

Welcome to **Sylvan Pines**



An Adventure For
**OVER THE
EDGE™**

by Stephan Michael Sechi

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An Excursion OVER THE EDGE™
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The *Over the Edge*™ roleplaying game is by Jonathan Tweet with Robin D. Laws.

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OVER THE EDGE and its supplements are works of fiction. Any resemblance to actual events or persons, living or dead, is strictly coincidental. It might even be a delusion induced by Dr. Klomp's Isonеural Stimulation Machine.

Want to keep up to date on OTE? Check out *Alarums & Excursions*, an apa in which Jonathan Tweet, Robin Laws and John Nephew appear pretty regularly. Even Steve Sechi's been seen there. For more information, write to Lee Gold, 3965 Alla Road, Los Angeles, CA 90066.

Another great place to look: America Online. Our company's screen name is AtlasGames. We have a support folder in AOL's Gaming Information Exchange (keyword "Gaming"). You might find the electronic ghosts of Jonathan Tweet, John Nephew, Mark Frein, and Steve Sechi all wandering that region of netspace. If you're connected to the internet, you can also write us there at AtlasGames@aol.com.

Slugmail is welcome, too!

Introduction

Welcome to Sylvan Pines is an adventure for *Over the Edge™*, the role playing game of surreal danger created by Jonathan Tweet. The setting for the game is the Mediterranean island of Al Amarja — a tiny, independent nation that lies outside the jurisdiction of international law — and perhaps natural law, as well.

The Game Moderator (GM) and player characters (PCs) are about to enter into a rather peculiar setting — Sylvan Pines, a private sanitarium, Al Amarjan style. Sylvan Pines contains two very distinct facilities: Wing One for those well-to-do clients who “need a little rest,” and Wing Two, for second-party committed patients, those who “need a little more special attention.”

Overview

This scenario is comprised of the following components:

- ❖ **Admissions:** This section provides the GM with several suggestions on how to get player characters into Sylvan Pines sanitarium.
- ❖ **Orientation:** This section tells the GM how to introduce the players to the sanitarium setting, allowing them to gain familiarity with the staff, patients, and the facilities. Floorplans for the sanitarium are included in this section.
- ❖ **The First Day:** Events will go according to schedule for the 24 hours of the PCs’ stay in Sylvan Pines.
- ❖ **The Crisis:** Describing the lockdown, and the subsequent pandemonium that will occur.
- ❖ **Resolution:** The climactic confrontation, the wrap-up, and what happens when the whole thing is over.
- ❖ **Follow-up:** This section includes suggestions for spin-offs and tie-ins — related scenarios that the GM can add to the ongoing series.
- ❖ **Appendices:** Two appendices contain additional important GM information.
- ❖ **Props:** Two props are provided at the back of the book for use in play: the admission form and the Sylvan Pines brochure.
- ❖ **Map:** A map of the facilities for the GM.

About This Adventure

This scenario was designed for 3-5 players of beginning to intermediate experience. It doesn’t matter

what type of characters are used, as long as they are “danger-ready” — i.e., no special skills are required to ensure that this scenario runs smoothly, other than those needed by anyone who hopes to survive everyday life in Al Amarja.

The GM should familiarize herself with the facilities, staff, and basic policies of Sylvan Pines first, in order to get an idea of how things operate at the sanitarium. GMs should also decide how to role-play the difference between the staff’s attitudes to each Wing; i.e., how their voices and mannerisms change between Wing One and Wing Two.

This book combines aspects of typical role-playing adventures and “sourcebooks”: It is intended to provide both an established setting and characters that can be used multiple times, and one specific adventure plot. A GM could completely disregard the adventure plot provided herein, and still get a lot of playing possibilities from the source material on the sanitarium. We hope that some of the Game Moderator Characters portrayed in Sylvan Pines will become permanent additions to the GM’s *Over the Edge™* series.

Once the GM has mastered the technical aspects of Sylvan Pines and the personalities of the staff members, she can take some time to get familiar with the other GMCs — the patients. Read over the patients’ profiles that appear in the Orientation section on pages 11-15, taking note of their basic traits and characteristics. Try to develop a separate “voice” or persona for each, adopting distinctive mannerisms, attitudes, and quirks as indicated in the profiles.

Fringe Powers

The GM should be wary of the effects that PCs with fringe powers might have on this adventure. Powers such as invisibility, mind reading, and the like could throw a wrench into the works, unless properly handled. Fortunately, there are some limiting factors built into this scenario. Dr. Klemp’s Isoneural machine can be used to temporarily negate a PC’s power, if it is being used in a way that could prematurely solve the mystery of Sylvan Pines. Other countermeasures can be used; e.g., reading a psychotic’s mind might be extremely dangerous.

Running This Adventure

In theory, the adventure should run something like this:

1. The PCs either check into Wing One or are deposited into Wing Two. In the case of Wing One, they

fill out their admission forms, are given a tour of the premises, and begin whatever treatment programs are assigned to them. Wing Two patients may experience isolation in the Quiet Room, straight-jackets, needles, suppository drugs, tie-down beds and general extreme discomfort.

2. The PCs discover that the patients and staff of *Sylvan Pines* are a strange group indeed. The staff seems to be no more sane than the patients. The treatments appear to have no real psychological benefit for anyone. The whole sanitarium seems to be organized around two principles: make money and keep everyone happy or sedated.
3. A questionable "suicide" occurs the first night of the PCs' stay. Rumors abound.
4. The Crisis: Early in the morning after their first day of stay at *Sylvan Pines*, all exits from the sanitarium become closed, and simultaneously, most of the secure connections between the two wings become opened. The result will be utter havoc, one murder, and a disappearance. The Wing One residents find they are locked in with now-loose, rampaging maniacs; the Wing Two residents are finally free to fully express themselves.
5. If the PCs put the clues together they will find that the murderer is *Melvin Peaks*, a former *Sylvan Pines* Wing Two resident, now the facility's janitor and repairman. *Melvin* is the only person in the place who knows how to operate the computer system. The paranoid *Peaks* is convinced that someone is trying to kill *Eric Rome*, the alleged double agent. *Peaks*'s targets are those he believes to be threats to *Rome*.
6. The PCs eventually will have to confront *Peaks*, especially if they come under his paranoid scrutiny. After they take care of *Peaks*, they can end the lockdown and attempt to restore order to the sanitarium.

That's the theory. In reality, the nature of the setting and characters makes it impossible to predict how the players will react to circumstances at *Sylvan Pines*. We recommend that you not try to straightjacket your players with a tight plot; instead, use the outline above as inspiration, and improvise with the assistance of your players' own interests and their characters' motivations.

Admissions

The players can be introduced to this scenario by any of several means, according to the GM's designs and the style of play preferred. Some ideas include:

- ❖ **Open Admission (Wing One):** The PCs need a break; they might be on the verge of nervous breakdowns after some excursion into the bizarre fringes of the Edge. Their employers suggest a pleasant stay at *Sylvan Pines*, including massage therapy and counseling. *Sylvan Pines* should be portrayed as the an ideal place to go. Its the "spa" of choice for the very rich, with luxurious accommodations, an isolated "country club" setting, restful, superior treatment facilities, etc. Show the players the *Sylvan Pines* brochure (see Props).
- ❖ **Open Admission (Wing Two):** The players, having run horribly afoul of the *Al Amarjan* authorities prior to the start of this scenario, have been offered a choice: incarceration in the wretched *Al Amarjan* penal system, or "rehabilitation" in a private sanitarium. They will be admitted to Wing Two, given a private room, and fair treatment. They will, however, be required to undergo *Isonural* therapy and any other therapy that is deemed necessary.
- ❖ **Open Admission (Both Wings):** A public health watchdog organization is investigating reports of malpractice at *Sylvan Pines*. That organization hires the PCs to enter *Sylvan Pines* as patients. Probably some players would be "assigned" Wing One, some Wing Two.
- ❖ **Forced Admission (Wing Two):** Whatever they've done, it must have been bad. Because of previous actions that call their sanity into question, the PCs are committed forcibly to the sanitarium.
- ❖ **Forced Admission (Wing Two):** Somebody powerful just doesn't like the PCs. They are incarcerated against their will by the powers-that-be, or someone hoping to shut them up for a while.
- ❖ **Forced Admission (Wing Two):** Whoops! After a night or day of much chemical debauchery, the PCs wake up to find themselves in Wing Two of *Sylvan Pines*. They're the victims of a mistake or mix-up that sticks them in the sanitarium and allows a real psycho to wander the barrios of the Edge.

However the GM gets the PCs into *Sylvan Pines*, he or she should consider dividing up the PC group into the two wings. It'll probably be more fun that way, and the PCs will not be separated for long. Some PCs could

even voluntarily commit themselves to Wing One, hoping to free a comrade from Wing Two.

Orientation

The following section is presented for the benefit of the GM only. In it you will find background information on the Sylvan Pines setting, staff, and patients. Read this material carefully before playing the adventure.

Sylvan Pines Sanitarium

Type: A private psychiatric facility with areas for both voluntary and committed patients.

Rep: Not well known to the general public. Certain of Al Amarja's wealthier denizens are aware of Sylvan Pines, which they regard as a "civilized" alternative to the D'Aubainne Asylum. The cost of care at Sylvan Pines is exorbitant — \$2,000 per day — but said to be worth the price, especially when one considers the alternatives.

Brief: A secluded facility that specializes in treating cases of work-related dementia and stress, and various degrees of psychosis and schizophrenia. "Special" cases, such as those involving "deprogramming" and demonic possession, are also handled here. Behind the scenes, Sylvan Pines houses the mind-altering apparatus of Dr. Klemp. Committed patients are used as guinea pigs for his experiments. The staff does not like to publicize the fact that they have a wing for unusual, committed patients. Most patients committed to Wing Two are committed at government or wealthy private expense.

Address: 420 Willowbrook Lane (a rural route)

Phone: 444345

General Description: Sylvan Pines resembles a Spanish villa, nestled in the wooded hills of southern Al Amarja. It is a very attractive facility, beautifully landscaped, and extremely private; access is by a single road that winds its way through the hills, and no visitors are allowed without prior permission from the sanitarium's director, Dr. Rathmueller.

The main building is white stucco with a terra cotta roof. Both wings are designed to be lock-in facilities; shatter-proof plexiglass doors and windows and a sophisticated security system make the main building virtually escape-proof. Recreational facilities on the premises include a pool, sauna, tennis court, and gym. The entire facility is enclosed within a whitewashed outer wall, fifteen feet high. A pair of ornate wrought iron gates stands at the entrance. The gates are electronically

controlled, and can only be opened by the security guard, whose post is located in the main building.

Unbeknownst to most people, Sylvan Pines is owned by a private South American corporation called 3R, Inc., with main offices in Buenos Aires. (See Follow-Up, on page 25, for secret information about 3R, Inc.)

The Computer System (Big Brother)

Sylvan Pines is run by a state of the art computer system. This system, referred to by some of the staff as Big Brother, is located in the main building basement with other systems' management equipment such as TV monitors, listening equipment, and electricity overrides. Melvin Peaks is the only person with the know-how to work directly with Big Brother. On account of the awkward nature of his position (a janitor who also runs the computer and security systems), his functions with the computer and security are kept secret. Only Doctors Rathmueller and Klemp know Peak's true identity.

Big Brother has control over the following:

- ❖ **Security:** outer gate, main entrance, alarm systems, surveillance cameras (found everywhere). This part of the system is operated by the facility's security guard from a room inside the main building. All the information processed to this station is first sent through the basement control station.
- Additionally, door locks are controlled by palm-registering identification pads next to the doors. The doors can also be unlocked or locked electronically from the guard station or the basement control station.
- ❖ **Communications:** phone systems, lines in and out. Can be tapped or disconnected from basement control station.
- ❖ **Climate Control:** allows the temperature and humidity to be precisely controlled in each room of the main building. Also controls temperature of water in the pool, air filtration systems, walk-in freezer for kitchen facilities, and solar power generating system.
- ❖ **Emergency:** sprinkler system and fire exits.

The system has been programmed to function automatically, without the need for a human operator. When alterations or 'minor' glitches occur, maintenance man Melvin Peaks is called upon to run a systems check, and to make any adjustments that may be necessary.

The Staff of Sylvan Pines

Descriptions of the staff of the Sylvan Pines facility follow. They are in the standard format used in the OTE™ rulebook.

Dr. Rathmueller

Stern-faced, matronly doctor

Dr. Rathmueller is the Director of Sylvan Pines, and is in charge of running this facility. She approves, monitors, and reviews all treatment programs, and has the final say on admitting and discharging patients, hiring and firing staff, etc. She is an avid believer in the benefits of physical conditioning, and asks that all able bodied patients participate in a rigorous exercise program.

Her secret: Dr. Rathmueller sometimes engages in "individual therapy sessions" with one of the patients, the masochistic Raoul.

Germanic female, age 47, 172 cm, 72 kg, with an athletic if somewhat stocky physique. She is "handsome," rather than attractive, though rather severe looking (wears no make-up, hair pulled back in a tight bun). She always dresses in a white doctor's frock coat, and carries a white plastic clipboard and felt pen.

Languages: German, English, Al Amarjan patois; reads and writes Latin.

Attack: 3 dice (see Traits, Physical Therapy)

Defense: 3 dice (ditto)

Hit Points: 14

Armor: none.

Traits

Doctor of Psychology, 2 dice — Trained as a strict Freudian, but Dr. Rathmueller has been known to permit "experimental" techniques when she believes such treatments are warranted. (obvious MD appearance)

Dominatrix, 3 dice — In her private life, Ruth Rathmueller finds fulfillment in bondage and humiliation. This aspect of her personality is normally hidden from view in her professional life, though elements of these proclivities manifest in her ability to dominate and intimidate the staff and patients of Sylvan Pines. (domineering attitude)

Physical Therapy, 3 dice — The Doctor is an avid believer in the phrase, "a strong mind in a strong body". She exercises regularly, tries to watch her diet, and is surprisingly strong. Her training in the areas of physical therapy, acupuncture, and massage has provided her with an extensive knowledge of pressure points; given an opening, she can bring down even the biggest and



toughest individual by taking hold of a wrist, the neck, etc., and applying pressure. (very firm handshake, stocky but muscular physique)

Staff Psychiatrists

Dr. Edwin Klemp

Old German doctor

Dr. Klemp is the Assistant Director and the Head of Psychiatry at Sylvan Pines. *His secret:* During World War II, while still a young man, Klemp (real name: Hans Ehrlich) trained under the infamous Nazi doctor, Josef Mengele. He has been hunted as a war criminal for nearly fifty years.

Old (82 years) man of German descent. 170cm, 68kg. He has poor posture, a shock of unkempt white hair, and wears thick glasses. He speaks English with a pronounced German accent.

Languages: German, English, Spanish; writes and reads Latin.

Traits

Psychiatrist, 3 dice — (MD costume)

Inventor, 3 dice — (has that "mad scientist" look)

Dr. Lilia Sadat

Egyptian doctor

Sadat is a Doctor of Psychiatry who specializes in group therapy. *Her secret:* she has had sexual relations with at least one patient (Sylvia).

A 40 year old female of Egyptian descent; 160cm, 54kg, black hair cut just below the ear, olive complexion, brown eyes. Probably looked fairly attractive during her youth, but has let herself go since then.

Languages: Arabic, English; writes and reads Latin.

Traits

Group Therapist, 4 dice — Sadat is a natural mediator, and skilled at bringing persons to describe their problems, often without their knowing it. (MD costume)

Sexual frustration — (gets a "hot and bothered" look when talking about anything having to do with sex)

A.J. Williams

The male nurse

A.J. is a trained therapist and Registered Nurse. He helps dispense medications to the patients, and is qualified to give injections. *His secret:* A.J. is the sanitarium's number one source of contraband, and is addicted to various opiates and mind expanding drugs.

Euro-American male, tall and lanky, 190cm, 82kg; "Elvis"-style pompadour with long sideburns, speaks with a Texan accent.

Languages: English, Spanish; writes and reads Latin.

Attack: 3 dice

Defense: 3 dice

Hit Points: 21 (wiry)

Armor: None

Traits

Nurse, 3 dice — (medical frock)

Tougher than he looks, 3 dice — A.J. has plenty of experience with unwilling patients, and dealing with them has toughened him. (wiry muscles)

Drug addict: A.J. has a weakness for hard drugs. (glazed look in eyes)

Niko and Saburo

Therapy Assistants

Niko and Saburo act as assistants to the medical staff of Sylvan Pines. They have limited experience — the owners of Sylvan Pines wanted to cut down on costs by hiring needy graduate students.

Small Japanese woman (Niko, 165 cm, 50 kg) and man (Saburo, 168 cm, 65 kg), in their late twenties.

Languages: English, Japanese.

Traits

Social Worker, 2 dice — (condescending smiles)

Stress Therapy, 2 dice — (patient voices)

Andrew Tabbot

Massage and Exercise Therapist

Tabbot oversees the exercise and massage therapy for Wing One patients. Occasionally he also works with the more stable Wing Two patients. Tabbot held odd jobs in the United States until he was fired from a position at a Florida resort after being caught by the resort manager with the resort manager's wife. Tabbot is hotly libidinous and will offer extra "services," free-of-charge, to female patients, regardless of their looks or age (most of his clients have been rich, old Al Amarjan women). He has been given the green light to do so by Dr. Rathmueller, who herself enjoys occasional sessions with him.

Euro-American male, blond and handsome, with mustache and excellent physique. Walks and talks with a pronounced swagger. 176 cm and 102 kg.

Languages: English

Over the Edge™

Attack & Defense Dice: 3 (strong and agile)

Hit Points: 28

Traits

Physical Therapist, 4 dice — B.A. in Physical Education and Physical Therapy; worked for a college football team, then for numerous resorts. (muscular hands)

Additional Staff

Melvin Peaks

Maintenance Man

Melvin is a "graduate" of Sylvan Pines, who has "made it" in the real world (sort of). Having earned a degree in computer science, he helps maintain Sylvan Pines' complex security/communications system, called Big Brother. To all observers, however, he is a janitor, performing more mundane chores like cleaning up after the patients and staff. He is deeply disturbed, and has come to believe that Eric Rome is really a secret agent, whose life is in danger. He will begin to kill people that he believes pose a threat to Rome.

A heavy-set, dumpy looking white male, 183cm, 115kg, age 34, with a weird look in his eyes.

Languages: English

Attack: 4 dice

Defense: 2 dice

Hit Points: 21 (stocky)

Traits

Computer Science, 3 dice — program and repair computer systems. (tunes out the rest of the world when he's at a computer)

Berserker, 4 dice — goes crazy in a fight: adrenalin kicks in, and he's like a bull. These dice apply only to attacks; although his flailing is inspired, he has no particular ability to ward off blows from others. (disturbed eyes)

Maintenance Man, 2 dice — janitorial skills. (calloused hands)

Ali Mohammed

Overweight security guard

Ali is up for early retirement soon, and is just coasting along until then. He sits in his little security station office all day long, watching a wall of video monitors and munching on snacks. Ali controls the outer gate and main entrance via the electronic security system. He is grossly overweight, lazy, and unmotivated.

Middle-aged (54) Al Amarjan male, 173cm, 120kg.

Languages: Al Amarjan patois, Arabic.

Hit Points: 18 (bulk)

Armor: None

Traits

Mediocre Security Guard, 2 dice — (uniform is unkempt, ill-fitting)

Junk Food Junkie — (bulging paunch, jowly face)

Sheila Marvin

The Cook

Sheila is shy and introverted. She is also superstitious, and carries several luck charms (rabbit's foot, shamrock, lucky hot pepper, etc.) on her ample person. She immigrated from Jamaica, via England, as a teenager.

Black woman (with a touch of Chinese), age 52, 157cm, 73kg.

Languages: Jamaican Creole, English, Al Amarjan patois

Traits

Cook: 3 dice (spotless cook's apron)

Superstitious — keeps small Santaria shrine in kitchen (carries luck charms)

Hassan & Geraldo

The Orderlies

The orderlies are called upon to assist whenever patients must be physically restrained. They are very good at what they do: Hassan is a black belt in kung-fu (Shaolin Long Fist), and is a lot faster than his size would suggest, while Geraldo is a former collegiate heavyweight boxer. The mere sight of these two body builders is enough to get most patients to submit willingly to whatever they say. They are sometimes referred to as "the goon squad". Both might be prone to random violence during the Crisis.

An Arab and a Spaniard, both about 193cm and 91 kg.

Languages: Arabic (Hassan) or Spanish (Geraldo), Al Amarjan patois, English

Attack: 4 dice

Defense: 4 dice

Hit Points: 28 (look like body builders)

Traits

Orderly, 3 dice — (white uniform)

Martial Arts (Hassan), 4 dice

Boxing (Geraldo), 4 dice

Rules and Policies

The rules, of course, differ between Wing One and Wing Two.

Wing One: Patients must be inside the building by 10:00 pm and inside their rooms by midnight.

"Disturbances" or maladaptive behavior will be treated according to their severity, with punishment ranging from revoked outdoor and recreational privileges, expulsion from the facility, isolation, or in extreme cases, committal to Wing Two.

Wing Two: Patients are required to take daily medication, partake in daily Isonural therapy with Dr. Klemp (described on p. 26-27), participate in group therapy sessions and recreational activities, and undergo individual therapy sessions, as required by the staff. Wake-up is at 7:00 AM; curfew is typically 10:00 PM. Obedient patients may earn later bedtimes; see below.

Any Wing Two patient who refuses to follow the rules gets one warning, phrased in typical staff-speak.

Example: "Now Sylvia, wouldn't it be easier if you just agreed to take your Isonural treatment instead of making such a fuss?" (Translation: "Shut up, lay down, and let me strap you in, or I call the goon squad.").

In the event that a patient gets out of hand, a staff member will press an intercom button (there's one in every room) and call the orderlies for assistance.

Example: "Hassan, Geraldo, can you please come to room 2A? Mr. Rome is having a 'little problem'." (Translation: "Get in here quick and get this lunatic off of me!").

Privileges can be earned through responsible, considerate, and safe behavior. All patients begin at Level One, entitling them to Recreation Time privileges; Bedtime is 10:01. At Level Two, Bedtime is 11:01; at Level Three, Bedtime is 12:01.

Failure to meet acceptable standards of behavior will result in loss of one Level. Patients rated at Level Zero lose Recreation Time privileges until they earn a higher Level. Level Zero patients may also be made to spend time in the Quiet Room.

Note: the Quiet Room is a padded cell, devoid of furnishings or other items. Time in the Quiet Room is similar to solitary confinement.

Daily Medication

Patients in Sylvan Pines are prescribed daily medication, or "meds," as they are called. They are served with breakfast; Wing One patients are advised to take them; Wing Two residents are required. All patients are given a vitamin supplement tablet with every batch of meds.

All Wing One patients receive light to moderate sedatives and a daily narcotic (depending on their "needs"). Some patients may be prescribed anti-depressants, or anti-psychotics. None of the drugs used at Sylvan Pines are very good. They are meant to keep the patients content and under control.

Wing Two patients will receive either moderate or heavy sedatives, and anti-psychotics. They may also be prescribed anti-depressants.

An unruly Wing Two patient may be put on heavier doses of meds to keep him or her calm. In extreme cases, patients may be strapped down and given mega-doses of meds intravenously.

Sometimes the staff at Sylvan Pines experiments with less orthodox drug treatments: e.g., intravenous Blue Shock as an experimental treatment for catatonia. If the GM feels nasty, and can rationalize the decision, player characters may find themselves subjected to unusual "meds" like this.

Effects of Drugs

Sedatives: Light sedatives will add one penalty die to physical rolls, moderate sedatives will add two, and heavy sedatives three. Extra sedation may make physical exertion next to impossible.

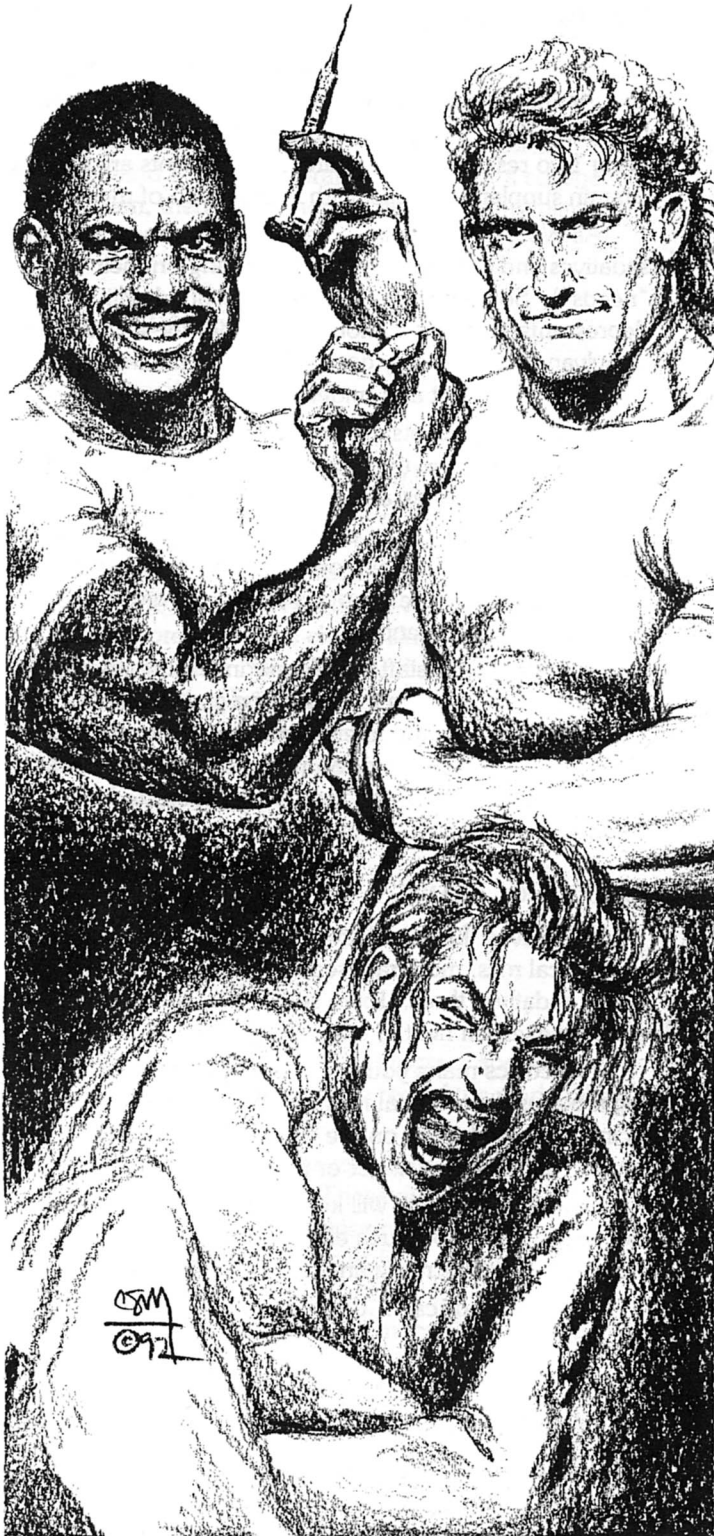
Narcotics make you happy and pleasant — providing a bonus die to social rolls for all characters involved in interaction who are on the narcotic, and a penalty die for any roll involving anger or rage.

Anti-Depressants will keep depressives out of depression, and not much else. Large doses of the anti-depressants will increase any mental faculties by one die.

Anti-Psychotics "...don't do much anything at all..."

Physical Restraint

In the event that a patient must be physically restrained or subdued, the orderlies (Hassan and Geraldo) grab hold of the individual and take him or her down to the floor, after which the patient's arms and legs are folded behind the back. In most instances, this procedure takes about 1-2 seconds, tops. While this is



going on, staff members try to usher other patients out of the area into another room.

If the patient who has been restrained calms down, he or she may be released, provided a member of the professional staff feels that this is a viable alternative.

Example: "Perhaps Mr. Urabi is relaxed enough to take his medication now. Can you do that for us, Mr. Urabi?" (Translation: "Either you swallow the pill, or Hassan gives it to you as a suppository.")

Patients who continue to "act out" may have their arms and legs strapped to a gurney, or they may be placed in a straight jacket, injected with a powerful sedative (only staff doctors and the male nurse, A.J., are qualified to administer this treatment), and/or put into one of the "Quiet Rooms" (padded rooms, with no furniture or hard edges) for a few hours.

Controlling Dangerous PCs

The orderlies will be certain to take note of any PC who looks like he might be especially tough or dangerous, and will use maximum physical force to subdue him at once at the slightest provocation. If it looks like they may need help, they'll call for assistance at once; a hypo full of tranquilizers will quiet down most unruly patients in a few seconds, as will a few hours in a Quiet Room. PCs who repeatedly "act out" can also have their morning and evening meds increased in order to make them more docile.

Remember: these guys are professionals, and this is what they do for a living.

Schedule for Wing Two

In order to provide a structured therapeutic environment, all Wing Two patients must adhere to the Daily Schedule, until the Crisis (when the daily schedule will have no practical meaning). Those who fail to follow this rule may be subject to disciplinary action and loss of privileges.

The schedule for Wing Two is as follows:

AM

7:00 Wake-up.

7:01-7:30 Bathe, dress, make bed, inspection

7:31-8:00 Daily Medications and Breakfast

8:01-9:00	Exercise
9:01-12:00	Group Therapy
PM	
12:01-1:00	Lunch
1:01-2:00	Free Time
2:01-5:00	Isonural Therapy with Dr. Klemp, followed by rest period
5:01-6:00	Evening Medications and Dinner
6:01-7:00	Group Activity
7:01-10:00	Recreation Time for Level One-Three Patients; Level Zero patients are confined to their rooms.
10:01	Bedtime for Level One patients
11:01	Bedtime for Level Two patients
12:01	Bedtime for Level Three patients

Schedule for Wing One

Patients in Wing One are not required to follow any prescribed time-frame, apart from meals. After their registration, they will be given a group therapy appointment time, and a massage therapy time. They may also be recommended for a private therapy session.

The Patients

In this section we provide a basic "population" of patients for Sylvan Pines. The GM should feel free to come up with more patients, if desired. Some GMCs could be brought in from other *Over the Edge* materials, as tie-ins for future adventures. Generic Wing One patients would have standard to sub-standard attack dice, a good social or job-related trait, and be rich. Generic Wing Two patients will have 3-5 attack dice when not on sedation, and possibly have unusual traits.

Wing One Patients

Eric Rome

The continental gentleman

Eric is a paranoid schizophrenic, who claims that he is a double agent who once worked for a top-secret, "counter-conspiracy organization" — possibly the Movers, though even Rome himself does not know for sure. If questioned, he may tell a PC who seems trustworthy that his specialty was "the old spy vs spy game". He'll claim to have been involved in the

"Shroud of Turin Caper" (the original stolen and replaced by a copy, which was in turn replaced by a copy of the copy), the "Bavarian Illuminati Episode" (the details of which he dares not reveal even now), and "the UFO-Vatican Connection" ("Don't bother asking," says Rome). In any event, his stories cannot be proved or disproved, as Mover agents rarely know who they are really working for, and a double agent would only be twice as confused. He believes that certain hostile factions of this secret organization may now be after him, and trusts no one, suspecting everyone and everything.

One of Rome's favorite sayings (usually muttered under his breath, eyes darting from side to side): "I'm surrounded by assassins!"

A dark-skinned Mediterranean type (Greek/Italian/Arab — looks something like a 45-50 year old Omar Sharif), 182cm, 77kg; prematurely grey, hair slicked back, neat mustache, chain smoker, sharp dresser, wears expensive Italian shoes. Speaks with a "continental" accent.

Languages: Al Amarjan patois, English, Greek, Italian.

Attack: 3 dice

Defense: 3 dice

Hit Points: 21 (physically fit)

Armor: None

Traits

Self defense, 3 dice — Whether from secret agent training or some other source, Rome is competent in basic unarmed defense. (looks to be in good shape for his age)

Investigator, 3 dice — Uncanny intuition combine with the paranoid's attention to detail, making Rome exceptional at spotting clues. (alert demeanor)

Paranoia — Rome is convinced that an international conspiracy has set assassins on his trail. Perhaps he is right. (eyes dart from side to side)

Raoul Denigris

Young Jet Setter

Raoul Denigris is a polite, fastidious, well educated young man from one of Al Amarja's wealthier families. He attended university in Spain. He has been addicted to numerous substances, and is currently undergoing Dr. Klemp's "Reduction Therapy." He is a masochist, who in the past has sought the personal attention of Dr. Rathmueller. He claims to be smitten with Dr. Rathmueller, and sometimes fantasizes about her.

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Raoul often scores meds from the male nurse, A.J., and sometimes acts out in an attempt to get the orderlies to use physical force on him (being tied down or restrained arouses him). He is quite harmless, except as regards his own personal welfare. Unless on heavy meds, Raoul is sociable.

His secret: Raoul knows that Dr. Rathmueller is a closet dominatrix, but is loathe to reveal this information for fear that the Doctor will discontinue their "private sessions".

Al Amarjan male, age 24; 178cm, 67kg; black hair pulled back in a ponytail, diamond earring in left ear, somewhat gaunt appearance. Speaks with a slight Hispanic accent.

Languages: Al Amarjan patois, Spanish, Catalan
Traits

High Chemical Tolerance, 4 dice — from many years of being addicted to various substances (meds have little apparent effect)

Jet Setter, 3 dice — witty, sociable, no skills to speak of (affable and outgoing demeanor)

Drug Addiction, penalty die on rolls involving judgement and coordination when intoxicated (which is often) — recovering addict, low willpower (wasted looking body, jittery)

Masochist — enjoys being hurt (smiles when he feels pain)

Sylvia St. Lorraine

Nymphomaniac

Sylvia is the daughter of the wealthy Al Amarjan importer, Jacques St. Lorraine, and heir to the fabulous St. Lorraine fortune. Sylvia is a nymphomaniac, and is bisexual. When she is not depressed about growing old, she is constantly on the make, trying to find some way to arrange clandestine affairs with the patients and/or staff. She will proposition the characters at every opportunity, trying to sneak them into one of the Quiet Rooms for a little action. She is given a lot of slack by the staff, particularly Dr. Sadat. *Her secret:* Sylvia has had relations with several of the staff members and patients — most notably, Dr. Sadat.

Al Amarjan female (predominantly white French ancestry), age 32, brown hair, green eyes, 165cm, 52kg; attractive and sensual. She is always well dressed, and has an aristocratic look.

Languages: Al Amarjan patois, French
Traits

Aristocrat, 3 dice — social skills, few other talents (looks like a woman of breeding).

Nymphomaniac — pathologically insatiable (looks longingly at attractive people)

Bisexual — swings both ways (ogles both males and females)

Alice Konnaught

The Incredible Shrinking Girl

Though she has been convinced that she is insane, Alice is the possessor of a strange fringe power that allows her to shrink herself and other objects. The talent began to manifest itself during puberty when she and her family were living in Rome. At the advice of a psychologist in Rome, Alice was brought to Al Amarja and committed to Wing One for evaluation. She has been at Sylvan Pines for about a year and has effectively been "cured" by Dr. Klemp's Isonеural therapy. Dr. Klemp, with the approval of Dr. Rathmueller and the Government (to which Konnaught has been reported as a possessor of psychic talent) continues to research Alice's case.

An outgoing and friendly young woman of age 14 and Irish nationality. Reddish-blond hair, 154 cm, 50 kg.

Psychic Pool: 2 shots (none when subject to Isonеural treatment)

Traits

Shrinking Power, 3 dice — When angered or upset Alice tends to shrink herself or anything that is the target of her emotion by 50%-75%, depending on how upset she is. She might be able to learn to control and direct this energy. The power will not work until she is off both sedation and isoneural treatment. The effect wears off in 3d6 hours. (has trouble understanding spatial relations, because in her experience they often change)

Wing Two Patients

Kumar (Doc) Urabi

The patient who thinks he is a doctor

Kumar claims that he is the real head psychiatrist and chief administrator of Sylvan Pines, and that he is being held against his will. He will sometimes try to convince others that this is the case ("I'm the doctor, I tell you!"). Yet if asked to prove he is a doctor, he cannot — there is no available evidence that he earned a degree, and he cannot remember any of his medical training. To humor him, his fellow inmates and some of the low

ranking staff members call him "Doc". He must often be restrained; Mr. Urabi is prone to hallucinations, and, given the chance, may attempt to perform "explorative" cranial surgery.

His secret: Kumar really was the former director of Sylvan Pines. Upon learning about the weird practices of Dr. Klemp, Kumar threatened to expose him. Klemp, with the tacit approval of 3R (the foreign owners of Sylvan Pines), sedated him, used a prototype IS machine to erase part of his memory, and had him committed in order to silence him. If helped to recall his position of director by the PCs (who may learn it from Klemp's files, or from Selena), he will be able to tell the PCs that Melvin Peaks is both insane and the computer technician.

Indian male, age 45, 170cm, 72kg.

Languages: Hindi, Al Amarjan Patois, English; writes and reads Latin and a smattering of Sanskrit.

Traits

Sporadic Psychiatrist, 1 die — on occasion Urabi's induced amnesia goes into remission, granting him access to years of psychological training and experience; then, in a moment, he's forgotten it all again (occasionally talks like an MD)

Amnesiac, penalty die on all rolls involving memory: due to years of Klemp's IS treatments (seems disoriented at times)

Hallucinations — prone to selective targeting of those who might need partial lobotomies (gets "far away" look in his eyes before reaching for any sharp object).

Arnold Gelman

The mass murderer

Arnold's profile exactly matches that of a mass murderer. In fact, this is precisely what he is. His wealthy family back in the United States sent him to Al Amarja for Dr. Klemp's special "Advanced Behavior Modification" therapy — and also to avoid prosecution, or so it is said. He is currently under Dr. Klemp's care, and is being subjected to his "Advanced Behavior Modification" therapy — a combination of Isoneural and chemical therapies. Arnold is usually locked up and heavily sedated. He seems pretty harmless.

His secret: Arnold is anything but harmless. He is a sociopathic killer, who enjoys eating parts of his victims. He is quite cunning, and totally untrustworthy. Without his meds, he can become very violent.

Euro-American, age 30, 175cm, 65kg. Prematurely balding, shy and withdrawn demeanor.

Languages: English

Attack: 2 dice (while drugged; see Traits)

Defense: 2 dice (while drugged; see Traits)

Hit Points: 21

Armor: None.

Traits

Mass Murderer, 4 dice — cruel and deadly when not drugged (cold "fish eyes")

Unstable — likely to "snap" at any minute (weird twitching of facial muscles)

Cannibal — known to eat parts of victims (salivates at sight of blood, raw meat, etc.)

Selena

The withdrawn artist

Selena is withdrawn, and suffers from deep clinical depression bordering on catatonia. She exhibits suicidal tendencies, and is often heavily medicated. In lucid moments, she claims to know a secret that she does not dare tell. *Her secret:* With "Queen Elizabeth", Sylvia is the only patient still at Sylvan Pines who knows that Kumar "Doc" Urabi is a real doctor and was formerly the director of Sylvan Pines. She does not dare reveal this for fear of what Dr. Klemp or Dr. Rathmueller might do to her. Extensive discussion with her about her art (including praise), may endear her to a PC, to whom she might divulge her secret.

Al Amarjan mulatto female, age 20, 162cm, 54kg; long frizzy brown hair, dresses like art student.

Languages: Al Amarjan patois

Armor: None

Traits

Artist, 3 dice — draws on the walls of her room (charcoal smudges on clothes, hands).

"Queen Elizabeth"

The old drag queen

"Queen Elizabeth" is a gay transvestite who is generally quite confused, and displays a tenuous grasp on reality, at best. He is normally uncommunicative, but at times seems alert to visual stimuli.

His secret: The "Queen" is related to a certain member of the British royal family who has connections among several of the most powerful Al Amarjan interests. Should he complain to the Al Amarjan authorities about what is going on at Sylvan Pines, he could have Drs. Klemp and Rathmueller dismissed at once, without any questions. The two doctors know this, and have prescribed special medications for him in order to keep him

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dazed and unmotivated. Without these, he'd blow the whistle on Klemp and Rathmueller.

An elderly (age 73) British gentleman, white hair, frail looking; dresses in a gown and tiara, 178cm, 68kg. He rarely talks, but when he does, he speaks in a high falsetto with a British accent.

Languages: English.

Armor: None

Traits

Serious Personality Disorder — thinks he's the Queen of England (costume)

Diplomat, 3 dice — Though he does not remember this while medicated, he actually is a former member of the House of Lords. (regal mannerisms)

Pappo "Sly" Aretanai

Pyromaniac

Pappo Aretanai was committed by Al Amarjan authorities after an almost successful attempt to set alight major portions of D'Aubainne International Airport. Initially, the authorities considered sending him to D'Aubainne Asylum. On the advice of a government psychiatrist, however, they shipped him off to the more secure and more secluded Sylvan Pines. The government shrink seems to have given the police reason to believe that, even with limited materials, Aretanai could burn the whole Asylum down.

Aretanai has two objectives: get free, and burn things. The staff always keeps a very close eye on him, and he is often confined to his room for days at a time. He will probably be wearing a set of locked-on large gloves when the PC's meet him (the gloves prevent him from any fine manual movements — the type of movements required to pocket and use fire-starting equipment).

Secrets: Aretanai is a peculiar case study in reincarnation. Instead of having multiple and diverse "past lives," he is the current incarnation of a string of men and women inheriting the personality of the first mutant ("human") to master fire without fear. The incarnations haven't progressed much in mental capacity; they think, look, and act like their paleolithic ancestor. Aretanai is actually a little smarter than usual for the line. He could possibly be used to help the PCs decommission the computer, Big Brother.

Bone-thin, medium-complexion, Al Amarjan man with wiry muscles, age 38, 175 cm, 73 kg, unkempt and stringy brown hair, clean-shaven. Almost never looks anyone in the eye, unless prompted to talk about fire. Speaks quietly with a snarling mouth.

Languages: Al Amarjan patois, Greek, English.

Attack & Defense Dice: 3

Hit Points: 21

Traits

Pyromaniac, 4 dice — Could possibly start a fire with his teeth. Devoted fire-starter, and fire-planner. Knows how to best make fires of all kinds to do the most damage possible. Can be enthralled by flames to the point at which he will not be able to do anything else except watch a fire. (always lighting fires)

Aggressive and Animalistic, 3 dice — scratches, bites, yells — anything to win a fight or get away from captivity. (snarls when he speaks)

Stas Bendick

The mysterious arrival

The man who calls himself Stas Bendick is the Earthly avatar for an other-worldly divine presence. Occult scholars have given the names of Stasor, Al-Shoulo, or the Staos, to this presence. The Staos believes that Monique D'Aubainne is his (its) long-lost companion presence, and recently tried to bring her back to his home dimension. Dr. Nusbaum was barely able to stop him from doing so.

Assuming that Bendick's powers were related to psychic or magical fringe abilities, Nusbaum sent him to Sylvan Pines for treatment and observation. Stas Bendick will probably not have much impact on this adventure, on account of his demise at the hands of Melvin Peaks. The GM might use him later in the series, however.

Bendick's personality tends to be taciturn. When he speaks he is cocky and often speaks in non-sequiturs and stupid jokes.

Al Amarjan male, 200 cm, 95 kg, dark blonde hair, olive skin, and an amazingly non-descript face; people tend to forget how he looks within minutes.

Languages: can speak any language at any level of competency.

Attack & Defense Dice: 3 (seems to be slightly proficient at Judo)

Hit Points: 21 (resilient)

Psychic Pool: 12 shots

Traits

Avatar — In the form of Stas Bendick, the Staos seems to be limited to certain powers. Whether or not the Staos is unable to fully manifest itself, or just chooses not to is a matter of speculation. The powers are:

Full Regeneration, 6 Dice — Stas Bendick can be



temporarily hurt or killed just as a human being, but regenerates hit points at a rate of 2 per hour, including lost limbs, decapitation, or major internal damage. It is

not known whether or not full destruction of his body would have a permanent effect. This trait does not use shots from Stas's psychic pool. (cuts and bruises vanish in moments)

Psychic Barrage, 3 dice — Temporarily overloads all motor skills connections in the brain, rendering the target paralyzed for 30 minutes. (gleam in eyes)

Skewed Omnipotence (Flaw): Though practically omnipotent, due to the astral fluxes caused by the connections between his human and divine forms, Bendick often has "delusions". The D'Aubainne affair is perhaps one of these delusions. He is thoroughly convinced that all his delusions are absolute truth. (pursues inexplicable activities)

Arriving at Sylvan Pines

Once the GM has established a reason for the players to go to Sylvan Pines, it is assumed that the director of the facility has been contacted, and the proper arrangements made. The PCs can be provided with transportation to the facility by car, taxi, ambulance, or Peace Force paddy wagon as is appropriate to the conditions under which they will be admitted. Admission time is 6:00 AM, so the PCs will have to get an early start.

Following Willowbrook Road as it winds its way off from the 7th of October Highway, they arrive at Sylvan Pines in an hour or so. The facilities appear to be every bit as splendid as they were described in the brochure, and the scenic surroundings are quite pleasant.

Upon reaching the main outside gate, all automobiles are required to stop.

Day 1 For Wing One Patients

Wing One patients will be inspected and greeted in a dull voice by Ali Mohammed via video camera and speaker, then allowed to enter upon statement of their name. Inside the gates is a flagstone walkway that leads to a pair of transparent

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plexiglass doors — the entrance to the main building. Mohammed will once again run a quick visual check on them (now having their file, including a picture, in front of him on his computer terminal), and then open the doors.

Once inside, the players will be met by a stocky, middle-aged woman dressed in a white doctor's coat, her blonde hair pulled back in a bun; and a young Asian woman dressed in a white uniform dress. The doctor carries a white plastic clipboard and felt pen.

Wearing what looks like a forced smile, the woman says:

"Welcome to Sylvan Pines. I am the director, Dr. Rathmueller. Niko will escort you to the Main Office, where you will be asked to fill out an Admission Form, and will be given a tour of our facilities. I hope you will enjoy your stay with us."

This said, Dr. Rathmueller will leave to go about other business. She will answer no other questions at this time, telling the players politely but firmly that **"All further questions will be answered at the Orientation."** Niko will take them to the Main Office.

Admission Procedure

In the office are the male nurse, A.J., and the other therapist, Saburo.

Niko will ask them to come in and take a seat at a nearby desk. The two orderlies will then ask permission to undertake a search of the PCs' bags and/or personal effects.

Niko explains:

"In order to ensure the well-being of the patients and staff, all sharp or otherwise dangerous objects must be confiscated from patients, along with any materials of a 'suggestive' or 'provocative' nature. It's primarily for your safety. I'm sure that you understand."

Items that will be confiscated include all forms of weaponry (obviously), anything that could conceivably be used to harm someone (GM's ruling), and such items as belts and sneaker laces (which could be used to hang oneself or strangle someone). No negotiation is possible; if any players object, they will be warned, and if necessary, restrained.

The Admission Form

After the personal items search has been completed, the PCs will be asked to fill out an Admission Form (see Props). Niko will smile politely and say: **"All informa-**

tion is confidential, and cannot be released without your permission."

The GM should then judge appropriate treatment plans by what the PCs have indicated on their forms. This includes drugs, exercise and massage programs, and therapy. The "For Office Use Only" section on the admission form lets the GM mark the treatments each PC will receive: Group Therapy, Personal Therapy, Massage Therapy, Isoneural Therapy, and medications. The GM should feel free to make any notes he or she desires on the form — make it funny; the PCs might see them later if they search the office. If the PCs make it clear that they know each other, they will probably all be given a group therapy session together.

The Tour

When the forms are completed, Niko and Saburo will give the PCs a brief tour of the Wing One facilities. The GM can read directly from the Sylvan Pines brochure (see Props). The PCs will not be allowed into Wing Two.

If PCs inquire as to the sets of soundproof doors leading into Wing Two, Niko will inform them that the doors lead to the more secure areas of the Sylvan Pines facility and that they are fully locked at all times. The PCs will be told that Wing Two is a completely separate facility that houses a small number of more severe mental health cases.

When the tour ends, Niko will lead the PC's back to the Main Office at which time each patient will receive a room assignment. The PCs are then given a card key for their doors, and thereafter are free to do as they wish.

Breakfast

Breakfast is served from 7:30 until 9:00, with continental breakfast available until 11:00. The menu today includes eggs Benedict, pancakes, Belgian waffles, fresh fruit, juices, coffee, and tea. The food is excellent, and the PCs can have as much as they like. Meds, consisting mainly of any combination of little blue, red, pink, and green pills, are served in small paper cups by the male nurse, A.J., when the PCs get their food. Wing One patients may or may not take their medications, although they will be told that their treatment will be made more effective by the ingestion of the meds.

At breakfast the PC's will get a chance to see and approach other Wing One residents. The GM should describe the patients in brief, as follows:

❖ An attractive woman with brown hair and an inviting

smile (Sylvia)

- ❖ A sharply dressed Mediterranean, chain smoking (Eric Rome)
 - ❖ A young girl with bright red hair (Alice)
- Raoul never makes it to breakfast

Encounters with Patients

- ❖ Eric Rome will regard the PCs with suspicion. At this point, he will not engage in conversation. If any of the PCs approach him, he gets up and walks away. He's waiting to see if the PCs seem trustworthy.
- ❖ Sylvia St. Lorraine will stare at the more attractive PCs (male and/or female). If approached by an attractive PC (male or female), she will speak in a sultry voice: "Well hello. I'm Sylvia. Would you like to sit on my lap?"
- ❖ Alice will be happy to talk to anyone about anything. She will inform the PC's that her father is in the Irish Republican Army. She will, however, become quiet and reticent if asked about why she is here, and reply: "I'm getting better. I don't see any more small things." At this point, she will not respond well to further questions about her condition.

Incident: as the players receive their meds from A.J., he leans close and smiles. "Name's A.J.," he says with a drawl. Then he whispers: "Yawl need a little something special, yawl just let ol' A.J. know." He smiles again and continues about his business. If the PCs are interested, they can buy drugs — LSD, psilocybin ("magic mushrooms"), marijuana, heroin, plus some Al Amarjan specialties (blue shock, relapse with LSD, wings, or zorro) from A.J. at "wholesale — \$2 a hit."

Note: Niko will come to each PC during breakfast (or sit with them all), and inform each of his or her prescription of therapy and activities. Activity descriptions can be found in the Activities Descriptions sections for Wing One; therapies are described by Appendix 1 (p. 25).

Lunch

At lunch, served from 12:00-1:30, Raoul will approach the PCs. He is eager to ingratiate himself with newcomers, and will introduce himself as follows: "Raoul Denigris, at your service (*he bows*). May I join you at your table?"

If allowed to do so, Raoul will then say: "If you wish to know anything about Sylvan Pines, you must ask me."

Raoul is a bountiful source of information on Sylvan

Pines, though his perspective on things is necessarily somewhat skewed. If the PCs are interested in speaking to him, he may reveal the following bits of gossip:

- ❖ If asked about the Staff:

"Dr. Klemp is a brilliant scientist, but is unapproachable. Dr. Sadat is professional in most respects, though like most Freudians she is obsessed with sex."

If asked about Dr. Rathmueller, Raoul gets a wistful look in his eye and says, "Ah, yes. The doctor and I enjoy a special relationship. On occasion, I receive individual therapy from her, if you know what I mean (he winks)."

- ❖ If asked about the patients:

"The dark-skinned fellow who looks like Omar Sharif is Eric Rome. He claims to be a secret agent of some sort, and fears that there is a contract out on his life. He is quite insane, the poor fellow."

"Over there is Sylvia — a lovely creature, don't you think? She is a nymphomaniac, and very outgoing, as I'm sure you will discover."

"Alice is a nice girl. Nobody really knows why she's here. Her parents just dropped her off one day. Dr. Klemp takes a special interest in Alice."

- ❖ If asked about himself, Raoul replies:

"I had a substance abuse problem, but thanks to Dr. Klemp, I am almost fully recovered. I should be out in a week or two, at most."

Lunch is over at 1:00 sharp. Most patients are asked to go to their private rooms for rest time.

The Note

Sometime between lunch and dinner, a PC selected by the GM will find the following note under his or her door:

MUST Talk.
Meet me after dinner.
E.R.

This note is from Eric Rome.

Dinner (5:01-6:00)

Evening Medications are served, along with a choice of lobster Newburg or filet mignon. The PCs may mingle as they see fit.

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The hot topic for discussion: The new Wing Two arrival. Raoul noticed Hassan and Geraldo escorting a peculiar-looking man into Wing Two late this morning. The rumor is that he was involved in an assassination attempt on members of the D'Aubainne family.

Eric Rome remains incommunicado. If pressed, he says: "Later, after dinner."

Group Activity (6:01-7:00)

The Group Activity time takes place in the Gym. Tonight the staff (Niko and Saburo) and patients play a game of volley ball. All Wing One patients are asked to attend — for their physical health and social interaction.

If any of the PCs approach Eric Rome about the note while the game is going on, he says, "Not now. See me in an hour, in the rec room."

Talking with Rome

If the PCs go to the Rec room at 8:00 PM, they will find Eric Rome. Moving to an isolated corner of the room, Rome takes a seat with his back to the wall. Then, peeking over the top of a magazine (the current issue of *Paris-Match*), he speaks to the PCs in a Mediterranean accent:

"I am certain that we are being watched, and so I will be brief. I am a double agent, who once worked for two opposing factions of the Movers. Don't ask which ones; even if I knew for sure, I would not tell you. To make a long story short, several weeks ago my cover was blown by another operative. When things got sticky, I had to go over the wall, and so I came here to hide.

"At first, I thought that you were agents, sent here to kill me. But I can tell you're not — I've got a feeling about matters of this sort. And so I will tell you something for your own good: Something's going on here at Sylvan Pines — I don't know what it is, at least not yet. But I have a nose for this kind of thing, and I'm never wrong. Plus, this morning's Wing Two arrival has me worried. I can tell you're not out to get me; but him, I don't know. He's got me real worried. Something is going to happen."

If the PCs ask for Rome's opinion of the Doctors and staff, he says: "Rathmueller is a dominatrix, who enjoys tormenting the patients that she sees in private therapy sessions. Klemp, I am certain, is an escaped Nazi war criminal, who once studied under Dr. Josef Mengele. Sadat is also somewhat strange, as you may have noticed. Tabbot, the physical

therapist, makes a load of money in 'tips' from rich women who come here for a vacation from their husbands. Peaks, the janitor, is smarter than he seems."

If the PCs ask for Rome's opinion about the patients:

"Raoul is a junkie, plain and simple. He gets his stuff from the male nurse, A.J. — another junkie, and a dealer too. Sylvia's a nympho. As far as I can tell, Alice is a perfectly normal girl.

"Anyway, I thought I'd warn you all to watch your back. Something is going to happen, and soon. I don't know what it is, but I'll tell you this: after ten years in the business, you develop a sixth sense for trouble. That's all I can say for now."

With that, Rome will get up and go to his room. He will say no more this evening.

First Night

Between 2:00 AM and 2:30 AM, the video security system will not be functioning. The maintenance man, Melvin, has programmed the system to go down during this time, while he tends to some private business — the murder of the new Wing Two arrival. He also has shut down all outgoing phone communication. He will tell Rathmueller that it's a system malfunction which he is in the process of correcting.

Any PCs who are awake in their rooms will hear loud and heated voices coming from the security station at about 3:30 AM. If they investigate, they will be told by either Niko, Saburo, or Dr. Rathmueller (who are all looking quite disturbed) to return to their rooms.

The Next Morning

Due to the events of the previous night, Breakfast is served at 8:15 — almost 45 minutes late.

Raoul is the first to approach the PCs with the news. He says: "I heard through the grapevine that the new Wing Two patient was found dead — hung with a crude rope made from torn sections of bedsheets. The incident was ruled a suicide; Dr. Rathmueller tried to call the peace force, but the phones didn't work. As a result, the therapist, Saburo, had to take the body into town in his car."

Eric Rome sits alone, chain smoking and looking nervously from side to side. If approached, he has only this to say: "I told you something would happen." That's all he'll say for now.

Dr. Rathmueller, jaws clenched in a smile, will make a brief statement to the patients at the end of breakfast:

"We have had an unfortunate circumstance occur in Wing Two. Though we boast the highest cure rate of severe psychological illness, occasionally chronic cases prove incurable. We will all grieve the self-taken loss of life of Mr. Stas Bendick, a new Wing Two arrival. Niko will be available for private or group counseling sessions today for people wanting to know how to cope with this most unfortunate event."

Rathmueller will then exit the room quickly and can be heard muttering loudly to herself as she walks down the hall to her office.

Day 1 for Wing Two Patients

Wing Two Patients will be met by Hassan and Geraldo with sedative needles and straightjackets, should they be required. Hassan will instruct the automobile in which they arrive to pull around to the back entrance, at which point Mohammed will open the back gate by remote control. Wing Two patients cannot bring anything with them into the facility.

Ali Mohammed will quickly verify the identities of the patients, then allow the orderlies inside the back doors. After a quick clothes-on body-search Hassan and Geraldo will then take the PCs to the temporary room to await room assignment. They will not tolerate any funny business at any time.

The Temporary Room

In this stark, white room with one tea-table and three easy chairs, Wing Two patients are observed via cameras and microphones. Judging from their behavior and psychological history, the doctors make room assignments, initial treatment programs and, when necessary, restraint decisions. The GM should make appropriate decisions at this time concerning what medications the PCs will receive in their milk at breakfast.

If PCs insist on causing disruption during the time in the temporary room, Hassan and Geraldo will enter early carrying a straightjacket and sedative needles. The disruptive PC will be taken to the Quiet Room.

The PCs will be here for about 1 hour. Immediately before they are taken out to their rooms, a tall, gaunt, man in a trenchcoat will be led in by Hassan and Geraldo. The man winks at the PCs as the two orderlies escort them out.

PCs with records of severe and possibly dangerous behavior, regardless of what behavior they display in the

Temporary Room, will be assigned to a Secured Room. Any PC behaving disruptively in the Temporary Room will also be given a Secured Room once the sedatives have taken effect during their stay in the Quiet Room.

Other PCs will get a normal room.

Breakfast (7:31-8:00 AM)

Unless the PCs have been placed in Quiet Rooms, they will be allowed to go to breakfast. One orderly will always be on watch at mealtimes. Sheila, the cook, serves hot cereal, scrambled eggs, toast, and milk from behind a barred window. The patients are free to have extra helpings.

The milk contains a solution of their daily medication. Should they refuse to drink their milk, the orderly will ask them once to reconsider. If they still refuse, they will be given their medication via needle and taken to the Quiet Room.

The following patients will be present at breakfast:

- ❖ Pappo Aretanai
- ❖ Kumar "Doc" Urabi
- ❖ Selena
- ❖ Queen Elizabeth

Only Doc Urabi will approach the PCs. He will whisper to them: "Welcome to Sylvan Pines. You are new here, and so I must warn you: beware of Dr. Klemp. His methodology is unorthodox, and medically unsound. I know this, because I am the Doctor."

- ❖ Selena is depressed and heavily medicated. She is almost totally unresponsive. If approached, she will only mumble: "I know a secret."
- ❖ Queen Elizabeth is also heavily medicated, and seems dazed. If approached, he will rise and curtsy. Then he sits down and stares off into space.
- ❖ Pappo Aretanai will concentrate on eating. On his hands are fixed the restraining gloves mentioned in his character description. He will snipe at anyone trying to talk to him, and an orderly will tell the PC to stop bothering him.

Exercise (8:01-9:00)

En route to the gym, the PCs pass Arnold Gelman's Secured Room. Gelman is standing directly behind the reinforced, barred, glass window looking into his room. His face shows a wide-eyed blank stare.

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Andrew Tabbot makes a guest appearance in exercises today. He will lead the group in mild aerobics to Beach Boys music. All Wing Two residents are present except for Gelman and the new arrival, Stas Bendick.

Group Therapy (9:01-12:00)

See Group Therapy description, p. 25.

With the PCs will be Queen Elizabeth, Pappo Aretanai, and Stas Bendick — an Al Amarjan man who is also a new arrival. The GM should play the Queen and Pappo however he or she desires, keeping in mind their character personalities. Stas Bendick chuckles during most of the session, but will speak once, saying: "And I could have pulled it off, except for those meddling kids!"

He then rolls out of his chair laughing at himself.

Free Time (1:01-2:00)

Well-behaved PCs will be permitted to either spend their free time in the Rec Room or their own rooms. Only Selena, still unresponsive, will be found in the Rec Room at this time.

Isonеural Therapy (2:01-5:00)

See Isonеural Therapy description. After therapy, the PCs will have until 5:00 to rest in their rooms.

Dinner (5:01-6:00)

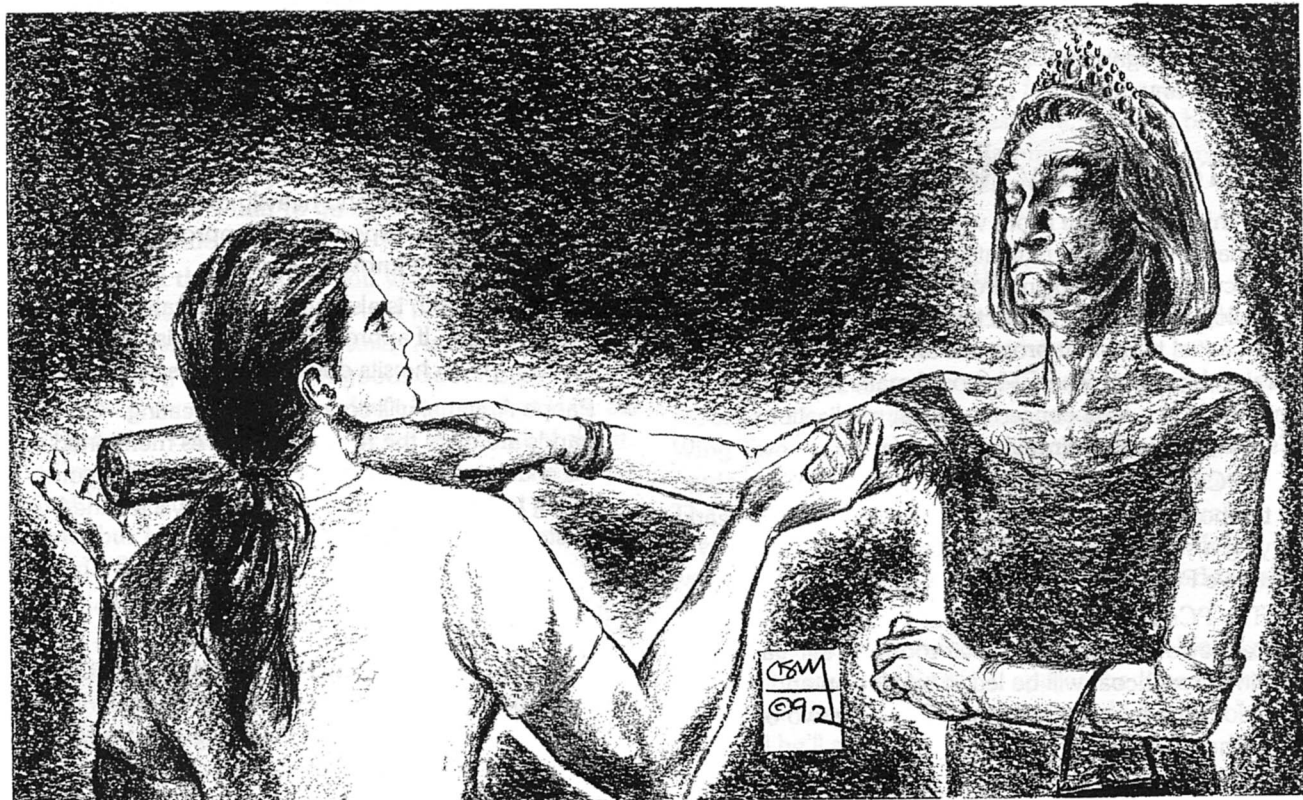
Even Gelman shows up for dinner. He is heavily sedated and Hassan sits with him for the entire meal.

If the PCs try to talk to Stas Bendick, he will constantly make jokes and puns. He will, however, tell them that in Sylvan Pines, Wing Two is essentially a prison, and that he expects to live out the remainder of his god-forsaken existence here.

Group Activity (6:01-7:00)

Tonight's group activity consists of a game of charades, conducted by A.J., and overseen by Hassan. A.J., who is presently wacked out on Blue Shock (See *Over the Edge*, p. 48, for its effects) will give one card to each patient, including any PCs. The following patients may be present (depending on how many GMCs you are comfortable playing at once in this scene):

❖ Doc Urabi



- ❖ Stas Bendick
- ❖ Queen Elizabeth
- ❖ Pappo Aretanai

On the cards are pictures of:

- ❖ A tractor
- ❖ A red rose
- ❖ A dentist
- ❖ A large body of water
- ❖ A pinwheel
- ❖ An opera singer
- ❖ A dolphin

Each patient must silently communicate the item on his or her card. Whoever has the most correct guesses wins. The players may act out this scene, if they wish.

Recreation Time

Depending on their level of privileges, the PC's can stay up in the Rec Room after the charades session to watch television, read magazines or books, or socialize. Besides the PCs, the following patients will be present in the Rec Room:

- ❖ Selena
- ❖ Doc Urabi
- ❖ Queen Elizabeth

First Night

From 2:00 to 2:30 AM all surveillance cameras shut down. The Wing Two residents are locked in at this point, but they might be able to hear one door opening and closing softly, and a short but horrid laugh (the last sound Stas Bendick makes). Later, more voices will be heard in the hall, and each room will have a flashlight shone in the door-window. The PCs will hear a loud "dammit!" issued from Dr. Rathmueller when she discovers Bendick's body.

Breakfast

The PCs will not be let out of their rooms until 8:30. Breakfast will be served from 8:31-9:00. All the Wing Two patients except Gelman and, of course, Stas Bendick will be present. Doc Urabi paces and wrings his hands nervously, muttering "Oh no, they've gone and done it. Oh no."

There will be no announcement made to the Wing Two patients. At 9:01 they will be sent directly to

exercises in the gym with Niko. Today's exercise is hula-hooping.

The Crisis

At 9:45 AM, Melvin Peaks informs Dr. Rathmueller that he is afraid that another system malfunction is imminent. Rathmueller immediately orders all patients to their rooms. Peaks proceeds to shut down the surveillance cameras, turn off all inside lighting, and activate the sprinkler system. Peaks also seals off the Wing One main hall from the offices, effectively isolating the Wing One patients, and locks all Wing One room doors.

He comes up the westernmost basement stairs, sneaks up on Niko, who is in the Main Office, kills her and drags her body to the meat locker. He then goes to Eric Rome's room, sedates Rome, and takes the man to the basement.

When Peaks reaches the basement, he throws Rome into the closet, and shuts off the sprinklers. He locks all exits from the facility. When he attempts to gain control over the inside lock-systems, however, the computer actually does malfunction. The malfunction has the following results:

- ❖ The only way doors inside the facility can be locked or unlocked is by key-card. Priority One locks cannot be locked by any means.
- ❖ Lighting systems remain off.
- ❖ Sprinkler systems are disabled.
- ❖ Priority locks are opened at five-minute timed intervals: this includes all the doors connecting to Wing Two, and all room doors in Wing Two. Gelman's door will be first, then Selena's, then Doc Urabi's, then the PCs', then Pappo Aretanai's; last will be Queen Elizabeth's.
- ❖ The Isonural Stimulation Machine configurations become imbedded within the electric circuitry of the facility. Whenever anyone uses anything electrically powered, the GM must treat roll for random IS effects. On 1 or 6 on a six-sided die, the GM should generate a random effect on the table in the GM notes for the person using the electric device. This includes key-card usage, television, radio, electric items in the kitchen, or any of the items in the Security Station.

Peaks' Motivation

Melvin Peaks was once a regular patient at Sylvan Pines, suffering from bipolar disorder (a.k.a. manic depression). Although he is officially rehabilitated, he continues to receive Isonural Stimulation treatment on an outpatient basis. The machine subdues his violent mood swings and suicidal tendencies, but it has generated a new problem: paranoia.

Peaks' paranoia has reached a climax now for two reasons:

- 1) He is convinced that Rathmueller knows Stas Bendick did not commit suicide; on account of this, he wants to eliminate Rathmueller
- 2) He has noticed Rome's growing anxiety and Rome's interest in the PC's. Peaks believes that only he can protect Rome.

After the Crisis

Here's where the fun really starts. What happens next depends on the GM's choices and on the PCs' actions. First, the places where the staff will be during the Crisis:

Dr. Rathmueller — In the Security Station

Dr. Sadat — In her office

A.J. Williams — In his room

Hassan & Geraldo — In the Security Station

Ali Mohammed — In the Security Station

Sheila Marvin — In her room

Andrew Tabbot — In his room

What follows are descriptions of events, in order, that may occur after the Crisis.

- ❖ The Sylvan Pines staff will be terrified. Dr. Rathmueller, with the orderlies, will go to Wing Two. Rathmueller will try to contact Niko via intercom to tell her to check on the Wing One residents. When she cannot reach her, she will assume the intercom system is malfunctioning.
- ❖ Arnold Gelman, with a seemingly paranormal sense for red meat, will wander out from his room, through the gymnasium, past the main office, and into the kitchen. A few moments later, he will be grilling a "steak" cut from Niko.
- ❖ Rathmueller will notice Gelman's absence, and also notice that she has no control over the Wing Two room doors. She will tell Hassan and Geraldo to stay in Wing Two, and she herself will go in search of Melvin Peaks.

- ❖ Ali Mohammed spots Gelman with the now back-on-line surveillance cameras. He leaves the Security Station to look for Hassan and Geraldo.
- ❖ Doc Urabi wanders out into the Wing Two hallway.
- ❖ Peaks allows Rathmueller to descend into the dark basement. Rathmueller gropes around at the bottom of the stairs, looking for the light-switch. Peaks bursts out of the storage room, clubs her to death with his baseball bat, and drags her body into the storage room.
- ❖ Anyone previously locked inside a room will discover that his key-card now will open the doors.
- ❖ A.J. Williams will leave his room, go out through the lounge, and into the main halls. He goes to the main office, where he finds bloodstains on the floor and a trail of blood leading into the kitchen. He then ducks under a desk in the main office and cowers.
- ❖ The rest of the Wing Two residents find that their rooms are unlocked.

Now the locations of the staff will be:

Melvin Peaks — In the Computer Room, observing the action above.

Dr. Sadat — In her room, trying to contact the Security Station or Main Office by intercom.

A.J. Williams — Cowering in the Main Office.

Hassan, Geraldo, and Ali Mohammed — In the Secured Room area of Wing Two, conversing or possibly restraining any PCs who were in Secured Rooms.

Sheila Marvin — Venturing out into the hall with charms in one hand, and a cutting knife in the other.

Andrew Tabbot — Beginning to walk down the Wing One main hall.

Wing One GMCs will be:

Eric Rome — In the Computer Room closet.

Raoul Denigris — Coming out of his room.

Sylvia St. Lorraine — Frightened, still in her room.

Alice Konnaught — Sedated in her room.

Wing Two GMC's will be:

Arnold Gelman — grilling meat in the kitchen.

Selena — In her room, wildly drawing on the walls.

Doc Urabi — Wandering up and down the Wing Two hall.

Pappo Aretanai — In his room, desperately biting and gnawing at the restraining gloves on his hands.

Queen Elizabeth — In his room, singing "London Bridge is falling down, falling down . . ."

Continuing After the Crisis

Things to remember:

- ❖ There is absolutely no way to get out without going to the basement. Don't let PCs fuss around too much with escape attempts. They're in for the duration.
- ❖ Saburo went into the Edge to get rid of Stas Bendick's body. On the way to the city, Bendick sits up in the back of the car, smiles at Saburo, and jumps out of the moving auto. Saburo, after calming himself, goes to the Peace Force. They are convinced that he is a raving lunatic and immediately shut him up in D'Aubainne Asylum.
- ❖ Dr. Sadat and Dr. Klemp do not live at Sylvan Pines. Sadat comes to the facility at 8:15 AM every day and leaves at 5:00 PM, so she will be there when the crisis occurs. Klemp, however, does not come until 1:00 PM. He will drive up in his car, notice that something is wrong, and drive away. Klemp will wait in his home back in the 'Burbs, expecting to be called by Rathmueller.
- ❖ The remaining staff members, without the austere direction of Dr. Rathmueller, will be disorganized and scared. They will be placed in the same fend-for-yourself situation as the PCs.

Now the PCs will be faced with a insane asylum truly gone nuts. Obviously, the PCs' lives are threatened by the chaos around them. Survival is the first concern and motivation. What happens next in the adventure will be determined by what the GM does with the GMCs, and how the PCs react to new circumstances. A GM should use any or all of the following plot development suggestions to keep the action going, and to delay the final confrontation the PCs will have with Peaks.

- ❖ Hassan and Geraldo, after talking with Ali Mohammed, decide to go looking for Arnold Gelman. On their way, they both get zapped by the Isonural currents running through all the electric circuits in the facility. Under the influence of the Isonural Stimulation Machine, they gleefully decide to take matters into their own hands. Forgetting about Gelman, they head for Wing One and begin beating up everybody and putting them in the meat locker.
- ❖ A War — Wing Two vs. Wing One vs. Staff or any combination of the three groups. Possibilities:
 - Queen Elizabeth suddenly springs to diplomatic life! He convinces Doc Urabi, Pappo Aretanai, maybe even Gelman (after he's done eating), and

any PCs willing to go along, to band together and free themselves. They immediately start out *en masse*, searching for staff members to maim first, ask questions later.

— Dr. Rathmueller's incredibly resilient spirit refuses to leave her place of power. Her spirit possesses Andrew Tabbot's body and attempts to re-organize the staff. Angry, demented, and out for vengeance, she decides that the facility must be purged of all insanity, including both Wing One and Wing Two patients. (If used, have Tabbot's voice, mannerisms, and walk change. Keep his physical traits, and Rathmueller's mental ones.)

- ❖ Ali Mohammed has always been enamored of Sylvester Stallone and his artistic work in the Rambo movies. He has dreamed of leaving his desk job, taking up a mini-gun or bazooka, and blowing bad guys away. The next best thing in Sylvan Pines to a mini-gun (like the rest of Al Amarja, Sylvan Pines is subject to the firearm prohibition) is the airgun with sedative darts kept in the Security Station. Mohammed might take the airgun, the billy-club, and a few syringes, and stalk the halls, looking for action.
- ❖ Pappo Aretanai starts a big fire. The sprinklers don't work, so the PCs have to stop Pappo and the fire before everyone is overcome by superheated carbon monoxide and/or incinerated.
- ❖ Not knowing what else to do, A.J. Williams does what he does best: take drugs. He takes any combination of the following drugs (described in the *Over the Edge* book on pp. 49-51) — Nightmare, MDA Cubed, and Zorro. He then tries to turn on his television set, gets zapped by the IS currents, and falls unconscious. But the Isonural Stimulation awakens a temporary fringe power in Mr. Williams. While he dreams harmlessly, the altered state produced by whatever drug(s) he took affects all sentient beings within the facility, subjecting them to the effects produced by those drugs. (This is a fringe power of 1 die strength; PCs with their own fringe powers may be able to resist it.) The whole thing will last for 1 hour unless A.J. is awakened.
- ❖ The Cat and Mouse Game: Melvin Peaks will be able to watch everything happening in the facility. If he feels that his or Rome's security is threatened in any way, he will use his power over the doors (with his key-card) and the video and audio monitors to locate and eliminate any opposition.

Remember! Play the GMCs according to their personalities and traits. Some GMCs might help the



PCs, some might try to kill them, and some might do both at different times. Try to keep approximate track of

where GMCs are in the building (but not at the expense of the game's pacing).

Resolution

The finale of the adventure will be the confrontation with Melvin Peaks. Wherever or whenever it happens, the GM should do his or her best to make it an exciting fight. Though Melvin will go berserk, he will also make planned retreats, temporarily locking attackers out with his key-card. He will try to get to the basement where he has a good, solid baseball bat stowed for use as a weapon. If Peaks gets to the basement, the PCs will have to find a way to break through the door to get at him.

Eric Rome will be found in the basement storage closet, smoking a cigarette.

With a little work and some computer programming knowledge, Peaks's commands to the computer can be over-ridden, allowing exit from Sylvan Pines.

Follow-up

If the GM wishes, this scenario can lead to other spin-off or tie-in adventures. Some ideas include:

The Eric Rome Angle

Is Rome really an agent, as he claims? If so, who did he work for, and why does he claim that there is a contract out on his head? Perhaps Rome is an opponent of 3R (below) — and Sylvan Pines is the last place they'd look for him.

Who is Dr. Klemp?

If the PCs investigate Dr. Klemp, they may find that he was once an understudy to the heinous Nazi war criminal, Dr. Josef Mengele. He is wanted by the Israelis for war crimes, and is hiding out at Sylvan Pines. Some also believe that he may be a Mover operative assigned by the Gladstein Cell.

Stas Bendick

Saburo has vanished — locked away in the D'Aubainne Asylum. Only he knows that Stas Bendick's body vanished, and no one around him takes his ravings seriously. The PCs may learn of this somehow; or they may even see Stas in a crowd somewhere. The GM may decide to pull the PCs into Stas's hunt to get Monique D'Aubainne, or Dr. Nusbaum might send a Bennie to question them about their contact with Bendick.

Who or What is 3R, Inc.?

The mysterious corporation that owns Sylvan Pines was founded by a group of former Nazis, who fled from Germany after World War II. Arriving in Buenos Aires, they changed their identities and went into the real estate business. In the years since 1945, 3R (short for Third Reich, of course) has netted a vast fortune, and has acquired substantial holdings throughout many countries — including Al Amarja. 3R's goals are not fully understood; it is believed that the corporation provides assistance to other Nazi war criminals (such as Dr. Klemp) and their proteges, and have invested substantial resources in such fringe technologies as cloning human beings and thought control. Are they really trying to clone Adolph Hitler from a strand of his hair? Is Adolph Eichmann really 3R's CEO, as some suspect? Is Josef Mengele still alive and well in Rio? If the PCs investigate 3R, they may find out.

Sylvan Pine's contact from 3R is an operative known only as "Werner" to Klemp and Rathmueller (the only ones who have contact with him). Rathmueller's files contain fax and voicemail numbers in the Edge, through which Werner can be reached.

IS & the Throckmorton Device

The Ison neural Stimulation Machine's personality-modification ability may be a forerunner of the mind-controlling Throckmorton Device (see *Over the Edge*™, p. 222). Will Angela Reyes (OTE, p. 87), future Throckmorton Device inventor, become privy to the results of Dr. Klemp's research? Will 3R come to assist Clyde Throckmorton in his drive for world domination; or oppose him, because his brand of fascism is not to their liking?

On the other hand, perhaps IS treatment can be used to neutralize Throckmorton domination. Years of game time in the future, player characters may initiate a quest to find or rebuild the IS Machine and try to use it to save the world.

Appendix 1: The Treatments

This appendix describes methods of treatment used at Sylvan Pines. Use them as you see fit.

Individual Therapy

Only Wing One individuals receive individual therapy sessions. Usually they will receive fairly decent treatment from Niko or Saburo. For those who are looking for more exotic attentions, drug experience sessions can be arranged with A.J. Williams, and sexual sessions can be arranged with Dr. Sadat or Andrew Tabbot, or in extreme cases, Dr. Rathmueller.

Group Therapy

The PCs will be escorted to the Group Therapy room, where they will meet Dr. Sadat, who greets them as follows:

"Welcome to Sylvan Pines. I am Dr. Sadat, your Group Therapist. Please take a seat around the table and make yourselves comfortable."

"At Sylvan Pines, we believe that group therapy is the best and most efficient form of treatment. In part, this is because Dr. Klemp's revolutionary Ison neural Stimulation treatment has reduced the need for individual therapy, except as pertains to certain special cases. But we also feel that group sessions most closely replicate societal conditions here on Al Amarja." (This may be true in more ways than one.)

Dr. Sadat will then ask the PCs to introduce themselves (first names only are necessary), and have them say a little something about who they are. When this is done, the session begins.

Dr. Sadat produces a number of ink blots (these should be easy to make), and asks the PCs to describe what they see. As they do so, she takes notes and asks questions. The GM, playing the role of Dr. Sadat, should have each player describe one ink blot.

Dr. Sadat's Reactions

The doctor will appear to be somewhat aroused by the patients' descriptions of the ink blots, if they are sexual in nature. The GM should hint at this by having

Over the Edge™

the doctor fidget in her seat, cross and uncross her legs, dab at her brow with the corner of a handkerchief, etc. The more overtly sexual the descriptions, the more flustered Dr. Sadat becomes.

This session can last for as long as the players seem to be enjoying themselves. Cut it short if things seem to be either getting too dull or too risqué for the gaming group's tastes. In any event, end by having an obviously agitated Dr. Sadat fan herself and say, "I think that will be all for today."

Note to the GM

All of the Group Therapy sessions are designed to follow this basic theme; i.e., Dr. Sadat tries to evoke overtly sexual responses, gradually begins to get aroused, and finally calls an end to the session when she can't take any more. The PCs may discover how this works, and might enjoy trying to get the doctor flustered so that she ends the session prematurely, thereby giving them more spare time to do what they choose.

Other Sessions

If Sylvan Pines becomes a regular feature in your campaign (with PCs locked up here every once in a while, when they've ticked off the powers that be), you'll want more types of group therapy for Dr. Sadat. Here are some alternatives to ink blots:

Word Association

The doctor says a word, and asks each of the PCs to say the first word that pops into his or her mind. She then writes down their answers, making vapid comments such as "Interesting", "Hmmm", "I see", and so forth.

If characters respond with sexual images, Dr. Sadat becomes flustered and aroused as the session proceeds. Her face gets flushed, she dabs at her brow with a handkerchief, unbuttons the top button of her blouse, etc.

You might use sexually suggestive words ("Intimate," "Sexual," "French," "Missionary," "Oral," "Group"), if that would entertain your players; or try other words that would elicit humorous reactions from your PCs ("Alien" for extraterrestrial PCs, "Blood" for vampires, etc.).

Role Playing

Says Dr. Sadat, **"The benefits of group therapy can only be realized if the patients open up and**

discuss their feelings and their thoughts. One of the devices that we use to accomplish this is role playing — that is to say, taking on the role or persona of an imaginary character, and acting out an imaginary set of circumstances. If everyone is ready, we can begin."

With Sadat's salacious obsessions, here's a typical scenario: **"Imagine that you are newlyweds. Upon arriving home from work you find your spouse in bed with another lover. What would be your reaction?"** Then: **"What if you came home and found your spouse with two lovers — a male and a female?"** and **"What if there were three lovers? Perhaps two males and one female, or vice versa?"** or **"How about two males, two females, and a barnyard animal?"**

While it plays up Sadat's Freudian foibles, watch out for overkill. This subject matter will be inappropriate for some players; dream up a more suitable "role-playing scenario" for your PCs if you wish.

Again, something tied to the PCs' secret nature is ideal — **"You are walking down a deserted street and you come upon a wounded puppy; what do you do?"** to which Bill Robinson, PC werejaguar, replies: **"Yum! Lunch!"**

Play out the scene as long as it provides entertainment.

Sharing Fantasies

Dr. Sadat might begin, **"Yesterday, we touched upon role playing as a means of expressing our feelings. Today, we will try to use another aspect of our imaginations — the ability to fantasize, and to dream. And so, I'd like to begin by asking Bill [a PC's name] to describe for us his/her secret, innermost fantasy."**

Obviously, Sadat is looking for something carnal here. Let your PCs surprise her ("Well, um, I often fantasize of running, naked and on all fours, through the Amazonian rainforest..."), and amuse other players. The GM, playing the part of Dr. Sadat, should try to prod the PCs for details — the weirder and funnier, the better. If the players have a hard time with this, the GM/Dr. Sadat can help them along, make suggestions, ask for explanations, etc. Have fun, and go on for as long as it's entertaining. Then Dr. Sadat can close the session.

Isonеural Therapy

After lunch on the PCs' first day, the orderlies will bring the PCs to the Isonеural Therapy Clinic — a stark

white chamber, one wall of which is lined with a half dozen hospital beds. Mounted on the wall behind the beds is a bizarre looking contraption consisting of numerous dials, meters, rheostats, levers, and connecting cables. In the far corner of the room are three large filing cabinets (see Appendix 2, below).

Note: Wing One Isonеural treatment takes place in the small room adjoining the clinic. The room contains a plush reclining bed with a head-piece which contains the neural connectors.

Dr. Klemp will arrive a moment after the PCs. He nods to them, and dons a pair of white surgical gloves, and says:

"Welcome to Sylvan Pines. The machine you see behind you is an Isonеural Stimulator; a revolutionary new device that represents a breakthrough in the safe and efficient treatment of all forms of psychoses and emotional dysfunction. This therapeutic device utilizes time-release beta waves to subliminally massage and stimulate the cerebral cortex, thereby improving brain function while simultaneously relieving stress. The procedure is painless, free of unwanted side effects, and completely beneficial.

"All new Wing Two patients at Sylvan Pines are required to receive an hour of Isonеural Stimulation each day, under my personal supervision. Its perfectly safe — Why, I even use it myself."

When he has finished his speech, Dr. Klemp will direct each of the PCs to lie on a bed, after which the orderlies will strap them down and affix the neural connectors. Up to six PCs can be given therapy at once; or, if the GM prefers, split up the group and have some go in first. When they come out an hour later, tell the PCs who have yet to go in that their companions look very happy (wide grins), if somewhat dazed. If the others ask them how they feel, they will reply: **"Never felt better in my life!"**

Trying to Avoid IS Treatment

Anyone who tries to avoid IS therapy will be forcibly restrained by the two orderlies (**"Hassan, Geraldo...Mr. Aretanai seems to be having a little problem here."**), strapped into bed, and clamped into Dr. Klemp's apparatus.

Klemp will then adjust a few dials and knobs, and throw a switch. The PCs feel something like a mild electrical shock: their hair stands on end, and they begin to tremble. Meanwhile, Dr. Klemp stands by, monitoring the entire procedure.

The therapy lasts for an hour, at which time Klemp will turn off the machine and detach the connectors. The orderlies will then escort the PCs back to their rooms, where they will be told that it is customary for patients to rest for two hours after IS therapy.

At this point, the PCs will feel no ill effects from the treatment. On the contrary, they will feel pretty good — relaxed, calm, and even a bit euphoric. The idea of resting for a while will sound like a good idea.

GM Note: The GM should roll in secret for each PC on the IS Side Effects Table (pp. 28-29). Side effects should be noted on a piece of paper, and applied to the PCs as indicated according to the descriptions of each.

Appendix 2: More GM Information

This appendix rounds out the background with a potpourri of important information for the GM. Read it before play, and refer to it as necessary.

Rathmueller's Files

In her office, Dr. Rathmueller keeps a cabinet with the current information on all staff and patients. The following information can be obtained from her files:

- ❖ Klemp's IS machine is not sanctioned by any psychiatric organization; in fact, no one knows that Sylvan Pines uses it. The primary use of Wing Two patients is for IS experimentation. Klemp's real name is not Klemp. He has dubious connections to Nazism.
- ❖ A.J. Williams is encouraged to sell drugs to Wing One patients, and Andrew Tabbot has been encouraged to give sexual favors to wealthy female clients.
- ❖ Alice Konnaught is reported to have psycho-metabolic powers.
- ❖ There is no information on Melvin Peaks.
- ❖ Pappo Aretanai is an extremely dangerous pyromaniac.
- ❖ Queen Elizabeth was committed by foreign diplomats.
- ❖ Selena must be kept under sedation for security purposes.
- ❖ A mysterious phone number and address for "3R contact" in the Edge (See p. 25).



Dr. Klemp's files

In the Isonеural Treatment room, a tall cabinet contains files on all Isonеural patients. Anyone reading the files will see that Klemp does not know exactly what the IS treatment does, and that side effects have been recorded. There are two other files of note:

- ❖ Dr. Klemp's files showed that Melvin received IS treatment on an out patient basis for several years. Klemp noted that the treatments did help treat his bipolar disorder, but also apparently caused Melvin to become psychically hyper-receptive to Eric Rome's paranoid fears.
- ❖ Klemp has isolated Alice Konnaught's fringe power and has been able to make the power latent, and make Alice believe she doesn't have it. Klemp's eventual objective is the controlled use of her power for money and his own benefit. Only a portion of Klemp's findings have been reported to the Center for Paranormal Control.

Isonеural Stimulation Effects

Whenever the IS machine is used on a PC, the GM should roll 1d6. On a 1 or 2, the IS treatment has an unexpected effect. On a 6, roll twice for effects. Roll two dice and consult the following charts.

Roll	Result
2	Spot amnesia: The patient forgets one important trait or fact for the rest of the day.
3	Temporary activation of a fringe power, such as automatic writing, telekinesis, etc. The power may be used once, for as long as the GM sees fit. This side-effect should have some benefit, but should not be abused.
5	Cinematic delusion: the patient thinks that he or she is a famous film star (GM's choice of star and role). Effects last for about ten minutes, then disappear.
6	The PC has a temporary identity switch with a Wing Two patient. The PC will find herself/himself inside the body of a "confirmed" insane person for the next hour. The identity switch will revert to normal before the PC's body (with the Wing Two mind) wakes after Isonеural Therapy.
7	False null effect: seems like absolutely nothing happens, but will have a delayed effect later on (roll again on following morning).
8	Speak in tongues: The patient suddenly starts speaking in a foreign language. Lasts for about ten minutes.

- 9 Internal vocalization: The patient hears voices inside his or her head. The voices might warn the patient of impending danger, provide a minor clue, or speak utter nonsense, as the GM sees fit, and may occur up to three times.
- 10 Activation of weird phobia: The patient suddenly develops an unusual fear of some sort, such as a fear of Spaniards, fear of dessert, etc. Should be of fairly short duration, and be used primarily for comic relief.
- 11 Amplification of existing psychological/behavioral disorder: If the patient has an existing flaw or disorder, it gets worse. Duration is up to the GM to decide.
- 12 Temporary deactivation of an existing fringe power: The patient temporarily loses a fringe power. If not applicable, roll again.

The Security Station

Though nothing can be controlled through the Security Station after the crisis, the monitoring cameras still work. PCs (or GMCs) can observe any area of the building except for the private Wing One rooms, and the basement.

Also, inside the station's locker are three straightjackets, two handcuffs, one billy-club, and one airgun meant to shoot sedative-injection darts. There are four loaded darts in the locker; the sedative will knock out a man or woman in 30 seconds.

Ali Mohammed has the key.

The Main Office

Any equipment confiscated from the PCs will be found in a large strong-box in the Main Office. Niko has the key. Admission forms are kept in a file.

Address and phone numbers are given for Dr. Klemp and Dr. Sadat. Four red, priority two key-cards are also here.

The Medical Room

The Medical Room contains all the drugs used to treat the patients. Ample doses of all the meds, and 20 sedative syringes can be found here. First aid supplies and equipment also are stored in the Medical Room.

Other Rooms

The other rooms in Sylvan Pines tend to speak for themselves. The offices and rooms of the staff will contain items appropriate to the personalities of the GMC's. The GM could throw in a whip for Dr. Rathmueller's room, barbells for the orderlies, etc. Some rooms will have items that could possibly be used as weapons: the kitchen knives, pool and gym equipment, for example. Remember, however, that Sylvan Pines, especially Wing Two, is meant to be a safe environment for staff and patients.

Instead of describing every room in detail (and likely wasting a lot of space) this sourcebook leaves the GM free to decide on room contents appropriate to the situations that develop in play.

Key-cards

Every door in the facility can be locked and unlocked with key-cards. The card is inserted into a small slot next to the door. Two buttons, one green, one red, correspond to unlock and lock, respectively.

Cards range in priority:

Priority One Alpha (White with red stripes) — Dr.

Rathmueller's card. Works on any door, can only be over-ridden by Melvin Peaks's card. Rathmueller always has one with her, and keeps another in her office, locked in her desk. The lock is key-carded to Priority One.

Priority One Beta (White with green stripes) — Drs.

Sadat and Klemp, Hassan and Geraldo, Ali Mohammed. Works on any door.

Priority One Gamma (Purple) — Melvin Peaks's card.

It was meant to provide Melvin access to only places where he has legitimate reasons to be. With the help of Big Brother, Melvin has reprogrammed the card so that it can override any lock in Sylvan Pines.

Priority Two (Red) — Niko, Saburo, A.J. Williams.

Can be used on any door except personal Wing One rooms.

Priority Three (Blue) — Andrew Tabbot and Sheila

Marvin. Tabbot's will work for gym, pool area, massage room, and his own room. Sheila's will work on kitchen, meat locker, food storage, dining rooms, and her own room.

Priority Four (White with personal lettering) — Every

Wing One resident is given a card that will unlock and lock his or her own room.

SYLVAN PINES TREATMENT CENTER

Admission Form

Name _____

Age _____

Sex _____

Occupation _____

Have you ever suffered from neurosis or behavioral disorders? ____

Have you ever been addicted to a controlled substance or suffered from alcohol-related problems? ____

How long have you lived on Al Amarja? ____

Do you suffer from work-related stress? If so, briefly describe your job:

Please answer the following questions on a scale from 1 to 10

How important to you is your mother? ____

How important to you is your father? ____

Do you consider yourself religious? ____

Do you become agitated easily? ____

Do you believe in extraterrestrials? ____

Do you consider yourself a fairly normal person? ____

How many times a day do you contemplate sex? ____

How many times a day do you contemplate death? ____

Please describe below the reasons why you have decided to seek treatment at Sylvan Pines:

_____ For Office Use Only _____

GT ____

PT ____

MT ____

IS ____

Meds:

Welcome to Sylvan Pines!

Sylvan Pines is a private psychiatric facility with an established tradition of caring and nurturing. For over twenty years, our staff of skilled professionals has been committed to the fostering of good mental health.

The facility is located on a secluded five acre site, nestled in the wooded hills of southern Al Amarja. Little more than an hour's drive from the Edge, Sylvan Pines offers a placid and serene setting, far from the hustle and bustle of everyday life.

Our newly modernized facilities include spacious private rooms, a heated pool, a gymnasium, a well appointed Recreational Room, and dining area. Many of our staff live on the premises, and are available to care for our clients on a 24 hour basis, if needed. All the rooms at Sylvan Pines are individually climate-controlled, and are tastefully decorated.

An ultra-modern computerized security system affords our clients with an unparalleled degree of safety, while in no way compromising their individual privacy.

The Treatment Team

Sylvan Pines's staff is comprised of a host of distinguished physicians, each renowned in his or her special area of expertise.

- *Dr. Ruth Rathmueller*: Director and Chief Clinician
- *Dr. Edwin Klemp*: Specialist in Special Psychiatry
- *Dr. Lilia Sadat*: Specialist in Group Therapy

Our staff also features a number of the most qualified professional nurses, therapists, and support personnel.

Programs

- Chemical Dependency Program
- Special Therapy Program
- Eating Disorders Program
- Therapeutic Activities Program
- Deprogramming Program

Financial Information

Information regarding daily rates and deposit fees is available through the Admissions Office. Most insurance policies will cover the costs of psychiatric treatment. Just to be sure, we will run a thorough credit check on you when you apply. We accept all major Al Amarjan and internationally-recognized credit cards.

We hope you enjoy your stay with us.

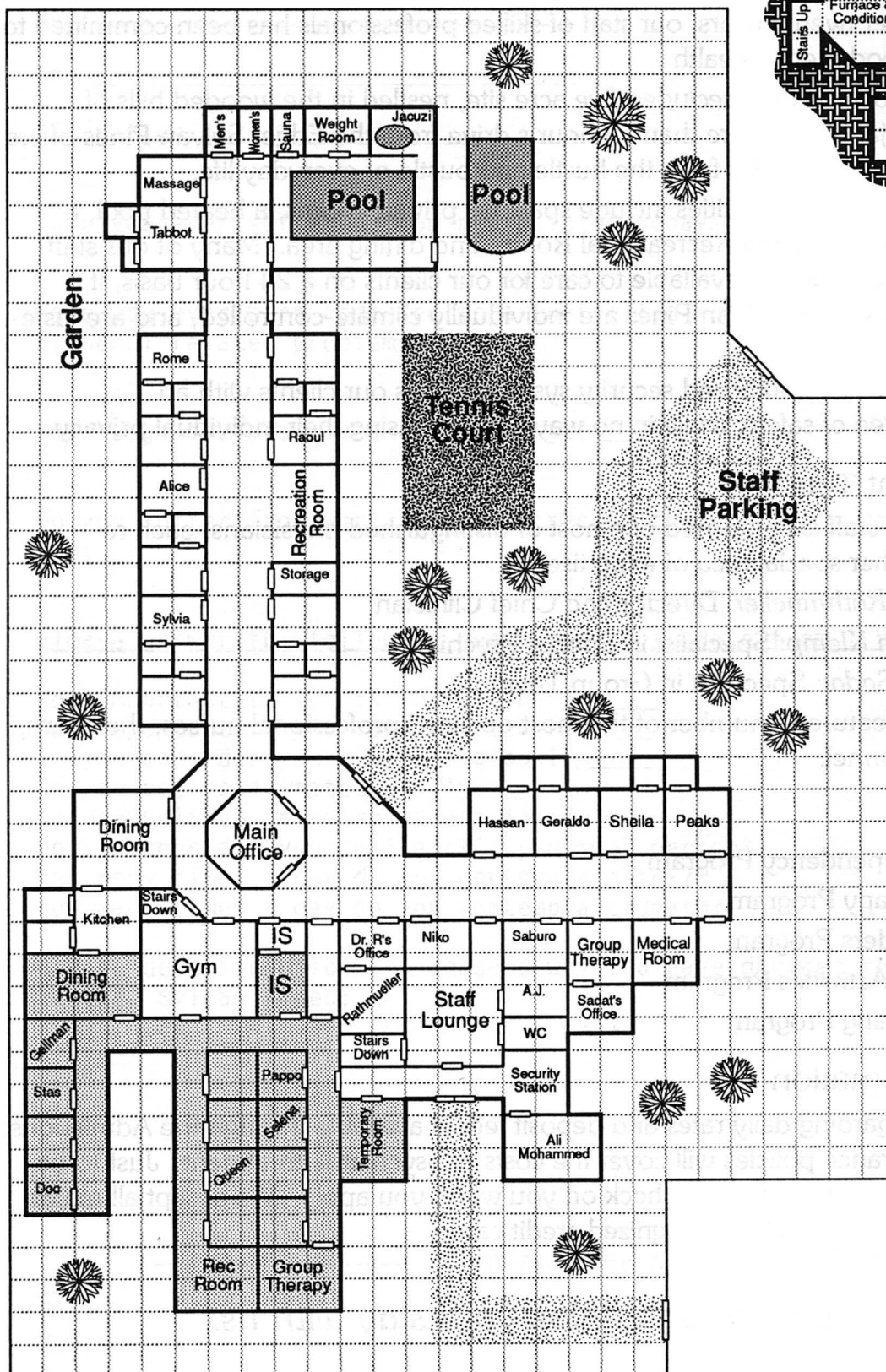
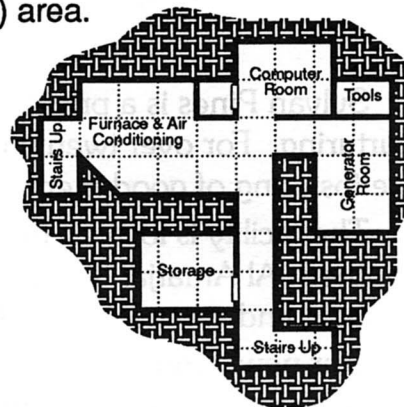
KEY

Scale: 1 square = 10 feet (1 inch = 50 feet)

GREY areas in the main building are the restricted (Wing Two) area.

Rooms with just a name indicate that person's private room.

Basement



Sylvan Pines

On the mad island of Al Amarja, the Sylvan Pines psychiatric facility may seem to be just another country villa or spa for the rich. But when the characters are admitted for the five day treatment program, they find themselves enmeshed in strange and sinister events.

An Adventure For
**OVER THE
EDGE™**
by Stephan Michael Sechi

One after the other, the patients and staff are dying.

*Come, enjoy rest and
relaxation at our
lovely, private care
facility!*

The first one seemed to be a suicide. But then... Is the reputed cannibal/serial murderer responsible? Are assassins coming for Eric Rome, the patient who claims to be a secret agent? Can the player characters discover what dark secret

haunts Sylvan Pines? Or, trapped in the asylum by a computer system gone as crazy as the patients, will they become the next victims?

This product features a complete description of the Sylvan Pines facility, including a unique cast of GMCs. Also included are props for the GM to hand out to

players over the course of their characters' "recuperation."



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