

The Haunting of Creedmore Asylum

HORROR

A GOTHIC HORROR ADVENTURE BY TOM ROBINSON



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Creedmore Asylum was built in 1870 in upstate New York in order to house the growing number of the clinically insane.

It was a pleasant facility that was simply too neat, too perfect and far too orderly.

A private investigation was launched at the request of one of the wealthier relatives of a thoroughly insane resident.

It was discovered that those housed at the Asylum were being mistreated and experimented on by the staff and physicians. The authorities moved in quickly and the facility was shut down.

The Asylum sat vacant for many years, the only inhabitants being the caretakers and their families.

Local tales tell of the final, young caretaker who brutally murdered his family during a drunken attack one mid-summer night. Then, setting fire to his house that was built near the Asylum, ultimately gave himself to the fire after discovering the horror of what he had done.

The spirits of the caretakers' family are said to still reside at the Asylum playing out their murderous rampage.

Townsfolk swear that the mournful cry of the caretakers infant child can still be heard with the insane, gibbering upon the wind, if anyone ventures too near the Asylum.

Note to The GM

The adventure has the appearance that Harold Gorman is the murderer of his family. It is true that he brutally murdered his wife with his axe. However, his wife, Dorothy, sacrificed their child, Thomas, by burning him alive in the fireplace to gain immortal life; Harold merely seeks a way to save the child.

The restless spirits within the Asylum are kept here by the infant, Thomas, whose eternal agony plays out until his charred remains are buried. Dorothy has possessed the Cult Leader and through him controls the spirits within the Asylum.

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The Haunting of Creedmore Asylum

PLOT: The year is 1935. Storms abound along the eastern seaboard. A mysterious invitation arrives inviting you to upstate New York to visit a particularly eccentric uncle who has made a discovery at an abandoned insane asylum.

CAST: Up to six players.

LOCATION: A derelict insane asylum in upstate New York.

NPCS OF NOTE: Walter Maddock (*uncle, found mutilated*), Donald Sukster (*cultist leader*).

VILLAIN: Cultists, Harold Gorman (*an enraged spirit*), Dorothy Gorman (*the ghost of a witch*), Thomas Gorman (*a tormented child spirit*).

MADNESS & SANITY



When players encounter something shocking, they must perform a SHOCK test (a basic Intellect test with the tier determined by the GM). If this would cause them to have their Intellect Pool reduce to 0 and normally move down the damage track, they immediately regain 1d6+tier to their Intellect Pool but reduce their maximum Intellect by 2 points (you may not exceed your new maximum pool). A character whose Intellect Pool reaches 0 in this manner becomes permanently insane (and most likely a new resident).

Madness & Insanity are the real villains to this story.

THE ASYLUM

Players are free to explore any part of the Asylum at their leisure. Some areas are outlined, others are left for you to explain and fill with fiends or other devilish fun encounters.

Remember, the players will need to ultimately make their way to top floor and discover the burned remains of **Thomas Gorman** and the possessed **Donald Sukster**.

SHOCK LEVELS

| Event | Level |
|---|----------------|
| Something unexpected jumps out | 1 |
| A sudden and loud noise (a scream) | 2 |
| Seeing a corpse, immobile | 2 |
| Witnessing something supernatural (the effects of, or casting of a spell) | 3 |
| Watching someone die or mutilated | 3 |
| Seeing something "impossible" (an inanimate object sliding across the floor, blood stream down the walls, etc.) | 4 |
| Watching a friend die or mutilated | 5 |
| Seeing a monstrous or undead creature (ambulatory creature) | creature level |
| Witness a cosmic or supernatural event (the dead rise from their graves, the moon turns to blood, etc.) | 5 |
| Seeing something mind-bending (like an impossible, multidimensional demigod coalescing out of thin air). | 8 |

KEY ITEMS

This item may be found at any location within the Asylum. You should determine its location before the adventure begins.

A seemingly insignificant **silver key** will be found amongst the ruin (*for Game Day play, it is recommended to place the key on Walter Maddock's body*). The key is the magical component used to open the lock on the ornate box.

An **ornate box**, with a seemingly simple locked clasp, will be found among the books on a shelf, under wreckage or out in the open. It is magically locked and can only be opened by the silver key. Contained within is a small, silver medallion that allows the wearer to "see" ghostly scenes in each room play themselves out from the past. Increase the SHOCK level by +1 to the players detriment for whomever takes this item. This medallion is used to banish the spirit of **Dorothy Gorman**.

WELCOME TO CREEDMORE ASYLUM

This is a “role-playing heavy” scenario involving solving a mystery and putting to rest that which haunts the Asylum.

THE YEAR: 1935.

LOCATION: Upstate New York.

TIME: A dark and stormy night.

THE CONNECTION

Players are brought to the Asylum through a central character, **Professor Walter Maddock, Ph.D., Psy.D.**, either through professional acquaintance, personal or professional correspondence, relation or renown.

ARRIVAL AT THE ASYLUM

You braved the storm and naysayers and those who mumbled, laughed and sadly shook their heads behind your back about the insane antics and beliefs of the Professor in his later years.

You’ve heard the stories of how the Asylum is haunted by the insane; how the ghosts of Harold and Dorothy Gorman will kill you if you stay too long.

As the car takes you down the lonely road toward the Asylum, you see the ashes of a small structure. Even though it is a mid-day hour, the sky is dark and black as the night. The deluge of rain and a peal of thunder are the only welcome you receive.

Another car is parked in the drive ahead. A flickering, solitary light burns in the entryway up the plain stone stairway. The boarded main doors appear to be cracked and slightly open.



As the players climb the steps onto the porch to get out of the rain and weather, the sigh and creak of the building and the chill of the night give an ominous feel to the location. Lightning rips the air as a bolt of thunder loudly proclaims a welcome.

SHOCK level 2

POOR, MAD UNCLE MADDOCK

In a very distressed armchair in the entry hall, a mutilated and dessicated body rests in a position of repose. The head of the body has had the flesh removed, exposing the skull. The throat has been ripped away and the torso bears signs of many bloody holes at various intervals. A piece of paper (see, *The Telegram*) is clutched tightly in his left hand (**INTELLECT 2** test to discover it).

SHOCK level 3

There is a phone here on the wall. It will no longer function properly. All that will be heard is the wind (with a haunting voice, whispering unintelligible horrors to the listener).

SHOCK level 2

THE WORMS CRAWL IN, THE WORMS CRAWL OUT...

As the characters examine the body, they are attacked by **Crypt Worms** that will disgorge themselves from the body in the chair and attack the players.

SHOCK level 3

Found: one random cypher.

SOUNDS OF FURY

The wailing cry an infant (**Thomas Gorman**) and the loud, disjointed arguing of a couple (**Harold Gorman** and **Dorothy Gorman**) is now heard from above. Harold is perceived as the aggressor with his loud, unintelligible shouting.

SHOCK level 2

The loud, accusatory shouting and banging continues. Heard is an immense wood splitting crack. Dorothy mournfully launches a deafening scream. Players may perform an **INTELLECT 2** test to hear Dorothy shout, "NO, NO, you will not have him Harold! NOOO!"

Next, heavy thumping and dragging sounds are heard on the floorboards from floor(s) above, then tumbling as if a body is being thrown down the stairway ahead.

The ghostly outline of the figures play forward in the still darkness ahead as the burned body of a woman tumbles down the stairs clutching a small package of some still-smoldering remains. She is quickly followed by the form of a burly man wielding a large, single-bladed axe.

The man is charred and burning as smoke rises from his ghostly form.

The woman tries to rise, but her legs appear broken. She raises one arm as if to shield herself from the violence about to happen as she tightly holds the still package in her arms.

You see as she closes her eyes her mouth appears to offer a silent prayer as the man brings the axe down upon her again and again in his brutal assault, bursting her body into a bloody mass of gore.

SHOCK level 3

After finishing his bloodshed, the ghostly form of a man breathes deeply, then raising his head and smiling wickedly, turns his eyes to you. Holding his axe aloft he begins to slowly move toward you to continue his cruel attack!

THE BUTCHER

Harold is truly nothing more than an insubstantial spirit; more like an echo of the past than anything. He cannot harm the players in any way, but he does radiate an **Aura of Fear** which may cause the players to harm themselves.

As Harold approaches the party, large goutts of blood appear to rain down from the walls and ceiling. He will raise his axe and scream loudly, vanishing as he strikes the players.

AURA OF FEAR: Players must perform an **INTELLECT 4** test to avoid further rolls and effects. If they succeed, they will be at a -1 detriment to all Intellect based tasks for one hour (i.e., they are “shaken” by the event). If they fail the test, roll on the following table:

| D6 | Result |
|----|---|
| 1 | Suffer a detriment of -2 on all future SHOCK tests. Suffer 4 points of Intellect damage from your maximum. |
| 2 | Your eyes roll back into your head and madness overtakes you. You run into a random room and gibber in the corner for 10 minutes. Suffer 2 Intellect damage from your maximum. |
| 3 | You immediately sit in place, wet your pants and begin muttering a child’s rhyme (e.g., The Wheels on the Bus, London Bridge, Row Your Boat, etc.). You will recover after 10 minutes. Suffer 2 points of Intellect damage from your maximum. |
| 4 | You see danger everywhere. You foam at the mouth, maniacally laugh and begin attacking a random character. You may perform an Intellect 4 save each round to recover from the madness. Suffer 2 Intellect damage from your maximum. |
| 5 | Rashes appear on your body, causing you to contract an extreme case of eczema making you itch uncontrollably in stressful situations. Suffer 2 Might damage (ambient) and perform a Might 2 test each time you must make a SHOCK test. |
| 6 | Everywhere you look, you see death. When you look at a person you see boils on their flesh and maggots crawling from their eyes and ears. The world is putrescent and crumbling all around you. Suffer +1 penalty on all future SHOCK checks and suffer 2 Intellect damage from your maximum. |

As the events fade, players will hear the roar of an engulfing fire as flames erupt everywhere around them. The frantic sounds of a screaming infant will be heard. An icy chill wind blows through

the Asylum and insane screams and moaning pleading for help will assail the players ears.

SHOCK level 3

Moments after the event began, everything will cease in a deafening abruptness of silence as reality twists and returns to normal.

Award the players **2 XP** for experiencing this story element.

KILLING ME SOFTLY

At this point, players are free to investigate rooms in any order or manner they choose. Following is a rough outline of various rooms and their remaining contents within the Asylum.

The only outcome the players **MUST** do is fight the Cult Leader, Donald Sukster, whom the ghost of Dorothy Gorman has possessed. They must then bury the remains of the infant, Thomas Gorman, freeing the Asylum from its haunting.

FIRST FLOOR

The Day Room

Found here are several mildly comfortable sofas and chairs, now in various states of distress and ill repair and a series of pleasant woven carpets covering the raw, highly polished wooden floors. Metal radiators line the walls as well as smashed bookcases with rat eaten books strewn about the floor. A series of locking mechanisms for restraints are around the room. Also discovered are several copies of the *Journal of the American Medical Association* and *Harper’s Magazine*.

Found: two random cyphers.

Operations Office

This is the main office for the Asylum. This large and once handsome room has a gentle wood

paneling and tasteful green wallpaper, and curtains, now rotted and torn. Several paintings have left their stain on the walls where they once were placed, now lay in states of brokenness.

Behind a reception desk are many tubes with numbers beneath them. This is a general communication device if the players can figure out how operate it. Here the players will find the elevator key-lever which will allow them to operate it.

Found: two random cyphers.

Staff Dining Hall

Rows of tables with discarded and broken plates pile up in this location. A china cabinet rests broken on the opposite wall. Two large tables, long enough to seat up to 12 persons, are the prominent feature of the room.

A defaced **statue of the Virgin** is along the west wall. Remnants of candles and other occultic markings are present now.

As the players investigate, Cultists will enter the room and attack.

GM INTRUSION: Additional Cultists will show up halfway through the fight and cast spells or fire ranged attacks at the party.

Found: one injectable cypher in the room.

Dining Hall

Tables with broken dinnerware including many broken chairs and a series of restraints are at this location.

Central Elevator

This old fashioned elevator still works and may carry up to six passengers to the next floor above (or below if already above). The players will first need to locate the elevator key-lever before they may use it.

Kitchen

This is the main kitchen for the Asylum. There is a standard spread of knives, cleavers, pokers, rolling pins and the like. There is a fireplace in the far corner of the room and a large iron stove where the cooking was performed. A now dry water pump empties into a sink.

Found: two pill-type cyphers.

Cupboard

This is the food pantry. It contains canned goods, jars of preserves, bags of flour and rice and assorted other staples.

Found: one random cypher.

Lavatory

A gurgling sound of rushing water in the pipes comes from the tubs in this room. Shortly, exploding from the drains flow a mischief of fleeing rats. The rats carry a disease (**MIGHT 3** save or suffer 4 damage, suffer chills and begin coughing blood from Leptospirosis), but are otherwise harmless as they scurry away into the recesses of the Asylum.

SHOCK Level 2

Found: One liquid cypher and one injectable cypher.

Main Stairway

The stairway rises up to the adjoining floor from the hallway. The paint and wallpaper are curled and the boards are broken and dangerous. Have the players take a **SPEED 3** task to climb safely up or to descend the stairway. Failing this task will cause 3 damage to the player as they stumble and fall or harm themselves on sharp, jutting boards and nails.

Service Stairway

This stairway is much damaged from over use.

Attempt a **SPEED 3** test to safely climb or descend the stairway. Failure means the player has fallen through the floorboards or pushed their foot or leg on an exposed nail or some other nasty malady. They will tear their trousers, skirt, etc., suffering 3 points of damage.

SECOND FLOOR

Observation Area

An informal room for rest and relaxation. Patients who have been operated or experimented upon were placed here for observation. Discarded adjustable beds, chairs and a few leather furniture items and clown paintings decorate this room.

Found: Careful searching will uncover a shotgun and 12 shells of ammunition (medium weapon, 4 damage; on a critical roll, the weapon will fire twice), and one random cypher.

Library/Study

A small piano forte is still playable, but horribly out of tune. Bookshelves line the walls, but they have been thrown about and broken with some sharp, striking object. Books litter the floor.

In the darkness, barely seen is the swinging remains of what appears to be a person who has hanged themselves at the far corner of the room. In reality, this is nothing more than a branch of a tree that has pushed through from the outside and a piece of cloth has entwined itself in the branch. A trick of the light and shadows makes it appear as a swinging body.

Brushing aside the discarded books and broken shelves can be found a pentagram and candles arranged as if some form of ritual was performed here.

SHOCK Level 3

Found: two random cyphers.

Showers

This area was used mainly to clean up patients and includes tubs, showers, hard bristled scrub brushes and similar lavatory cleaning paraphernalia.

To one side is a storage of patient gowns and shelves.

To the north rests a large pump, boiler and hand washer and scrub boards. Foul laundry discarded from patients is piled in the corner and a few sheets are crisscrossed along hanging lines to "dry".

The quiet dripping of water can be heard. Suddenly the roar of scalding water gushes from all showers, stalls, tubs, etc. Steam begins to fill the room. Moans sound and players will feel as if they are being grabbed from all sides by invisible hands, tearing at them.

SHOCK Level 3

Sleeping Area

As players enter this room they have an ominous feeling of many eyes watching their every move. Those players who are psychically aware (anyone with mental abilities) can see nearly 20 spirits standing, walking, or laying about against the walls, on the beds, inside the furniture, etc. Lightning flashes from the outside as a heavy rain batters against the remaining glass of the windows. Each time the lightning shines, it reveals the spirits moving about the room.

SHOCK Level 3

Found: Two random cyphers.

Electro-Therapy Room

This room is fitted with all the necessary equipment for a vintage electro-shock therapy, including a table with straps, generator, and wires with electrodes. Restraining devices are hung on the walls.

As the players investigate, the generators will engage and the devices will snake out and entwine two random players and perform their "treatment".

Perform a **SPEED 4** test to avoid being wrapped up and held fast (**MIGHT 4** test to break free). Players who do not resist suffer 6 damage from electrocution.

SHOCK Level 3

Operating Room

Another operating room where lobotomies and experimentation were performed on the patients. As the players search this room, the air will become very cold. Bumping sounds of a heavy object being pulled along the wall will sound and scratch marks will appear along the wall, moving toward the door, and a mournful cry will permeate as if someone is clawing the wall to prevent being taken away.

The room door will slam and the lock mechanism will activate. Players will need to make **TWO SUCCESSIVE MIGHT 4 TESTS** to force the door open. Anyone outside the room may easily just open the door.

SHOCK Level 2

Examination Room

The air in this back examination room is stale and rancid. A loud, continuous banging of some blunt force striking a metallic object will reverberate

along the walls and throughout the back part of the Asylum.

A Flesh Mound exhausts its wrath at this location.

SHOCK Level 4

Lavatory #1

This simple water closet will have modern toilets with wall mounted tanks and various stalls.

Found: One random cypher.

Lavatory #2

This WC is used for the medical practitioners to clean up from their labors. As the players investigate, bloody hand prints will start appearing on the walls, mirrors and ceiling. Gouts of gore will hang and vomit from the walls at intervals. Manic laughter will be heard all throughout the event.

SHOCK Level 3

Lavatory #3

This simple water closet will have modern toilets with wall mounted tanks and various stalls. Several copies of pornographic material is strewn about the floor here.

Hunched over the main sink will be found an apparition who, sensing the party, will turn and show a forlorn and anguished face.

He will speak to the party, *"See, I've gone and cut myself. See how I bleeEEEEEDD!!"*

At this point he will run a straight razor across his wrists and throat as blood gushes all about the players.

SHOCK Level 4

Lavatory #4

This ladies WC has modern toilets and wall-mounted tanks in stalls. A nicely upholstered red lounge is placed along the side wall. The mirrors in this location are cracked and broken.

Found: one random cypher.

Visitation Area

This visitors room is where relatives or loved ones would meet with the resident of the Asylum.

Generally if a patient needed restraining, they would be placed in this location for visitation.

The room is filled with normal furniture, a discarded plastic plant and ruptured paintings. A solitary coat and hat rack along with the remains of a nice, wooden table still sit in the corner of the room.

Found: one random cypher.

THIRD FLOOR

Storage

This room holds old furniture, several stacks of readied lumber, broken electrical equipment, bags of cement and assorted bits of beds, mattresses and discarded bedding.

Found: One random cypher.

Laboratory

Here experimentation took place. A set of microscopes, bacterial incubators, centrifuges, refrigerators, alcohol burners and flasks of chemicals will be found and in working order.

Several of the vials can be used by a knowledgeable person to throw at an opponent. Perform an **INTELLECT 4** task to determine the contents of any specific item.

| D6 | Result |
|----|--|
| 1 | A green vial with yellow flecks. If this liquid comes into contact with flesh or living organic matter, it will quickly eat it away leaving a smoking husk of circular holes and pustules behind. Causes 6 damage to the victim. |
| 2 | A gray, smoke filled vial. This liquid will erupt in a acrid, smoke cloud that fills a small area for 10 minutes causing blindness for as long as the victim remains in the area. Breathing in this toxic fume will cause 2 damage to the breather. |
| 3 | A pale red liquid. This liquid is a lubricant that will cause anyone moving across a short distance where this was spilled to make a Speed 3 check to remain upright. If a person places this material on their hands, they will be unable to hold any item for 10 minutes as it simply slides out of their grasp. |
| 4 | A slightly viscous, clear liquid. This thick liquid will eat through any substance lesser than steel. Scarring and leaving a black stain in its wake. Take 6 damage from the attack and suffer 2 damage each turn until you perform an Intellect 4 save. |
| 5 | An amber colored liquid. This liquid will erupt, encasing any human-sized person in a cocoon of amber. The victim is perfectly preserved until freed. Might 4 save for another person to free the victim. |
| 6 | A dark black, ink filled vial. This liquid will open a hole in reality and cause the victim to "fall" into a random location in the Asylum. The victim must perform a SHOCK Level 4 test. |

A secret door leads from this room into the "secret hole". Where the final mystery is located.

The cult leader, **Donald Sukster**, may be at this location or in the Attic Office.

Patient Care (The Scream Room)

At this location, if an inmate was deemed dangerous or permanently insane, they would be housed here to let off steam. This room has padded walls and no windows and a single, steel

door (padded on the inside) with a sliding panel for viewing.

If players enter this room, the door will close and maddening screaming will assail their ears until they leave the room.

SHOCK Level 3

Attic Office

This tastefully decorated office is done in straight lines of Edwardian furniture and assorted other furnishings. Seen is a desk, a couch, several bookshelves holding an extensive collection of clinical and theoretical works on Psychology and Physiology as well as biochemical studies.

Here is where the possessed form of Donald Sukster resides. He is quite insane and just a husk of person; Dorothy Gorman possesses him, granting him power beyond his means.

Donald/Dorothy will scream at the players, *"You will not have him, no, no, you will not. Only I know where the child resides. He powers us, gives us life and desire! Through him we have become GODS!"*

Use the Cultist stats for Donald Sukster. Dorothy Gorman is a ghost and can only be banished. She is immune to all physical damage.

SHOCK Level 4

As the players fight Sukster, they will come to see that he is two persons. As he reaches out his arms, the ghostly form of Dorothy will "bleed" through and follow slightly behind or before each of his actions, rising and falling in and around him.

Throwing the Key Item medallion at him will banish the spirit of Dorothy and the will to fight will immediately leave Sukster, who will collapse and breathe heavily, finally freed from his nightmare.

Secret Room

This room is unfinished and is filled with half full crates and sacks of various materials. Old orderly clothes and nurse hats, shoes and other forms of resident attire sit on shelves.

In the center of the room is a fire pit and the charred remains of the infant, Thomas Gorman.

The person who holds the amulet from the Key Item will see a rainbow colored miasma emanating from the pit.

As the players enter the room, the whining cry of an infant will begin then rise in timbre until the sound becomes a wailing cry.

SHOCK Level 3

Any player who fails their Sanity test must roll on the Fright table from page 6.

Found: The bundled and charred remains of the infant, Thomas Gorman.

THE GRAVEYARD

This area is not detailed in the adventure. It is immediately adjacent to the Asylum. The graveyard is a series of burial plots surrounded by a wrought iron fence and a canopy of gnarled trees.

TO BURY THE PAST

The calm before the end. Here the players have brought the remains of the infant, Thomas Gorman to the graveyard for burial.

The earth is turned here at a small, shallow grave site. A simple metal marker tells the location and occupant as you place the remains of the child into the still, quiet earth and fill the hole from the adjacent mound of soil.

As you finish, a low mist rises and you hear the cooing of a lone dove somewhere in the canopy of gnarled trees. The nightmare has passed and the spirits may now take to their eternal rest.

The sky begins to brighten as a new day dawns. A fresh, slow breeze blows and you feel the smile rise within you as you breathe a lasting sigh of relief and peace.

Each player may immediately receive one free recovery roll.

Award the players **2 XP** for their efforts and completion of the adventure.

EPILOGUE

When everyone has settled down and is calm after a “job well done” and feeling good that the adventure is (finally) over, tell the players there is one last bit of material you need to read to them to finish things off. Read the following:

You awaken to the gentle touch of a person shaking your arm. As you sleepily open your heavy eyes, you recognize the nurse at your side, it is Dorothy Gorman! As you start, she gently says, “There, there (insert each character name), there’s no need to be afraid, you’re in good hands now”.

You look around the Day Room as the sunlight beams through the open window and shines on the golden filigree of the picture frames surrounding room. You see your former companions in various states of dress and distress. From one,

regurgitating their food as they sit, tied to the chair; another, happily singing a child’s tune as they grab at motes of dust rising and falling in the air; a third, their eyes blackened by a recent lobotomy; and remainder swaying to unheard music as the straight jacket secures them or as they bang their heads against any nearby hard surface.

Dorothy pats your arm, smiles, then stands. She calls out to the doctor who turns and grins, it is Professor Walter Maddock! He places his hands in his lab coat pockets then reaches up to adjust his glasses. Nurse Gorman says, “This one is ready for you now, doctor”.

Your eyes widen and you try and scream only to discover your larynx and lower jaw have been removed and replaced by a glisteningly wet, leathery pouch. You inhale deeply as you try and scream, but there is no one inside your head to hear you as you scream and scream and the madness, like your tears, fills your eyes with their weeping rain.

Here ends the Haunting of
Creedmore Asylum.

Encounters

CULTIST

3 (9)

Ever alert, Cultists remain a mystery serving their own goals or in the service of some dark and vicious god.

MOTIVE: They seek to practice their dark rituals and worship their gangling gods.

ENVIRONMENT: Any

HEALTH: 10

DAMAGE: 3 points

MOVEMENT: Short

MODIFICATIONS: Speed Defense as level 4. Perception as level 4. Resist Charm enchantments as level 4.

COMBAT: Cultists will either use a hand crossbow or scythe when in melee.

INTERACTION: Elusive and mysterious, cultists follow their own goals and are willing to sacrifice themselves to further the success of their dark god.

SPECIAL: Cultists may use an “Eldritch Blast” attack, a green and purple bolt that will cause necrotic damage upon impact (*they suffer the damage they inflict; if they are slain by this attack, only a dessicated husk remains*). Or they may fire an “Evil Eye” spell at the target, causing Fear (Intellect 3 save, psychic damage) that will cause the user to flee and suffer a detriment to all actions until the combat is over. Cultists are insane and their spells function automatically.

GHOST

4 (12)

Ghosts are the spectral remnants of humans that endure this continued existence as either fragments of memory or as pure spirits. Ghosts can be malevolent or benign.

MOTIVE: To kill all living creatures.

ENVIRONMENT: Creedmore Asylum

HEALTH: 12

DAMAGE: 4 points

MOVEMENT: Short

MODIFICATIONS: Ghosts are intangible but can solidify long enough to cause physical damage. They are able to pass through solid objects at will.

COMBAT: A ghost's touch inflicts freezing damage. A ghost can emit a Psychic Scream inflicting 4

points of damage to all those in a short range who fail an Intellect save.

INTERACTION: Some ghosts are talkative, some don't know they're dead, some want help for a task they failed to accomplish in life, and some only rage against the living and want to bring those who yet breathe into the same colorless existence they endure.

SPECIAL: A ghost can move through solid objects at will, although it can choose to pick up and manipulate objects if it focuses on them.

THE HAND THING

3 (9)

The Hand Thing is a creepy, crawly disembodied hand that can defy the laws of physics and walk on walls, the ceiling, grasp things beyond it's actual ability to grasp and move, etc. It is a trickster and will seek to play all manner of pranks on characters when possible.

MOTIVE: Seeks to play pranks and be disruptive.

ENVIRONMENT: Creedmore Asylum

HEALTH: 14

DAMAGE: 3 points

MOVEMENT: Short

MODIFICATIONS: Able to walk on walls and ceilings. Can leap a short distance and land as a cat would.

COMBAT: It will seek to throw objects at characters to disrupt and distract.

INTERACTION: The creature will listen if a player tries to reason with it. It will always seek to be disruptive even if it appears to go along with whatever is negotiated.

SPECIAL: Limited teleportation ability. Immediate range when hiding.

CRYPT WORMS

3 (9)

Crypt worms are very large and obese maggots. They eat dead flesh and are able to spew a bile-like substance that will consume flesh.

MOTIVE: The need to feed.

ENVIRONMENT: Graveyards, Creedmore Asylum

HEALTH: 9

DAMAGE: 3 points

MOVEMENT: Short

MODIFICATIONS: Speed defense as level 4 due to frenzied activity.

COMBAT: The creature can vomit a bile that will corrode flesh. Might 3 save or suffer 3 damage; player may save each round to end the effect.

SPECIAL: 1d6 cyphers will be found among crypt worms.

FLESH MOUND 2 (6)

Flesh Mounds are an animated lumps of human flesh, that is able to walk on rudimentary limbs. They smell of decay and death are often located where the dead pile up or remain.

MOTIVE: Wander, graze on dead flesh

ENVIRONMENT: Near places of death at night, alone or in groups of up to eight

HEALTH: 12

DAMAGE: 4 points

ARMOR: 1

MOVEMENT: Short

COMBAT: A flesh mound can smash a foe with one of its lumpy limbs. If a flesh mound is touched or struck in melee, the attacker's weapon (or hand) becomes stuck to the flesh mound and can be pulled free only with a difficulty 5 Might roll.

A victim of a flesh mound's attack (or someone who touched a flesh mound) begins to decay at a rate of 1 point of Speed damage (ignores Armor) per round, starting in the round following contact. To stop the spread of the decay, the victim can cut off the layer of affected flesh, which deals 4 points of damage (ignores Armor).

INTERACTION: If approached, a flesh mound turns to "face" the individual, swaying slightly as if in an attempt to understand or listen carefully. It does not respond to any question or order. It may seek to follow the individual for some unknown reason and may become hostile if prevented from doing so.

SPECIAL: 1d6 cyphers as well as 1d3 common items will be found in the remains of a flesh mound.

CROCOTTA 3 (9)

The crocotta is a canine creature whose outer flesh is pockmarked and composed of oozing sores. Similar to a wolf or hyena in size, long claws with their huge jaws and sharp teeth scavenge the flesh of the dead.

MOTIVE: Consume dead or rotting flesh

ENVIRONMENT: Creedmore Asylum

HEALTH: 12

DAMAGE: 3 points

MOVEMENT: Short

MODIFICATIONS: Speed defense as level 4 due to quickness.

COMBAT: When the creature attacks, the victim must make a Might 2 save or take two additional points of rending damage from the creatures teeth and claws.

SPECIAL: The creatures can take on the appearance of a loved one to prevent their victims from struggling further prior to them pouncing in for kill. Perform an **INTELLECT 3** test or cease attacking the creature for one round.

TENTACLE HORROR 4 (12)

This impossible, tentacled horror is the stuff of grim nightmares. Malicious, they seek to devour living souls.

MOTIVE: Devour living souls

ENVIRONMENT: Creedmore Asylum

HEALTH: 18

DAMAGE: 4 points

MOVEMENT: Immediate; can travel through shadows.

MODIFICATIONS: Slow, Speed defense as level 3. Hide in shadows (**INTELLECT 2** test to locate).

COMBAT: The creature will grab its victim with its many tentacles and proceed to suck out its soul. **MIGHT 3** test to break free.

SPECIAL: Characters who remain in a short range of the tentacle horror will suffer 1 damage each round they remain in proximity. **INTELLECT 3** test to avoid this damage aura.

HAROLD GORMAN**4 (12)**

Harold Gorman was not much a father or caretaker for the Asylum. He turned to drink to avoid his wildly fanatical wife and thus met with a murderous fate.

MOTIVE: Seeks to slay Dorothy to protect his infant son.

ENVIRONMENT: Creedmore Asylum

HEALTH: 0

DAMAGE: 0

MOVEMENT: Short

MODIFICATIONS: Harold can neither harm nor be harmed in any manner. He is merely an echo of what was.

COMBAT: He wields a large handled axe, wherein he wrecks his carnage. He will slay any spirit that gets in his way.

INTERACTION: If spoken to, he will wail, *"Where is he? I will kill you, you whoring slut!"*

SPECIAL: You may use Harold in any dramatic manner. When players stumble into a room he may be found drinking or searching. His axe is always nearby within reach. He eternally searches for his lost child.

DOROTHY GORMAN**4 (12)**

Dorothy Gorman was a witch. In her violent fervor, she burned her child alive as a human sacrifice in praise of her dark god.

MOTIVE: Strive to bring others into the spirit world through their demise.

ENVIRONMENT: Creedmore Asylum

HEALTH: 0

DAMAGE: 0

MOVEMENT: Short

MODIFICATIONS: Dorothy can neither harm, nor be harmed in any manner.

COMBAT: She carries with her, burning swaddling from the deed of burning her child.

INTERACTION: If addressed directly, she will cackle and wail in glee. *"You will never find him! The sacrifice was fulfilled. Revel in your new life!"*

SPECIAL: Dorothy can be banished by coming into contact with the Key Item medallion located somewhere within the Asylum.

THOMAS GORMAN**5 (15)**

This infant child of Harold and Dorothy met with a sad end. His mother offered him as a human sacrifice and burned him alive in the fireplace.

MOTIVE: Seeks comfort and eternal rest.

ENVIRONMENT: Creedmore Asylum

HEALTH: 0

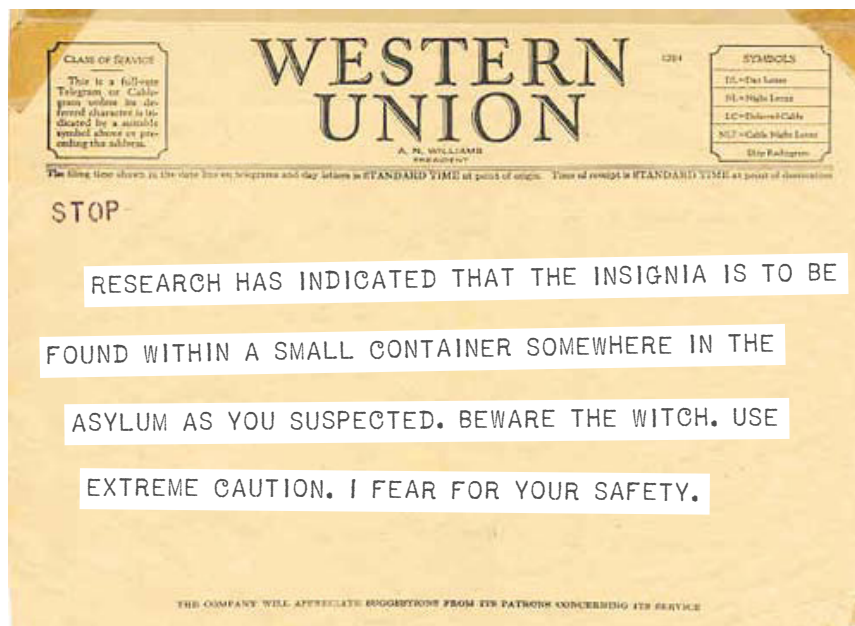
DAMAGE: 0

MOVEMENT: none

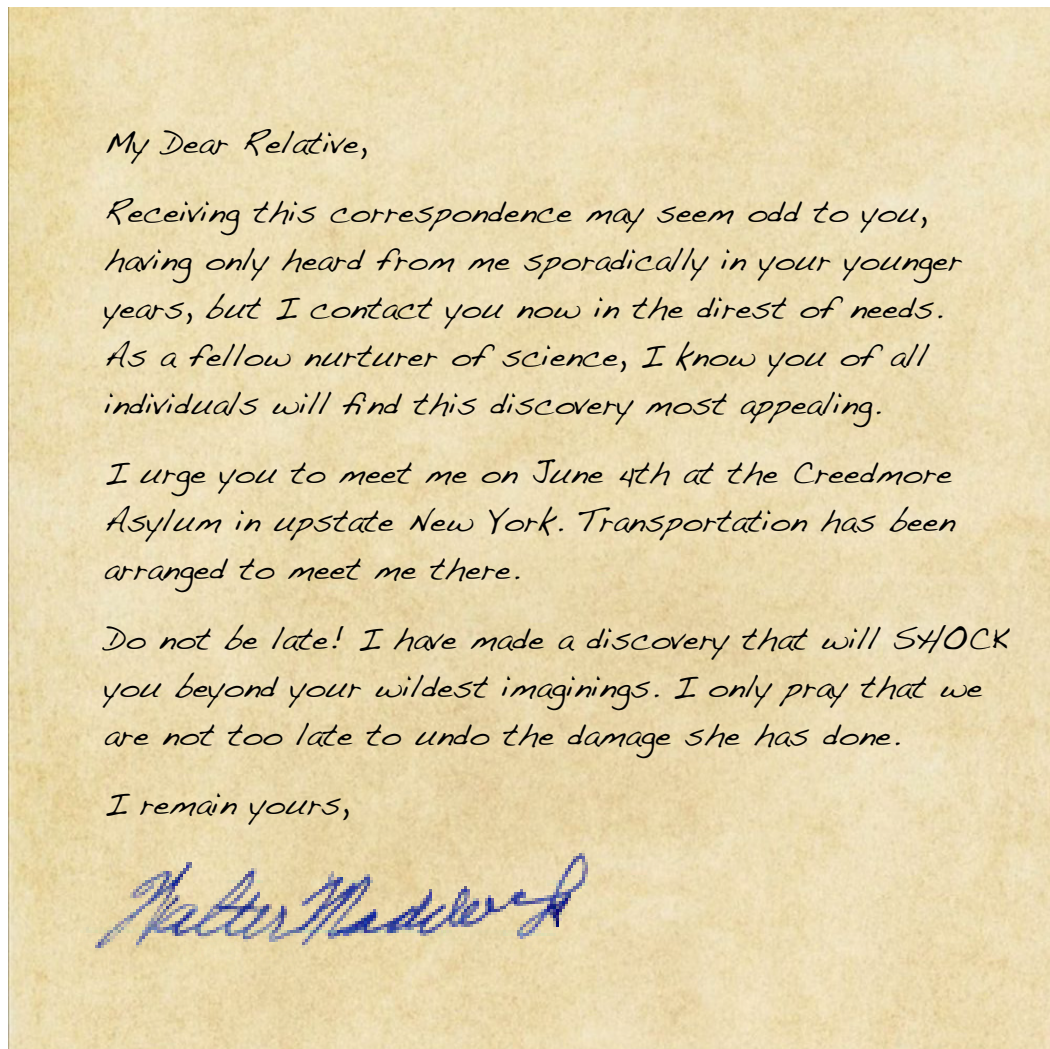
MODIFICATIONS: His wail will cause players to roll on the Fright table and bend reality.

COMBAT: This spirit has no form of attack and is incapable of communicating.

SPECIAL: The child only wants to be laid to rest in the graveyard.

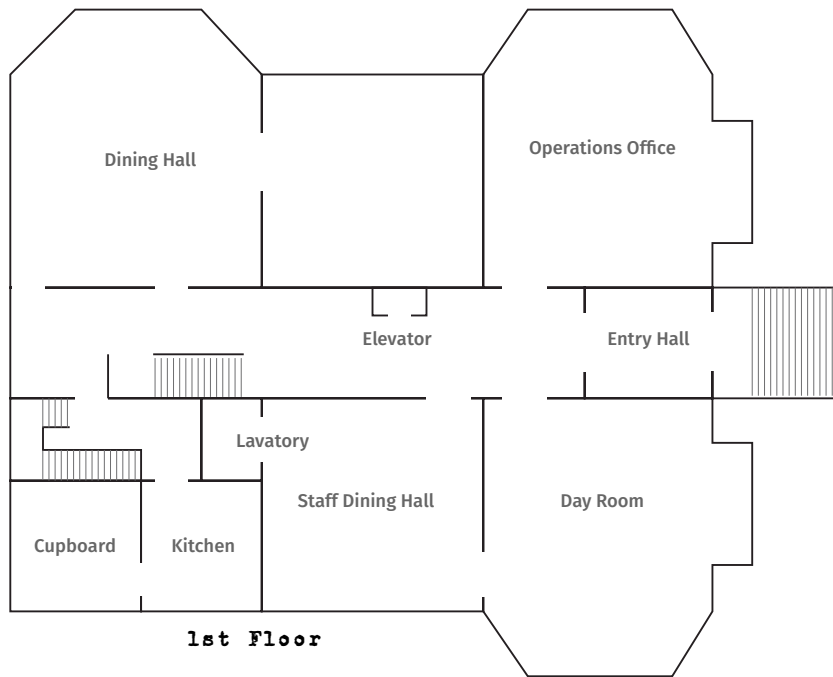


Telegram found on the body of Professor Walter Maddock.

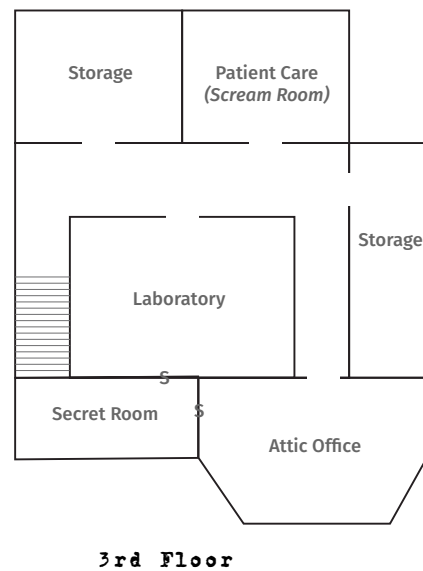
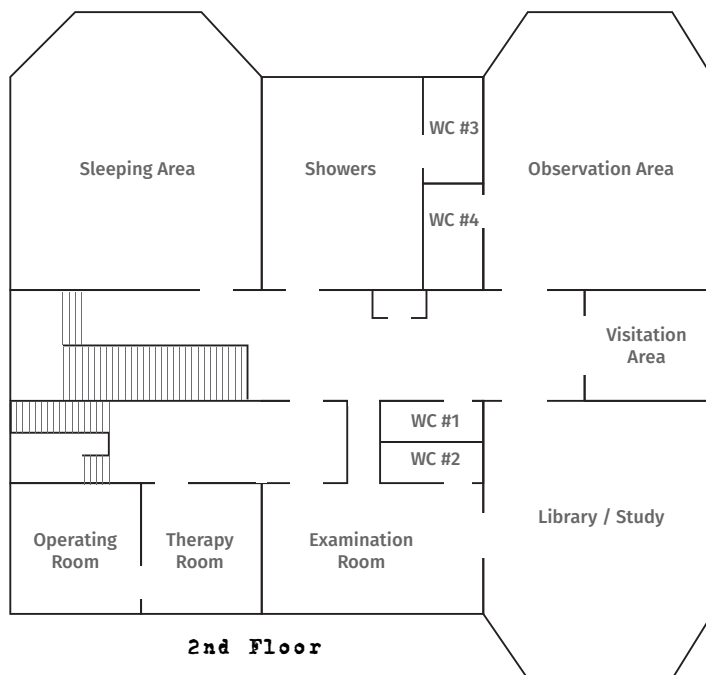


Letter sent to relative player from Walter Maddock.

Appendix



Creedmore Asylum Floor Plan



Characters

Name: Euphenegia (Jennie) Longbottom

Descriptor: Jovial
Type: Speaker (Skills and Knowledge flavor)
Focus: Entertains
Info: Dilettante

Name: Laurence Abernathy

Descriptor: Mystical
Type: Speaker (Magic flavor)
Focus: Commands Mental Powers
Info: Magician

Name: Ernie Barnes

Descriptor: Impulsive
Type: Speaker (Skills and Knowledge flavor)
Focus: Fights Dirty
Info: Photographer

Name: Sister Margaret Burke

Descriptor: Virtuous
Type: Speaker (Magic flavor)
Focus: Separates Mind From Body
Info: Missionary

Name: Amanda Carter

Descriptor: Intelligent
Type: Explorer (Skills and Knowledge flavor)
Focus: Calculates the Incalculable
Info: Student

Name: Darrel Richardson

Descriptor: Skeptical
Type: Explorer
Focus: Conducts Weird Science
Info: Psychologist

Name: "Sooty" Carl

Descriptor: Perceptive
Type: Warrior (Stealth flavor)
Focus: Lives in the Wilderness
Info: Drifter

Name: Anthony Simmons

Descriptor: Jovial
Type: Explorer (Skills and Knowledge flavor)
Focus: Solves Mysteries
Info: Doctor of Medicine

Name: Nick King

Descriptor: Sharp-Eyed
Type: Explorer (Stealth flavor)
Focus: Solves Mysteries
Info: Private Eye

Name: Alice Wright

Descriptor: Inquisitive
Type: Explorer (Skills and Knowledge flavor)
Focus: Explores Dark Places
Info: Archaeologist

Name: Christine Cartwright

Descriptor: Creative
Type: Speaker (Skills and Knowledge flavor)
Focus: Would Rather Be Reading
Info: Author

Name: Madame Violca

Descriptor: Empathic
Type: Adept
Focus: Sees Beyond
Info: Gypsy Psychic

Name: James "Jimmy" Barnes

Descriptor: Honorable
Type: Warrior
Focus: Is Licensed to Carry
Info: Military Pilot

Name: Oneika Delassixe

Descriptor: Strong-Willed
Type: Adept
Focus: Shepherds Spirits
Info: Tribal Shaman, Cape Town

Credits

WRITER/DESIGNER

Tom Robinson

PLAYTESTERS

Jason Allen Burke

Raul Enciso

Michelle Post

Robert Risko

Bobby Speck

Victor Vazquez

ADDITIONAL PLAYTESTING

Greg Bush & Group

PRETTY PRETTY PRINCESS

Daisy



Analeptic

LEVEL: 8 (occultic)

ITEM: a yellow liquid in a syringe

EFFECT: Injecting this shot will provide 8 Speed to the users pool.
This amount may exceed the maximum allowed.



Ritual Scroll

LEVEL: 4 (anoetic)

ITEM: a yellowed parchment with mystic runes

EFFECT: At the cost of 2 Intellect points, you receive insight to one question.



Weapon Enhancement

LEVEL: 4 (anoetic)

ITEM: a large bull horn device

EFFECT: Deals an additional +4 damage to each creature in an immediate range when a solid creature is struck for 1 hour.



.18 Derringer

LEVEL: 2 (anoetic)

ITEM: small handgun with three shots

EFFECT: A light weapon with three hollow bullets. Increase the damage done by 1 point.



Spirit Dagger

LEVEL: 3 (anoetic)

ITEM: a small silvered dagger used in religious rights

EFFECT: This silver dagger will provide a +1 Asset when dealing with creatures from the spirit realm (e.g., Ghosts, Undead, etc.).



Book of Prayer

LEVEL: 2 (anoetic)

ITEM: a small illuminated book of prayers

EFFECT: Reading this and meditating on the illustrations will restore 2 points of Intellect to the readers pool.



Poison Explosive

LEVEL: 3 (anoetic)

ITEM: a hand-held device that is thrown

EFFECT: Upon impact, the device will shower an individual with poison-laden barbs. Once the substance enters the bloodstream, it will cause 3 damage to the victim (ignoring armor) as well as cause vertigo (victim suffers a detriment to all rolls by one steps for 10 minutes).



Shock Attack

LEVEL: 2 (anoetic)

ITEM: a belt device with cabling to attach to a weapon

EFFECT: For the next 2 hours, each time the user strikes a solid creature or object, the user generates a burst of electricity, inflicting 1 additional point of damage.



Neuron Tower

LEVEL: 4 (anoetic)

ITEM: bluish fluid in a sealed tube

EFFECT: The user will not need sleep for the level of the cypher.
During this time, they also gain 4 Armor against Intellect damage.



Acrobatic Boost

LEVEL: 6 (anoetic)

ITEM: a piece of horehound candy

EFFECT: User becomes an acrobatic marvel, trained in acrobatics and gain 6 temporary points to their Speed pool for 30 minutes.



Nature Magazine

LEVEL: 2 (anoetic)

ITEM: an interesting book of peaceful and calming landscapes, wildlife and flowers.

EFFECT: When performing a recovery roll, add +2 to the result.



Vigor Transition

LEVEL: 6 (anoetic)

ITEM: a red jelly baby with crunchies

EFFECT: User gains 1 Might Edge for 1 hour. In addition, their Might Pool increases by 4 points for the next 2 hours.



Lucky Rabbits Foot

LEVEL: 4 (occultic)

ITEM: a rabbits foot on a silver chain

EFFECT: Discard to gain 1 free reroll of the dice.



Repulsive Wave

LEVEL: 4 (anoetic)

ITEM: sonic delivery device

EFFECT: All creatures in immediate range are knocked back a short range from the user. For the next three turns, affected targets are slowed to moving an immediate distance only and the difficulty of all actions is increased by one step.



Swift Step

LEVEL: 6 (anoetic)

ITEM: a sharp and bitter tasting liqueur

EFFECT: Users gains the ability to run much farther than normal for 10 minutes. As part of another action, they can move up to a short distance. As a separate action, they can move a long distance, or up to 200 feet as a difficulty 2 Speed task.



Mighty

LEVEL: 5 (anoetic)

ITEM: an injection of black, viscous liquid

EFFECT: The users arms will elongate and grow in size. Gain an asset in smashing barred doors or lifting heaving objects as well as striking a foe (treat as a heavy weapon). They are skilled in all tasks requiring brute force.



Temporal Device

LEVEL: 7 (occultic)

ITEM: an elaborate golden pocket watch with a windup fob.

EFFECT: You may use this device to speed up, slow down or rewind time in a localized area. You may use this device twice as an action and avoid taking damage from any two attacks or remove yourself from an encounter, OR, you may rewind time to correct a single mistake as an action.



Spirit Shield

LEVEL: 5 (anoetic)

ITEM: an occultic charm carved from wood

EFFECT: This charm will provide a protective field around the user, absorbing 5 points of damage before becoming useless.



Mikeys Tonic

LEVEL: 4 (anoetic)

ITEM: a clear bottle with a green and yellow label

EFFECT: This liquor will calm your nerves, restoring 4 points to your intellect and 2 points to your Might pools.



Hooch

LEVEL: 4 (anoetic)

ITEM: an amber colored liquid

EFFECT: This liquor will calm your nerves, restoring 4 points to your intellect and 2 points to your Might pools.



Shock Grenade

LEVEL: 6 (anoetic)

ITEM: explosive device (thrown, short range)

EFFECT: Explodes with a pulse, creating a shock wave that impacts all figures in an immediate range of the detonation. Those affected take 6 damage and are thrown back a short distance and become prone.



Holy Cross

LEVEL: 3 (anoetic)

ITEM: a hand-held wooden crucifix

EFFECT: This religious implement will steel your resolve and provide 1 level of Effort to any single task performed then will become a simple wooden cross with no special abilities.



Explosive Spittle

LEVEL: 3 (anoetic)

ITEM: large round purple candy

EFFECT: For the next 10 minutes, the user's spittle becomes explosive after a second exposed to air, giving them an immediate range attack (practiced only) that inflicts 3 damage.



Jug of Moonshine

LEVEL: 3 (occultic)

ITEM: a small keg capped with a cork

EFFECT: Drinking this strong liquor will restore 3 points to the users Intellect and Might pool. If the user has consumed any other liquors this day, they also will suffer a +2 Tier loss to their Speed checks for the next hour.



Intelligent Enhancement

LEVEL: 5 (occultic)

ITEM: a pocket-sized wearable device (head) that expands

EFFECT: Decreases Intellect tasks by two steps for the user for one hour. After this hour, Intellect tasks increase by one step until a 10 hour rest.



Intellect Booster

LEVEL: 4 (occultic)

ITEM: welding glasses with tubes that plug into the head and neck

EFFECT: Suffer 2 damage to the users Might pool. This device will add 2 points to the user's Intellect Edge for the next 10 hours.



Kerosene

LEVEL: 5 (anoetic)

ITEM: combustible hydrocarbon liquid in a metal container used as fuel (lamp oil)

EFFECT: When thrown on an individual and ignited, the victim will suffer 5 points of fire damage.



Lucky Cigarette Case

LEVEL: 2 (artifact)

ITEM: an engraved cigarette case

EFFECT: When using a Skill, the holder of the case may add a +2 to the result.

DEPLETION: 1 in 10



Uninhibited Restorer

LEVEL: 3 (anoetic)

ITEM: glove with injectors

EFFECT: Allows the user to take each recovery roll as an action without penalty.



Restorative

LEVEL: 5 (anoetic)

ITEM: a painful injection that stimulates the blood

EFFECT: Restore 5 points to the users Might Pool. The user will be unable to benefit from their next recovery roll due to the painful injection.



Enlarger

LEVEL: 3 (anoetic)

ITEM: a candy-coated blue pill

EFFECT: The user grows to a height of 9 feet for 10 minutes. During this time, the user will add 4 points to their Might Pool, +1 to Armor and +2 to their Might Edge. While their size is increased, the difficulty of their Speed defense roll is increased by one step.



Fire Foam

LEVEL: 5 (anoetic)

ITEM: spray on foam

EFFECT: The users body is shrouded in flames that last for ten minutes, granting +2 to Armor against damage from fire. The flames do not burn the user but they automatically inflict 2 points of damage to anyone who tries to touch or strike the user with a melee attack.



Bandages and Antiseptic

LEVEL: 2 (anoetic)

ITEM: a collection of unguent and gauze

EFFECT: You may use these materials to regain 2 points to your Might or Speed pools or 1 point to both pools.



De Miserabilis Mysteriis

LEVEL: 4 (anoetic)

ITEM: a series of papers with an evil script

EFFECT: At the cost of 2 Intellect points, you may cast this spell and receive a +2 Tier adjustment for the person you indicate in their favor for their next action.



Cultes des Goules

LEVEL: 6 (anoetic)

ITEM: a scroll of ancient writings

EFFECT: At the cost of 3 Intellect points, you may cast this spell and fire a bolt of putrescent energy that will cause 6 damage to your foe.



Grotesque State

LEVEL: 5 (anoetic)

ITEM: a hand-held, disgusting statue made of stone

EFFECT: When used, this vile statue will absorb the loss of Sanity instead of the holder taking Intellect damage. The statue then changes shape and becomes useless.



Sedative

LEVEL: 3 (anoetic)

ITEM: a single injection of luminal

EFFECT: Restore 3 points to the users Intellect pool, OR will cure any one mental affliction the user is suffering.



Mild Sedative

LEVEL: 3 (anoetic)

ITEM: a single injection of valium

EFFECT: Restore 3 points to the users Intellect pool, OR will cure any one mental affliction the user is suffering.



King James Bible

LEVEL: 7 (occultic)

ITEM: a very distressed and torn bible

EFFECT: Reading the text of this tome restores your faith in the world. The user gains one additional 1 hour recovery roll.



Strong Sedative

LEVEL: 5 (anoetic)

ITEM: a strong dose of valium

EFFECT: Restore 5 points to the users Intellect pool causing the user to suffer a +1 Tier adjustment, to their detriment, to all Speed actions for the next hour.

