers a pair of stained glass windows, their images shattered and fire blackened except for a few warped and burned religious images. Overhead protrudes a balcony, although no egress is obvious.

The asylum common hall once offered the residents an opportunity for recreation and sociability. In shifts, the entire hospital population would eat the largest meal of the day here, as well as assemble for announcements, activities, and group treatments. From a balcony above, presiding doctors and attendants could direct events or merely watch over and maintain control of the assembled insane.

This room was one of the first to suffer the rage of the rioting patients. Many of its contents are overturned or destroyed; even the furnishings that survived the initial rampage were soon after destroyed by fire. Even the stained glass windows here, once meant to be calming and peaceful images, instead now color the light that passes through them with malformed, blasphemous shapes.

Connected to the main assembling room is a large kitchen. While the majority of the meals for the asylum's population were made and donated by affiliated local temples, at least one meal for every patient was made in this room. Now, however, only twin smothered fire places, four barrel-sized metal pots, a pair of shattered preparation tables, and two smashed cabinets fill this room.

Creature: The warped holy symbols in this chamber have attracted the powerful and thoroughly insane spirit of Ikim Vaas (see area 18). While in life Vaas was obsessed with the worship of his dark master, now he is consumed by crazed revelry. Having transformed into an allip, the babbling that constantly emanates from the crazed spirit sounds more like wild chanting. Those who succeed at a DC 14 Listen check can hear the name "Succor-Beloth" repeated again and again.

If the PCs engage Vaas in combat, begin playing Track 9, Gates of Delirium.

Tactics: Although insane, Vaas is no fool. Some remaining lucid splinter of his consciousness has delighted in the deathless decades he's had to intone the name of his fiendish lord and he plans on continuing his insane vigil for decades to come. As such, Vaas makes full use of his incorporeal nature and his Flyby Attack feat, swooping through the walls, attacking, then moving out through another wall. He also makes canny use of his Dodge feat and his ability to fly, trying as best he can to keep out of reach of melee attackers.

Development: If the PCs manage to destroy Vaas, they net points toward removing the barrier leading to area 39. If they return to area 18 after this and report their actions to Abbé Lias, the holy man aids them and the PC net points for freeing him as well.

Ikim Vaas, advanced allip: CR 8; Medium undead (incorporeal); HD 12d12; hp 78; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; BAB +6; Grp -; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full

Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA babble, madness, Wisdom drain; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +8; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 20.

Skills and Feats: Hide +16, Intimidate +14, Listen +17, Search +5, Spot +17, Survival +0 (+2 following tracks); Alertness, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes

Babble (Su): Ikim Vaas constantly mutters and whines to himself, creating a hypnotic effect. All sane creatures within 60 feet of Vaas must succeed on a DC 21 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by Vaas's babble for 24 hours.

Madness (Su): Anyone targeting Ikim Vaas with a thought detection, mind control, or telepathic ability makes direct contact with his tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): Vaas causes 1d4

points of Wisdom drain each time he hits with his incorporeal touch attack. On each such successful attack, he gains 5 temporary hit points.

Area 29 – Upper West Wing

Music: Track 4, Halls of Insurrection.

A hall of cramped cells – most collapsed or burnt to ruin – angle away into the distance. An uneven walkway that seems to creak of its own accord is all that provides access to this wrecked second floor, and tenuously prevents a significant drop to the level below.

A charred metal walkway rings the upper portion on the west wing, allowing access to the second level of cells. Although aged and rusted, the metal platforms are largely intact and pose no threat to those who travel over them.

If the PCs spend some time exploring area 29, they encounter interlude five.

While in the western wing, every hour there is double the chance of a random encounter occurring (see the random encounter table on page 13).

Interlude Five

Music: Track 21, Sleep Tight

In this interlude Marc Stethenfield touches off the riot that destroys Haverthold. PCs might recognize Marc from previous interludes or from the locket found in the garden.

Shocked gasps echo around you and a lingering scream fills the hall. Bodiless whispers in dozens of voices begin flying, sweeping around you like a disturbing breeze, “*She jumped*”, “*Ms. Leena*”, “*She’s dead*”, “*He killed her*”.

Then another scream breaks the cacophony, the same as before, the howl of a tortured man – his sanity breaking. Seconds later the sounds of rending metal and clattering bars fill the long chamber, followed by incomprehensible but angry shouting then wild laughter.

Suddenly, all around you, within each cell and at every barred door appear ghostly forms, hundreds of them, surrounding you on nearly every side. Cautiously the specters crawl forward, passing through bars and rubble, leaving their cells. Below, in the lower hall, a ghostly man in a tattered, already-bloody uniform runs down the corridor screaming wildly, “*Follow me! You’re free now! Follow me!*”

Immediately breaking into chaos, the ghostly forms scatter, howling, screaming, crying, running wildly, then – in an instant – all fading away.

Area 30 – Upper Eastern Wing

Music: Track 4, Halls of Insurrection and Track 7, Adelaide

Crumbling, burnt walls form dozens of claustrophobic cells, the interiors visible through either barred doors or the holes where such doors might have once stood. While the end of the hall is not visible, the floor below is, dropping away beneath the warped platforms of a rusting slotted walkway.

The walkway accessing the second floor of cells in the women's ward has survived in far poorer condition than its western counterpart. Rusted, bent, and crumbling, this entire walkway is considered rough terrain. Any creature who is knocked prone in this area must succeed at a DC 15 Balance check or fall twenty feet to the floor of the wing, taking 2d6 falling damage.

While in the eastern wing, every hour there is double the chance of a random encounter occurring (see the random encounter table on page 13). Any intelligent creatures encountered in this area are aware of the walkway's precarious nature and alter their tactics to use it to their advantage.

Any character who nears within 30 feet of area 31 also automatically hears the ghost's song. Play Track 7, Adelaide to recreate this eerie singing.

Area 31 – Adelaide's Cell (EL 4)

Music: Track 7, Adelaide.

The burnt remains of a cot with a makeshift, moth-eaten canopy fill the rear of this small cell, the frayed ruins of drapes swaying in shallow breaths. Upon the floor lies a yellowed skeleton, surrounded by numerous pages of sheet music, all inexplicably untouched by fire.

For nearly twenty years this cell served as the home of one of Haverthold's most famous residents, Lady Adelaide Bomquis. She was afforded certain amenities befitting her former status: the remains of a sizable canopied bed

remain here, as do scattered pages of sheet music. Anyone examining the pages finds them to be songs from some nameless opera.

Largely empty except for the bed and papers, a DC 18 Search of the area reveals a small songbook hidden amid the bed sheets. On the inside cover is a hand-written dedication:

To Adelaide Bomquis, my most 'enthusiastic' student. – Siobhan.

Creature: Having been driven mad by hardships and the loss of her family fortune, Adelaide lost her grip on reality, immersing herself in her fantasies and coming to believe that she was a famous opera singer. In truth, Adelaide was – at best – only a passable singer, but this never prevented her from reciting hours of daily practice scales and staging nightly performances of whole made-up operas (some rather good, in fact) from her lonely cell. Although obviously a symptom of her madness, Adelaide's music calmed many of the asylum's other wards, and thus she was never dissuaded too strongly. At least, until Luc Stethenfield performed his silent coup.

Having always hated the fake singer, being one of the few to find her songs intolerable, Luc took what he considered to be revenge on the harmless patient. With the full consent of his fellow doctors, Luc proposed that Adelaide's madness was not just expressed through her music, but that she was possessed by a kind of musical frenzy. Thus, the only way to cure he would be to put an end to her songs. The first treatment, a kind of cruel muzzle, only served to muffle the woman's songs. Thus, in the middle of the night, Luc and a number of dutiful orderlies forcibly took Adelaide from her cell to an operating room and – amid a scale of dizzying screams – cut out her tongue.

In the following months Luc abandoned Adelaide to silence and depression. After a time, though, the former singer found she could still intone empty hums and wordless scales, and made do with her strange, new

music. This cooing proved soothing to some of the asylum's younger patients and, being relatively lucid and having never expressed any tendency toward violence, Adelaide was given tasks aiding the nurses in the asylum nursery. There she spent many of her days, and eventually was given charge of Baby A. Finding in the babe another soul victimized by her cruel father, Adelaide became like a mother to the cast-off child, raising her as best she could.

In the final hours of the asylum, Adelaide was one of many patients trapped within her cell. Even though she died in flames that night, in death her obsession with music has restored much of her cell and the countless pages of music within.

When the PCs enter her cell Adelaide materializes here, wordlessly singing. When not directly trying to communicate with the PCs, Adelaide sings in wordless, haunting tones. She is quite lucid and knows much about the asylum's history, including that Luc Stethenfield replaced his brother Marc. However, she has no means to convey this information, being unable to speak or write. PCs who question her, however, find that she can easily confirm "yes" or "no" questions and might find other simple ways to gain information from her. Adelaide does not possess the malevolence supernatural ability and thus cannot possess creatures.

Although she is not aggressive, Adelaide is extremely covetous of her music and, if it is harmed or removed, motions for the PCs to stop. If they do not, she attacks until either the music is returned or she is destroyed.

Development: Perhaps more than any other spirit, Adelaide seeks to pass on into death, but is tied to the asylum by a lost treasured item. Her copy of *Libretto della Luna*, a famous play that inspired her love of music, was confiscated by Luc in the first days of his "treatment." Added to the asylum library, the book still exists, although Adelaide does not know where. Characters who deduce a way to free Adelaide make a significant step in lift-

ing the pallor over the asylum. The most direct way to discover the libretto is to learn Adelaide's name from the book hidden within this area, look up her file in area 9 – which notes the seizure of the supposedly corruptive tome – then find the book in area 14 and return it here. Should these steps be puzzled out, Adelaide claims the book, somehow holding it in her incorporeal hands, and dissipates with it. Upon this happening, the PCs net points toward removing the barrier leading to area 39.

Adelaide, ghost human Brd2: CR 4; Medium undead (incorporeal); HD 2d12; hp 13; Init +2; Spd fly 30 ft. (perfect); AC 17, touch 17, flat-footed 15; BAB +1; Grp +1; Atk +3 melee (1d4 Charisma drain, incorporeal touch) or +1 melee (1d4 Charisma drain, incorporeal touch) against ethereal foes; Full Atk +3 melee (1d4 Charisma drain, incorporeal touch) or +1 melee (1d4 Charisma drain, incorporeal touch) against ethereal foes; Space/Reach 5 ft./5 ft.; SA draining touch, fascinate, frightful moan, manifestation; SQ bardic knowledge, bardic music, countersong, darkvision 60 ft., incorporeal traits, inspire courage +1, rejuvenation, +4 turn resistance, undead traits; AL N; SV Fort +0, Ref +5, Will +5; Str 10, Dex 14, Con –, Int 12, Wis 15, Cha 20.

Skills and Feats: Bluff+10, Diplomacy +14, Hide +15, Intimidate +9, Knowledge (history) +6, Listen +15, Move Silently +7, Perform (sing) +10, Search +11, Sense Motive +7, Spellcraft +3, Spot +12; Dodge, Mobility.

Draining Touch (Su): If Adelaide hits a living target with her incorporeal touch attack she drains 1d4 points of Charisma. On each such successful attack, she heals 5 points of damage to herself. Against ethereal opponents, she adds its Strength modifier to attack rolls only. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only.

Frightful Moan (Su): Adelaide can emit a *frightful moan* as a standard action. All living creatures within a 30-foot spread must succeed on a DC 16 Will save or become pan-

icked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Adelaide's moan for 24 hours.

Manifestation (Su): Adelaide dwells on the Ethereal Plane and, as an ethereal creature, cannot affect or be affected by anything in the material world. When Adelaide manifests, she partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. While manifested, Adelaide can only be harmed by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. Also while manifested, Adelaide can pass through solid objects at will, and her own attacks pass through armor. Adelaide always moves silently. She can strike with her touch attack or with a *ghost touch* weapon. Adelaide remains partially on the Ethereal Plane, where she is not incorporeal. She can be attacked by opponents on either the Material Plane or the Ethereal Plane. Her incorporeality helps protect her from foes on the Material Plane, but not from foes on the Ethereal Plane.

Bard Spells Known: (3/2; base DC = 15 + spell level): 0 – *dancing lights*, *daze*, *mage hand*, *message*, *open/close*; 1st – *charm person*, *hideous laughter*.

Languages: Common, Elven.

Other Floors

Area 32 – Tower Base (EL 6)

Music: Track 4, Halls of Insurrection.

A tower rises here, culminating in a belfry high above. Its stone interior is slicked with mold and crisscrossed with supports. The tower sways slightly and groans like a living thing, complaining with hollow, echoing sighs. Spiraling around its interior climbs a fire-licked wooden stairwell, rising all the way to its exposed pinnacle. Below, several boxes and a length of rope – seemingly fallen from above – molder quietly.

This high, partially exposed chamber once

served as storage for extra equipment, spare furnishings, and a number of other nonperishable goods.

From its floor to the belfry high above rises 70 feet of steep, treacherous stairs. Having had decades of disuse to collect a thick film of moist mold and birdlime, the already difficult stairs are now quite slick. It costs two squares of movement to climb each square of steps and the DC of Balance and Tumble checks increases by 5. A DC 12 Balance check is required to run or charge in either direction on the steps.

Near the top of the tower is a 15-foot-wide gap in the steps. Two moldy beams, one originally a support and the other the remnants of a handrail, stretch unevenly across the gap, just as encrusted with slick filth as the rest of the tower. A character can carefully shimmy across the gap at half his speed with a DC 17 Balance check. Those who fail their Balance checks fall more than 60 feet to the bottom of the chamber, taking 6d6 falling damage. Characters attacked while crossing the gap must make an additional Balance check or fall (refer to the PHB for the complete rules for Balancing).

To make the situation even more treacherous, these beams have been weakened over the years and can only support 300 pounds of weight at a time. If more weight than this is placed on the beams, they both break at once. Characters in spaces adjacent to sturdy stairs may make a DC 20 Reflex save to avoid falling. Characters who fail this check or are in the middle beam fall unless they have some additional support.

Those who search the boxes at the bottom of the stairs find a great deal of salt and hunks of some indiscernibly rotted, leathery meat, a container full of nails, scraps of wood and metal, and a large, empty, rusted birdcage. The 80-foot-long fallen rope here is molded and rotten. It can support 75 pounds of weight before snapping.

Two doors in the southern wall of this room are unlocked. They open up onto a balcony that overlooks area 28.



Creatures: Attracted to Haverthold by the pervasive corruption and reek of death, a cluster of vargouilles have taken up residence in the asylum bell tower. Roosting amid the various, rotting, crisscrossing beams, these vargouilles and their kin hunt in the surrounding country but always return here to rest. These creatures are hiding in the rafters about 50 feet above the floor when the party enters.

Tactics: The vargouilles wait to attack until the PCs seem weakest. This most likely means waiting until the majority of characters have crossed the broken area of stairs, leaving only one or two straggling on the lower side or crossing the beam. The vargouilles eagerly attack creatures on the beams first, hoping to make them fall. Any characters that do fall are chased and attacked by the opportunistic vargouilles, hoping to paralyze and kiss wounded prey.

Vargouilles (3): CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 5; Init +1; Spd fly 30 ft. (good); AC 12, touch 11, flat-footed 11; BAB +1; Grp -3; Atk +3 melee (1d4 plus poi-

son, bite); Full Atk +3 melee (1d4 plus poison, bite); Space/Reach 5 ft./5 ft.; SA shriek, kiss, poison; SQ darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +57, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires *remove disease*. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage natu-

rally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Area 33 – Belfry

Music: Track 15, Morbid Fascination.

The land surrounding the asylum sweeps away in a vertigo-inducing panorama. Its edges bereft of even the simple comfort of a railing, the belfry is slick with mold, moss, and the refuse of flying animals. Only a single massive black iron bell dangles here, its weight supported impossibly by the tower's aged and unkempt timbers.

The great bell here once rung out not just the hours of the day, but calls to assembly and announcements of all manner, conveying messages quickly and unmistakable to both patients and attendants throughout the sanatorium. Now, however, the huge bell is rusted and mute, even its pull rope having fallen away (down into area 32).

Creature: It was from this place that Marc Stethenfield's wife, Leena Dushea, one of the great successes and tragedies of Haverthold asylum, leapt to her death, igniting the rebellious flames that swiftly consumed the entire hospital. Leena's ghost still haunts this place.

When the PCs first reach this place, Leena (N human ghost, Com3) is standing precariously close to the northern edge of the belfry. Dressed in a ripped gown, her spectral form is buffeted as if by a strong wind, although the air is quite still. Wracked with echoing sobs, the ghost does not seem to notice the PCs as she seemingly steels herself for a final leap.

Unless the PCs intervene, Leena throws herself from the tower after 1 minute (10 rounds). Her ghostly form falls swiftly and soundlessly, landing in the asylum garden, where it lies, broken and twisted, for a moment before fading away. If this occurs this area is empty of anything else of interest and remains so for 3 hours. After that time, Leena rematerializes and the PCs have an opportunity to interact with her again.

If the PCs attempt to speak to Leena, she turns toward them for a moment, obviously startled, ghostly tears streaming down her face. She is not in a talkative mood, however, and does not answer any questions posed to her, turning back after seeing that the PCs do not pose a threat. Regardless of what the PCs say to Leena, she largely does not respond. Even if the PCs attack her, she merely looks defeated and lets herself fall from the tower. Only the mention of a few names or proof of the PCs' helpful intentions elicits a response.

Mentioning Luc Stethenfield or Baby A: If the PCs mention either of these individuals Leena quivers, bursts into renewed tears, and throws herself from the belfry.

Mentioning Marie Aniece or Marc Stethenfield: Upon mention of either of these individuals, Leena pauses for a moment and turns toward the PCs questioningly, although she does not move from her place on the ledge.

Once the PCs have the suicidal ghost's attention they must still speak very carefully, lest Leena recommit herself to her futile suicide. If treated delicately, she can prove to be the PCs' most useful and lucid source of information about what truly happened at the asylum. Leena can be talked off the ledge and change her thoughts of suicide if the PCs make a successful DC 25 Diplomacy check. She killed herself before the patient uprising and asylum fire, though, and as such knows nothing of these events.

Who are you?

"I'm Leena, Doctor Stethenfield's wife... Marc's wife! No one else's!"

Why are you going to jump?

"Luc and the orderlies are after me! He has the whole asylum fooled! They think he's the head doctor, they think he's Marc. I don't know what he wants to do to me, but he's not going to have a chance! Not again!"

Why were you committed?

"I don't know that I ever was. I was always just...quiet. Dr. Stethenfield and Mrs. Marie found me when I was very young and brought me to live here...back in the early days."

How were you "cured"?

"Marc helped me. Even as a young man he was a genius. When he started working with his father he was very interested and very sweet to me. He didn't think I was crazy like the other patients and helped me work out of my "shyness." We used to have long talks and walks by the cliffs. After a few months, Dr. Stethenfield said I was cured and could leave. I didn't want to though and Marc asked me to stay."

Why was Luc committed?

"Luc was always a monster. He wasn't even born; Dr. Stethenfield had to cut him out of his own wife after she died having Marc. Luc was always hurtful and dramatic. He liked breaking things, having his own way, and never gave a care about anyone else. When he started cutting on animals and on himself, though, Dr. Stethenfield had to put away in the asylum, just so he couldn't hurt anything anymore. It broke the doctor's heart, but he only wanted to do what was best."

In addition, Leena can tell the PCs anything in the asylum's history that is common knowledge. She would not, however, know about such things as Renald's secret laboratory or his experiments. She can also tell the PCs about any patient or staff member, being exceptionally knowledgeable about several people in particular and their personalities, most specifically: Marie Aneice (patient and gentle), Renald Stethenfield (wise and astute), Marc Stethenfield (empathetic and alert), Abbé Lias (stern but good-natured), Ikim Vaas (obsessed, perverted, and dirty), and Vam Doadson (timid and brotherly).

The PCs can also ask the following questions

if Leena is talked away from the edge. If she's still suicidal when these topics are broached she turns back away from the PCs. The party has one round to regain her attention or she throws herself from the belfry. Regardless of how emotional Leena is, these are very sensitive questions for her. The DM should feel free to paraphrase the following information and liberally intermingle with pauses, deep breaths, and sobs.

How did Luc switch places with Marc? How did Luc become head doctor?

"My husband Marc was trying to treat Luc. They're brothers, after all. Twins. After years of trying practically everything, Marc thought he had made a breakthrough – that Luc really wanted to work with him and find a treatment. But it was a trap. Luc ambushed him somehow and switched places. They look so much alike that I didn't even notice at first, not until..." Leena trails off.

What did Luc do after he was freed?

"He blended in, the other doctors didn't even notice. Then he started "experimenting." Slicing up patients like he was operating, but really just acting out his sick fantasies. Marc took the most of his abuses. Then he came after me."

Why were you recommitted?

"I realized Luc switched with Marc, then he showed me. His scars are proof. He didn't care that I knew. He told me he was my new husband. After trying to fight him off he put me back in with the patients, telling the other doctors that I had relapsed and was paranoid and delusional."

Who is "Baby A"?

"She's my daughter. I had her after Luc recommitted me. Luc put her in the nursery and never let me see her. I...I'm not sure who the father is...Marc...or Luc..."

Development: If the PCs converse with

Leena and leave the area without Leena jumping, they net points toward dispelling the barrier leading to area 39.

Area 34 – Mass Grave (EL 7)

Music: Track 6, Residents Past.

Innumerable blackened remains fill this mass, improvised grave. Hundreds of skeletons, each brittle with age and the touch of fire, cover the floor, piling in the center to a height of nearly ten feet. Seemingly tossed carelessly through a hole in the ceiling, the charred bones exude thin but visible wisps of smoke as if smoldering still.

The ruin of the asylum revealed a sizable cavern beneath the eastern wing. With so many slain, the collective impressions of these dead enlarged the natural chamber, tainting it with dark magic and negative energy. Those powers that now animate the hospital and its past residents collected the majority of the patients' burned bones and buried them here, piling them in a single mass grave then reconstructing the ceiling above. Infused with the ghosts not just of the spirits that still cling to them, the bones here still possess memories of the fire that scorched them, being warm to the touch and smoking slightly.

Characters that fall into this room from area 19 plummet 40 feet, almost directly onto the center of the pile of bones.

Dark energy still pulses through this cavern. Characters who cast *detect evil* in this area find that the very walls emanate corruption, while *detect magic* reveals a lingering aura of necromancy. Should a character cast any spell in this chamber of the necromancy school or with the evil descriptor, the foul powers within the walls attempt to draw the power of the spell away, forcing the magic user to make a DC 15 caster level check. If the caster succeeds, his spells goes off as normal. If he fails, however, the magic of his spell gives focus to the dark magics in the tunnel walls, causing them to manifest as a creature like a wraith. This being of undeath, dark magic, and negative energy

appears in a space adjacent to the caster and attacks. The wraith only remains in existence for 1d4 rounds plus the spell level of the spell that brought it into being. After that time the wraith dissipates, although other wraiths might be called into being by casting other necromancy or evil spells.

To the west, a bent tunnel has been carved through the rock.

Creatures: The amalgamation of hundreds of partially cremated skeletons here have animated into one huge undead monstrosity, filled with collective confusion and rage. Any creature that it detects entering this room causes the undead thing to animate numerous skulls at the end of long, skeletal tentacles and attack.

In addition, If specific dark magics are cast in this area a wraith comes into being. One wraith comes into being for each caster level check failed after casting a necromancy or evil spell. Each wraith is a separate being, and damaged wraiths that fade away without being destroyed do not reappear.

Development: After the pyre is destroyed, the DM may want to impress upon the PCs the sheer number of dead it must have taken to make the creature, driving them toward realizing that this is the grave of all those patients and attendants who died in the asylum fire so long ago. Characters who choose to offer last rites to the bodies here may do so as their religions or cultures dictate, although this rite should be something of meaning and probably take several minutes to complete. If the PC perform such a ceremony, at the conclusion of the rite an echoing sigh escapes from the mass of bones and they immediately stop smoldering. Upon this happening, the PCs gain points toward removing the barrier that prevents entry into area 39.

Treasure: Characters who root through the pile of bones and succeed at a DC 22 Search check reveal several small items swept up with the human debris, most notably a *scroll of divine power* and a *potion of invisibility*.

If the PCs made an attempt to lay the bodies here to rest, their Search check also uncovers a strange boney formation. Something of a gift left behind by the freed souls, this circular disk of fused rib bones is supernaturally hard. In addition, one soul lingered behind to aid the PCs, animating the disk. For all intents and purposes, this disk functions as a *+1 animated light wooden shield*. In addition to the normal benefits of such an item, spells such as *detect undead* reveal the shield to be an undead being. Spells such as *speak with dead* reveal no actual consciousness, but pick up faint emotions from the shield.

Animated Mass Pyre: CR 7; Huge undead; HD 12d12; hp 78; Init +6; Spd 10 ft.; AC 18, touch 10, flat-footed 16; BAB +6; Grp +20; Atk +10 melee (1d8+6, 12 bites); Full Atk +10 melee (1d8+6, 12 bites); Space/Reach 15 ft./10 ft.; SA fire jet; SQ darkvision 60 ft., DR 5/bludgeoning, immune to cold and fire, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +6, Will +8; Str 23, Dex 14, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative

Fire Jet (Su): Once every 1d4 rounds each head of the animated mass pyre can breathe a jet of fire 5 feet high, 5 feet wide, and 20 feet long. Each jet deals 2d6 points of fire damage. A successful DC 16 Reflex save halves the damage.

Area 35 – Tunnel

Music: None.

Cracked and crumbling, this stone tunnel bends awkwardly as it winds into the darkness beyond. Deep grooves in the walls and its erratic shape make the passage seem unnatural, as if great claws rent this opening in the very rock. Yet even more unnerving is an eerie, almost palpable silence.

This passage connects areas 34 and 36, carved by the passage of powerful dark energies emanating from their source in area 39. Spells of the necromancy school and with the evil descriptor are affected the same in this room as described in area 34.

Characters with the stonecunning ability who make a DC 16 Search check or any character who succeeds at a DC 16 Knowledge (nature) check can confirm that this passage was not naturally formed, yet also does not seem to have been dug. What caused the opening is not readily apparent.

A separate DC 25 Search check reveals a weakness in one area of the stone and cracks that reveal another bisecting passage. The roughly circular 5-inch diameter weak spot has hardness 8 and 30 hit points. Those who break through find a passage leading to the south, possibly being a corridor deeper into the earth, a well concealed escape tunnel, or a vein to another site of equal evil that the asylum's dark powers have also attuned with, as the DM desires. This is intentionally left undescribed as a way for the DM to connect this adventure with others in his campaign.

Area 36 – Cavern

Music: None.

Awkward and ill-shaped spears of stone jut into this rocky chamber. Not stalactites or stalagmites, but primal, elemental protrusions, as if the very earth were trying to rebel against this place. Behind every stone and in every cleft lurks an abyssal darkness that smothers every sound and breeds a deathly quiet.

An unnaturally formed cavern, this chamber is tainted with dark magic in the same way as area 34 and can drain some forms of magic to spawn wraiths (see the description in that area).

A DC 12 Spot check notices that the western wall of this room is not stone but earth-encrusted wood, partially obscured by rocky protrusions. A DC 18 Search check on the northwestern corner reveals that a roughly 3-foot-square section of the wood is broken away, barely hanging in place and easily removed. This wood can be removed with little effort, allowing characters to crawl into area 38.

Area 37 – Storage

Music: Track 10, Non Compos Mentis.

A rickety wooden stairway makes a treacherous descent into a large storage room. Given over to webs and ruin, many of the crates and shelves here have been smashed to splinters by fallen debris. In the rear corner, the iron surface of a long-cold furnace breaks the stone and mortar wall. At its center a barred metal door, large enough to accommodate a body, lolls open hungrily.

This room once stored all manner of equipment for the asylum's various projects and still holds a variety of eclectic supplies, although most have given way to fire, wear, and ruin. Numerous crates, barrels, boxes, and shelves fill the room, but little of any actual use or value remains.

The furnace here once heated the asylum and served to dispose of trash but hasn't been used for decades. Any creature of Medium size or smaller can squeeze through the furnace door, gaining entry to area 40.

Treasure: A DC 18 Search of this room reveals mainly a great deal of extra linens and uniforms, for both patients and attendants. Two well-organized boxes of complicated surgical and alchemical equipment also lie here though. Both weigh about 4 pounds. The contents – scalpels, stitches, needles, small pumps, etc. – are rare and in very good condition. Anyone who adds the contents of one of these boxes to a healer's kit increases the circumstance bonus the kit provides, changing it from a +2 to a +3. If the choicest tools are not looted from these boxes, each box is worth 200 gp, or 50 gp if items are removed.

Area 38 – The Crimson Hall

Music: Track 18, Crimson Door.

A short, seemingly makeshift wooden hallway angles crookedly at the bottom of a half ruined flight of steps. Between the awkwardly arranged planks seep veins of earth, while the wood itself is haphazardly painted, smeared over and over with

lengthy crimson trails. Scattered wildly across the boards are hundreds of bloody handprints, each morbid shape illuminated by a shaft of unnatural sanguine light emanating from a door at the hall's end.

This rickety hall leads to the secret study and operating room in area 39. Although haphazardly constructed, the structure is relatively sound with the exception of a few broken boards near the bottom of the steps. More obvious on this side than from area 36, a DC 14 Search check on the eastern wall reveals that a roughly 3-foot-square section of the wood is broken away, barely hanging in place and easily removed. This wood can easily be pushed aside, allowing characters to crawl into area 36.

When the PCs first discover this room, the door at the far end of the hall (leading into area 39) is covered by a miasmic field of evil energies.

PCs witness interlude six before approaching the door. When the PCs reach the door, read the following text.

A wall of ever-flowing, spectral blood washes over the simple plank door here, filling the entire hall with a sickening crimson light. Seemingly at random, tormented, drowning faces partially materialize out of the ghostly gore only to be washed away a moment later by the ever-flowing ichors.

This field is a manifestation of the disquiet sprits and dark energies that now infuse the asylum. They have built up most strongly around area 39, as this was where most of the reigning darkness and negative emotions were first born. Those who seek to bypass the door in some way find that, just inches beneath any wall, floor, or ceiling bordering on this room, the same sanguine field impedes progress – preventing even incorporeal or ethereal travel and even teleportation to within its borders. Those who cast detection spells find that the barrier radiates both powerful evil energy and undeath, as if it were an undead creature.

Any living creature who touches the door provokes the semi-sentient energies, causing

them to lash out with a blast of ghostly force. The creature who touched the field must make a DC 15 Fortitude save or take 1d4 points of Constitution drain.

The field surrounding this room can only be bypassed by lessening the ill emotions that currently suffuse the hospital's halls. There are a variety of ways to do this, but they largely involve helping lingering residents find rest or by undoing offenses of the past. Both Abbé Lias (being more in tune with the spirits of the asylum than any other resident, and Vam Doadson (having spent a great deal of time being toured in the basement) can hint at the nature of the barrier. Characters who succeed at a DC 20 Knowledge (religion) check can also infer that this energy is tied to the number of unquiet spirits lingering in the asylum. To further explain the nature of the barrier the DM should note changes to the field – fewer faces appearing and a dimming of its light – as the PCs perform acts that

affect it. If the PCs need more direct feedback (or are not “getting it” in terms of what they need to do), the DM should consider more direct feedback mechanisms (e.g., ambient noises in the Asylum, such as distant moaning or trembling, that seems to grow louder each time the PCs perform an action that helps to open the crimson barrier).

The following table presents a list of ways to weaken the barrier here and a value based on how meaningful the act is at combating the asylum's fell powers. Each act only affects the powers here once and even if they can be repeated multiple times the benefits do not stack. Once 12 points have been accumulated toward dispelling the field, the barrier dissipates and the door to area 39 can be opened normally.

Opening the Crimson Door

Beneficial Act	Value
Destroying Cham Klein in area 27	1
Destroying the shadows in area 17	1
Freeing Abbé Lias in area 18	1
Being kind to “Baby A” in area 21	1
Leading the ash ghost to his body in area 26	1
Performing last rites over the mass pyre in area 34	1
Performing a turning check on the door capable of affecting an 11 HD undead	1
Casting <i>hallow</i> anywhere inside the asylum	1
Getting Vicks's remains off the cliff in area E	2
Restoring Vam Doadson's mouse, Alice, to him (areas 10 and 25)	2
Releasing the allips in area 23	2
Destroying Ikim Vaas (areas 18 and 28)	2
Preventing Leena from committing suicide in area 33	3
Restoring Adelaide's libretto to her in areas 31 and 14	3

Interlude Six

This vision hints at Dr. Renald Stethenfield's grizzly work in the adjoining room, then the acts mirrored by his deranged son Luc. The PCs might recognize Renald from the picture in area 3.

The ghostly image of a man wearing glasses and blood-stained surgeon's garb appears before you, dragging an unconscious female patient. The man struggles with the body, shuffling slowly down the hallway, then passes through the door at its end.

A moment later a second figure, younger than the first, but similar in appearance, takes form and bounds toward the door, gesturing excitedly. Following behind him lumbers a hulking brute of a man, bearing the weight of a male patient slung easily over one shoulder. All three forms pass through the door and vanish.

A moment later, the sharp hiss of metal across metal, like the sound of a butcher sharpening his knives, echoes through the hall.

Development: Once the PCs accrue enough points to banish the barrier and return to this room, the DM should describe the field as looking like dried, scab-like blood flaking away off the door and dissipating on an imperceptible wind. After this, the door to area 39 is unlocked and can be entered.

Area 39 – Secret Operating Room (EL 7)

Music: Track 13, Room 47. During Bromhandle's attack play Track 17, Alternative Therapy.

Time has not touched this chamber. At its center stands a raised operating table, its leather restraints open and expectant. Workbenches and metal-topped counters glimmer with the razor points of hundreds of steely scalpels, rib spreaders, cephalometers, and stranger pseudo-medical trappings. Across the still room, a simple desk bears several books including one large leather tome, its pages flipping wildly as if caught in some imperceptible windstorm.

A secret chamber of study and experimentation first constructed by Doctor Renald Stethenfield, the less-than-moral but ultimately good intentions that created this room were corrupted by the torturous experiments of Luc Stethenfield. Now a torture chamber hidden by a veneer of pseudoscience, the products and memories of dozens of torturous ends linger on here.

Of greatest note is the journal sitting on the desk on the far side of the room, its pages alive with both the weight of the words it holds and the evil powers that infuse this chamber. As soon as the journal is touched its pages stop moving. Those who flip through it find it to be a journal added to by the three doctors who presided over the asylum, first Renald, then Marc, and finally Luc Stethenfield.

Any character who spends 10 minutes examining the book discovers that this room was created by Renald Stethenfield so that he might perform experiments that he couldn't perform publicly. The conflict between taking steps to ultimately help his patients and the immoral implications of his acts are apparent

in the writing. Thus cursory perusal also reveals that Marc later found the lab and swore never to use it, yet made use of the ground-breaking methods Renald pioneered here. Finally, the last entries are openly made by Luc Stethenfield, cursing his father, gloating over his brother rotting in a cell with the insane, and making mock records of his sadistic "experiments."

Characters who spend an hour with the journal find that it reveals all of the information presented in the background story, ending right before Leena Dushea's suicide and the resulting uprising. Since this is a great deal of information, the journal might best be treated as a reference book to answer any questions the PCs might have.

In addition to the historical information that resides here, this area (and only this area) is affected as if by *unhallow* with the spell *bane* tied to it. As such, PCs who enter this room take a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Creatures: Lurking in the shadows of this room is Luc Stethenfield's henchman Bromhandle. An unquestioningly loyal simpleton, Bromhandle was key in Marc's abduction and replacement and served as Luc's personal enforcer. After gaining his freedom, Luc sought to reward Bromhandle while also making him an even more effective bodyguard. As such, many of Luc's most radical and painful experiments were performed upon the brute. Affixing layers of meat and metal armor to his ally's form, Luc made Bromhandle into a hulking monstrosity all too willing to act out his master's every whim.

What remains of Bromhandle is a monstrous wight over 7 feet tall. Masses of dead flesh and metal are bolted to the hulking thing's body, making it incredibly resistant but far slower than most wights. Bromhandle also benefits from the *unhallow* effect that influences this area, gaining a +2 deflection bonus to AC and a +2 resistance bonus on saves against good-aligned sources.

Bromhandle roars and attacks as soon as the

PCs enter the room. Charged with protecting this chamber and empowered by its foul energies, Bromhandle does not leave the room. The following statistics do not reflect the benefits of the room's *unhallow* effect.

Treasure: If the PCs have come to the asylum seeking the personal library and research of Renald Stethenfield, his compiled notes fill the journal and other tomes on the desk. Also, anyone who removes the journal finds a patient record for "Baby A" and a small brass key (fitting the desk in area 13) beneath.

In addition a DC 20 Search of the room reveals the majority of curios and artifacts Luc Stethenfield collected to fuel his interest in the perverse and occult. A masterwork silver dagger, an *immovable rod*, a *scroll of vampiric touch*, a *potion of lesser restoration*, and a *potion of gaseous form* all lie scattered about the room. This search also reveals among the other books on the desk a *golem manual* detailing how to create a flesh golem. Luc used the basics from this tome to graft Bromhandle's "improvements."

Development: A moment after Bromhandle is destroyed a resounding chime echoes through every room in the asylum, like that of a giant clock. The clock in area 1 has awakened, touching off the adventure's climax detailed in the section "Master of the Asylum."

Bromhandle, male wight Ftr3: CR 7; Medium undead; HD 3d12 plus 4d12; hp 45; Init +2; Spd 20 ft.; AC 24, touch 12, flat-footed 22; BAB +5; Grp +8; Atk +8 melee (1d6+4 plus energy drain, slam); Full Atk +8 melee (1d6+4 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +4, Will +7; Str 17, Dex 14, Con —, Int 8, Wis 15, Cha 18.

Skills and Feats: Hide +7, Listen +10, Move Silently +15, Spot +10; Alertness, Blindfight, Improved Natural Attack, Power Attack.

Create Spawn (Su): Any humanoid slain by Bromhandle becomes a wight in 1d4 rounds. Spawn are under the command of Bromhandle and remain enslaved until his

death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by Bromhandle slam attack gain one negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, Bromhandle gains 5 temporary hit points.

Unnatural Armor (Ex): Experiments and grafts have left Bromhandle with natural armor +12. However, this armor affects him as if he has medium encumbrance.

Skills: Bromhandle has a +8 racial bonus on Move Silently checks.

Area 40 – Furnace (EL 3)

Music: Track 5, Cage of Solitude.

Choking ash piles in small hills within this sizable furnace. Its iron walls singed and blackened, rusted pipes rise through the metal chamber's seared ceiling. Among the charred splinters and coals, flame-licked bones and cracked skulls protrude out of the piles of cinders.

Roaring fires once filled this large furnace, heating the massive structure. More insidiously, though, the cast-off experiments of two doctors, first Renald and later Luc Stethenfield, were quietly disposed of amid flames and ashes. The rotting, ash-streaked remains of these accidents and expired victims linger here still.

Any significant movement through this room kicks up ashes. The first round a creature moves more than 10 feet through this room, ashes begin billowing into the air, kicked up by the disturbance. On the second round of movement, by the same creature or another, the room is filled with disturbed ashes, replicating the same effects as thick smoke. After this, characters must make Fortitude saves every round they linger here (DC 15, +1 per previous check) or begin choking and coughing, and risking damage. These ashes also provide concealment as if they were smoke (20% miss chance). Refer to the DMG for details on the effects of thick smoke.

On nearly opposite sides of the furnace are sizable iron doors. While the one leading to area 37 is open, the door leading to area 39 is magically held shut. A *detect magic* spell reveals strong necromancy, while *detect undead* also strangely reveals the door to be undead. In fact, this door is sealed in the same way as the crimson door in area 38 and cannot be opened unless that door's barrier is removed.

Creatures: Five charred, animated skeletons lurk in each corner of this room, concealed by the ashes. As soon as the room is filled with thick ashes the skeletons rise and attack.

Treasure: A DC 22 Search check made to rifle through the ash reveals a pair of slightly charred glasses, in remarkable condition considering their location. These glasses are in fact *eyes of the eagle*.

Human Skeleton: CR 1/3; Medium undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; BAB +0; Grp +1; Atk +1 melee (1d4+1, claw); Full Atk +1 melee (1d4+1, 2 claws); Space/Reach 5 ft./5 ft.; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int 0, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Finale – Master of the Asylum (EL 10)

Music: Upon reentering area 1 play Track 3, Haverghast Asylum. Once Luc Stethenfield attacks, play Track 19, Unrest in the East Wing.

Once the heroes have infiltrated the heart of the asylum's corruption (in area 39), the embodiment of the evil that suffuses the sanatorium, Luc Stethenfield, manifests to face the interlopers intruding upon his domain. The massive clock in area 1 begins tolling twelve, beckoning the PCs to the asylum's entrance. The PCs can hear the clock tolling clearly from anywhere in the asylum.

Upon the PCs' re-entry to area 1, read the following text:

The sound of angrily whirring rusted gears echoes through the asylum's vaulted entry hall, filling it with a clockwork cacophony. The great timepiece here has sprung back to a crazed parody of life, its hands spinning wildly, counting whole days away in mere seconds. Before the clock and the dominating front desk, in a stain of aged blood, lies a spectral figure face down, its ghostly body torn as if by massive claws.

The body lying before the front desk is Marc Stethenfield, fallen just as he did the night of the asylum uprising, killed at the hands of his brother moments before they were both buried by the collapsing asylum. Any character who has seen Marc in any of the various ghostly interludes recognizes him. Lurking in the darkened buttresses high above the floor watches the fiendish abomination that Luc Stethenfield has become.

Creature: The powers that now infuse Haverthold Asylum have recreated Luc into something more than a simple undead monstrosity, reforging his physical form to mirror the perverseness of his soul. Luc now possesses a body and abilities similar to a fiendish creature, specifically a bone devil, although still undead and without a true devil's abilities.

Tactics: Soon after the PCs enter the room, Luc summons shadows, spirits of the Children of the Asylum, raising them up in the PCs' midst to attack. Amid the chaos, Luc himself drops from the ceiling, using his *fly* spell-like ability to avoid taking damage. The abomination laughs crazily at he enters the battle, head flopping as if its neck were broken, screeching, "Join my family! Dance for me forever! Die, die, die!" Every round Luc continues his crazed tirade as he attacks, shrieking madness like: "Cut your eyes! Cut your eyes!", "Live my suffers!", "Death tastes angry!", "You're all my new brother!", and "Let me cut in your flesh!" Luc continues fighting until destroyed.



Development: Upon Luc's destruction, the body of Marc Stethenfield on the floor dissipates and a hollow groan echoes through the asylum. As it does, bits of rubble begin falling from the ceiling and crumbling from the walls. With Luc finally punished for his crimes against the asylum and without his dark will influencing the structure, Haverthold begins collapsing. The DM may want to remain in initiative order to heighten the urgency of the collapsing building. The PCs have one free round to escape, after which they begin taking 2d6 damage from falling debris (DC 15 Reflex save for half). Every round after the damage increases by an additional +2d6 and the save DC increases by +2. If any character has not escaped by the sixth round of the asylum's collapse, having survived 10d6 damage (Reflex DC 23), the structure caves in entirely. Treat this as an avalanche as described in the DMG.

Luc Stethenfield, unique undead: CR 10; Large undead; HD 14d12; hp 91; Init +9; Spd 40 ft.; AC 20, touch 14, flat-footed 15; BAB +7; Grp +16; Atk +11 melee (1d8+5, bite); Full Atk +11 melee (1d8+5, bite) and +9 melee (1d4+2, 2 claws) and +9 melee (3d4+2 plus poison, sting); Space/Reach 10 ft./10 ft.; SA fear aura, poison, spell-like abilities, summon shadows; SQ damage reduction 10/good, darkvision 60 ft., immune to fire, resistance to acid 10 and cold 10, see in darkness, spell

resistance 21, telepathy 100 ft., undead traits; AL CE; SV Fort +4, Ref +9, Will +11; Str 21, Dex 21, Con —, Int 14, Wis 14, Cha 14.

Skills and Feats: Hide +18, Jump +28, Listen +19, Move Silently +22, Spot +19, Tumble +24; Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.

Fear Aura (Su): Luc Stethenfield can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 19 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by Luc's aura for 24 hours.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Dex, secondary damage 2d6 Dex.

See in Darkness (Su): Luc Stethenfield can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Summon Shadows (Su): Once per day Luc can summon the spirits of his most loyal Children of the Asylum, which manifest as 2d4 shadows. Every shadow has a visible red slit across both wrists.

Spell-like Abilities: At will - *greater teleport* (self plus 50 pounds of objects only), *dimension anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*.

Concluding the Adventure

If the PCs succeed at the adventure and escape Haverthold they'll find themselves outside the asylum as the structure succumbs to ruin for the final time, collapsing into a massive pile of rocks. With Luc's destruction the majority of the ghosts haunting the grounds find peace and fade from this world. Should the DM desire one more encounter, it's possible that the *vargouilles* lurking in area 32 might survive the hospital's destruction and threaten the PCs one final time.

Leaving the asylum grounds, the PCs should have little trouble returning to town, where they might retrieve any reward or follow up on leads that first sent them to the asylum. Should it become widely known that the PCs investigated the asylum and laid its spirits to rest, they are met with a mixture of skepticism and reminiscence. In the coming days, several brave townsfolk venture out to confirm the PCs' claims and in that time others prove eager to share stories and hearsay about the hospital, effectively answering any further questions the PCs might have about the place's past. When the PCs' doings are verified, many citizens and local personalities hear of it and are impressed and the PCs might be urged to tell of their adventures. Becoming local celebrities for a time, the PCs might make any number of contacts, especially in the religious and arcane communities, who might lead them to all manner of future adventures.

Overall, with the final fall of the asylum, Haverthold becomes nothing more than a sad ruin and the tales of ghosts on the road near its grounds largely die out. To replace those whispers, however, stories might arise of dark happenings occurring in another locale tied to the sanatorium or the Stethenfield line and of a lurking evil that refuses to die so easily.



Appendix 1: New Monsters

POSSESSED OBJECT

Possessed objects are mundane items given unnatural locomotion through the controlling presence of ghostly remnants. Largely indistinguishable from mundane items, possessed objects most commonly arise when beings die in particularly traumatic manners, yet do not possess the force of will to manifest as ghosts. Usually these items were closely related to or meaningful in the lives of the presences that animate them (like a warrior's weapon or a cleric's robes), although proximity to or involvement in a creature's death seem just as likely causes for possession. In such cases, weapons, statues, large pieces of furniture, and even constructs prove attractive choices for possession.

While possessed objects retain vague impressions of the personalities that infuse them, the trauma of death leaves those spirits with little direction or rational intellect. While not necessarily evil, possessed objects are largely unable to communicate – beyond what noises their forms can produce – and have restrictive forms; thus even the most inoffensive spirit's actions might be mistakenly perceived as attacks. Despite the potential for inoffensive acts, most possessed objects seek out the causes of their deaths, although their transition into undeath regularly leaves them confused and with only the most disjointed memories. As such, they regularly sate their vengeful thirsts on any creatures that come near. However, evidence also abounds of more selective possessed objects, such as those that only attack men, dwarves, or anyone exhibiting any of countless other particulars.

Possessed objects most commonly appear in civilized areas where some murder or accident took place, and many minor hauntings and urban legends arise due to random attacks from these lesser ghosts. Evidence also suggests mass tragedies generating a single possessed object animated by numerous souls. For example, a lone carriage might roll through the burnt-out husk of an orphanage, possessed by the souls of dozens of orphans, forever seeking a mother.

While mass deaths might create a possessed object of gigantic size, this is no more likely than a single soul infusing a large object.

Although largely like normal animated objects, possessed objects can be controlled, rebuked, and turned by clerics, and are affected by spells that target undead creatures.

Creating A Possessed Object

“Possessed object” is an acquired template that can be added to any animated object. The creature (referred to hereafter as the base creature) must not have an Intelligence score.

Size and Type: The creature’s type changes to undead (augmented construct). Do not recalculate the creature’s base attack bonus. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s. Possessed objects retain any bonus hit points of the base creature.

Speed: Possessed objects have a fly speed equal to the base creature’s base land speed, with perfect maneuverability.

Special Attacks: A possessed object retains all of the special attacks of the base creature. The possessed object also gains one or more of the following special abilities. The save DC against a special attack is equal to 10 + 1/2 the possessed object’s HD + the possessed object’s Charisma modifier unless otherwise noted.

Confusing Vision (Su): A possessed object with the blind extraordinary ability (which many animated objects possess) can cause disturbing ghostly visions to swim out of the darkness it induces. If the possessed object maintains its grapple on a blinded target, the target must make a Will save or be affected as per the spell *confusion*. This confusion lasts for as long as the possessed object maintains its grapple plus 1d4 rounds after it is removed.

Disturbing Images (Su): A possessed object has full control over its shape and can cause it to warp, produce features, or manifest all manner of disturbing images. When it uses this ability, creatures within 15 feet of the possessed object must

make a Will save or be shaken for 1d4 rounds.

Ghostly Message (Su): As a free action a possessed object can speak in a chorus of hushed whispers to any specific creatures it has line of sight to, as per the spell *message*.

Shatter (Su): A possessed object with a hardness of 1 or more can destroy itself, explosively shattering into thousands of sharp pieces. All creatures within 10 feet of the exploding object must make a Reflex save or take damage from the shards. The size of the possessed object determines the damage it deals upon shattering. The DC for this ability is Strength based.

Size	Damage	Size	Damage
Tiny	1d3	Small	1d4
Medium	1d6	Large	1d8
Huge	2d6	Gargantuan	2d8
Colossal	4d6		

Abilities: Possessed objects gain an Intelligence and Charisma score of 6.

Skills: A possessed object gains skill points as an undead and has skill points equal to (4 + Int modifier) x (HD +3).

Feats: A possessed object gains feats equal to 1 + (1 per 3 HD).

Environment: Any, often as base creature.

Organization: Solitary, gang (2-4), or swarm (6-11).

Challenge Rating: Same as the base creature +1.

Treasure: None.

Alignment: Usually chaotic neutral.

Level Adjustment: –

Sample Possessed Object

This example uses a Medium animated object (a straitjacket) as the base creature.

POSSESSED STRAITJACKET

Small Undead (Augmented Construct)

Hit Dice: 1d12+10 (16 hp)
Initiative: +5
Speed: 30 ft. (perfect)
Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
BAB/Grapple: +0/-4
Attack: Slam +1 melee (1d4)
Full Attack: Slam +1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blind, constrict
Special Qualities: Darkvision 60 ft., low-light vision, undead traits
Saves: Fort +0, Ref +1, Will -5
Abilities: Str 10, Dex 12, Con —, Int 6, Wis 1, Cha 6
Skills: Hide +9, Listen -4, Move Silently +3, Spot -4
Feats: Improved Initiative
Location: Any
Organization: Solitary, gang (2-4), or swarm (6-11).
Challenge Rating: 2
Treasure: None
Alignment: Usually chaotic neutral
Advancement: —
Level Adjustment: —

A tattered, blood-stained straitjacket flails through the air, rusted buckles and frayed restraints whipping behind it.

COMBAT

Retaining some rudimentary cunning, possessed straitjackets rarely make their presences known before they attack. When they do reveal themselves, it's usually by lunging from hooks, rafters, or piles of rags in an attempt to grapple, blind, and constrict opponents.

Blind (Ex): A possessed straitjacket can grapple an opponent up to three sizes larger than itself. The possessed straitjacket makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A possessed straitjacket deals damage equal to its slam damage value plus one and a half times its Strength bonus with a successful grapple check against a creature up to Medium size.

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Doctor Stethenfield,

To inform you of the results of the preceding evening's events, orderly Mills has been reprimanded for his excessive and counterproductive physical treatment of ward Van Deadson.

The orderly claimed that Deadson ignored the call to dinner, distracted by his pet mouse. Repeated attempts by Mills to make the ward leave his cell were ignored. Mills attempted to take the pet from Deadson, resulting in the struggle that provoked Mills's physical abuse. The rather one-sided fight was broken up by other orderlies and Mills has been put on watch detail outside the hospital for the next month.

Dr. Wassell confiscated Deadson's pet to prevent any future disobedience. I believe this was suitable reprimand for the patient and petition to end his period in the cradles.

This should bring a close to the matter. I personally apologize for Mills' behavior and assure you that we will not see a repetition of last night's outburst.

Marda Bulrum

Head Nurse

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Doctor Klein,

Being the most senior of the hospital's attendants I'm hopeful for your advice. For the last several months I've noticed a concerted change in Dr. Stethenfield's treatment methods. I understand that his wife's relapse and the subsequent instability and committal of his child are stresses I could never hope to bear, but working through these hardships seems to have brought a coldness, almost a cruelty, to his methods. For a period I've remained quiet in the hopes that time would heal his ways, but as of late they seem to have only increased.

The patients are unhappy, doctor. I confess that I am too. Strange rumors also circulate among my staff, stories of cut and beaten wards and strange screams that seem to come from the heating pipes. Please advise me, doctor, and see what you can do.

Thank you, Ham.

Marda Bulrum

Head Nurse

Handouts: Patient Files

There is a patient file for the majority of the important named characters in the adventure who are wards of the asylum. While the formats remain the same, the authors vary. There are four different types of handwriting: one for Dr. Wassell, one for Dr. Klein, and two different types for Dr. Stethenfield (as two doctors held this name). On the record of Leena Dushea both doctors' handwritings appear and should be easily distinguished between. The writing of the younger Dr. Stethenfield in the cases it appears is actually Luc Stethenfield, not Marc. In addition, the spelling error on the final record (Baby A's) of Dushea, spelled "Doshee," is intentional as Luc has no investment in brother's wife and simply doesn't know or care how her last name is spelled.

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Haverthold Asylum and Refuge for the Insane

Case No. *D15*

Observing Doctor *Wassell*

Name *Vam Doadson*

Age *23*

Sex *Male*

Race *Human*

Family *Doadson and Childriman of Chandler Creek. Smithing and ore concerns.*

Patient's Complaint

Harassment and persecution. Weakness. Claims to be scorned by others. Fear of connection. Greater fear of losing connections. Connects with objects better than individuals.

Institutional History

Quiet. Distracted, but few problems.

Diagnostic Impression

Social paranoia. Antisocial. Depressed. Juvenile.

Plan for Treatment

Observed socialization. Social exercises. Group labor. Warm baths.

Patient File: Vam Doadson

Haverthold Asylum and Refuge for the Insane

Case No. D01

Observing Doctor *Stethenfield & M. Stethenfield*Name *Leena Dushea*

Age 28

Sex *Female*Race *Human*Family *Unknown*

Patient's Complaint

No complaint made by patient. Ms. Dushea has few words, refusing to speak for days.

Institutional History

• Patient since childhood. While often quiet, states of stress and excitement often break Ms. Dushea's silence. She proves friendly with other withdrawn wards.

• Cured.

• Recommitted.

Diagnostic Impression

• Ms. Dushea has shown years of progress overcoming her social anxieties. Under the attentions of Dr. M. Stethenfield her condition is greatly improved.

• Reclusive. Paranoid. Impotently antisocial. Raving. Delusional. Paranoid.

Plan for Treatment

** Release from confinement.*

** Confinement. Personal sessions.*

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Haverthold Asylum and Refuge for the Insane

Case No. V03

Observing Doctor *Klein*Name *Ikim Vaas*

Age 37

Sex *Male*Race *Human/Elf*Family *Of unknown foreign descent. Probably illegitimate.*

Patient's Complaint

None. Seeks to worship his "deity," a fantasy he calls "Succor-Beloth." Wishes to indoctrinate others into his "mysteries."

Institutional History

Disruptive, antagonistic, and aggressive. Physically abuses himself. Perverse. Blasphemous. Vandal.

Diagnostic Impression

Delusional and self-aggrandizing. Sexual addict. Possibly suffering from demonic possession.

Plan for Treatment

Restraint to prevent damage to self. Separated from patient body. Referred to Abbé Lias for spiritual evaluation. Instruction on the importance of social taboos.

Haverthold Asylum and Refuge for the Insane

Case No. S13

Observing Doctor Stethenfield

Name Luc Stethenfield

Age 29

Sex Male

Race Human

Family Stethenfield and Aniece of Haverthold. Twin.

Patient's Complaint

Confesses headaches regularly. Claims a variety of other symptoms as his violent moods dictate.

Institutional History

Outspoken and verbally abusive to both staff and wards. Makes frequent references to his brother's and my positions as doctors. Antagonistic and violent toward many patients, but many befriend him. Has made no fewer than seventeen separate escape attempts.

Diagnostic Impression

Luc suffers from numerous imbalances, most likely stemming from his mother's death before his birth. While clever and meticulous, Luc is violent, egotistical, emotionally manipulative, and sadistic. He is jealous of his brother and resents confinement.

Plan for Treatment

Confinement, observation, and personal interviews might dictate a more helpful course. Restraints and punitive measures may have to be implemented at times.

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Haverthold Asylum and Refuge for the Insane

Case No. B53

Observing Doctor Klein

Name Adelaide Bomquis

Age 43

Sex Female

Race Human

Family Bomquis of N. Arcacia. Noblesse.

Patient's Complaint

None. Believes herself to be a world-renowned opera singer.

Institutional History

Sings regularly. Performs night "recitals." Other patients enjoy them so they are allowed to continue. Often a distraction to other wards. Difficult to distract from her delusion. Depressed after treatment. Singing continues, after a kind.

Diagnostic Impression

Personality dominating delusion. Need for attention. Manic. Loss of family fortune forces her fantasy. Her case may not be reconcilable.

Plan for Treatment

Distracting music book, Libretto della Luna removed to library. After years of failed therapy, Dr. Stethenfield has recently proscribed amputation of her tongue, the root of her operatic fantasy. The resulting depression to be treated with group work in the nursery.

Haverthold Asylum and Refuge for the Insane

Case No. B61

Observing Doctor Wassell

Name Iys Bromhandle

Age 36

Sex Male

Race Human

Family Bromhandle and Bromhandle of the Fens. Tramps.

Patient's Complaint

None. Dumb.

Institutional History

Violent. Intimidating. Ignores attendants. Obeys Luc Stethenfield. Suicide attempt. Slit wrists, too shallow to kill. Created markings in the "Children of the Asylum" style. Numerous punitive committals to the vaults.

Diagnostic Impression

Simple. Easily influenced. Antisocial. Underdeveloped mind resulting from physical overdevelopment.

Plan for Treatment

Observed socialization. Cold baths. Enforced punitive measures. Observed outside labor.

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Haverthold Asylum and Refuge for the Insane

Case No. A (Babe)

Observing Doctor Stethenfield

Name None

Age 3

Sex Female

Race Human

Family Stethenfield and Doshee of Haverthold

Patient's Complaint

None.

Institutional History

Committed three days after birth.

Diagnostic Impression

Refusal to flourish. Self limiting.

Plan for Treatment

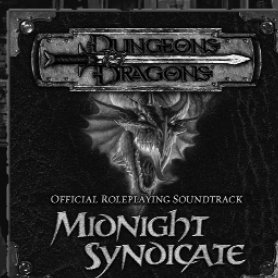
Constant observation.

JOURNEY TO THE DARKEST CORNERS OF YOUR IMAGINATION
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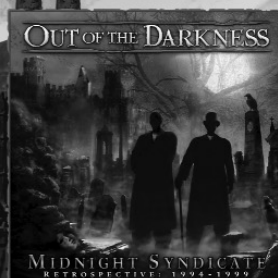
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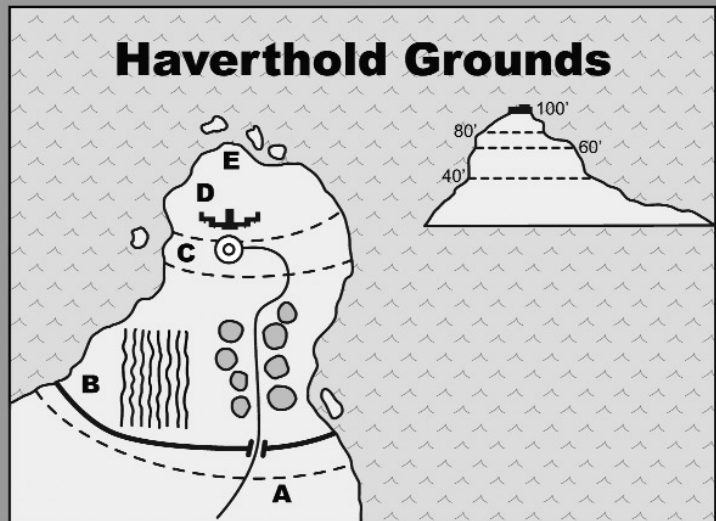
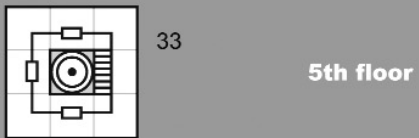
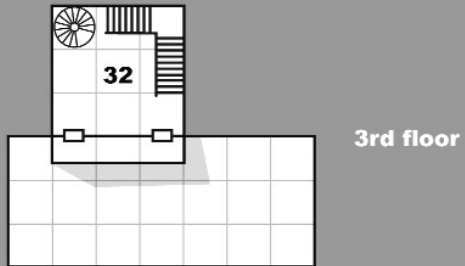
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Other Floors



Basement

