

STAR WARS

THE D6 ROLEPLAYING GAME



ASYLUM

ASYLUM

The players are captured, then thrown together in an asylum. What will take them first, the horrors within, or the horrors without?

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Introduction

This adventure is designed to be played face to face, with between 2 to 6 players. It can be played via virtual tabletop, with some work. GMs are encouraged to use sound to their best advantage, whether face-to-face or virtual; sound will add to the ambiance and get the players jumping. Your players should come out of this experience shaken and seeing the Star Wars universe in a new light. Also, this is designed to be a “one-shot” adventure – while there are possibilities of continuing with further adventures after this, it's not recommended. If players bring their own characters to the table, it is recommended to start in media res, or in the middle of things. If that is the case, refer to the In Media Res section.

Background

The players are part of a team of researchers sent to the Outer Rim planet of Khyfuu to study a series of ruins from a dead civilization. The truth is that it's a trap; a shadowy group is using the “artifacts” to attract science teams and abduct them. They see the scientists as easy targets, and abduct them.

Khyfuu

Read the following to your players:

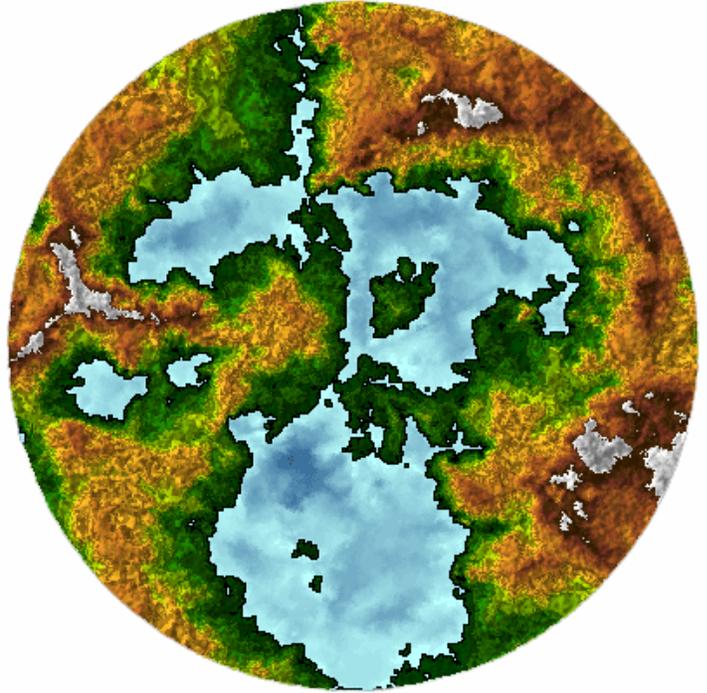
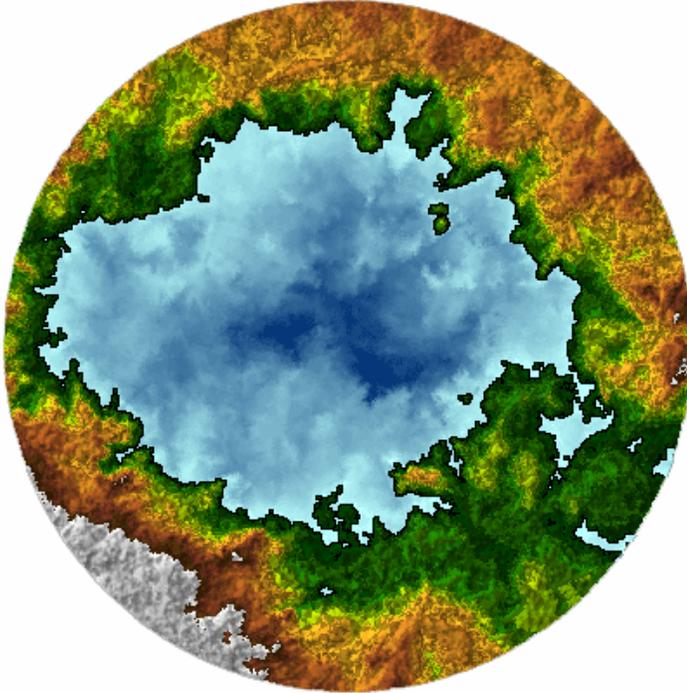
“You are dropped off on Khyfuu, just outside the ruins, which are about the size of a small city. You spend your first day making camp. The next morning, your work begins. The ruins seem to be carved from stone, indicating a low-tech species, yet the stonework is very intricate, leading to the possibility that the civilization was experiencing a technological renaissance. The stonework, from arches that stretch hundreds of meters into the sky down to towering pillars, even their own buildings, are covered in symbols and pictographs. What do you do?”

The ruins are from an unknown species that once lived on Khyfuu that disappeared around the time the Jedi first appeared in the galaxy. The ruins can provide the following information to the players:

- The race seemed to be humanoid, from the pictographs shown
- The stone is volcanic in nature, highly durable, yet incredibly heavy
- The written language works in concert with the pictographs, like a very simple captioning system

PLANET LOG

Planet Name: Khyfuu



Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Primary Terrain: Forest
Native Fauna: Varied
Length of Day: 35 hours
Length of Year: 270 days

Population: 2 thousand
Native Species: None
Immigrated Species: Varied
Language(s): Galactic Basic
Planet Function: Research
Government: Imperial Governor
Tech Level: Space
Major Imports: None
Major Exports: None

Star Name:

1. Rock Planet (1 moon)
2. **Khyfuu** (1 moon)
3. Asteroid Belt
4. Rock Planet (1 moon)
5. Asteroid Belt
6. Ice Planet

source: +Oliver Queen.

Abduction

The first day ends, and the players retire to their camp. As they take their evening meal, select a player, and have them make a Perception roll. No matter the result, tell him he sees something out of the corner of his eye. If he looks, there is nothing there. Select another player, and have them roll Perception. No matter the result, tell him that he hears the sound of a twig snapping. Continue to give the players the sense that something is stalking them.

As they retire to their tents, read the following to the players:

“Your slumber is disrupted by the sound of blaster discharges. Peeking out of your tent-flap, you see a group of humanoids, cloaked and hooded, moving from tent to tent, firing blasters as they go. They are headed your way. What do you do?”

The cloaked and hooded forms are bounty hunters, seeking to incapacitate the players. If the players choose to fight it out, let them know that these beings coming after them seem very professional and quite out of their league:

Veteran Bounty Hunter, various races:

DEX 2D: Blaster 4D+2, Dodge 4D+1, Grenade 4D, Melee Combat 4D+2, Melee Parry 3D+1; **KNO 2D**: Streetwise 3D, Survival 2D+2; **MEC 2D**; **PER 2D**: Investigation 3D+1, Sneak 3D+2; **STR 2D**: Brawling 3D+2; **TEC 2D**.

Equipment: Blast Vest (+1D physical, +1 energy), Heavy Blaster Pistol (5D), Blaster Rifle (5D), Grenade (5D), HoldOut Blaster (3D), Knife (STR+1D)

Another complication the players have to face is that their food has been poisoned. This poison is designed merely to put the players to sleep, so that they can be transported by the bounty hunters. Have the players that ate the food (simply ask them if they ate dinner) roll their Strength. Should they fail a Difficult check, they suffer -1D to all actions. Should they fail a second Difficult Strength check, they immediately fall asleep.

All characters that are incapacitated are gathered up and taken off by the hunters.

Asylum

Welcome to the Asylum. We can help you.

GM NOTE: This is the section you should start with for your adventure should you choose to begin “in media res,” and thus skip the introduction.

The players awaken to find themselves no longer in the camp, but in a building. They have been stripped of their equipment completely. This is actually an asylum, and they must find their way out. You can handle this in two different ways:

1. Separate them: Have them awaken in different rooms. The starting area marked on the map has several different starting rooms for them. This will confuse the players, adding to the tension.
2. Keep them together: Have them awaken in one of the starting rooms. The starting rooms are all patient rooms inside the asylum. They all look and have the same thing inside: the ferrocrete walls and floor are bare of color and decor, and there is nothing inside the room.

The starting rooms all are the same. The walls and floor are made of ferrocrete, and lack color or decor. Nothing else is in them save for the door out, which is a standard door, grey in color, and is unlocked.

South Hallway

The hallway outside the starting area leads to the west and east. Glowlamps in the ceiling flicker off and on in random patterns. Scattered detritus is everywhere, a contrast to the usual sanitary conditions of a place such as this. There are stains about as well; an Easy First Aid check will tell the players that it is dried blood, and an Easy Medicine check will reveal that is blood from more than just humans. There are four doors across from the starting rooms, one of them a set of double doors. The end of the hallway on the east side has a set of stairs that lead down.

Operating Theatre

As the players enter, begin building tension. The first player to enter is assaulted with the stench of decay. The second sees movement from the corner of their eye. The third hears a faint scream of agony. There is only one light that functions in this room, and that is the spotlight on the operating table.

Read the following:

“As you look around the room, your eyes are drawn to the center, to the only source of light, which illuminates a surgical table. Nailed to this table is the remains of a poor Rodian, who has been eviscerated. Its eyes and organs are missing, and it appears to have died in agony. Congealed blood is everywhere, and the coppery reek of it assaults your noses.”

Three rows of seats are at the eastern end of the theatre. If they are investigated, three droids sit at the center of the third row. These droids do not function, and nothing the players can do will get them working again. They’re there to convey a cryptic message. They are covered in strange script. A Difficult Languages check reveals that the language is a derivative of an ancient Sith language, but the grammar and structure of the words make no sense. Written in blood, in plain Basic, are the words **“HE IS COMING.”**

Janitorial Storage

This closet once held cleaning supplies and simple cleaning droids. It now has been thoroughly trashed. Chemicals stain the floor, and the droids have been torn apart. A damaged datapad is on the floor here. If the players repair it (Moderate Computer Repair), it gives a floorplan of the asylum, then displays, "**HE IS COMING.**" It then stops functioning completely.

GM NOTE: Give them as much of the map as you choose. I recommend giving the player that repairs the datapad a Knowledge roll to see how much of the map they could commit to memory before it goes out completely.

- Easy – Just the first quadrant
- Moderate – First and second quadrants
- Hard – The whole map

Stairwell

The stairwell is a scene of carnage. Furniture from the starting areas seems to have been piled up here in a haphazard sort of barrier. The players can clear it if they work together in short time. If they choose to clear it out, they notice that something or someone was attempting to tear their way through the barrier. At the first landing lies a body, its head twisted the wrong way. A thorough investigation (Moderate Medicine check) reveals that the body (a Sullustan) either fell or was thrown down the stairs. If the players continue down, they will encounter a sealed mechanical door that can only be opened by force (Very Hard Strength). This leads to the first floor lobby.

East Hallway

This hallway, with trash scattered about, runs north and south through the facility. Eight cells line the west wall, and can be used as extra starting areas or as a means to split the party up to add to their confusion. There are numerous stains on the walls, floor and ceiling blood, other bodily fluids.

Nurses Station

The northeast corner of the floor houses the Nurses Station. The smell of feces assaults the players as they enter. The source of the smell is from the desk, which is covered in them. A search (Moderate Search roll) will reveal a handle protruding from the bottom of the pile of feces. Should the players risk it, they can retrieve a vibroblade (STR+3D). A shattered datapad lies against a wall, and evidence shows that it was probably thrown against the wall to break it. The written language is scattered against the walls, again, reading the phrase, "**HE IS COMING.**"

Turbolift

The turbolift's doors are closed, and require a Moderate Strength roll to open. There is no power to the lift, and it will not move. The lift itself is not present. It is one floor below the players. A ladder to the lift itself is across the space. The only way to it is to take a leap toward it. Each player that attempts to leap to the ladder must make a Hard Climbing/Jumping roll. Failure results in a fall that suddenly stops as they land, painfully (4D damage) on the lift itself. The lift's roof has an emergency hatch that will give the players entrance. The inside of the lift is almost completely dark, with a small emergency light casting a red haze over the interior. Inside is a Trandoshan male, wrapped in a restraint jacket. He is not moving, and upon inspection, is quite dead. No wounds mar the body. A Moderate Medicine check will show that the Trandoshan died due to extreme shock, and dehydration.

North Hallway

This hallway seems untouched save for the words "**HE IS COMING**" scrawled in the Sith language on the walls, floor, and ceiling in different mediums. The glowpanels in the ceiling flicker on and off in random patterns, giving a sense of disorientation. The environmental controls have been damaged it is hot and humid in this hallway.

Security Office

This room has been picked completely clean. Nothing remains here but the bare walls, ceiling, and floor. A crumpled piece of flimsiplast is balled up at the doorway. On it, written in Basic, is a simple note:

“He is coming. We all know this. We’ve seen it. From the first gush of blood from the wounds, he will rise. From our fear, he will feast. He will rule us as he destroys us.”

Dayroom

The dayroom was at one time the location for patients to play games, gather for group therapy, and to have time with visitors. This shattered location is no longer that source of hope. There are no active lights here with the exception of candles placed about the floor. The smell of the candles is sickening. They’re made from rendered humanoid fat (Difficult Investigation roll). Arcane symbols, written in blood, now take up the majority of the walls and floor. More of the Sith script is here, and it speaks a larger message than it did before. Around the symbols are the words:

“Return unto us, that we may behold your splendor as our eyes are torn apart. Take all from us to sustain yourself.”

Tables and chairs are piled haphazardly in the southeast corner. Behind the pile is a door that leads into a closet. The closet contains the remains of board games and therapeutic objects. All have been torn and broken. Huddled in the back is a Mon Calamari male, whimpering.

Gener Arndarr, Mon Cal Male mental patient:

DEX 2D: Blaster 2D+1, Dodge 2D+1 **KNO 2D**: Cultures 3D+2, Value 3D+2 **MEC 2D+1**, **PER 2D+2**: Bargain 2D+1, Con 3D+2, Gambling 4D, Persuasion 3D+2 **STR 2D**, **TEC 2D+1**.

Force-Sensitive: N, **Move**: 10, **CP**: 4,

SA: *Moist environment*: +1D to dexterity, perception and strength in moist environments. *Dry environment*: -1D to dexterity, perception and strength in dry environments. *Aquatic*: Breathe

both air and water and can withstand ocean depth pressure.

Gener has multiple personalities:

- Rota is the defender. His personality shields Gener from questions that he feels would harm or otherwise cause undue stress to Gener. He is defensive with speech, nasty in nature, and if pushed too far, will attack the source of the stress.
- Freela is the nurturer, and is a female personality. Freela will attempt to manipulate others in order to “keep Gener safe,” and is very wily in speech and manner.

Gener was a patient of the asylum, sent here due to his disorder. He has witnessed everything that has happened leading to the point that the players are here. The doctor and staff began taking patients during sleeping hours. With a shudder and a barely suppressed scream, he (as long as the players speak to Gener, and not one of the personalities) relates hearing the screams, and the begging. He and his fellow patients were powerless to stop them. Those who fought back were drugged. As the patients began to run out, Gener found hiding places to keep safe, eventually ending here. He describes how the asylum degenerated from a place of healing to a sickening place covered in “those words.” “No one is safe,” he says.

A sturdy wooden desk is in the northeast corner. Behind the desk stands a humanoid form, completely devoid of skin. It just stands there, and if disturbed, will fall to the floor with a sickening slurp sound. Inside the desk is a bottle with six different types of pill inside:

- 1-2 Antidepressant: The player that takes this will experience an enhanced sense of wellbeing and positive outlook. They will be “all smiles.”
- 3-4 Antipsychotic: The player that takes this will enter a sort of “fugue state.” All actions will have a -2 penalty due to the adverse effects of the drug on their brain chemistry.
- 5 Sleeping Pill: The player that takes this

will grow groggy in 10 minutes, and must make a Moderate Stamina check in order to stay awake. If the check passes, all actions will have a -1D penalty from the fact that the player needs to sleep.

- 6 **Hallucinogen:** The player that takes this will begin to suffer intense hallucinations within 10 minutes. Use the player's background as the imagery. *Example: Throgg is a human who nearly died in a fire. If he takes the hallucinogen, within ten minutes, the GM tells him that the desk is on fire, and it is spreading rapidly.* Tell only the player who is hallucinating what they see for maximum effect against the other players.

Doctor's Office

As the players open the door, specify which player is first to enter. Read the following to the player:

"As you enter, your eyes are drawn inexorably toward an image of sublime beauty. The warm light shining from it disarms you emotionally at first. You feel the pull to continue forward to it, to learn more about it, to simply be with it."

Have that player immediately roll his/her Willpower. They have made contact with a Herald.

Herald, Abomination:

DEX 2D: Dodge 4D, **KNO 3D:** Alien Species 4D, Languages 4D, Willpower 8D, **MEC 1D,** **PER 4D:** Search 5D, Sneak 5D, Persuade 6D, **STR 4D:** Brawling 5D, **TEC 1D. Move:** 12,

SA: Awe: Through a strange mix of pheromones and Force ability, a Herald can mask its horrid appearance. Those exposed to a Herald must roll their Willpower versus the Herald's Persuade or be rooted in place, enraptured by what they perceive as a vision of mind-shaking beauty. Once enraptured, a character's only escape is to make a Heroic Willpower roll, or if the Herald attacks them. If the roll succeeds, the illusion is shattered, exposing the Herald's true form.

Bite: The Herald's bite does STR+2D damage,

and applies a disorienting poison, causing 1D to STR and DEX, which can be healed with a Moderate First Aid roll.

Grapple: Once the Herald has successfully bitten a target, it will lock down, holding on to its prey and causing STR+2D damage per round until it either kills the target, or the target successfully makes an opposed Strength roll. If the Herald kills its target via its bite, it will then eat the target in a very messy, noisy manner.

If the player is under the Herald's influence completely, they will start moving toward the Herald heedless of anything unless they break said influence. Any other players that attempt to rescue the enraptured player must make Willpower rolls or be enraptured themselves.

The interior of the doctor's office is a shambles. Books litter the floor, and they are open, not as if they were thrown, but as if they were being studied. The good doctor himself sits behind his desk, oblivious of the herald's presence, scribbling on a piece of flimsiplast as well as tapping away on a datapad.

Doctor Arizon Risin, Male Human Cultist:

DEX 2D: Blaster 3D, Dodge 3D+1, Melee Weapons : Vibroscalpel 4D, **KNO 3D:** Alien Species 3D+2, Languages 4D, Scholar : Sith Lore 5D, Scholar : Psychology 5D, Willpower 5D, **MEC 2D:** Repulsorlift Operation 2D+1, **PER 3D:** Persuasion 4D, Hide 4D, STR 2D, **TEC 4D:** First Aid 4D+1, Medicine : Psychology 5D, Medicine : Psychosurgery 5D, Computer Programming 4D+1

Move: 10, **FP:** 1, **CP:** 5,

Equipment: Doctor's tunic, Cultist Robes (+1 vs physical/energy), Blaster Pistol(4D), Vibroscalpel (STR+2D), Sith hypnosis device (+2D to Persuasion)

Doctor Risin is a small, balding human male in his mid-fifties. He has regal features; a hawk-like nose, strong cheekbones, and piercing blue eyes with brown hair. He was, at one time, a brilliant psychologist and psychosurgeon, but he had a hobby Sith lore. While not able to touch the Force, his hobby over time became

an obsession, which in turn has led him into the incredibly misguided concept that the sacrifice of life will bring about the return of Darth Rihan, a long-dead Lord of the Sith. The good doctor is just like his patients now: delusional. He has found Sith tech that allows him to convince certain weak-willed members of his staff to join into his delusion, making a "Sith cult" of sorts.

The doctor will treat the players as cultists at first, as deep into his "work" as he is. He will be annoyed at the interruption, then curious as to the Herald's disappearance. If the players engage the doctor, he will be glad to share his belief system with them. He's working toward causing a long-dead Lord of the Sith, and he thinks that murder is the key. He's hopelessly insane, and if the players try to dissuade him from his belief, he will attempt to use the hypnosis device on them to get them to turn on one another.

Bottom Floor Lobby

The players enter into an area that is nothing like the asylum itself. It is clean, spotless even. None of the violence or vandalism is evident here. There are couches and chairs arranged in a semicircle near the front doors, near a reception desk. The doors and windows only reflect blackness, and are all locked. A secretarial droid stands patiently behind the desk.

CZ-131, Secretary/Communications Droid:

DEX 1D+1, KNO 2D: Business 5D, Languages 5D, **MEC 1D, PER 2D:** Con 3D+1, Persuasion 3D+2, **STR 1D, TEC 2D:** Computer Programming/Repair 4D+2, **Move:** 10

Equipped With: Humanoid Body, Locked Access, Multinode Comlink, Internalized Datapad, TransLang I Communications Module (500,000 languages)

CZ-131 is cordial, and will detect the players as patients of the asylum. It will calmly attempt to redirect them to the upper floor. If it fails to do so, or if the players attempt to tamper with it, it will then call in four "orderlies" to assist the players back to the asylum.

Orderly/Cultist, various races:

DEX 2D: Blaster 2D+1, Brawling Parry 3D+2, Dodge 2D+2, Melee Combat 3D, Melee Parry 2D+2, **KNO 2D:** Intimidation 3D+2, Streetwise 3D+2, **MEC 2D, PER 2D, STR 2D:** Brawling 4D, Lifting 3D, Stamina 2D+2, **TEC 2D, Move:** 10, **Equipment:** Comlink, Vibroblade(STR+1D), Padded Robes (+1D physical, +1 energy)

CZ-131 will not engage the players at all, and will shut itself down if threatened. If they manage to enter its programming, they will find that it has no knowledge of anything past six months ago – the time Doctor Risin started killing patients. The programming hack to CZ-131 was expertly done. It has no information about outside the asylum, either. Any information about anything outside of the building simply does not exist: it has not been erased, it just is not there. It can unlock the doors remotely, or if the desk is searched, a switch can be found (Easy Search roll) to open them.

Endgame

If any of the players open the doors to leave, read the following:

"As soon as the doors are opened, a painfully bright light assails your eyes. As soon as you adjust, you find yourself on your back, on a table. You are restrained, and no matter your struggles, you cannot work your way free. A small form, hunched, moves into view. You are unable to discern what it once was, but now it appears to be more machine than living being. It bends over each of you, making 'tsk tsk' sounds that sound robotic in nature, as if coming from a cybernetically enhanced throat. It turns away from you and says, 'Another failure. Dispose of these and bring in the next test group.'"

Possible Alternate Ending

If you choose to put this adventure into a continuing campaign, you could choose to have the players escape the facility, and perhaps investigate the cult activity further, or return with heavier weapons and cleanse it.

GM Suggestions

Gamemasters, there are all sorts of extras you can add to this adventure to maximize the suspense and fear factor. The use of music is one. Pick music that builds suspense. I recommend finding soundtracks from such shows as "The X-Files" and movies like "Halloween" to give ambience to your game.

Another method to help keep the players in the environment would be to choose players at random, and slip them a note just saying that they see "something" out of the corner of their eye. Have players make Perception checks. They don't necessarily have a difficulty number. No matter the result, tell the player that they feel as if they're being watched.

Keep the players on edge. Make it seem as if one is plotting against the other. Have index cards handy, and hand them to the players. The cards should read that another player seems to have something up their sleeve, or that they seem really fidgety.

You can also use the *Fright and Environmental Checks* optional ruleset (noted in the next column) to your advantage by putting a game mechanic to how the characters react to the environment.

Fright Checks & Environmental Modifiers

Fright Checks: R&E p.47 "Willpower: is a character's strength of will and determination." this normally defaults to Knowledge, but in this case may default to Perception. Pick whichever one is highest.

A failed Fright Check means the character is mentally stunned and suffers a -1D penalty to all skill and attribute rolls for the rest of the round and for the next round. A Mental Stun no longer penalizes a character after the second round, but it is still "affecting" him for half an hour unless the character rests for one minute.

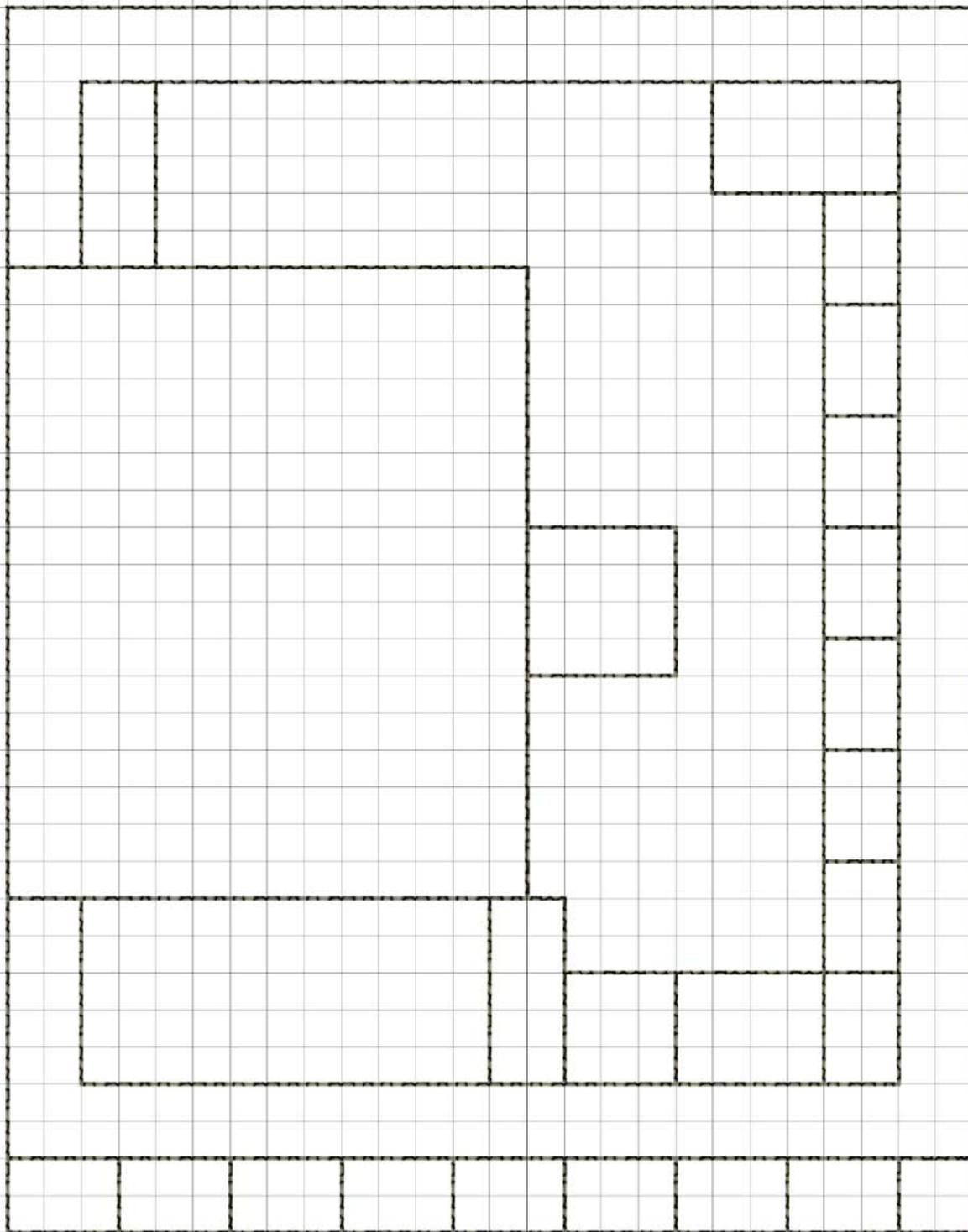
If a character is being "affected" from a number of Mental Stuns equal to the "D" before the characters Knowledge, Willpower or Perception (whichever is highest), the character is mentally incapacitated for 2D minutes. A character incapacitated in this fashion has become disconnected from his environment and will take no actions. Even to defend himself.

Mental Stun and Physical Stun are separate and do not stack.

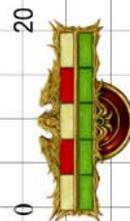
A failed Fright Check with a complication. The character freaks out and will do whatever he can to try and escape whatever it is he is frightened of. The character will continue in this fashion for 1D rounds. At that time the character may a Moderate difficulty roll vs. Willpower/Knowledge/Perception each round until he rolls a success. Once he rolls a success he has gained control of himself but is shaken. If others attempt to talk him down, the difficulty becomes Easy.

Environmental modifiers (-1D to -2D) can be used to simulate heightened tension and mental stress. This modifier affects all *attribute* and *skill* rolls, but not damage or damage resistance rolls.

source: +Oliver Queen



Asylum Map



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*The players are captured, then thrown together
in an asylum. What will take them first,
the horrors within, or the horrors without?*

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