

LAMP'S LIGHT SANITARIUM



by Matt Corley
with Donathin Frye



Welcome to LAMP'S LIGHT SANITARIUM

Enjoy your stay...



WITHIN THE WALLS OF LAMP'S LIGHT SANITARIUM, YOU WILL FIND ALL MANNER of medical marvels. The sick are healed, the lame walk again, and the mad regain their senses... but the cures and miracles hide a horrifying truth. Are your players ready to uncover it, and risk becoming patients themselves?

What you'll find within this book:

- Comprehensive optional sanity rules that incorporate both roleplaying and mechanics
- A sprawling estate with dozens of rooms all beautifully mapped and fully described
- Two full ready-to-play adventures
- Dozens of adventure hooks, story arcs, and campaign ideas
- Dedicated advice on incorporating Lamp's Light into existing campaigns from other publishers
- Dozens of evocative NPCs, creatures, and esoteric items

LAMP'S LIGHT SANITARIUM

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DEDICATION

This book wouldn't be possible without the efforts and support of countless people. From my family, friends, and gaming partners to anyone and everyone that shared a post during the campaign. A few deserve a little extra recognition.

KELLY — your support never wavered, and I wouldn't have even considered going down this road without you at my side.

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Roll Sanity!

—Matt



di larium



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INTRODUCTION

Lamp's Light Sanitarium deals in subject matter that may be upsetting, disturbing, and/or a trigger for certain readers. Prior to using the material contained within please be sure to discuss with your group what you plan to include in your game.

Lamp's Light was written for mature audiences. It is designed to portray a gritty, unsettling, and evocative setting so you and your players can delve into aspects of the game that are not typically explored. Our intent is not to shock, offend, or demean anyone. That said, this supplement explores many behaviors and situations that may not be suitable for all audiences.

There are many ways to react to horror: revulsion, disgust, fear, resolve, and a need for justice being the ones I hope to elicit with this book.

I do not take this subject matter lightly, as I'm sure you do not either. If you need help, or know someone that does, please use the resources available. You're not alone. I promise.

“Being Kind is a Free Action.”

— Paige @DnDnPaige on Twitter

IN THE UNITED STATES:

- 1(800)273-8255 – Suicide Hotline
- 1(877)226-3111 – Addiction Hotline
- 1(844)228-2962 – Eating Disorder Hotline
- 1(877)455-0628 – Self-harm Hotline
- 1(888)640-5174 – Depression Hotline

IN THE UK: <https://www.nhs.uk/conditions/stress-anxiety-depression/mental-health-helplines/>

IN AUSTRALIA: <https://www.beyondblue.org.au/>







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PROLOGUE

HORROR AND RPGS

“The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown.”

—H.P. Lovecraft.



HORROR HAS BEEN AN INTEGRAL PART OF storytelling since the beginning. The oldest known story in the English language, Beowulf, is firmly rooted in horror. Grimms’ Fairy Tales are known the world over, and the originals, at least, are fantastic examples of horrific tales. The allure of a horror story is that you are able to experience visceral fear and unsettling behaviors, and explore uncomfortable situations from a safe vantage.

The function of horror in writing, gaming, and media is different for many people. We each view the world through our own lens, and a genre as evocative as horror will be heavily influenced by that perception and viewpoint. Unlike many styles of entertainment, horror is dark, it is unsettling, it is often violent, depressing, painful, and gory. It asks you to confront your fears and foibles. It asks you to place yourself in a situation that you may not want to be in. Why would we do that?

You have your own answer to that. I find horror to be challenging, mentally and emotionally; facing those challenges is invigorating and, in the case of a game such as this, overcoming them is an intellectual exercise that I find rewarding, and quite simply fun. It may be cathartic, adrenaline-inducing, or escapism for you and yours. Horror is personal.

Horror evokes many types of fear: primal, emotional, esoteric, and/or intellectual. Horror is predicated on the emotional investment of the participant in the story and subsequently on their dread of things to come. Elements of other genres are folded into good horror, namely mystery, thriller, action, and drama. The ultimate goal of the horror author and gamemaster is to use the successful interplay of these elements to create a sense of dread in the players.

5th Edition and Horror

The classic tropes and creatures of horror are widely used within the 5th edition of the world’s most famous roleplaying game and yet few would consider it a “horror” game. Why is that? The heroes are larger than life, their actions do not generally have long-term consequences, and a horde of flesh-eating ghouls is little more than a momentary distraction. So clearly copious amounts of blood, violence, and gore do not make a game a horror game. To instill a sense of horror, or more accurately dread, in a 5th edition game other modalities must be explored, and to that end I created *Lamp’s Light* and the insanity rules included within.

Lamp’s Light focuses primarily on two things: the horrors that are inflicted upon others, in particular the mentally ill, disadvantaged, and forgotten; and the slow loss of control of oneself as psychic, intellectual, and emotional scars accumulate over a lifetime of conflict.

Within the walls of Lamp’s Light Sanitarium, you will find all manner of medical marvels. The sick will be healed, the lame made to walk again, the mute will regain their voices, and







miracles are seemingly an everyday occurrence. The facility's reputation amongst the wealthy is spotless. The staff is educated, knows their place, and most importantly are discreet. The academic elite view Lucien Prosper's legacy as the pinnacle of research and cutting-edge treatments for maladies that cannot be cured by other means. The poor know that Lamp's Light helps them when it is able, taking in ailing children and afflicted adults who have nowhere else to turn. The religious orders of the city publicly praise Lamp's Light for their philanthropy, while privately condemning them for their reliance on the arcane arts of science and technology.

These wonders come at a price, one that Dr. Orson Renwick has paid countless times over his tenure. Dr. Renwick has been experimenting on himself, and his patients, since shortly after the asylum opened its doors. All in the name of science, progress, and the greater good. The horrors he's inflicted upon countless patients all began with the best intentions.

Lamp's Light will introduce your players, and their characters, to the full range of tragedies of mental illness and more unsettling how the unscrupulous and callous treated them. Regardless of the intent of the alienists, experimentation or seeking a cure, the methods were often cruel, inhumane, and debilitating both mentally and physically.

Make It Personal

In the course of a lifetime of adventure, intrigue, and exploration our heroes face challenges that would break a normal man or woman. Luckily, they are made of sterner stuff and weather the storm to fight another day. The adventurers have been a part of countless battles, exposed to effects that cause direct injury to their mind, met creatures whose very presence instills primal terror, and are targets of mind-affected magic. Like a mighty mountain exposed to the elements

the small chips, cracks, and erosion wears away the outer protection until all that's left is the exposed, raw core. Lamp's Light introduces the concept of the long-term consequences that may occur as a character is exposed to these stresses. As the character grows in power the psychic scars left behind change a character.

As a player you know that no matter the adventure and game you have complete control over one thing, and one thing only, your character. The adventure may go sideways but you are the ultimate arbiter of your actions and choices. The optional rules regarding sanity and madness presented within this supplement attack that relationship and explore a very private and intimate form of horror: the slow degradation of mental faculties, persona, and subsequent loss of control. The loss of control of your actions, emotions, and reactions is truly unsettling and unnerving. The way that your character acts to the stimulus in front of you has changed, probably for the worst, since the last time it happened.

For some it may represent a reversal of growth and maturity. Your character's typical response to stress has changed and the character's first inclination is now a tantrum or unreasoning anger where before it may have been cool calculation. The fact that the reaction may change yet again the next time leaves you with dread and uncertainty. Never quite knowing what's going to happen, even with a familiar situation, makes you feel as if you're playing a new and unfamiliar character.

Are the players as worried about the solution to the mystery as they are the mystery itself? Are they agonizing over the consequences of their actions (or inaction)? Are they concerned not just with surviving the next fight physically but also emotionally? Are they faced with unsettling situations that they are sympathetic to or complacent with? Give them something to talk about long after they've left the table and gone home.





Maintain the Mood

The subtle horror of *Lamp's Light* depends heavily on the mood of the table, and as the DM this is something that you have control over. Work with your players to establish the mood that you want for your games. Below are a few easy and simple tips.

THE GAME ENVIRONMENT

- **TECHNOLOGY.** Removing cell phones, tablets, and computers is an easy and logical way to subtly affect your game. Even if you normally use these devices, switch to old-fashioned pen and paper for a change of pace.
- **AMBIANCE.** Background music is a painless and free way to add atmosphere to your session. There are great apps out there like Syrinscape, Pandora, Spotify, and YouTube. There are dozens of playlists by mood and setting, any of which are a great addition to your game. I like to run horror movies and shows in the adjoining room.
- **LIGHTING.** Nothing kills the mood like bright fluorescent lighting. Try a session by candlelight, or with dimmed lights. This works great when you've put away all the electronics.

DESCRIBE ACTIVITIES NOT MECHANICS

- "You are hit for 13 slashing" is not evocative. What if instead you said, "the shadowy figure dropped to its knee, slashing upwards at your chest while its ally distracted you." Describe the severity of the wound based on the damage rolled. Very easy and much more engaging.
- Saving throws and spell effects should be handled in the same manner. "You failed your DC 12 Charisma save and are now frightened"; again, not very suggestive of what's actually happening. "Your heart begins to pound in your chest, ice water flows through your veins, and your wobbly legs refuse to take a single step closer." More engaging and hopefully it gets your player's heart rate up a bit too.

ROLL IN FRONT OF THE SCREEN

- I'm a huge fan of rolling in front of your players. Let the dice fall where they may and play out what happens. The look of apprehension and the visceral reaction from your players when they see you grab handfuls of die and drop them to the table is more than worth the occasional TPK.

MAKING IT LAMP'S LIGHT



THE FIRST AND MOST IMPORTANT RULE to inserting *Lamp's Light Sanitarium* into your campaign is to do what you want to do, and what works best for your group! You have our express permission to mix and match, edit, adjust, borrow, adjust some more, and reskin to make this supplement work for you! That said, here are a set of tools and guidelines for you to make the most out of Lamp's Light. You may also notice that I tend to suggest a light hand whenever possible. As a Lazy DM™ (check out Sly Flourish's books if you get a chance, they're excellent), and a busy one, I tend to err on the side of simplicity.

GENERAL GUIDELINES

Species

What species are there in the world of Lamp's Light? There are no species that are inherently off-limits, or that must be included either. The majority of the NPCs within this product are humans, but there is also a halfling, half-elf, and automaton too. If you wish to maintain a humancentric campaign, virtually all races can be "humanized" with minimal cosmetic changes. Dragonborn may be a little tougher



but the others are easily updated by attributing their characteristics, skills, and abilities to cultural differences. Physical and cosmetic differences, too, can be attributed to regional genetics and unique upbringing.

Classes

The classes that you'll find in the Lamp's Light setting draw heavily on Victorian literature, the pulps of the early twentieth century, and of course the plethora of options that Wizards of the Coast and other third-party publishers have provided. This section will deal primarily with content from the SRD, and will give you a framework that will serve you well. Note that in most cases PCs should be allowed to choose freely from the classes listed below.

COMMON

Fighters and rogues come from all walks of life, and are seen in all strata of society. The variety of skills, feats, and backgrounds allows them fulfill a wide variety of roles. As such these two classes are the most commonly encountered.

UNCOMMON

Bards, clerics, and wizards are less common not only due to their connection with arcane and divine magic, but also due to their scholarly requirements and extensive training. There are few citizens with the background, freedom, finances, and opportunity to explore these occupations.

RARE

Paladins, rangers, sorcerers, and warlocks are rare, almost to the point that they are seen as outsiders by the population. The everyday citizen cannot fully grasp the dedication and piety of a paladin, the abandonment of civilization of a ranger, or the inherent eldritch

power of a sorcerer. The warlock's willingness to bargain with their very soul is universally viewed as an abomination.

VIRTUALLY UNIQUE

Barbarians, druids, and monks are so rarely seen as to be considered virtually unique. Each of these classes should be accompanied by a backstory to explain their character's exposure to those pathways. Were they abandoned to the wilds and grew up as a feral child? Was the PC left on the doorstep of a hermit following the Old Ways and discovered druidic powers from their mentor? Perhaps they are a member of a fitness club, and have learned the ancient and esoteric art of Bartitsu from their fellows?

Armor

The use of armor by civilized folk is more a question of social acceptance than it is of availability. In the world of Lamp's Light all armor and shields are available for purchase, and there are no tangible differences, as far as the game mechanics are concerned, from the higher level of technological sophistication.

LIGHT ARMOR: PCs wearing light armor may get a few odd looks but are not otherwise socially hindered while wearing padded, leather, or studded leather armor.

MEDIUM ARMOR: A good rule of thumb for heroes wearing medium armor during social interactions is to assess a -1 penalty on Charisma-based skill checks. Alternatively, the penalty may be negated with creative roleplaying.

HEAVY ARMOR: A hero walking the streets in heavy armor is an anomaly and treated as such. They may not be allowed admittance into businesses, temples, homes, and other dwellings. To reflect this all Charisma-based



skill checks should be rolled with a -2 penalty. There may be exceptions to this rule, such as during martial ceremonies.

SHIELDS: As medium armor when it is equipped for use. A shield stored on the hero's back is ignored. The penalty combines with others.

Weapons

Openly carrying and wielding weapons is frowned upon by members of polite society in the Lamp's Light campaign setting. That said, there are exceptions to this rule of thumb. Weapons with the light and/or finesse quality are generally accepted by the gentry. The aristocrats, nobility, and other wealthy citizens often embellish these types of weapons with such elaborate filigree and jeweled ornamentation that they are better described as jewelry than arms.

Arms and Armor

At the GM's discretion, the penalty to Charisma-based interactions due to inappropriate arms and armor can be altered to exclude Charisma (Intimidation) skill checks. Alternatively, with appropriate roleplaying and circumstances that very same gear may grant a similar bonus on a Charisma (Intimidation) skill check. The adjustments delineated in these optional rules would typically apply only when in an urban setting.

HEAVY AND/OR TWO-HANDED WEAPONS: Much the same as heavy armor, any weapon with the heavy or two-handed property is not well thought of by polite society. A PC brandishing such arms is telling one and all that "I'm here to kick butt and eat pizza....and I'm all out pizza". As such, a -2 penalty applies to all Charisma-based skills for characters wielding or prominently displaying these weapons.





Magic Items

There is no reason that any particular magical item can't or shouldn't be found in a setting that includes Lamp's Light Sanitarium. The strange, wondrous, and esoteric are a hallmarks of gothic stories, and your game should reflect that. In many cases a simple reskinning allows you to use an item without fear of affecting the thematic feel of your game.

- A combination of cutting-edge scientific manufacturing processes and incorporating newly discovered alloys can duplicate the effects of magical damage and to-hit bonuses. Insulation provides resistance to all manner of damage, as well as mimicking the inherent properties of adamantine, mithril, and elven chain mail.
- Clockworks, lenses, and alchemical treatments augment the inherent physical characteristics, skills, and senses of those fortunate enough to have access to these scientific marvels.
- Portable batteries allow a cunning inventor to imbue weapons with electricity and overwhelming heat, adding extra stopping power. There are even rumors of mad geniuses who have learned a method to project the energy from walking sticks, canes, and similar.
- Potions, elixirs, and poisons are the stock in trade of the alienists, apothecaries, and alchemists, and can mimic a vast array of effects. Their efficacy is generally transient, and the side effects can be debilitating.
- Private, public, and university libraries abound in the world of Lamp's Light. There is no shortage of tomes, grimoires, or books detailing the esoteric, obscure, and forbidden.



MAKING IT AN ANACHRONISM



I will preface this section by saying that all things being equal this is the simplest for the GM, and the one that I would recommend for a lot of groups. Campaigns are set in the shared fantasy world of the folks on both sides of the screen, and the suspension of disbelief that allows magic, mythic monsters, and other incredible things can be extended to cover a sanitarium, city, or country which has evolved along its own unique path.

A Seat of Higher Education

Master Prosper's long-standing relationship to the area's universities, colleges, and private centers of learning allow Lamp's Light to have access to all manner of assets. Cutting edge techniques, new technology, the sharpest minds, and even subjects for experimentation flow in and out of the sanitarium with regularity. The purpose of their endeavors, of course, is the betterment of their fellows, and the reputations of their institutions.

The college professors' fear that Prosper's death would signal an end to the kinship the

institutions cultivated quickly proved to be unfounded as their partnership blossomed under the watchful eye of Dr. Renwick.

Renwick's willingness to push the experimental envelope, lack of scruples when finding subjects, and manic passion for discovery propelled Lamp's Light to the forefront of the scientific community. There are grumbles and mutterings of ill-advised procedures, and "acceptable losses", but the rapidity of progress has been sufficient to keep the concerns to a minimum.

ADVENTURE HOOK: An acquaintance of the PCs — a figure from their past, an informant, or other person of lesser means — is nowhere to be found the next time their services are needed. While searching for their friend the heroes see flyers in the poorer sections of town saying, "Subjects wanted to further the scientific process. A hot meal, bath, and 1 copper provided for your troubles." The flyers have an address and an ornately embossed "LL" on them.





An Alternative to Temples

Administrator Rose, Dr. Renwick, and the host of alienists at the sanitarium offer a wide range of services to all comers — services that are not widely available elsewhere. For those who can afford treatment, the accommodations are luxurious and the stay is quite pleasant. Treatments are still available for the poor and outcast, but allowances are made due to the patient's social standing.

Unlike the priests and clerics of the temples, the sanitarium cares not what god the patient venerates, or if they worship at all. Publicly, Lamp's Light is a center for healing and altruism. Privately, the staff relish the opportunity to treat — and experiment on — their patients. The dynamic between Lamp's Light and the local temples is strained to say the least.

In a city with strong religious ties, the sanitarium is openly scorned, ridiculed, and distrusted. In such a city, Administrator Rose goes to incredible lengths to maintain what little positive reputation they have within the community. If located in a more metropolitan city with an open-minded populace, the aid the alienists provide is grudgingly acknowledged by the local priesthoods. Lamp's Light's freedom from religious dogma is viewed favorably by the community, and Dr. Renwick has more freedom to perform his new treatments.

ADVENTURE HOOK: The heroes are in need of significant healing in the form of *greater restoration, regeneration*, or the like and have been turned down by the local temple either for lacking the funds to donate to the clergy, or due to a difference in faith. Upon leaving the church they are approached by a beggar that overheard their troubles.

She tells the PCs that she too was in the same situation, and that the sanctimonious fools at the temple refused to aid her. Near

death from a diseased leg, she made her way to Lamp's Light Sanitarium where she was welcomed with open arms by Meri and Dr. Hahn. A week later she left the hospital, miraculously healed of her injuries. Especially observant PCs notice that she still has a bit of a limp, but otherwise moves with amazing agility. If they are somehow able to get her to show them her leg (a bribe works best), they see that it clearly is not the one she was born with, and there is a scar at her upper thigh indicating where it was grafted onto her.

A Front For Criminal Activities

With Master Prosper's untimely demise the inner workings of Lamp's Light have changed to suit the needs, views, and ideals of Administrator Rose, and to a lesser extent Dr. Renwick. These two malcontents have used their connections, opportunities, and lack of scruples to insinuate themselves into numerous nefarious plots, and line their pockets in the process.

ADVENTURE HOOK: It is an open secret among the social elite that their wayward children, spouses, and extended family members can be admitted to Lamp's Light for treatments to remove aberrant and embarrassing personality traits. A figure from the group's past, a rambunctious and garrulous bard or rogue perhaps, has agreed to a stint of rest at the sanitarium at the urging of her family.

A week later their friend is released and returns home. When next called upon, the PCs learn that not only is her personality drastically different, but she no longer remembers her close friends except as hazily-recalled acquaintances. As disturbing as her new personality is, what's even more disconcerting is that the information the heroes are seeking has disappeared with her old persona.



MAKING IT MYTHOS



Sandy Petersen's Cthulhu Mythos for 5e (published by Petersen Games) goes hand in tentacle with the material contained within this book. Lamp's Light provides setting, adventure ideas, NPCs, and expanded sanity/madness mechanics to get you started in your campaign. *SPCM* expands on that with a comprehensive supplement of Lovecraftian creatures, cults, magic items, classes, feats, skills, and so much more. The optional rules for dread, in particular, can be added to the sanity mechanics contained herein to challenge your players and their PCs. The Great Old Ones, Outer Gods, and other mythos entities view the moon-touched minds within Lamp's Light with ravenous eyes, slaving mouths, and searching tentacles.

Watchers from Without

The Great Race of Yith have discovered, in the patients of Lamp's Light, a stable of empty vessels

ripe for mind switching. The Yith inhabits the vessel, gathers all manner of experiential data, and when they have completed their mission, returns to their distant home. While the Yith inhabits the body the dispossessed mind lives in the alien's form. What few memories they retain of the experience takes the form of poorly recalled dreams and nightmares.

ADVENTURE HOOK: An inordinate number of incurable patients have, inexplicably, been cured of their afflictions. Publicly, Dr. Renwick and Administrator Rose have taken credit for these "incurables" who return to their families and celebrate their unexpected recovery. Privately, Dr. Renwick's insatiable thirst for knowledge must be slaked, and he has been stymied in all his efforts to learn the cause behind the patients' sudden change.

The truth of the matter is that the patients' minds have not been healed; they have been



replaced by Yith explorers. The oddities in speech, mannerisms, and behavior exhibited by the aliens in their new bodies have been brushed off as the natural side effects of their prior condition. Dr. Renwick has enlisted the heroes to investigate and determine the cause of the patients' newfound competence. He will undoubtedly have additional work for them as the truth of the matter unfolds.

Chaos Unleashed

The cults of the Crawling Chaos can be found in any corner of the world. The Outer God's willingness to share forbidden knowledge, regardless of its inherent dangers, ensures that there is always a willing audience. A city, such as the one housing Lamp's Light, is nigh irresistible to Nyarlathotep, and the veneer of benevolent scientific discovery clothing the sanitarium is an ideal womb to nurture a nascent cult to the god of a Thousand Forms.

ADVENTURE HOOK: The entity posing as Administrator Florence Rose is in fact a high-priestess and devotee of Nyarlathotep. At her patron's direction she slew the real Ms. Rose and insinuated herself into the good graces of Lucien Prosper. With Prosper's passing, Rose has taken an active role in the rehabilitation of the patients, with a particular focus on those of considerable means. Rose's therapeutic process has yielded promising results, and in many cases the patients continue to visit her on an outpatient basis. Additionally, graduates of her protocol meet together monthly to share their experiences and support one another.

Rose has parlayed her connection to the upper-class patients of the sanitarium into a small, but incredibly powerful, cult of followers worshipping Nyarlathotep in his Ebon Man aspect. The group has been biding its time, but

the stars are right for them to make themselves known. The combined political and financial power of the members of the group, known as The Darkness Before Dawn, is such that they are able to retain any necessary mercenaries, spies, or soldiers. And of course, there's always Patient 11.

Lost Knowledge Revealed

Sages the world over lament the knowledge lost to the ages. Books are burned, tablets shattered, and grimoires destroyed. Other tomes are simply lost to the ravages of time. Or are they?

There are things that once released into the world cannot be taken back, cannot be unlearned, and leave an indelible mark on society. The knowledge contained within lingers on, parasitic in its infestations of scholarly minds, and yearns to be shared. The truth will find a way.

ADVENTURE HOOK: All existing copies of *The King in Yellow* have been destroyed, and yet this eldritch play's hold on reality is such that the patients of Lamp's Light have inadvertently pulled the details from the aether and transcribed by their cracked minds onto whatever media are available to them. Gathered and organized by persons unknown, the disparate pieces were collated into a near-complete copy of the hateful play.

A member of the cleaning staff, Lucretia Waitely, stumbled upon the manuscript, and hoping to help the patients has organized a read-through. Parts have been assigned to patients, staff, orderlies, and even a few alienists. The heroes are visiting Lamp's Light for their own reasons when they hear a commotion in the common room, and stumble upon the coterie of actors midway through the production.



MAKING IT MIDGARD

Midgard is hands down my favorite third-party setting, and their vast catalog contains more incredible material than I can easily list here (they can be found at KoboldPress.com). There are a number of cities within Midgard that could contain Lamp's Light. The adventure hooks in the previous sections can be added to the ones listed here to provide countless sessions of horrific delight to your players.

Esoteric Insight

The gods, old and new, are active throughout the realms of Midgard. In the lands to the south they walk amongst their followers. Ancient, primeval forests of antediluvian intelligence dot the wilds. The very fabric of reality is said to thin at its borders. This is the land that the peoples of Midgard call home. Throughout it all there are countless cults and secret societies gathering in the shadows to forward their own agendas.

ADVENTURE HOOK: The last remnants of an ancient cult have completed their Grand Working and called forth a long forgotten being of terrible power. Every step was followed, every sacrifice made according to the liturgical rites of their order. And nothing happened.

Meanwhile, in Lamp's Light, something has infiltrated the mind of Bok Nantanye. It's groggy from eons of slumber, but is quickly regaining its wits and powers. A PC, a priest or devotee to an enemy of the newly-awoken deity, is sent portents and omens of a great evil that must be stopped at all costs.

They'll Never Be Missed

The folk of Midgard know fey for what they truly are: malevolent creatures of undying mischief, spite, and chaos. They fill their centuries with all manner of depravity to fend off the crushing boredom and ennui that comes with their ageless existence. Lamp's Light offers many opportunities for their enjoyment. Some of their more benign activities include merely observing the antics of the patients, witnessing experimental treatments, and instigating riots of madness. Their enjoyment of these cruelties pales before their most revered pastime: hunting.

ADVENTURE HOOK: The fey have an arrangement with the orderlies of Lamp's Light. For a nominal fee the orderlies "allow" a select patient, or patients, to escape the facility into the nearby forest at night, where the waiting fey hunt the escapees down. As long as the bodies do not turn up inconveniently, the patients aren't of noble birth, and the escapes are kept infrequent, Dr. Renwick, and Administrator Rose turn a blind eye to the activity.

The heroes are traveling the streets late at night in close proximity to Lamp's Light. They hear a rush of commotion in the nearby forest, and a figure in a hospital shift bursts from the foliage. Seeing the heroes, and obviously fearing for their lives, they take a step towards their saviors only to be pierced by an arrow, and then another, and another.





MAKING IT RAVENLOFT

By Donathin Frye



It's very easy to imagine Lamp's Light Sanitarium as the setting for a horror-fantasy tale in Ravenloft. To make the most of the setting for a long-term Ravenloft campaign, focus on the horror of madness and despair. No matter where the characters go after leaving Lamp's Light, they are forever scarred by the insanity of their experiences in the sanitarium, and their plagued dreams are haunted by the twisted experiments and secret terrors they witnessed within its walls. In Ravenloft, the characters can never truly escape Lamp's Light; it will always remain a part of them.

For more information on Ravenloft as a campaign setting, read up on *Curse of Strahd* published by Wizards of the Coast, or the many Ravenloft adventures and sourcebooks available on the DM's Guild online.

Lamp's Light as a Domain of Dread

Lamp's Light can easily be imagined as its own small Domain of Dread, with just a few surreal touches to make the characters feel trapped and hopeless. Change the backgrounds of any NPCs tied to a specific city or town, and instead consider partial amnesia; patients who spend too long at Lamp's Light can no longer remember where they came from. Even the player characters may begin to forget details from their past as they spend more time on the sanitarium grounds.

Whether it is day or night inside the sanitarium, whenever the characters step through its doors to the outside, it is always a cloudy night and the moon is always full. Any attempts to escape the grounds will result in the characters being swallowed up



by Ravenloft's infamous thick, cloying mists. When they finally pass through the mists, the characters find themselves returned to the sanitarium's front gates, where a single lamp's light shines eerily through one of its front windows. They cannot escape Lamp's Light, not easily.

Begin with the adventure *Tabula Rasa*. When the players finish the adventure, Ravenloft's mists engulf them and they find themselves returned to their beds, locked into their restraints. Allow the players time to meet the other inhabitants of Lamp's Light and explore the grounds, and then run *Apotheosis of Nightmares* as the setting's climactic adventure.

Over time, the characters can uncover the true fiendish nature of Administrator Florence Rose, the Darklord of Lamp's Light Sanitarium. If the characters are able to stop Florence from summoning her dark patron into the realm, and thus save the patients and staff at Lamp's Light, they may finally be able to escape from the sanitarium's grounds. The domain's mists will finally part for them, allowing the characters to travel to other worlds for further dark adventures in the Demiplane of Dread.

First Steps into Barovia

Alternatively, the cursed, sleepy town of Barovia is a perfect place to set Lamp's Light Sanitarium. The events of *Tabula Rasa* make a compelling alternative to *Death House* as an introduction to a *Curse of Strahd* campaign.

The Darklord of Barovia believes that a girl from town named Elys is the newest reincarnation of his eternal love and tormenter, Tatyana. Count Strahd has stolen Elys away to Lamp's Light, where he has been invasively experimenting on her mind in hopes of unlocking memories of her past life. However, a dark entity known as a nimbus is feeding off of the madmen in Lamp's Light, ultimately driving

Matt on Ravenloft

The mood, spirit, and lethality of Barovia and the other Domains of Dread are an excellent springboard for the gothic locations, NPCs, and items contained within the Lamp's Light Sourcebook to shine as major players in your campaign. The subtle and persistent loss of one's faculties from the stress of adventuring within the demi-plane of Dread offers countless roleplaying opportunities, and even for those that somehow escape they will carry those mental scars until the end of their days.

them to suicide, and Count Strahd is worried that Elys may be next.

To amp up the horror and give characters an early, terrifying encounter with Strahd, replace Dr. Renwick with the Darklord himself in the adventure *Tabula Rasa*. Like all who dwell in Barovia, Administrator Rose secretly serves at the whims of the Darklord. She offers to release the characters from their captivity and, in return, asks them to investigate the suicides. She hopes that they will be able to save Elys's mind and life, so that Strahd can continue his experiments on the poor, doomed girl. How the characters conclude the adventure will determine how their relationship with Strahd develops, and may very likely result in the Darklord blaming the characters for the loss of his beloved Tatyana.

Future Adventures in the Domains of Dread

While any Domain of Dread could be the next stop for the characters after they escape from Lamp's Light, one perfect location to explore next is the sophisticated city of Port-a-Lucine. The cultural heart of Ravenloft, Port-a-Lucine is the capital of the Renaissance France-inspired domain, Dementlieu, and is led by the





political puppet, lord governor Marcel Guignol. However, the domain is truly ruled by the powerful and manipulative psychic, Dominic D'Honaire. Dominic is Dementlieu's secret Darklord, but his power is contested by his greatest nemesis: a powerful entity known only as The Living Brain, and the entity's psychically-controlled organized crime ring.

The experiments and maddening horrors experienced by the characters in Lamp's Light Sanitarium could have made them immune to both Dominic D'Honaire and the Living Brain's psychic powers, allowing them to become embroiled in the struggle to control Port-a-Lucine, and perhaps even save the city from its wicked puppet-masters.



MAKING IT RAVNICA

By Donathin Frye



Ravnica is a singular worldwide cityscape ruled by powerful, politicking guilds willing to take extreme measures to gain even the smallest scrap of territory or leverage; and it's that high stakes political powder keg that might make Ravnica the perfect companion for your adventures into Lamp's Light Sanitarium. Certain NPCs within the asylum are secretly acting on behalf of specific guilds, and how the characters navigate Lamp's Light could have unpredictable results on the vicious guild wars that ravage the world around them. Be sure to show your players the consequences of their characters' actions, how their choices are shaping the world of Ravnica around them.

For more reading on Ravnica as a campaign setting in Fifth Edition, pick up the *Guildmasters' Guide to Ravnica* published by Wizards of the Coast.

A Cog in the Interlocus

In the territory of the Izzet League, Lamp's Light Sanitarium exists to serve the strange and unimaginable machinations of the ancient dragon founder of the Izzet guild, Niv-Mizzet. Dr. Renwick is a secret agent of Niv-Mizzet, an Izmagnus, one of a handful of leaders that answer only to their draconic leader. Whatever Niv-Mizzet's plans are, most other guilds that are aware of the dragon's meddling believe they can only bring ill to the rest of the world. Consider that Dr. Renwick's wild experiments in the adventure *Tabula Rasa* could bring more power to the Izzet League if the characters do not stop them, or might instead spark a war between Izzet and other clans if some of the worst atrocities of Lamp's Light are revealed to the rest of the world.



The Grim Feast

Of course, the Izzet League may not be the only guild with secret machinations within the sanitarium. Consider that Administrator Rose's secret patron might be an ancient Moroi Vampire that feeds on the youth and psychic energies of the patients at the asylum. It's possible that Rose, working as a secret agent of House Dimir, is attempting to resurrect the previous guild leader: Szadek, a 10,000-year-old Moroi vampire powerful enough to threaten the freedom of everyone in Ravnica. The characters could find themselves fooled by Rose's trustworthy demeanor, working to undermine the Izzet League in the adventure *Tabula Rasa* only to be blindsided by the greater threat of House Dimir, Administrator Rose, and her secret patron in the adventure *Apotheosis of Nightmares*.

Shaping the Future of Ravnica

The best way to build off of your adventures within Lamp's Light Sanitarium to play into a longer Ravnica campaign is to focus on the characters' actions and the long-term consequences of their choices. What Ravnica Guilds have they made unwitting allies of, and how? What Guilds will become bitter enemies because of the secret plans the characters have foiled? How have the power dynamics of the world changed because of the characters' actions?

As your campaign into Ravnica progresses, find ways to bring back old patients and other NPCs from Lamp's Light to further obfuscate the shadowy machinations of Ravnica's Guilds. It's that constant power struggle and shadowy war that defines the setting so spectacularly — a shadowy war in which your players will now find themselves forever a meaningful part.

Matt on Ravnica

I absolutely love the use of Lamp's Light Sanitarium behind the scenes and as a location that is embroiled in the machinations and Machiavellian plots and intrigues of the guilds. Lamp's Light's position as an institution of learning, healing, and philanthropy is the ideal façade to obfuscate the true powers behind the scenes. In Ravnica, Lamp's Light may play a subtle yet nonetheless crucial role as the site of the countless battles in their cold war.



MAKING IT EBERRON

By Donathin Frye

While Eberron's war-torn history is likened to the period of shaky peace between World War I and World War II, the setting's pervasive low-magic world is inspired by pulpy adventure movies: *Brotherhood of the Wolf*, *Indiana Jones*, *Casablanca*, *The Mummy*, and *Pirates of the Caribbean*. Eberron is a loving amalgamation of film noir, pulp, and steampunk — and you can use any of these genres to bring a unique flair to running *Lamp's Light Sanitarium* in Eberron.

Remember that simple magic is commonplace in Eberron due to the NPC class “magewright”; the locksmith down the street uses simple magic to do their job, as much as the janitor uses low magic to clean the asylum and fix its machines. While powerful magic is very rare in Eberron, add flavor to *Lamp's Light* by allowing your NPCs to make use of simple magic spells. To nail the pulpy aspects of the setting, portray your villains as larger than life characters by spending extra attention on describing what makes them weird, scary, or powerful. And to play up the noir spirit of



Eberron, balance exciting action scenes with slower-paced mysteries: lead your players to red herrings, or NPCs that seem guilty or suspicious but may actually be innocent.

For more reading on Eberron in Fifth Edition, check out the *Wayfinder's Guide to Eberron* by the setting's original creator, Keith Baker.

On the Edge of the Crying Fields

Give NPCs like Otto Keller and Administrator Rose access to simple magic cantrips, as magewrights. Play

up Dr. Renwick as your red herring, an obvious villain unaware of a greater evil taking place at the sanitarium. In Eberron, Renwick is an artificer of no noteworthy reputation, who has recently been rejected for the third time by Arcanix, one of the greatest institutes of arcane learning in the world. Desperate to further his career, Renwick has taken a position at *Lamp's Light Sanitarium*, a secluded compound far from the great city of Sharn. *Lamp's Light* is on the border of the sleepy town of Ghalt in Aundair, and the Crying Fields — a crimson-





Matt on Eberron

I'm going to admit a little secret. At one point in the creation of Lamp's Light, it was set in Eberron. Several of the NPCs were actually written with Keith Baker's amazing setting in mind. I don't think you'll have a hard time making it fit there at all. It was a great sandbox that, unfortunately, I didn't get much time to play in. Lamp's Light has mad scientists, inhuman creations, and alien monstrosities. Perfect for any pulp adventure.

bladed, largely uninhabited grassland shrouded in fog and said to be haunted at night by the ghosts of soldiers and battles past.

Dr. Renwick's desperation for a breakthrough worthy of notice by the wizards of Arcanix have caused him to be willing to hurt the patients of Lamp's Light. That desperation and his obsession with his career should be uncovered as you run the adventure *Tabula Rasa*. While the player characters will eventually face the nimbus and perhaps confront Dr. Renwick himself, consider revealing a plot twist found in Renwick's secret diary or elsewhere: the nimbus is a creature from Xoriat, a hellish underworld dimension. That it was able to find its way to the characters' plane of existence should be terrifying.

The Lord of Eyes

The true threat rising in Lamp's Light Sanitarium comes from the machinations of an immensely powerful daelkyr known to only a handful of scholars as Belashyrra, the Lord of Eyes. Daelkyr are an immortal and god-like race that appear like handsome humans bearing armor and weapons made from chitin and raw muscle. Daelkyr rule over Xoriat, the Realm of Madness, a terrifying dimension that exists just out-of-sync with the rest of Eberron.

In Xoriat, daelkyr have created legions of abhorrent monsters to serve them: beholders, mind flayers, parasitic oozes, and far greater horrors.

For seven thousand years, Xoriat has been out-of-sync with Eberron, and Belashyrra is one of the only daelkyr to be imprisoned in the subterranean realm of Khyber. When you run the adventure *Apotheosis of Nightmares*, allow Administrator Rose to be a secret agent of the Cult of the Dragon Below, who is worshipping Belashyrra in exchange for a promise of power. If the characters do not stop her over the course of the adventure, Administrator Rose will break Belashyrra free from the daelkyr's underworld.

Unleashing the Realm of Madness

Should Belashyrra be able to bring Xoriat into sync with Eberron once again, even temporarily, the world will be invaded by maddening creatures and alien geography that defies all logic and reasoning. The characters may see massive drifting entities the size of mountains, rivers of a milky white liquid washing over the plains, rains of blue globes falling from unseen heights only to burst and release horse-sized ticks on impact, and other horrors. The insanity of the Realm of Madness may be a natural next step for your characters after the events of Lamp's Light.

If the characters are able to stop Administrator Rose and Belashyrra from permanently merging the two worlds, they would no doubt become famous heroes, giving them access to powerful allies in Sharn and elsewhere in Eberron in their future adventures. Of course, victory against Belashyrra would also make the characters enemies to the other five daelkyr lords trapped in the underworld of Khyber, and to their agents on Eberron: the Cult of the Dragon Below.



MAKING IT WEIRD VICTORIAN

By Donathin Frye



If you want to run *Lamp's Light Sanitarium* in a more modern, Earth-like setting, look no further than Victorian-era England, which spanned the period of Queen Victoria's reign from 1837 until her death in 1901. At this time, Britain embarked on a global imperial expansion, particularly in Asia and Africa, which made Britain the largest empire in history. This

Matt on Weird Victorian

There are countless weird Victorian adventures that can be run in the world of Lamp's Light Sanitarium. The original Sherlock Holmes books, and their countless more modern homages, will provide campaign fuel for years. Perhaps Rose (or Renwick) assume the role of the archvillain, unleashing experiments and patients on the unsuspecting public? As Don mentions below, the change in your game isn't so much mechanical as it is social and via roleplaying. Embrace the challenges and the roleplaying opportunities they present!

national confidence and supremacy led to a time of finding comfort in romanticism and mysticism with regard to religion, social values, and the arts.

Characters in a Victorian setting would have to approach problems with a certain thoughtfulness and subtlety that such a fine society might require. For example, one simply does *not* wear plate mail to a dinner party, and in fact, wearing plate mail and carrying a greatsword around London at all would very likely see you thrown in jail for being a suspected terrorist or madman.

Also consider whether or not you want magic spells to exist in your Weird Victorian game. One option is to reskin, or re-imagine your standard magic spells and abilities to be the results of characters using strange, maybe unstable inventions that would fit right into a Weird Victorian campaign.

For more ideas on running a Weird Victorian campaign in 1800s Britain, consider *Cthulhu by Gaslight*, published by Chaosium.





Surviving Jack the Ripper

There are few more iconic historical figures during the Victorian era, and perhaps no more iconic mystery, than the never-found serial killer Jack the Ripper. Consider that he may have never been found because he ended up as a patient in Lamp's Light Sanitarium. When you run the adventure *Tabula Rasa*, Dr. Renwick's patients slated for his weird experiments aren't committing suicide; rather, they are being viciously murdered, their throats and bellies cut open by a jagged blade, and Administrator Rose is desperate to find out who is behind the killings.

Instead of the enemy being the nimbus, as per the original adventure, allow it to be Bok Nantanye, known to most as Patient 11. When Patient 11 snaps out of their catatonic state, the demon that possesses them urges them to murder women chosen for Dr. Renwick's experiments using a scalpel that he's stolen from Renwick himself. If the characters are able to find the murder weapon, they may suspect Renwick, but he's just a red herring. To save Elys, the characters will have to stop Patient 11. Dr. Renwick or Administrator Rose may give them access to his patient file, including the previous Jack the Ripper victims from history.

The Devil's Handmaiden

Patient 11 isn't the only NPC at Lamp's Light Sanitarium that is possessed. Administrator Rose is also possessed by the demon Balthazar, and Balthazar has been very careful and patient in serving his master, the Devil. After the events of *Tabula Rasa*, it's very likely that Administrator Rose does what she can to free the characters and help them leave Lamp's Light; after all, they could become a problem. If they decide to stay, or if they return to Lamp's Light to check in on Otto or some of the patients, they may begin

to hear rumors of more mysterious deaths and strange happenings.

A few small changes to the adventure *Apotheosis of Nightmares* make it a perfect fit for your Weird Victorian setting. Administrator Rose isn't a shapeshifter, but instead a good woman possessed by the demon Balthazar. Balthazar has concocted a plan to unleash Hell on Earth by summoning the Devil, Lucifer himself, to London.

Agents of the Queen

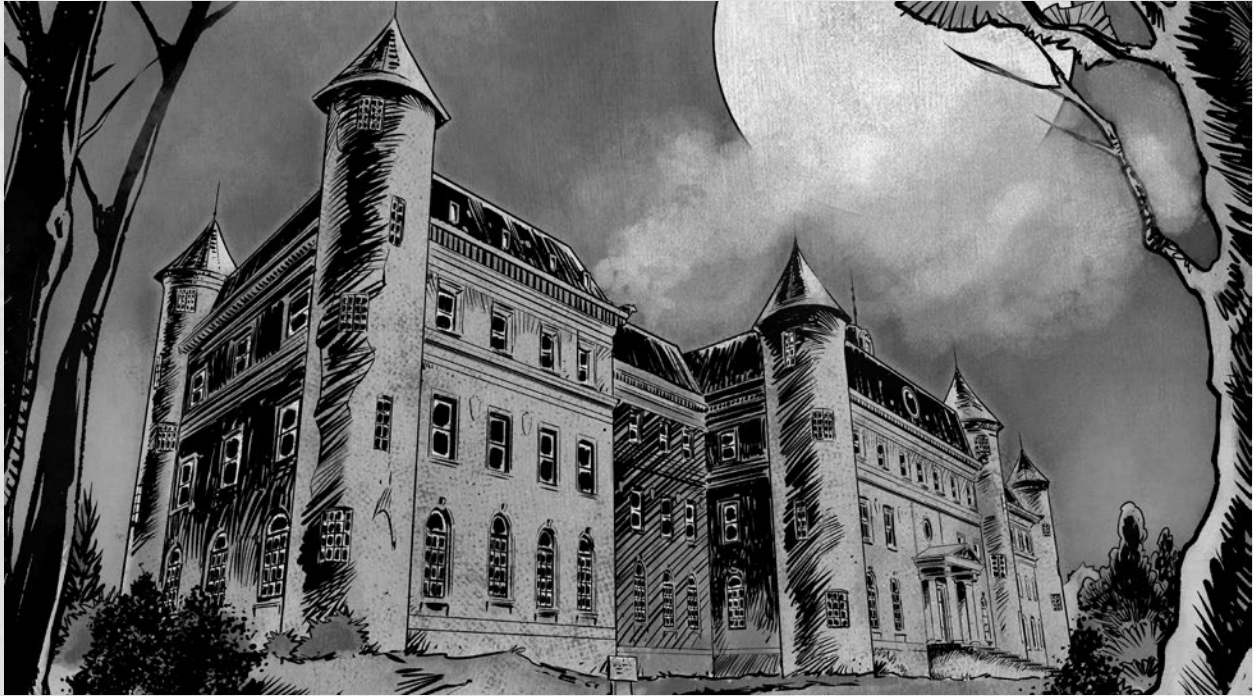
The characters have many approaches to stopping Balthazar's hellish plan. If they work with Otto Keller, they may even come to believe they could perform an exorcism to cast the demon out of Administrator Rose without taking her life. Should the characters save both London and Administrator Rose's life during the adventure *Apotheosis of Nightmares*, she will be eternally in their debt.

As a wealthy, well-connected woman, the true Administrator Rose could connect the characters with other historic figures for more weird historical adventures — maybe even Queen Victoria herself.

LAMP'S LIGHT SANITARIUM

*"There are times in your life that you will need a sanctuary.
It is my sincerest hope that Lamp's Light is the illumination in the darkness for you."*

— Lucien Prosper



LAMP'S LIGHT SANITARIUM HAS BEEN providing expert and discreet medical care to upper-class citizens for much of the last century. The institution offers a variety of mundane medicinal services, but they are known for their specialization in treating manias, melancholias and dementias. Lamp's Light has become the de rigueur convalescence home for the city's ruling elite and merchant princes.

The sanitarium is located at the edges of the university district near many institutions of fine learning, and enjoys a close association with the most respected professors, sages and antiquarians of the district.

Lamp's Light is the product of the vision and drive of Lucien Prosper. Master Prosper was well known in the community for his

philanthropy, kindness, and compassion towards those less fortunate than himself. Prosper ran Lamp's Light tirelessly until his untimely death. Upon his passing the sanitarium fell into the able hands of Administrator Rose. In her tenure the facility's reputation has evolved somewhat, and many former patients feel such a strong bond with one another that they continue the friendships and relationships that began while institutionalized. Administrator Rose has continued Prosper's tradition of altruism, and the sanitarium typically has scores of patients that are being treated gratis. As is only proper, these patients are housed in their own wing of the asylum and are treated separately from the more affluent guests.

A BRIEF HISTORY OF LAMP'S LIGHT

Lucien Prosper was the only son of Margery and John Prosper. Margery was the only daughter of a family of nobles that had fallen on hard times, and John was a young man who pulled himself up by his bootstraps to make a name for himself. Their marriage was one of convenience and alliances. Margery's family would receive a much-needed infusion of gold from their new son-in-law, and John would gain the last piece of respectability he'd worked so hard for: a title.

At the end of their second year of matrimony, Margery welcomed Lucien into the world. She did not survive the experience; John relegated his newborn son to a wet-nurse, and later a governess and string of tutors for his education and rearing. For his part, John Prosper worked himself to death, making certain that Lucien would never want for anything.



From the Journal of Lucien Prosper,
40 years ago

On my walk today with Governess Winsome we had the most discomfiting experience. As is our custom on the first day after the new moon we went to a less savory neighborhood. As nervous as these trips make my teacher, I find them exhilarating and endlessly stimulating to the mind. To see, and experience, that part of the city and see how others must live.

Halfway through our stroll we came upon a man, or woman; I can't really say. The figure was sheathed in rags, what skin I could see was covered in filth, and his matted hair sprouted erratically from his head. All signs of gender, and species for that matter, were hidden from sight.

No sooner had we come across the unfortunate than he began to gesticulate queerly, and speak to an unseen person.

"Is he some kind of magician or prophet?" I asked questioningly. I knew of prophets from my books, and that they sometimes saw, and spoke to, the unseen. Had we stumbled upon a holy man in the gutters?

The derisive laugh from Ms. Winsome told me more than her reply. "Hardly. Come along," she answered curtly, "this person is broken, and there's nothing anyone can do for them."

Before I could ask her what she meant by "broken", the figure turned to shouting at the invisible irritant, and grew violent. Ms. Winsome practically dragged me from the quarter, and in our wake, I heard the poor soul pounding on the ground, and ripping at his remaining hair.

With his father's death Lucien was at a crossroads. He had no interest in his father's affairs, and enough funds to choose his own destiny. Like so many of his contemporaries he chose to pursue higher education and attend university. It was there that he met a man who would become his most steadfast friend and ally.



From the Journal of Lucien Prosper,
25 years ago

*I've met someone, whom I dare say will be a friend and confidant for years to come. Our studies have crossed paths, but I never felt an urging to introduce myself. Fate took hold, as it often does, and while looking for a copy of the *De Humani Corporis Fabrica Libri Septem* I came face to face with Orson Renwick.*

I have never met another with such interests! We spent the rest of the day, and evening, in deep conversation. It was as if every repressed feeling, thought, and action of the prior decade came rushing out in a torrent I could scarcely contain.

Dr. Orson Renwick and Lucien Prosper were nigh inseparable after that initial chance encounter. Lucien had never met a man of such brilliance, let alone someone that shared his near obsession with the scientific treatment of the mentally ill. For his part, Renwick recognized a kindred soul, and a patron with deep pockets. By the end of their didactic education they had become true friends, as well as colleagues.

When their time at university came to an end it was only natural that the two continue their association, and thus Lamp's Light Sanitarium was born. The funding for the facility strained Lucien's resources nearly to their limits, but the final results speak for themselves.



From the Journal of Lucien Prosper,
20 years ago

Lamp's Light has opened and already the local constabulary recognize the expertise and assistance that we offer. Earlier today Orson and I were called to the city in regards to a "enraged lunatic, destroying everything in its path." With all haste we answered the summons, and to our great shock found a creature of unliving construction. Renwick's fascination overrode what sense he has, and somehow, we calmed the creature and brought it with us to the facility.

Cleaned, clothed, and with a purpose, the being has dubbed itself Gneigel, and to my shock begun construction of a wall around the grounds. Orson has posited that the being's rampage was caused by its lack of direction and purpose. Gods help us if he loses his purpose again.

The years have been kind to Lamp's Light, its staff, and truthfully the majority of its patients and the community as a whole. From the day they opened their doors, the sanitarium has insisted on treating all patients, regardless of their social status or means. This groundbreaking idea was not initially well received, but as their reputation grew, and folk of importance were treated successfully, the philanthropy was accepted by the city.

With acceptance came closer ties to the universities, and a constant stream of students came to Lamp's Light to learn under the watchful eyes of Master Prosper and Dr. Orson Renwick. Against all expectations the facility became financially solvent through a combination of donations, fees for services, and selling of discoveries made by the staff. The years turned to decades, and Lamp's Light Sanitarium became a respected institution of learning and healing.





From the Journal of Lucien Prosper,
3 years ago

Lamp's Light shines even brighter with our newest addition, Ms. Florence Rose. Her exuberance, patience, and inquisitive nature are a balm to the patients and staff that I'd not known was needed. She takes a great interest in the efforts of the staff to assuage the torment of our most ill guests, and through sheer kindness, compassion, and perseverance has made inroads.

In the short time since our introduction I've grown very fond of her, and I must say that despite our difference in ages I find myself thinking of her often, and feeling younger for it. Renwick is unimpressed with her, but I am enthralled by this lovely young woman.

For the first time in decades Master Prosper's attentions were diverted from his work. The alienists and staff of Lamp's Light took note of their benefactor's improved mood and lighter step. All but Dr. Renwick, who saw the girl as a distraction at best.

In short order Rose proved invaluable in cultivating and strengthening the bonds the sanitarium has with the community, and in doing earned the grudging respect of Renwick. Rose's willingness, and aptitude, at tasks that Prosper and Renwick were uninterested in, cemented her place in the tribunal of leaders of Lamp's Light.

Last Year

"The sudden death of Master Lucien Prosper shakes the community. His remains have been interred in a mausoleum on the grounds of Lamp's Light Sanitarium, his life's work. He leaves behind no family; only grieving friends, colleagues, and this epitaph written upon his tomb. Long-time colleague and assistant, Florence Rose, has vowed to continue her mentor's work with the patients of Lamp's Light Sanitarium."

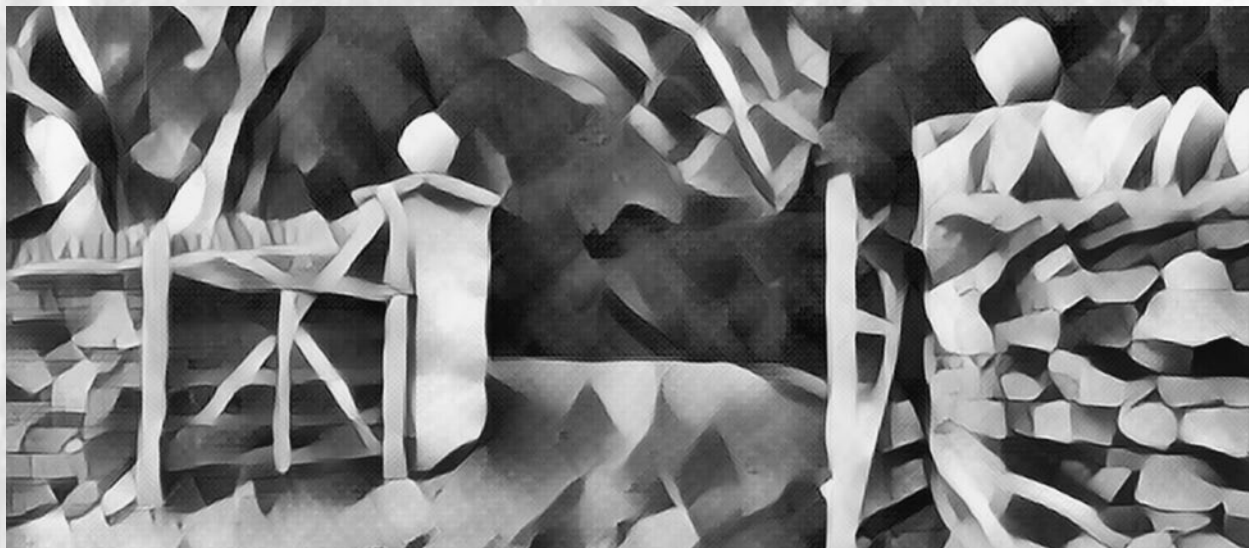
I leave Lamp's Light in the capable hands of those that toil within it.

All who have loved me, now in my passing, love those who need it most.





THE GROUNDS



The Entrance to the Compound

The grounds of Lamp's Light are encompassed within a wall of natural stone. The workmanship is somewhat primitive, as if constructed by someone with only a rudimentary knowledge of masonry. Regardless, it is sturdy, well maintained, and at a height of 7 feet affords the facility a semblance of privacy. There is a single break in the wall; an entrance large enough for a horse and cart to drive through. The gate consists of two simply-constructed fence doors that swing outward when opened. When closed, a pair of iron rods anchor them to the ground and a lock prevents casual passersby from entering the compound.

The wall encircling Lamp's Light was constructed by **Gneigel** (see *Appendix C, page 148*) shortly after the institution was opened. The wall is easily climbed (DC 8 Strength [Athletics]) for those not wishing to use the gate. The gate is opened by Gneigel at dawn, and closed when he returns at dusk.

The gate can be opened either with brute force (DC 15 Strength [Athletics]) or by picking the lock (DC 12 Dexterity [Thieves' Tools]).

The Grounds

A meandering cart path leads inward from the gate. While the path is well-maintained the density of the vegetation within the walls is in stark contrast with the surrounding city. As you round the second bend the trees thin out and the vegetation takes on a manicured appearance. The path leads you directly to a sprawling three story manse.

The estate covers several acres, and with the exception of the road and the immediate vicinity of the sanitarium it has been left to its wild state. The estate is maintained by Gneigel, and the only other manmade structures on the grounds are his one-room cabin and Lucien Prosper's sepulcher.

PCs wishing to explore the woods find numerous game trails. The lack of predators and abundance of food have created a haven





for game animals such as deer, rabbits, and pheasants. Any attempts to hunt game within the property are made with advantage.

Gneigel's Cabin

A well-worn game trail leads from Lamp's Light into the forest. A hundred yards into the forest is a ramshackle cabin nestled between three trees. The cabin looks almost as if it was grown from the forest, or perhaps the resident has chosen to encourage the forest to take the cabin back into itself.

There is a single door, an opening on the eastern wall, a patchwork thatched roof, and no chimney. The door hangs loosely in the frame and looks ready to fall if disturbed.

Characters investigating the building are able to enter it with ease. Read or paraphrase the following when they enter the dwelling:

Whoever, or whatever, calls this place home must eat and sleep elsewhere. There is no pallet for sleeping, no signs of an eating area, and no fire pit. There is a single chair and a stack of three books on the floor next it.

Gneigel is never in the cabin while the sun is up, and only there at night when he does not have other errands to attend to. Characters

investigating the cabin at night have a 1 in 6 chance of encountering the groundskeeper.

Other than the books there is nothing of interest in the cabin. It is drafty, filthy, and

has no personal touches. The books on the floor are *The Chants of Flesh*, *The Enchiridion of Tonoca*, and *The Codex of Haeri*. The books change periodically as he borrows or acquires new ones.



Lucien's Mausoleum

The primeval forest abruptly gives way to a manicured lawn, in the center of which stands the

final resting place of Lucien Prosper. The mausoleum has a single stone door, and a sky-blue crystalline roof sits atop a ring of doric columns. There are no signs of weathering, damage, or wear anywhere on the structure. It looks as if it was finished very recently.

The mausoleum is the final resting place of Lucien Prosper. The crypt was sealed at the time of his death, and by all accounts has not been disturbed since. The immediate surroundings are meticulously maintained by the groundskeeper and it has been imbued with subtle preservation magic to fend off the effects of time and the elements.



THE SANITARIUM



Lamp's Light is a sprawling three story structure constructed of hand-cut masonry, copper gutters, and a slate roof. The gothic architecture is enhanced by turrets at the far reaches and a smattering of gargoyles atop the roof of the Main House. At the apex of the Main House there is a small bell tower; the clapper has long since been removed, and a blackened copper spire is the target of frequent lightning strikes.

Palladian style windows can be seen throughout the Main House and provide ample light to the facility's guests. Perhaps the most striking feature of the facade is the large circular attic window centered on the entryway below. The covered entryway of the asylum features four supporting stone pillars, a simple pediment, tiled floor and slate shingle rooftop. Two enormous heavy doors provide entrance to the facility.

The Main House is the public face of the institution and is used for greeting visitors and new patients to the facility. The staff offices fill much of the first floor, along with a cafeteria and a large common room. These rooms are the only places at Lamp's Light in which patients from disparate backgrounds could potentially intermingle. The upper floors are more private; treatment rooms for the patients can be found on the second floor, and housing and staff offices on the third.

The asylum itself is spotless and meticulously appointed. The entryway and other rooms that are open to the public are plush, luxurious even, and give the impression of a grand hotel more than a sanitarium. In keeping with the decorum of the rest of the Main House the treatment rooms in this section of Lamp's Light could easily be mistaken as a parlor room in any aristocrat's home.





The East and West Wings are arranged in a staggered formation off of the Main House. The design maximizes the amount of sun and fresh air that the patients are able to experience. The grand windows of the Main House are replaced by simpler, ribbon style windows. The windows are large enough to allow light into the wing but small enough that egress through

them is not possible for any but the tiniest of creatures.

At full capacity the asylum is able to care for as many as 100 souls.

DM's NOTE: Unless otherwise noted the doors of Lamp's Light are constructed of solid oak, have AC 15, and 17 hit points.





THE FIRST FLOOR



1A. Parlor

A simple, elegant room lies before you. Its wooden floor gleams and well-placed everburning lamps illuminate every corner giving the room a sense of warmth and comfort.

To your immediate left is a desk. On your right a bench sits against the wall, and another chair is placed near it for those waiting.

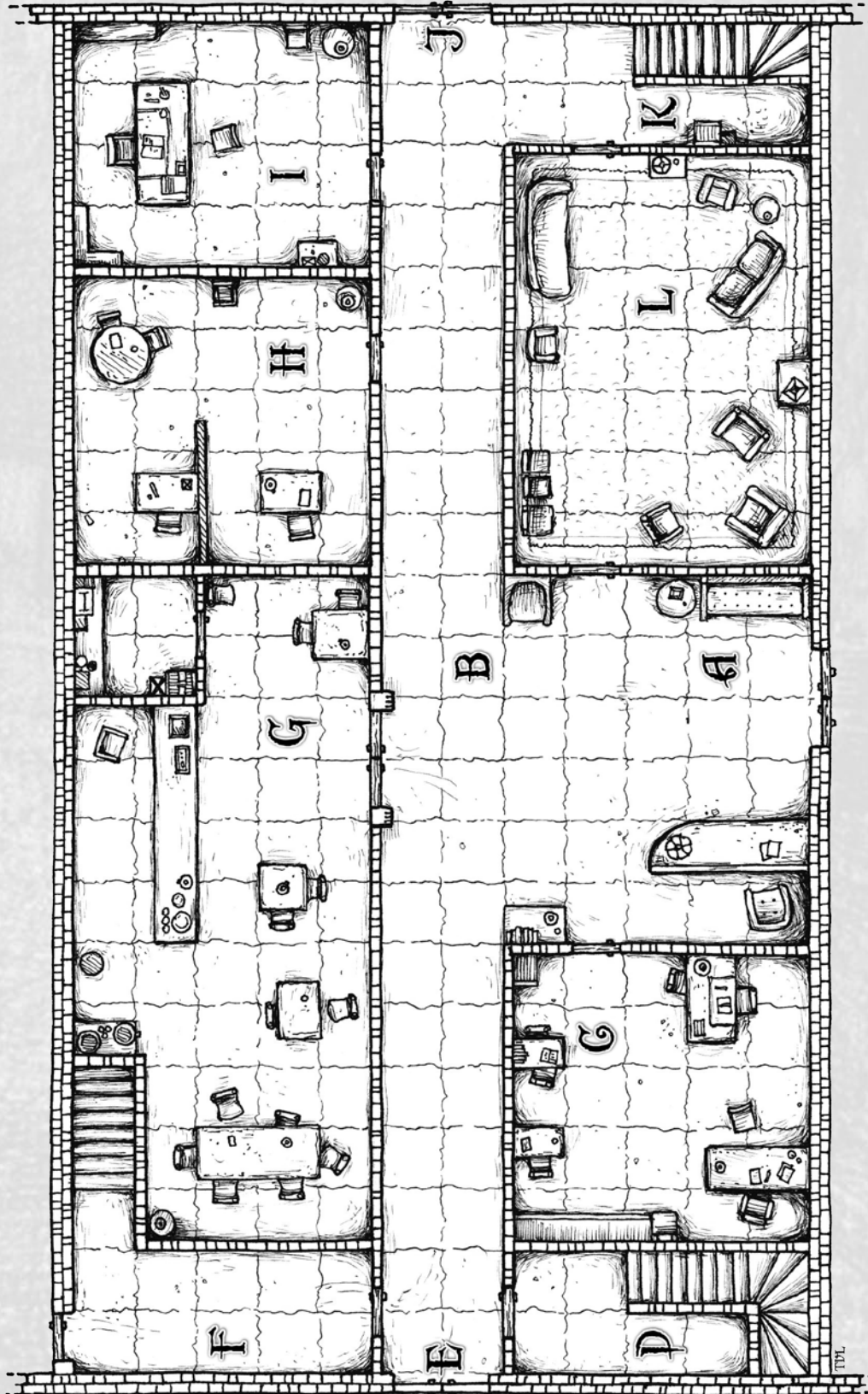
The north of the room includes wide hallways traveling east and west the breadth of the Main House, as well as a set of swinging double doors directly in front of you.

A woman in a simple, pristine white uniform sits behind the desk, greeting visitors warmly as they enter. A table to her left has a pitcher of water and cups for those waiting in the lobby.

“Welcome to Lamp’s Light! I’m Meri. How may I be of assistance?”

Visitors to Lamp’s Light are greeted with a smile and a kind word by **Meri** (see *Appendix C, page 162*). She directs visitors to the cafeteria or to the bench as they wait for an escort. Under no circumstances are unauthorized visitors allowed to roam freely on the first floor.







If the situation calls for it, Meri can summon a pair of **orderlies** (see *Appendix C, page 173*) every round. The orderlies begin arriving within 1d4 rounds. Alternatively, she can call a **staff alienist** (see *Appendix C, page 144*) within 2d6 rounds. When summoning an alienist there is a 1 in 6 chance that **Administrator Rose** (see *Appendix C, page 181*) or **Dr. Renwick** (see *Appendix C, page 177*) is summoned. The parlor door is locked (DC 17 Dexterity [Thieves Tools]) every evening at dusk by Dr. Renwick or Administrator Rose and unlocked the following morning at dawn.

1B. Main Hallway

The hallway extends the length of the Main House and is the main thoroughfare of traffic within the facility. Alienists, orderlies, and other staff can be seen walking from room to room as they go about their day.

Visitors may glimpse the occasional **patient** (see *Appendix C, page 174*). Patients that are more presentable, both physically and behaviorally, are given some freedom and allowed to use the common room (1L) during specified hours of the day.

The hallway terminates in two doors, one to the east and one to the west. Characters who walk down both ends of the hallway notice the exit doors are similar but not identical.

1C. Admitting Office

The admitting office is often the first room that guests see when they visit Lamp's Light. The room serves many purposes, but chief among them is

as a place for the families of potential patients to discuss the treatment of their loved ones.



Walking into the room you see a secretary's desk immediately to your left, two writing desks nestled against the northern wall, and

an expansive executive desk on the far wall in the southwestern corner of the room.

The bustling sounds of the hallway fade to nothing as the door closes behind you.

At any given time 1d3-1 staff alienists occupy this room, consulting with a visitor to Lamp's Light.

Wealthier patrons and members of the nobility are usually seen in a more private location (1H) for discussions with Dr. Renwick or Administrator Rose.

1D. Western Stairway

The door to the stairwell up to 2A is kept locked at all times and anyone that appears to be taking an interest in it is quickly redirected to other areas of the main floor. The lock is of moderate quality (DC 15 Dexterity [Thieves Tools]).





A flight of plain stairs leads to the floor above. They curve around the hallway just as they end in a landing.

This stairwell is used to transport unruly patients to the 2nd floor with as little disturbance to the rest of the asylum as possible. The staff alienists have a key to this lock upon them at all times. Select orderlies (1 in 3) also have a key.

1E. *Doorway to the West Wing*

At the western end of the lobby, past the swinging double doors of the cafeteria, another set of double doors are inset within the western wall.

The doors are simply constructed, heavy, and made of oak. A brass locking mechanism stands in stark contrast to the darkly stained wood.

If the characters have examined both sets of doors, read or paraphrase this additional description:

Compared to their counterparts across the room, the doors at the end of the western hallway are heavier and have subtle iron banding worked into them to provide extraordinary strength. The brass locking mechanism and bolt are likewise heavier.

PCs examining the lock on the doors to the West Wing see that it is of moderate quality



(DC 15 Dexterity [Thieves' Tools] unlocks) and that when the bolt is engaged there is no clear way to retract it from the other side. Opening the door with brute force would take tremendous effort (DC 20 Strength [Athletics]) and be certain to draw the attention of everyone nearby. Due to its reinforcements this door has AC 17 and 27 hit points.

1F. *Stairs to the Basement*

The door to the stairwell down to the Basement (area **BA**) is kept locked at all times and is monitored by the staff. Any who appear to be taking an interest in the door are quickly redirected to other areas of the main floor.

Those that wish to examine it more carefully (DC 20 Intelligence [Investigation]) notice that iron bands are cleverly integrated into the door, and that the locking mechanism is much more complex (DC 20 Dexterity [Thieves' Tools]) than the other doors in the facility. When opened, the door is easily twice as thick as a typical door and the iron reinforcements are easily seen from this side. The internal brass lock requires a key on both sides of the door.

1G. *Cafeteria*

Two swinging doors open to a well-appointed cafeteria. Your eyes and nose immediately draw your attention to a wooden bar a dozen feet in front of you. Platters of steaming food are laid out beckoning you forward. A young half-elf, in the same uniform as the woman who greeted you, makes eye contact and silently asks if you'd like refreshment.

The layout, furnishings, and atmosphere remind you of some of the finest inns that you've visited in your travels. Several small tables large enough for a single occupant, or

two seated across from one another, dot the room. A family-style table, large enough for half a dozen to eat comfortably at, dominates the western corner of the room.

The cafeteria is the social hub of the Main House, and is rarely without at least a few patients, staff, or staff alienists taking their meals. Meals are served by one of a trio of half-elven brothers: Mezin, Suix, and Vei. The brothers (**commoners**) oversee all aspects of the cafeteria.

The pantry is unlocked and contains enough food to feed everyone in Lamp's Light for a week before they begin to run short on supplies.

Master Prosper's dietary advice is still followed within the facility. Breakfast is a light soup or broth. Lunch is fresh fruit, raw vegetables, and the only meal of the day to include meat. The final meal is served at dusk and is a portion of bread with soup. Under no circumstances are wine, ale, or spirits served.

1H. *Alienist's Office*

This office is furnished in a simpler manner than you have seen elsewhere in the asylum. There are plain desks, with a partition between them to foster a semblance of privacy, and a table with the remnants of previous meals strewn atop it.

The door has a simple lock (DC 12 Dexterity [Thieves' Tools]) that is always engaged. All of the staff alienists have keys, as do many of the staff members (1 in 4). This room is used exclusively by the alienists for meals and discussing patients before and after rounds. Dr. Renwick comes into this room occasionally when looking for a student. The room is used at all hours depending on the alienists' schedules and the census of the facility.





1I. Receiving Office

An ornately carved door with etched glass opens to a spacious office. There are bookshelves lining the walls, and an expansive mahogany desk immediately in front of you. The room is tasteful and elegant, even more so than the parlor.

This office is used by Administrator Rose and Dr. Renwick when discussing Lamp's Light business with wealthy and important personages. The door is kept locked at all times (DC 12 Dexterity [Thieves' Tools]). To ensure the privacy of their guests Lucien Prosper enlisted the aid of a local wizard; the entire room and its occupants are protected as if wearing an *amulet of proof against detection and location*.

1J. Doorway to the East Wing

A set of simple, heavy double doors at the end of the long hallway are all that marks the entrance to the East Wing. As you get closer you can't help but notice that there is a brass locking mechanism and a bolt on the lobby side.

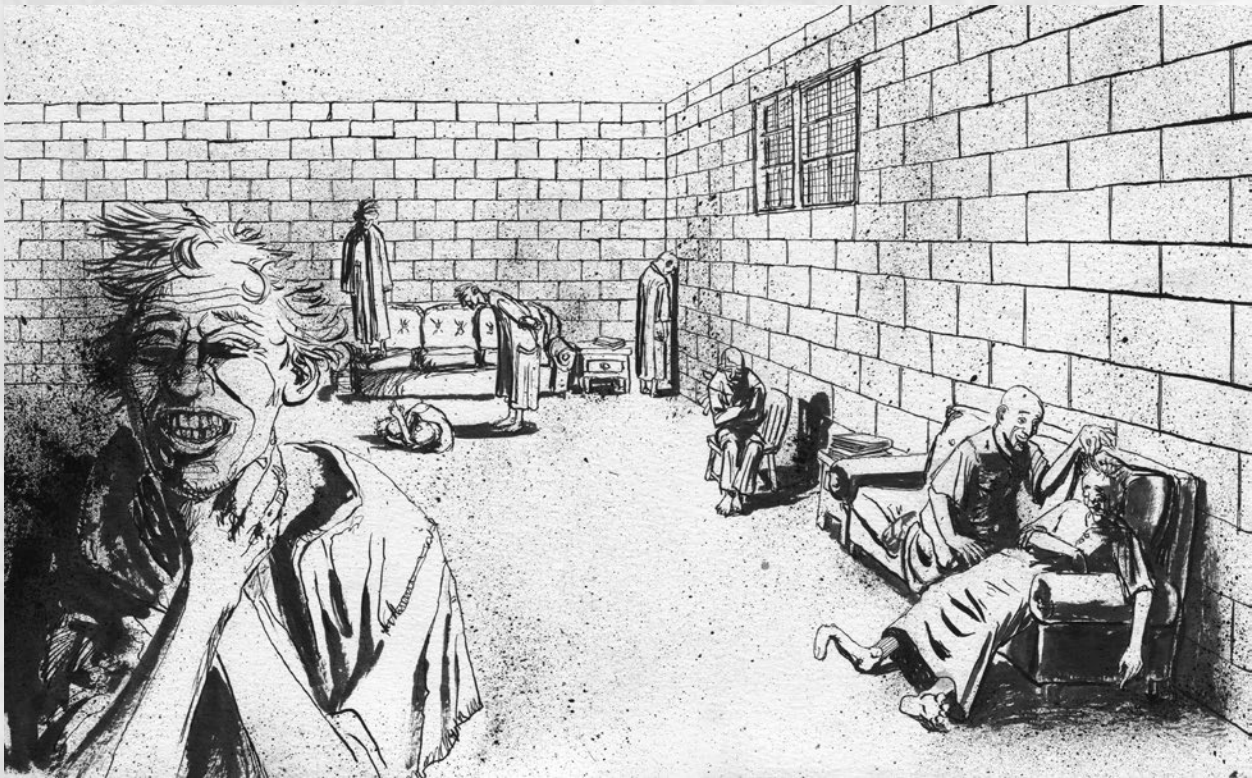
If the doors to both the East and the West Wing have been examined, the characters notice that this door lacks the reinforcements that the other door has.

The door is locked during evening hours (DC 12 Dexterity [Thieves' Tools] to open).

1K. Eastern Stairway

The eastern stairway serves as the main point of access to the second floor, leading to location 2G.





1L. Common Room

There are two entrances to the common room, one on the eastern wall and another directly opposite it on the western wall. The chairs, divans, tables, and furnishings are clean but show signs of heavy wear.

All conversations stop as you step into the room, and the sudden silence is almost jarring. After a few heartbeats the patients turn back to whatever had occupied their attention and the indistinct susurrus of their words begins anew. None acknowledge your presence any longer.

The common room is one of the few places that patients from all classes and castes may intermingle. The criterion for admission is that the patient's alienist deems access to be

appropriate based on his or her physical, mental, and emotional status. The alienists know full well that they are responsible for their patients and the punishment for embarrassing the institution is swift and severe for both patient and alienist. Giving or rescinding access to this area is a popular reward, or punishment, for patient behavior.

The common room is rarely empty and during the day there are as many as 2d4 patients within the room. An **orderly** or two (see *Appendix C*, page 173) stands in the corner at all times watching over the patients as they go about their business. **Mad Jak** (see *Appendix C*, page 166) and **Rolund Hergus** (see *Appendix C*, page 154), in particular, make frequent use of the common room and can be found there at all hours of the day or night.





THE BASEMENT



Lamp's Light's most radical and experimental treatments are conducted in the depths of the sanitarium away from the prying eyes of visitors. These treatments are reserved for the most demented subjects, or those who will not be missed should the experiment go awry.

BA. Reception Area

The stairs descend to a small waiting room of sorts. The only adornment in the room is a large chalkboard on the western wall covered in small, neat script. On the board is a list of names; next to each is a room number, a psychosis, and what you assume is the procedure scheduled for the patient.

A battered table and chair sit in the northeastern corner. There are iron rings on the chair's arms and legs, and it is securely bolted to the ground.

A hallway leads to the east, and in the southeastern corner is an unmarked door. The door is little more than a heavily

reinforced wooden plank on hinges. There is no handle or locking mechanism that can be seen from this side.

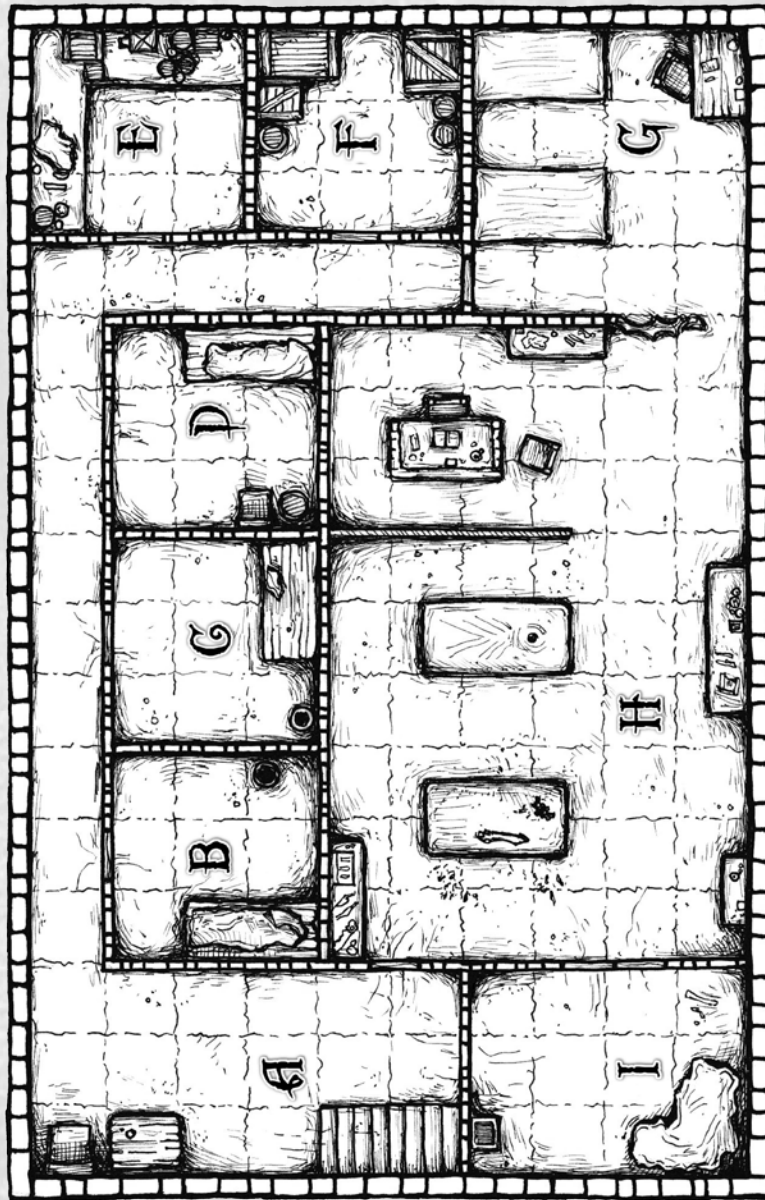
The treatment board contains the names of the patients scheduled for treatment, and may include the names of the PCs or their allies if the situation calls for it. The chair and table are seldom used, and not as sturdy as the ones on the upper floors. They can be broken apart with a successful DC 12 Strength check.

The only other feature in the room is the door. There is no way to open the door from this room; it is always kept locked, and is especially strong (DC 25 Strength check to break down).

TRJAGE ROOMS

The three rooms off the hallway are used to house patients prior to treatment, and for long-term observation afterwards. The doors are identical, each made of stout oak and reinforced with iron bands. The doors can only be opened with a key (DC 18 Dexterity [Thieves' tools])







and the locking mechanism cannot be accessed from the interior.

The only member of the Lamp's Light family to always have a key to these cells is **Dr. Renwick** (see *Appendix C*, page 177); otherwise, an **alienist** (see *Appendix C*, page 144) or **orderly** (see *Appendix C*, page 173) that is assisting him in his treatments has a 1 in 4 chance of having been temporarily entrusted with a key. The doors can be smashed with brute force through a tremendous effort (DC 20 Strength [Athletics]). These reinforced doors have AC 17 and 27 hit points.

BB. Watchers

Your eyes are immediately drawn to a crowd of crudely-drawn silhouettes surrounding an unoccupied cot. Each figure — there are nearly a dozen — looms as if in anticipation over the cot. A threadbare, stained, and stiff

sheet lies crumpled on the bed. The only other object in the room is the odorous privy in the southeastern corner.

Hidden in the privy, easily found if the PCs search in the black, viscous liquid, is a serrated bone dagger. Its immersion in the unspeakably vile contents of the privy have hardened it sufficiently that it makes a serviceable weapon. Additionally, any creature wounded by the dagger must succeed on a DC 11 Constitution saving throw or contract sewer plague.

BC. Cell

The bed in this room is nothing more than a wooden board affixed to the wall, with a privy in easy reach. Scratched into the wall, next to the bed, are tick marks. There are 42.

There is nothing of interest in this room.



BD. *The Last Room*

There is little to differentiate this room from the others that have been examined. A bed, a surprisingly clean sheet, a basket, and a small chair. The chair is the twin of the one from the reception area.

Any creature coming within 5 feet of the chair must make a DC 10 Charisma or be compelled to sit in the chair. The target repeats the save at the end of their turn, ending the effect on a success. While sitting in the chair the target must answer any question asked of it. The answer can be truthful or false, but the question must be answered.

BE. *Workshop*

The door to the workshop is similar to the ones just passed, though it lacks the reinforcing iron bands. The lock uses the same key as the other doors in the basement, and can be bypassed with a successful DC 16 Dexterity (Thieves' tools) check.

The door opens smoothly and quietly on well-oiled hinges. The room is dominated by a work area, and there is just enough space for one person, possibly two, to tinker and fiddle with their experiments.

The shelves, and the cubbies underneath, are neatly organized with everything within easy reach. There is a mechanical precision to the layout, and you can almost see someone standing in the corner efficiently going about her works.

The workshop is well stocked with all manner of esoteric, hard to find materials. The items can be used to provide advantage on a skill check using a character's artisan's tools, herbalism kit, or poisoner's kit. While the stock within the

room is valuable, it is not portable or easily plundered.

BF. *Storage Room*

The door opens easily, with a small creak, at the merest touch. Barrels, crates, and supplies line the walls in this storage room.

The storage room contains linens, medical supplies, and unexpectedly two rolls of sharp wire fencing similar to that normally seen on a farm.

BG. *Recovery Room*

Opening the door, you see two clean cots on your left, a cluttered desk in the far corner, and curtains acting as a privacy screen in front of you. The curtains aren't quite pulled all the way to the wall.

The recovery room is used immediately before and after treatments for patients that have been heavily sedated and need to recover their senses after the ministrations of Dr. Renwick. The patients are held in this room until Renwick deems it appropriate for transport to their own room, or to one of the triage rooms.

The desk is not locked and contains notes on any patients that are scheduled for treatment. The patient's notes include the treatment they are being subjected to and, for those who have completed therapy, their response.

ADVENTURE HOOK: Under the table the heroes find a paper with a name that they recognize — a figure of political prominence. The paper is obviously a page from a much larger chart, but one phrase catches their eyes: "behavior modification complete. Trigger is..." and the rest must be on the next page.



BH. *Laboratory*

The large room is divided into two distinct areas. The front area, just past the privacy curtain, contains a cluttered desk, pair of chairs, and a table immediately to your right. Past that the room opens into a large operating theatre. At the far end of the room are a pair of closed double doors.

The operating theatre has a tiled floor with drains placed discreetly and strategically throughout the room. Two tables, complete with leather five-point restraints and canals to channel leakage, are bolted to the floor and dominate the room. Every surface is immaculate and the cool air smells faintly of lye, excrement, and ammonia.

A metallic chest lies on a nearby table.

There is no obvious manner to open the chest; two metal handles protrude from the front of the apparatus and a helmet has been tethered to the rear. The other tables are covered in more easily identifiable tools. Tools used in surgeries, taxidermy, and butchering.

The desk is overflowing with charts, papers, diagrams and notes. Unlike the desk in the previous room these notes are not related to patients, but to procedures and experiments. Within the drawers are the complete records of all the experiments Dr. Renwick has performed on his subjects. A PC studying the doctor's notes (a task that takes months) gains proficiency in Medicine. Additionally, she must make a DC 12 Sanity check or lose 1d4 Sanity.





The tables contain the equipment needed to complete the day's procedures including several *cerebri mimos* (see *Appendix B, page 138*) and the *juxta personalis* (see *Appendix B, page 140*). There are 2d4 doses of *essence of somnolence* (see *Appendix B, page 139*), and 2d4 doses of *essence of ether*.

BI. Immersive Studies

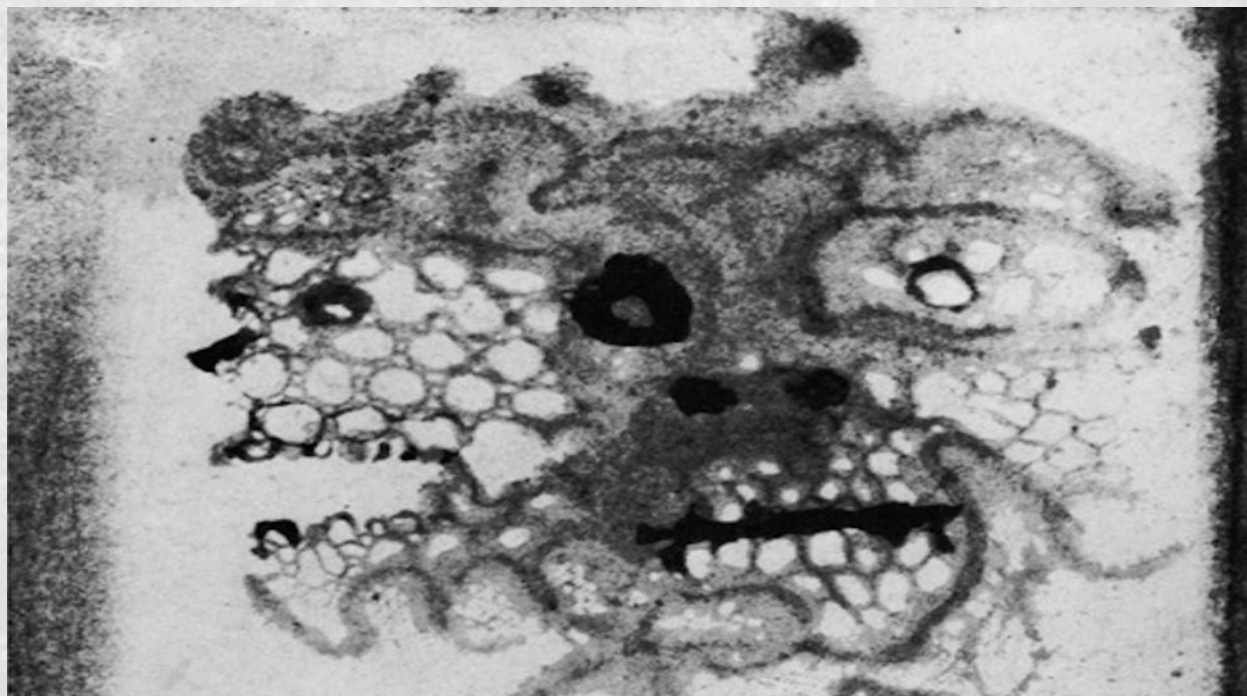
The doors open into this large room. There is an unmistakable, yet unidentifiable, smell permeating the room. There are bones in the near corner, and a pristine white canvas covering a square shape in the southwestern corner. The rest of the room is completely empty, save another small table in the northwestern side.

The double doors leading to this area do not have a locking mechanism, but once closed they can be barred from the outside (area H) to prevent them from being opened. Breaking the bar to escape requires simple brute strength (DC 22 Strength).

There are instances in which Dr. Renwick fabricates his own test subjects, and the immersive studies room is his most effective method for accomplishing that task. A prospective patient, usually a criminal or vagabond, is sedated, restrained in a mobile chair, and brought into the room. When the subject awakens, they find themselves trapped in the room with a caged **gibbering mouter** (which can be found beneath the canvas covering).

The mouter, unable to physically assault its prey, is relegated to subjecting them to its incessant gibbering. With each wailing shriek the subject's sanity is frayed until there is nothing left.

ADVENTURE HOOK: Dr. Renwick, no longer satisfied with the gibbering mouter, is looking to expand his experiments to other non-physical attacks. The PCs are hired by Lamp's Light to capture creatures with attacks that are auditory and/or visual in nature. A bonus is paid out for creatures whose ministrations affect the mind.





THE EAST WING



The East Wing houses the guests that are able to pay for their treatment and lodging. At Master Prosper's suggestion the furniture and fixtures in this wing are simple, elegant, and of master craftsmanship. In addition to the everburning sconces, there are a smattering of paintings — both landscapes and still lifes — in gilded frames lining the halls.

The doors into the patient rooms are of similar construction as the Main House. The doors are equipped with locking mechanisms that requires a key to both lock and unlock. Every morning at dawn, an **orderly** (see *Appendix C, page 173*) patrols the hallway unlocking each door, and at lights out an orderly completes a bed count and locks the patients into their rooms. Unlike the West Wing, exceptions are made for the paying

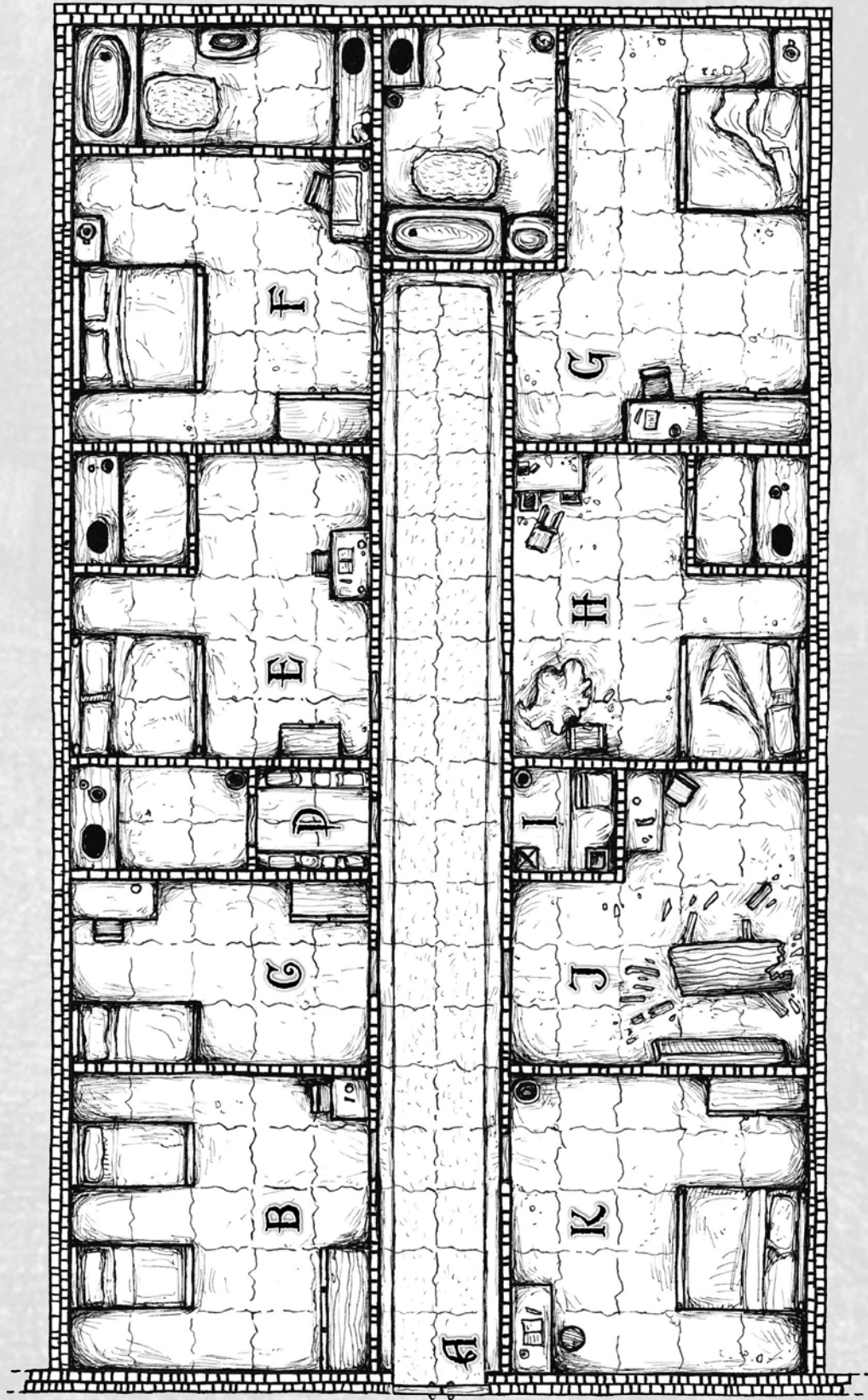
guests, and some have freedom throughout the day and night.

The locks are of moderate quality (DC 13 Dexterity [Thieves' Tools]). The **staff alienists** (see *Appendix C, page 144*) have a key to these locks upon them at all times (they all use the same key). Select orderlies (1 in 3) also have a key.

EA. *The Hallway*

The doors open to a wide hallway that extends the length of the wing. A lush carpet runner bisects the floor. Doors are set periodically along both walls, and strategically-placed lamps ensure that the hallway is well lit at all times.







There are five doors on each side of the hallway; each door is mirrored on the opposite wall. The only distinguishing feature between the doors is the color of the door knob. Each knob is porcelain, egg-shaped, and a single, solid color.

EB. *Red Room*

A pair of beds, suitable for a child or small adult humanoid, are placed against the northern wall. An armoire and desk are in the opposite corners. The room is meticulously clean, and a faint odor of lemons hangs in the air. The eastern wall has a still-life of a vibrantly red poppy hanging in a gilded frame.

The bed on the left is made with geometric precision. The pillow is in exactly the right place, corners perfectly creased, and the folds mechanically precise as if they'd been measured. The bed on the right is a riotous, confused jumble of soiled sheets entwined on one another, and you can't help but think of it as a nest.

The Red Room is typically reserved for when a pair of family members are admitted to Lamp's Light. The alienists believe that keeping family together is of utmost importance in the

treatment of ill humors. Neither the desk nor the armoire can be locked, and are in use by the room's current occupants, **Mr. Mielace** (see *Appendix C, page 163*). Mr. Mielace, in his Ed persona, is often in his room during the day (1 in 2 chance) and is almost always present at night.

ADVENTURE HOOK: The journal of Mr. Mielace, hidden beneath Ed's bed, contains hints and clues to his sordid past. The diary is written in a cipher and not easily transcribed, but with sufficient time it could reveal the origins of Ed's arcane powers and, more importantly, the process by which David came to be.

EC. *Yellow Room*

Opening the door, you see a small bed in the far corner of the room. Opposite the bed is a writer's desk, and in the interior corner a chest of drawers. The furniture is of excellent quality. An unframed portrait has been tacked to the wall. The subject of the work is unidentifiable due to the artist's overly-enthusiastic brush strokes, but you are able to ascertain that it is a nude of indeterminate gender.





This room is currently occupied by **Rolund Hergus** (see *Appendix C, page 154*). The bed is recently made, but the sheets are soiled from Rolund's recent activities. The writer's desk, which cannot be locked, contains his journal. It is a combination of bad poetry, dirty limericks, and meticulous notes on folks he's met. The painting is his as well.

The room is usually unoccupied during the day (1 in 6 chance he's present). Any time Rolund is in the room there is a 1 in 4 chance he has a guest, which may be another patient, member of staff, orderly, or rarely a staff alienist.

ADVENTURE HOOK: Rolund's journal contains the sordid details of his liaisons with countless others. The notes include commoners, merchants, and minor nobles. Men and women are equally represented; each entry includes the subjects' preferences, quibbles, and foibles in explicit detail. The heroes could use this information in a number of ways including a blackmail scheme, or to have an advantage in social interactions with the folks described.

ED. *White Room – Communal Washroom*

The door opens inward revealing a small room and another door on the north wall a few steps farther in. The east and west walls are occupied on each side by matching sinks, shelves, baskets, and a mirror.

With a closer look at the mirrors you see faint indentations suggesting rough use by the inhabitants. The baskets contain brushes and an assortment of ribbons in all colors. The shelves are lined with clean towels and linens.

This is the only door in the East Wing that has no locking mechanism on it. The bathroom is shared by patients lodging in the four rooms that do have their own private facilities (see areas **EB, EC, EJ, EK**). The mirrors are burnished

metal and cannot be broken. There is a second door leading to the lavatory:

A wash basin, toilet, and faint smell of excreta greet you when the door is opened. Considering its function the room is remarkably clean.

The staff take great pains to keep this room clean but there is a 1 in 4 chance that the room has been defiled by a patient.

ADVENTURE HOOK: The patients of the East Wing have been known to hide contraband in the washroom. The cleaning staff is aware of this, but don't generally bother with it unless they have reason to look. A character with a passive Perception of 16 finds a stiletto dagger hidden in the lavatory. The stiletto is rusted... or is that blood?

EE. *Green Room*

Opening the door, you see a chest of drawers to your immediate left, a writing desk to your right, and a large overstuffed bed in front of you against the northwest wall. In the corner opposite the bed is a door leading to the privy. The door is slightly ajar. The linens, furniture, and accoutrements are of excellent quality.

While clean, there is an air of mustiness indicating that the room is not currently in use. The vase on the dresser containing wilted flowers confirms this suspicion.

This room is currently unoccupied and reserved for important guests. It is the smallest of the three suites, the others being areas **EF** and **EG**.

EF. *Grey Room*

The well-appointed room before you appears much like the bedroom of a wealthy merchant



or noble. There is a door in the center of the eastern wall. The armoire, desk, and bed are all of matching cherry, elegantly carved, and of master craftsmanship. There are fresh flowers on the bedside table.

From the doorway you're able to see the finest quality linens and sheets adorning the bed. There are several pieces of fine art on the walls. The cherry furniture is a matched bedroom set.

The door on the eastern wall leads to the privy:

A bear skin rug covers the floor near the tub and washbasin. The room is simply and elegantly laid out. The fixtures and furniture shine with cleanliness, the aroma of citrus fills the air, and the basins are empty.

The Grey Room is the second most plush suite in Lamp's Light, behind the Navy Room (area EG). The room, and all of its contents, would not be out of place in the home of a wealthy merchant, and the staff take great pains to maintain this room, even when it is not occupied. It is not occupied at present.

EG. Navy Room

Nearing the first door in the hallway you notice that there is a lock on the exterior of the door. Inside the room there's a faint smell of wood polish, lemon, and something else that you're not able to place.

A stained-glass ribbon window at the top of the far wall allows the afternoon sun to stream through. A walnut bed, armoire, Davenport desk, and matching chair are the only pieces of furniture in the room. The room is opulent to say the least.

The affluency is marred by the disregard that its current occupant has for these luxuries. The silk linens are wrinkled and

soiled. The walls have letters, pictographs, and symbols covering them. These writings are a combination of ink, charcoal, a reddish-brown liquid, and other less-identifiable substances.

Moving into the privy the heroes see:

A riot of discarded clothes, trash, and other detritus covers the floor. The scrawlings from the previous room have been carried over into the bathroom with a fervor only the mad can attain. Not a single inch of the walls is free of the insane ramblings of the room's occupant. The smell of excrement permeates the room, coming surprisingly from the walls as much as the privy.

The Navy Room is occupied by **Milo Lowbrow** (see *Appendix C, page 160*), an adventurer whose exploits have damaged his psyche to breaking point. Milo's mind is filled to overflowing with alien words, concepts, and maths that he cannot comprehend. The graffiti-covered walls are his attempts at getting those concepts out of his mind and into the world.

EH. Purple Room

The room's nauseating reek assails your senses, and is a combination of sweat, wine, and vomitous bile. Hand over your mouth and nose, you see that the desk's chair has been knocked over, and looking down you see that in opening the door you have pushed a "nest" of sorts to the side. Discarded bedding, dirty clothing, and loose blankets are arranged in a sleeping pallet. A stained pillow, and comparatively clean bed, indicate that the room's occupant seems to prefer the floor to its bed.

This room is occupied by Jon Myttong, aka **Mad Jak** (see *Appendix C, page 166*). In his drunken excesses the room is perpetually



trashed, and the staff have given up on maintaining any semblance of propriety. They have come to terms with his activities, and periodically remove the used linens and blankets, replacing them with clean ones that are placed on his desk.

PCs investigating the room from dawn to midday have a 1 in 2 chance of finding Mad Jak asleep in the pile of clothing and blankets on the floor. He rarely uses the bed, saving it for his infrequent guests.

EI. *Black Room*

From the exterior:

The heavy, iron-banded adamantite door is shockingly out of place compared to the other rooms in the East Wing. A deeply scarred wooden slat serves to reinforce the lock. The crude, utilitarian door has a single portal window at eye height. The window is barred, and can be sealed from the exterior.





From the inside:

No light. No sound. No sensory input of any kind come to you as the small window in the door closes. The silent darkness is so total and complete that it has a palpable presence.

From memory and feel you can find the sleeping pallet, and the small hole that serves as your toilet.

Solitary confinement is the worst punishment that most of the wealthy inhabitants of Lamp's Light can expect to be subjected to, and those that have occupied this room will do virtually anything to prevent a second trip.

The room has the following permanent magical effects, both of which are triggered by closing the viewing portal window: *silence* and *darkness*. The effects are limited to the 10 foot by 10 foot area of the room.

Any creature that takes a long rest within the room while the viewing portal is closed must make a Sanity check or lose 1d2 Sanity. The DC for the check is equal to 8 plus the number of days that the creature has been in solitary.

Stays in Solitary

The amount of time that a patient must spend in solitary is at the discretion of the treating alienist. The length varies based directly on the infraction committed and the importance of the patient's family. A stay is typically 1d4 - 1 days, with results of 0 resulting in a stay of 2d4 hours.

There are instances in which an orderly has placed a patient into the Black Room without permission, but these are few and far between; Dr. Renwick has a tendency to force the orderly to take the patient's place when he learns of their indiscretions.

EJ. Orange Room

This room serves as the East Wing's common room and is used by the occupants for socializing and relaxing with each other and their visitors. Most patients prefer the common room in the Main House for their free time, but for those without permission to use that room, this is their only other option.

The furniture is simpler than that found in the bedrooms, largely because Mad Jak and David tend to break it in their shenanigans, and it is sparsely decorated. Any of the East Wing patients can be found in this room at virtually any time of day.

EK. Brown Room

The door opens smoothly on well-oiled hinges, and you see a comfortable bed with heavy blankets and pillows. A walnut armoire rests against the southeast wall facing the bed, and a potted plant occupies the northeastern corner. The only other piece of furniture is a matching well-crafted utilitarian writing desk with paper, quill, and ink pot neatly arranged on it.

The Brown Room is the room used by Dr. Renwick and Administrator Rose as an example of the fine care and living conditions that their patients enjoy. The room is kept unoccupied whenever possible for this very reason.



THE WEST WING



Not all patients are able to afford the luxuries found in the East Wing. Those unable to meet their financial obligation to the sanitarium, and patients treated gratis, are typically housed in the West Wing. There are eight patient rooms (many of which are equipped with bunk beds for double occupancy), a communal bathroom, holding cell, and pair of treatment rooms at the hall's end.

Depending on the time of day and census of the hospital, any number of the rooms in the treatment wings may be occupied. That said, the administrator seems to be perfectly content running the asylum well below capacity, and it is not uncommon for there to be no one in the hallway during certain parts of the day.

WA. *The Hallway*

The doors open to a wide hallway extending the length of the wing. The faint and unmistakable odor of the unclean makes its way to you within moments of entering the West Wing. The staff of Lamp's Light have tried, unsuccessfully, to cover the odor with a citrus cleanser. There is another smell underneath the others that you're unable to identify.

The wooden floor is clean, well-worn, and shows signs of damage that have since been repaired. Doors line the hallway, each of which has a knob of a different color. Other than the knobs, the doors are all identical, save a single iron door a few steps down on your right.

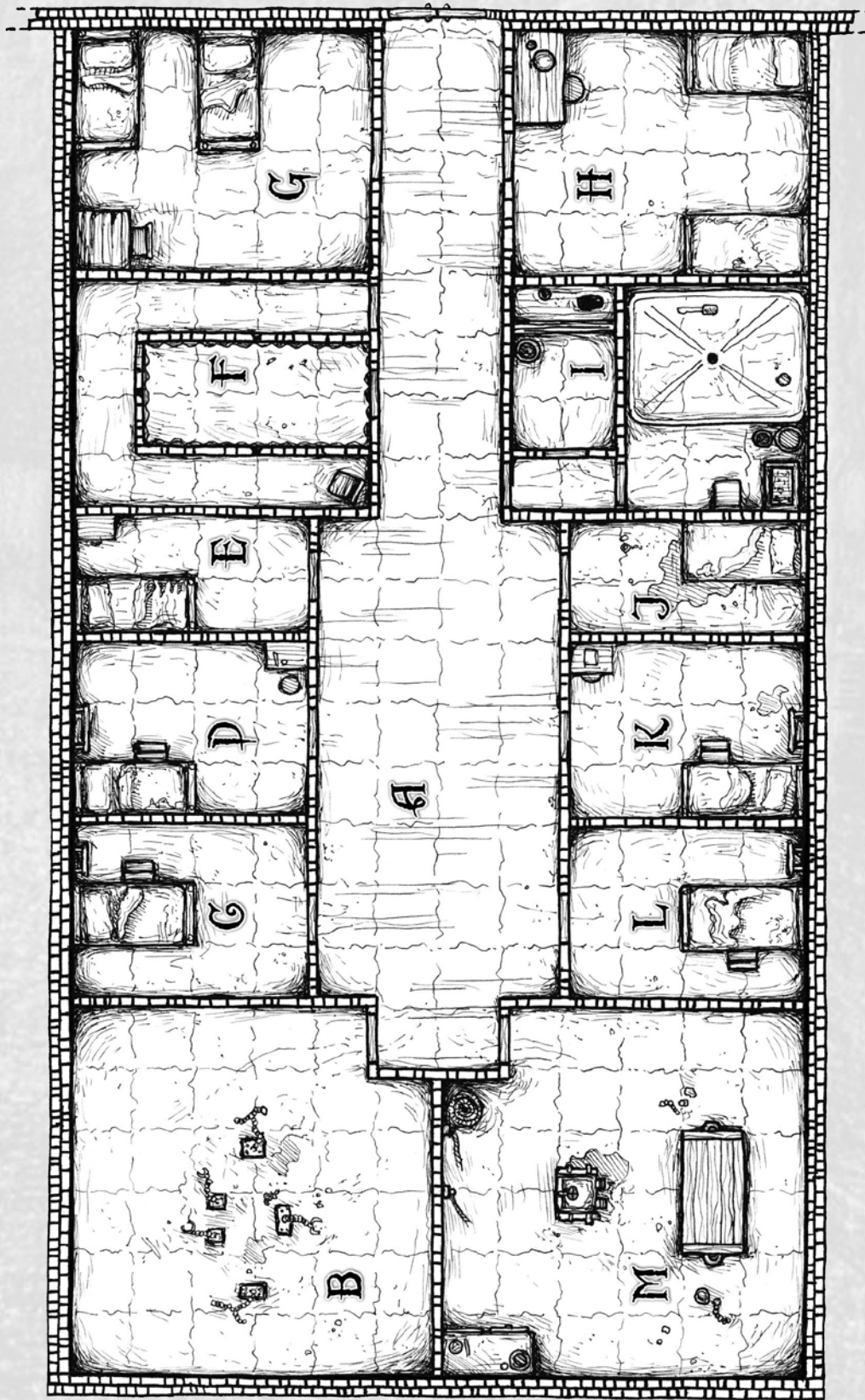
If the PCs have been in both wings the smell that they can't place is the same in both wings. It is stronger in the West Wing. The locks to these rooms are of high quality (DC 17 Dexterity [Thieves' Tools] to unlock), and can only be unlocked from the hallway.

Patient Rooms

The West Wing patient rooms are laid out in pairs of identical rooms that face each other. The differences between rooms WC and WL, for instance, are due solely to the occupant and their activities. Rooms WD and WK are likewise identical, as are rooms WE and WJ.

GMs are encouraged to choose or roll additional features from the Additional Room Details table below to customize the rooms beyond the brief descriptions provided.







Additional Room Details

DIO	DETAIL
1	<i>The sheets on the bed have been removed, and lie on the floor twisted tightly into a rope-like configuration.</i>
2	<i>Scuff marks on the floor indicate that the bed has been moved repeatedly about the room.</i>
3	<i>A PC examining the bed (DC 12 Intelligence [Investigation]) notices gouges in the wooden frame. A successful DC 14 Wisdom (Survival) indicates that they are fingernail and bite marks from a human or half-elf.</i>
4	<i>The bed is neatly made, and the room in order. If the sheet on the bed is removed, brownish-red stains cover the mattress hidden underneath.</i>
5	<i>A PC succeeding a DC 18 Intelligence (Investigation) check notices faint, indecipherable writing on the walls. It's unclear if they're unable to be understood due to the lack of details, or because the writing is nonsensical.</i>
6	<i>The bed is perfectly made, the sheets are pressed, a faint citrus smell hangs in the air, and there are no signs of foul play or violence.</i>
7	<i>Sheets, covered in rust-colored stains, are haphazardly placed on the bed. There is a pillow on the bed, which is somewhat unusual. If the pillow is examined (DC 10 Wisdom [Medicine]) the PCs realize that it's filled with humanoid hair, roots still attached in many cases.</i>
8	<i>With your first step into the room a chill overtakes you, and goosebumps sprout on your flesh. Something unspeakably horrific occurred in this room, and the psychic scream echoes faintly. Any Sanity checks made in this room incur a -2 penalty.</i>
9	<i>A thorough search of the room reveals nothing but the niggling feeling that there's something just out of reach, just beyond your ability to perceive it.</i>
10	<i>A crudely built doll, little more than sticks and cloth scraps bound together with string, sits in the corner of the room.</i>

WB. Grey Room

Violent patients are an unfortunate fact of life within the sanitarium, and this room has been set aside for them.

The large room is empty save for a set of five-point restraints embedded in the floor. The restraints are heavy black iron, and the chains are short enough that the captive's mobility would be severely limited.

If the PCs venture farther into the room, read or paraphrase the following:

Your first and second step into the room are like any other, and then as you near the manacles all sounds — not just those of your passage — disappear completely.

Prosper quickly learned that the guests within the West Wing did not respond as well to their treatments when their sleep was disturbed by the manic cries and wails of a bound patient.



At Renwick's suggestion, the room was imbued with a permanent *silence* effect, as the spell of the same name, that is localized in the center of the room. The spell can be temporarily dispelled, but always returns the following day at dusk.

The chains are sturdy (DC 19 Strength to break) and all five must be broken to release the prisoner. Anyone restrained by them has disadvantage on Dexterity and Strength checks and saves until at least two restraints are broken.

WC. *Yellow Room*

A bunk bed has been pushed against the wall directly opposite the door. The walls are a pallid, dirty yellow. A three-tiered shelf, devoid of books, stands next to the bed on the rear wall.

WD. *White Room*

A bunk bed has been installed in the corner, and a three-tiered bookshelf stands next to it. To the immediate right of the entry door is a desk.

The desk contains 1d4 pieces of paper and a soft charcoal pencil.

WE. *Green Room*

The long, narrow room is barely wide enough for the bed and matching table within. The walls are a sickly green, matching the door knob. An outline of a humanoid shape can be seen under the thin sheets; a soft groan comes from the figure as it shifts in its bed.

The occupant of this room is an emaciated and catatonic figure. It smells of rotting, scabrous flesh, urine, and feces. PCs must succeed on

a DC 8 Constitution save or be stunned for one round from an upswell of nausea and involuntary gagging.

The exact identity of this unfortunate being is left to the GM's discretion, but whomever it is has been in the Green Room for a very, very long time.

ADVENTURE HOOK: An adversary from the heroes' past is being held in this room. Despite the impossibility of it, they appear to have been here for decades, despite having interacted with the heroes in much more recent times.

WF. *Padded Room*

The padded room is a room within a room. The interior room, marked by a metal door with an oak knob, is reserved for patients that are at great risk of harm to themselves and others. The exterior room, marked by a wooden door like the rest in the hall with a mahogany knob, surrounds the padded room, facilitating observation of the patient.

There are no arcane effects to dampen the sounds issuing from this cell. The padding of the room, additional walls, and relatively infrequent use of the room serve well enough to keep the disturbances to a minimum.

Oak Knob

The door, iron with banded reinforcements, has a shuttered porthole on the top third to allow observation of whomever, or whatever, is locked within the room. The door is clearly incredibly strong, and would take the strength of a giant to break.

PCs that open the shutters or the door see the following:



The long, narrow room would be indistinguishable from many others you have explored were it not for the quilted padding covering the walls, floor, and ceiling.

The room can be occupied by any numbers of NPCs, but is usually reserved for those experiencing a psychotic break, or an especially aggressive outburst. The patient, bound in a *Prosper's camisole* (see *Appendix B, page 142*), is thrown into the cell to rage in seclusion, until they are physically and psychically exhausted. **Mr. Mielace**, in his David persona (see *Appendix C, page 165*), is a frequent occupant of this room.

Mahogany Knob

This long and narrow hallway is used to observe patients within the padded room. There is a single chair, and the interior walls are empty save a 2-foot by 4-foot pewter frame affixed to

it. There is nothing within the frame, only bare wall. PCs that have found area **2L** recognize the frame for what it is.

The frame radiates divination magic for those able to detect it. When activated it allows the viewers to see into the padded room as if it were a clear window. The activation word for the frame is "*waecende*", which is known by the alienists.

WG. Navy Room

The door opens into the room revealing two small beds and a desk. The room is clean, tidy, and of serviceable quality. The walls are painted a deep navy, and are bare of ornamentation.

This room, and its twin across the hallway, are ones that visitors are often shown when Administrator Rose wishes to demonstrate the quality of care that even indigent patients



receive while at the sanitarium. As such, it is always kept clean and in good repair, and the patients occupying it are presentable.

Dr. Todd (see *Appendix C, page 186*), despite having sufficient wealth for a room in the East Wing, occupies this room as punishment for impersonating an alienist.

WH. *Purple Room*

Opening the door, you see a desk to your immediate left, and a pair simply crafted beds, one in each corner. The room's interior is lavender.

This room is often kept unoccupied, and is used intermittently by staff that need privacy to catch a quick nap or for other activities.

ADVENTURE HOOK: An orderly and a member of the staff have taken to using this room for rendezvous in the wee hours of the night. Their activities have not gone unnoticed, and Dr. Todd is blackmailing them for access to the East Wing.

WI. *Crystal Room – Communal Bathroom*

There is no locking mechanism on any of the bathroom doors. The need for privacy is secondary to the safety of the patients, and the alienists' need to protect them from themselves.

The smell leaves no question as to the purpose of these rooms. The entry opens to a small hallway with doors on the immediate left, and a few steps farther down. The door to the left is the privy, complete with burnished metal mirror, and wash basin.

The far door opens to a larger room, nearly filled up by a shallow, tiled basin. A rusty drain has been set into the center of it, and a crusty spout of metal protrudes from wall. The



moisture from the basin has caused the paint of the grey-green walls to bubble, flake, and fall away.

Bars of harsh soap, threadbare washcloths, and rough brushes including metal scouring pads, can be found in the nearby baskets. The scouring pads are typically new as they rust quickly from the humidity and heavy use.

WJ. *Orange Room*

The smell of urine and excrement threaten to overwhelm your senses as you open this door to find a woman, clothed in stained rags, curled in on herself, sitting in the corner farthest from the door.



This room is occupied by **Nyfuir** (see *Appendix C, page 171*), who rarely leaves the room, even to perform the most basic functions of self-care. Nyfuir has used excreta to draw and scribble eldritch formulae on the walls.

WK. Brown Room

This bunk bed — the top bunk is rumpled and the bottom a bare mattress — has been placed in the corner. A two-tiered bookshelf, covered with loose papers, stands next to it. To the immediate left of the door is a desk.

The desk contains dozens of charcoal pencils of various lengths, and an equal number of pieces of heavy paper suitable for sketching. The papers on the bookshelf are all drawings in various stages of completion, and depict the same shadowed, abstract face. Characters examining the art with an Intelligence (Investigation) or Wisdom (Insight) check learn the following:

- **DC 10:** The eyes are the fathomless black of the void, as if the artist pressed down especially hard on that area of the paper.
- **DC 15:** After examining the drawings you notice differences in the style and ability that cannot be ascribed to the evolution of an artist's work in progress. These drawings have been created by at least three different sets of hands.

WL. Black Room

There are no sheets, pillows, or linens on the bunk beds. The occupant of this room has removed them, folded them with expert precision, and placed them at the foot of the bed. Charcoal, blood, and other unidentifiable materials have been used to write “11” on every inch of the walls, floor, and ceiling, in various sizes and styles.

Bok Nantanye (see *Appendix C, page 168*) lives in this room. He does not share the room with other patients, no matter how full the sanitarium is, due to strict orders from Administrator Rose.

WM. Metallic Room — Treatments Room

The heavy door opens into a spacious room containing a treatment chair, raised wooden table, coil of rope, and work table. The warm air smells heavily of ozone, burnt hair, and another odor — one that permeates the facility. Five-point restraints have been incorporated into the table and the treatment chair. The restraints are leather; cracked, supple, and shiny from frequent use.

Dr. Renwick's basement laboratory is reserved for patients and treatments of special interest to Lamp's Light's chief alienist. All other treatments and procedures occur in this room. The room is in regular use, and rarely goes more than a few days without seeing a patient. The faint smell permeating the facility is an amalgam of the volatile chemicals used in this room.

The restraints, on the chair and table, are strong (DC 17 Strength to break). All five must be broken to release the patient. Anyone restrained by them has disadvantage on Dexterity and Strength checks and saves until at least two restraints are broken.

The chair serves the dual purpose of *juxta personalis* (see *Appendix B, page 140*) and *revelans malum* (see *Appendix B, page 143*). Other items, as required for the scheduled patients, are splayed on the table. There are 2d4 doses of *essence of somnolence* (see *Appendix B, page 139*), and 1d2 doses of *essence of ether*.





THE SECOND FLOOR



The second floor of Lamp's Light is dedicated to the treatment of its guests. There are two large rooms for groups to meet and a series of smaller rooms used for private sessions and alternative treatments. All the doors on this floor are unmarked and unadorned. The notable exception is a door at the western end of the hallway that leads to the 3rd floor which has a simple lock (DC 12 Dexterity [Thieves' Tools] unlocks). This door can be barred from the other side and should that occur it can only be opened by breaking it down (DC 20 Strength check).

2A. Western Stairwell

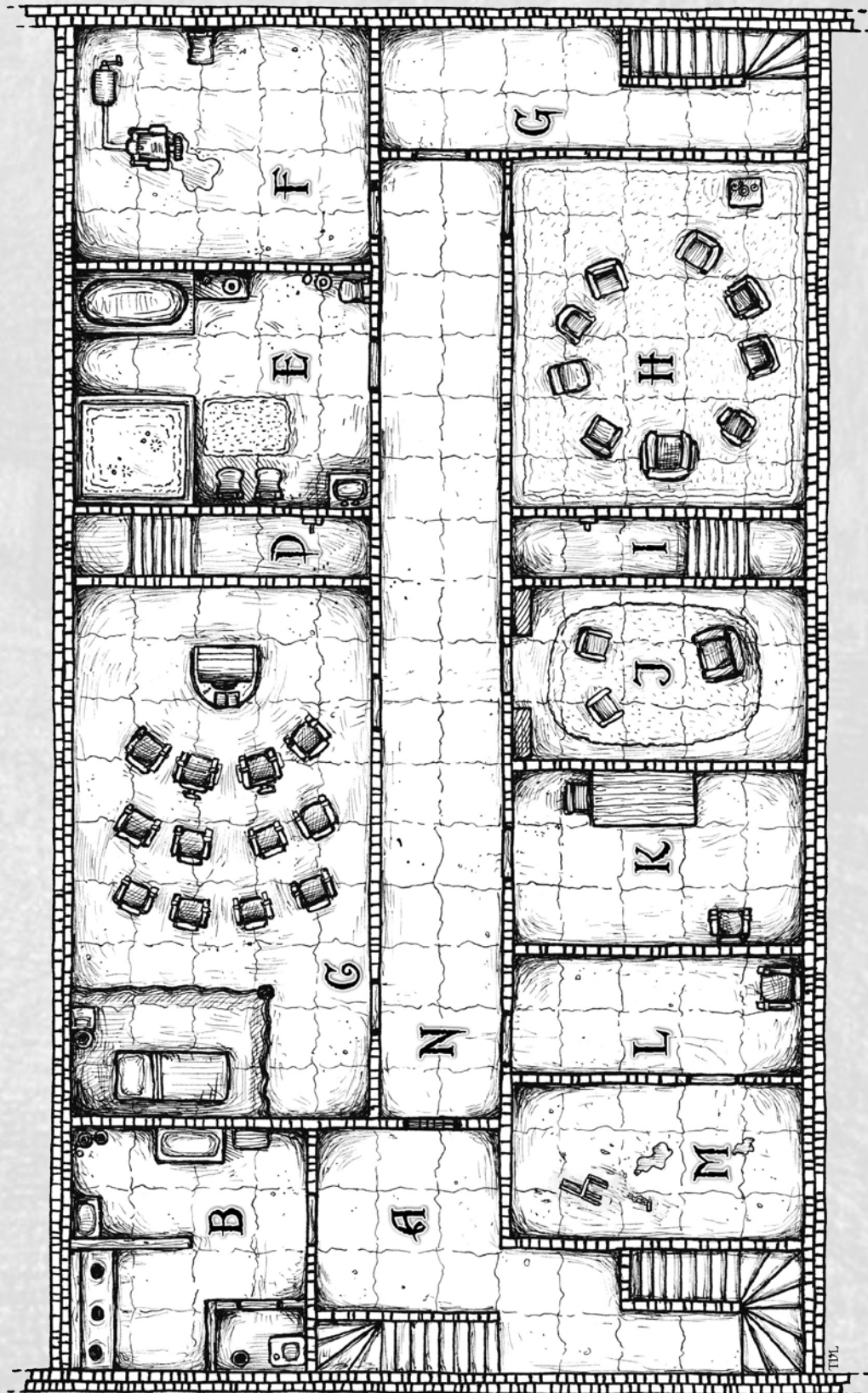
Reaching the top of the stairway you see another stairway leading to the third floor.

The only other features of the stairwell are doors on the northern and eastern walls. While clean, the floors are not as lustrous as the ones on the first floor.

2B. Lavatory

The smell of cleaning supplies isn't quite enough to disguise the true nature of this room and the faint smell of excrement is unmistakable.

The second-floor lavatory contains a private toilet, three urinals, and two wash basins.





2C. Group Treatment Room A

Dull wooden floors covered in scuff marks and occasional dark stains suggest rough and frequent use. Your eyes are quickly drawn to a dozen iron rings that are mounted into the floor. A short chain attaches each ring to a wooden chair.

The chairs themselves are fashioned with leather restraints for the arms and legs; two of the chairs have additional buckles to secure the patient's neck. The only piece of furniture not chained to the floor is a lectern positioned to look over the chairs.

The northwest corner of the room is blocked from view by a privacy curtain.

The doors to this room have simple locks that can be opened with a successful DC 10 Dexterity (Thieves' Tools) check.

The echoes of violent patients and the resultant responses by orderlies can almost be felt by those entering this room. Characters examining the floor note that the stains are consistent with blood (DC 12 Wisdom [Medicine/Survival]).

The chains and restraints are sturdy (DC 15 Strength to break). Anyone restrained within the chairs would be at disadvantage on Dexterity and Strength checks and saves until at least two restraints are broken; each restraint requires its own check to break free.

2D. Private Hallway

This private observation room can be accessed via the secret room adjacent to Administrator Rose's private residence (3E). It is physically identical to 2I.

The long and narrow room is empty but for a single lever protruding from a ball and socket joint in a plate mounted to the wall. The end

of the lever is slightly discolored as if by frequent use.

When discovered the lever is in the center position. If the lever is moved to one of the four cardinal directions an image appears on the opposite wall. The image is silent and displays whatever activity is taking place in the room being observed.

- Up — views 2K (Discussion Room)
- Down — views 2C (Group Treatment A)
- Right — views 3F (Dr. Renwick's Office)
- Left — views 2E (Immersion Treatment Room)

2E. Immersion Treatment Room

Opening the door, you see a wash basin that is large enough to completely immerse an adult human. The floor is tile, presumably for ease of cleaning. There are chairs, and a sink. Two separate pipes, each with a spigot, lead to the basin.

The northwest corner of the room is dominated by a large metallic box. The box has a tightly fitting lid, and is waist high. You've never seen anything like it before.

The immersion room is where many of the staff's more esoteric treatments take place. The staff use the basin for hydrotherapy, leaving the patient partially submerged in the basin for hours, sometimes days, to treat their psychosis. Warm baths are typically used for insomnia, excitable behavior, and patients that are at risk of harming themselves. Cold baths are reserved for manic depressive patients or those that are particularly agitated.

The two faucets above the basin supply hot or cold water respectively. There are bars on the side the basin for use with restraints, and a heavy canvas covering can be fastened to the





top of the basin to keep out light (or to keep a patient trapped within).

The box in the northwestern corner can be easily opened. If the characters do so, read or paraphrase the following:

Opening the container releases a waft of warm, humid air, and with it the briny smell of the ocean.

The water within the container is very salty, warm (body temperature), and used as a rudimentary sensory deprivation tank. The utility of the sensory deprivation tank is largely dependent on the time that the character spends within it. Short periods of immersion (less than an hour) are usually restorative, while

longer periods can induce sanity-shattering hallucinations and disassociation from reality.

A character spending at least 10 minutes within the tank, and less than one hour, may experience any of the following:

DI2	EFFECT
1–2	<i>Gain the benefits of a short rest</i>
3–4	<i>Regain 1d3 Sanity</i>
5–6	<i>If the subject is suffering from insanity she may re-roll to suppress it</i>
7–10	<i>No effect</i>
11	<i>Lose 1d2 Sanity</i>
12	<i>Gain the benefits of a long rest</i>



A character spending at least one hour within the tank may experience any of the following:

DI2	EFFECT
1	<i>The subject is affected as if she cast contact other plane</i>
2	<i>Gain the benefits of a short rest</i>
3	<i>Regain 1d4 Sanity</i>
4–5	<i>Lose 1d6 Sanity</i>
6–7	<i>No effect</i>
8–9	<i>Develop a short-term madness</i>
10–11	<i>The subject has disadvantage on all Charisma checks until completing a short or long rest, or being targeted by a lesser restoration spell (or similar)</i>
12	<i>The subject gains proficiency in Charisma saves until completing a long rest</i>

Any character or patient using the sensory deprivation tank loses all sense of time and cannot extricate themselves from the device without a successful Charisma save. The DC for the save is 8 + 1 per 15 minutes in the tank. On a failure the character may try again after 30 minutes.

ADVENTURE HOOK: A patient, the youngest scion of an influential merchant family, has been found dead within the sensory deprivation tank. The Dr. Renwick wants to know how this happened, and bring those at fault to justice before the family realizes that a tragedy has occurred. The good doctor's sense of justice may not quite align with the heroes'.

2F. Equipment Closet

The plain oak door is locked. You can hear a faint hum from the other side.

The door to this room is always kept locked. It can be picked with a successful DC 12 Dexterity (Thieves' Tools) check.

The room is empty with the sole exception of the mechanical pump that is responsible for distributing water throughout the facility.

There is no discernable way to stop the device and characters wishing to disable it must make a DC 15 Intelligence check to do so. Alternatively, the pump has AC 12 and 15 hit points and can be destroyed with a few well-placed blows.

2G. Eastern Stairwell

The stairs lead up to a foyer and an unlocked door.

2H. Group Treatment Room B

This large treatment room is notable for its polished wooden floors, expansive windows, and lush rugs. The room is spotlessly clean, and has comfortable chairs arranged in a horseshoe with a single chair at the focal point.

Administrator Rose (see *Appendix C, page 181*) often shows guests and potential patients this treatment room as an example of the fine care and accommodations to be expected at Lamp's Light. There is no locking mechanism on the door.



2I. Private Hallway

This private observation room can be accessed via the secret room adjacent to Dr. Renwick's office (3F). It is physically identical to 2D.

The long and narrow room is empty but for a single lever protruding from a ball and socket joint in a plate mounted to the wall. The end of the lever is slightly discolored as if by frequent use.

When discovered, the lever is in the center position. If the lever is moved to one of the four cardinal directions an image appears on the wall opposite. The image is silent and displays whatever activity is taking place in the room being observed.

- Up — views 2H (Group Treatment Room B)
- Down — views 3B (Staff Common Room)
- Right — views 1L (Common Room)
- Left — views 1C (Admitting Office)

2J. Counseling Room

Two comfortable chairs sit side by side, their backs to the door. They face an overstuffed leather chair as if in audience to an unseen proctor. A thick carpet covers almost the entire floor. To the left and right of the entryway are two partially filled bookcases.

The counseling room is used frequently by the staff of Lamp's Light when treatment includes a pair of patients. The room is also used for impromptu meetings between junior and senior alienists.

The door to this room can be locked from the inside with a deadbolt. When the bolt is in place there is no way to open the door from the outside without damaging the door (DC 20 Strength [Athletics]).

2K. Discussion Room

The room is roughly twice as long as it is wide, and sparsely furnished. A chair sits against the western wall, near the southern corner. The only other furnishing is a crudely made table, heavily constructed of unstained wood, and a matching chair at the head of it.

The discussion room is used when the staff feel that a patient needs to be exposed to a more forceful means of interviewing. The table is affixed to the floor and cannot be moved without a herculean effort (DC 20 Strength check). Similarly, the chair can be fastened to bolts in the floor. A large iron ring is mounted on the underside of the table. The ring bears shiny wear marks from manacles being run through it.

The customizations to the table and chair are not readily noticeable unless looked for, in which case a successful DC 12 Intelligence (Investigation) check reveals them. Characters examining the table find signs of heavy wear and scratch marks.

2L. Observation Room

This long and narrow room is used to observe patients within the containment room (2M). There is a single chair, a door, and the western wall is notable for an empty pewter frame affixed to it. There is nothing within the frame, only bare wall.

The frame radiates divination magic for those able to detect it. When activated it allows the viewers to see into the containment room (2M) as if it were a clear window. The activation word for the frame is "*waeccende*", which is known by most of the alienists.



2M. Interrogation Room

The room is almost twice as long as it is wide. Your eyes are drawn to the chair in the center of the room, and shortly afterward the chains mounted to the floor beneath it.

Your breath speeds up and catches with the realization of this room's purpose. After a few inhalations you notice the faint smell of human refuse, something metallic, and ozone.

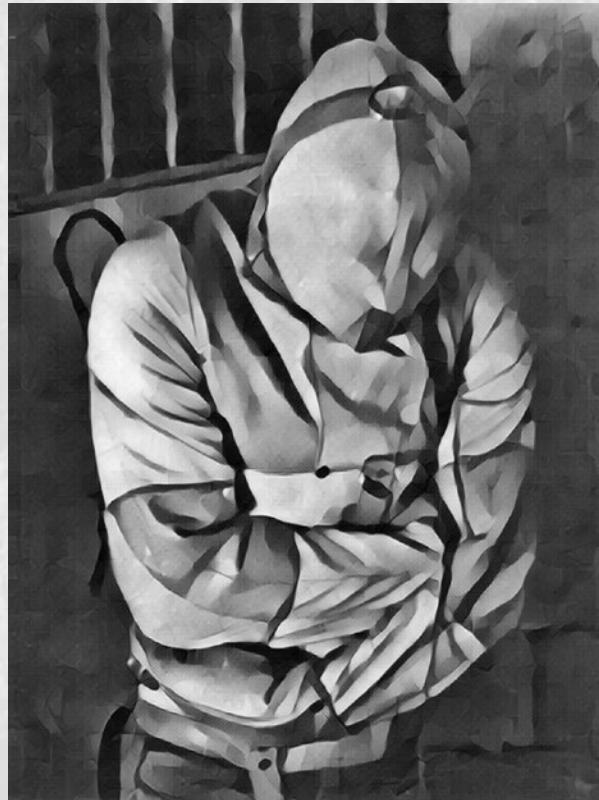
Any who enter the interrogation room are subjected to the effects of an altered *zone of truth* spell. The spell functions as normal for any who fail their Charisma save (DC 12); however, any who succeed their save and choose to tell a lie must make a second save or take 1d2 psychic damage. This save must be repeated each time a lie is spoken.

The magic of the room does not affect Administrator Rose, Dr. Renwick, or the late Master Prosper. Additionally, constructs and undead are not affected by the spell.

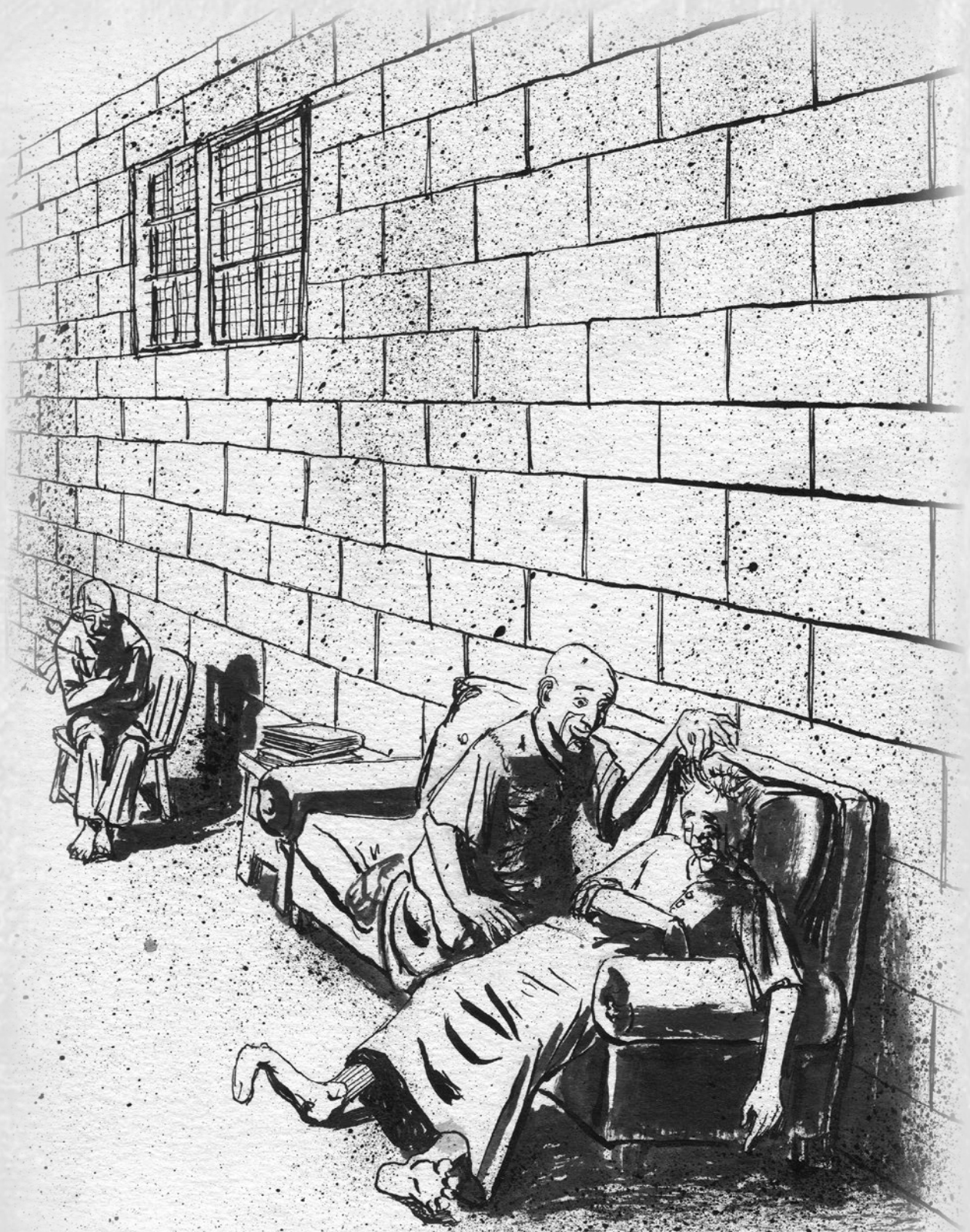
The heavily reinforced door to this room can only be locked from the outside with a deadbolt. When the bolt is in place there is no way to open the door from the inside without damaging the door (AC 17, 36 hit points).

2N. Hallway

A long, well-lit hallway extends before you. Aside from the entry doors at the east and west terminus of the hall there are four doors on the northern wall and four more on the southern wall. The spacing of the doors suggests rooms of different sizes and you're able to hear an indistinct susurrrus from some of the doors.



The hallway is clean and well-traveled. A character succeeding a DC 15 Intelligence (Investigation) check while examining the western end of the hallway notices a torn fingernail embedded in the frame of the door leading to room 2L.





THE THIRD FLOOR



The top floor of Lamp's Light is dedicated to staff offices, living quarters, and storage. Neither patients nor the public are allowed on this floor without an escort.

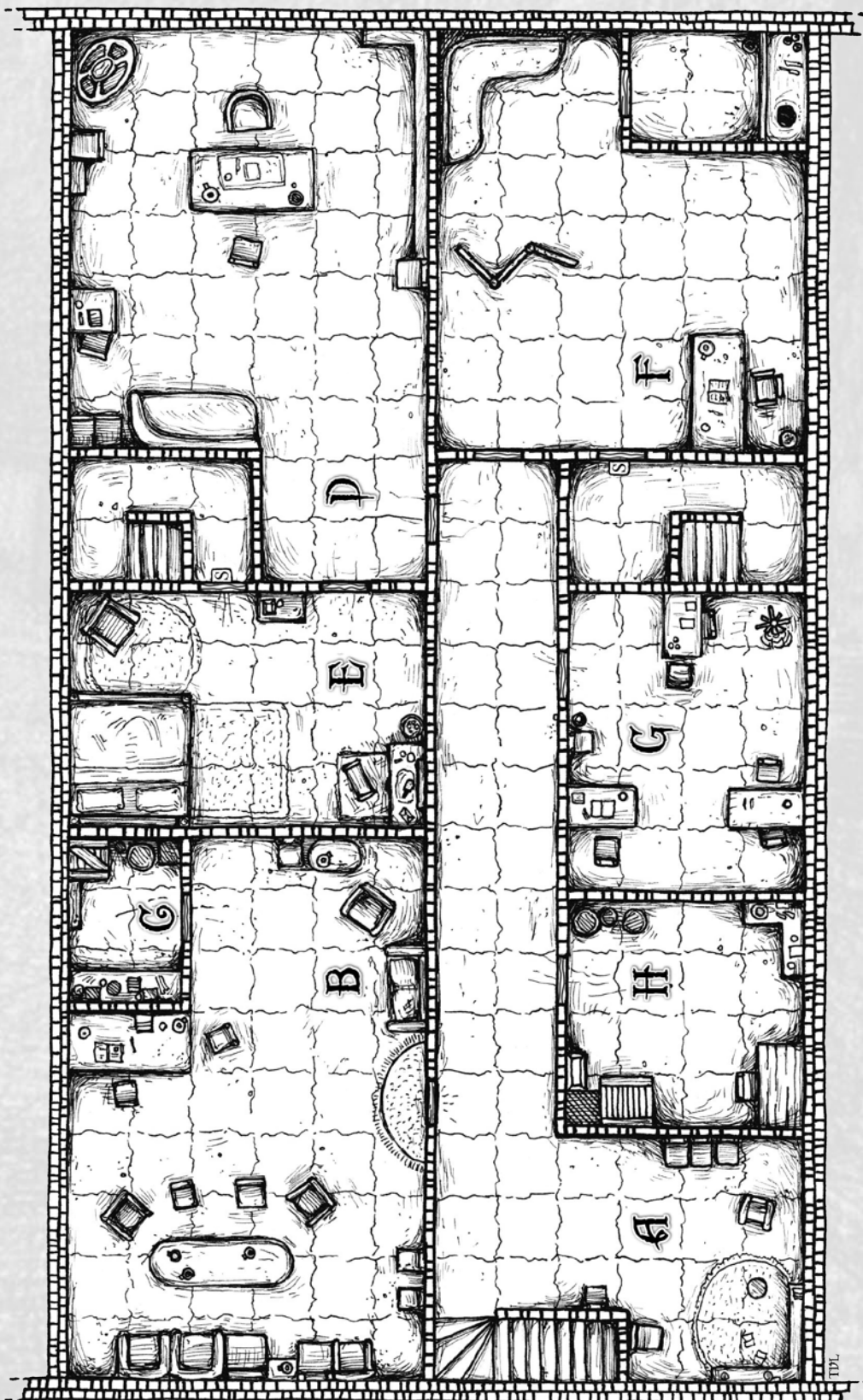
3A. Stairway and Sitting Room

Rounding the top of stairs, you are greeted by a long hallway with doors staggered along the north and south walls. A door, more finely crafted than the others, can be seen at the eastern end of the hall. There is writing on it but from this distance you are not able to read it.

To your right is a reading nook, complete with chairs, rug, and bookshelves.

The wide hallway leads down the breadth of this floor. There are two nondescript doors on the southern wall. The doors at the eastern end of the hallway, one on the north and the other at the end, are much heavier and of higher quality than any other door in the asylum.

The books found on the shelf are scientific texts on anatomy, physiology, and mental health and include *Leech Book of Bald*, *Compendia Mediq*, and *De Gradibus*. To the right buyer the books would be worth 10gp each. A character using the books as a reference in conjunction with a Medicine skill check would receive a +2 bonus on their check.





3B. Staff Common Room

This large room is well-appointed, or what many would consider lavish; the chairs, divans, tables, and desks that fill the room would be at home in the finest parlors of the city.

There is an enormous coffee table on the left with a ring of comfortable chairs around it. The chairs are all well worn and appear to see much use.

Directly across from the door is an antique mahogany desk. The desk has seen better days, and while clearly a valuable piece, it is marred with stains, scratches, and debris.

There is a door in the northeast corner of the room that appears to lead to a storage area.

The common room is heavily used by the alienists and staff of Lamp's Light, and is rarely empty. During the daytime there are 1d6 occupants; during the evening hours it is 1d4 - 1. If the room is empty re-roll every 30 minutes

of game time to determine if an alienist or staff member enters the room.

ADVENTURE HOOK: The desk in the staff common room once belonged to Master Prosper. Upon his passing it was taken from his office (now Administrator Rose's office) and placed here for the staff alienists to use. The desk is much abused but if examined may still contain some of its former master's secrets.

A character spending at least 10 minutes examining the desk may make an Intelligence (Investigation) check to see what secrets are discovered:

- **DC 15:** you find an unlocked secret compartment; the compartment is empty.
- **DC 20:** you find a locked compartment (DC 20 Dexterity [Thieves' Tools]); it contains a letter to Dr. Renwick concerning Administrator Rose.
- **DC 25:** you find a locked compartment (DC 25 Dexterity [Thieves' Tools]); it contains a key that works on every lock within Lamp's Light.





3C. *The Lab*

This small room is used for alchemical and medical experiments. Characters taking the time to search (at least 10 minutes) are able to find everything that they need to fashion any one of the following: alchemist's supplies, healer's kit, or poisoner's kit. The search may be repeated up to twice for each type of kit.

3D. *Administrator Florence Rose's Office*

A heavy mahogany door with a brass lock, decorative iron bands, and a nameplate on it stands before you. The nameplate reads "Admin. Florence Rose" in flowing copperplate.

The door is always locked when **Administrator Rose** (see *Appendix C, page 181*) is not present; a successful DC 20 Dexterity (Thieves' Tools) picks the lock. If the characters enter the room, read or paraphrase the following:

Opening the door, a waft of dry, odorless air rushes out of the room. There is a door to your immediate left. The room is spotlessly clean with every book, paper, knickknack, and item meticulously placed.

A bookcase runs across the southern wall, wrapping around the corner and continuing along the western wall. The northwestern corner is dominated by a divan facing the prominently displayed desk. The divan is large enough to sit at least four comfortably.

The focal point of the room is a simple desk of unmistakably high quality. A chair is placed in front of it, and behind the desk sits another chair.

The desk has four drawers, two on each side, that are locked. Characters examining the desk notice the following on an Intelligence (Investigation) check:

- **DC 10:** There is not a speck of dust or dirt on the desk. The papers, blotter, and other writing implements on the desk are precisely placed.
- **DC 18:** A slight discoloration under the objects indicates that they are always placed in exactly the same way.

If the characters examine the objects and do not explicitly state that they are putting everything back as it was found, Administrator Rose will know someone was in her office.

All four drawers are locked (DC 13 Dexterity [Thieves' Tools]). They contain paperwork and treatment notes on current and former patients which, in the wrong (right?) hands, could be very valuable.

The contents of the drawers are placed as meticulously as the items atop her desk, and if disturbed Administrator Rose will know. There is nothing in the desk that would seem out of place or unusual for her to have.

3E. *Florence Rose's Personal Quarters*

The administrator's personal living space is much the same as her office. It is clean, sparse, and orderly. Her bed, bookshelves, and writing desk are all matching teakwood and lack any ornamentation. There is a measured and systematic aspect to the hard lines and angles of the room.

There are two fine rugs, one near the bed and another in the reading nook.

The only personal touch in the room is a vanity in the southwest corner of the room. An ivory handled brush, powder jar, and puff sit atop it.

Every character within Rose's private room must make a Dexterity (Stealth) check upon entering, leaving, and when interacting with any object in the room. If any of those Stealth checks are less



than 15 Rose will know that someone has been in her room.

A secret door (DC 18 Intelligence [Investigation]) is hidden on the eastern wall near the reading nook. The door can be unlocked with a successful DC 17 Dexterity (Thieves' Tools) check. If the characters travel through the secret door, read or paraphrase the following:

The door opens to a small room. There is nothing in the room save a staircase leading downward to the second floor.

The staircase leads down to room **2D**.

3F. Dr. Orson Renwick (3rd Floor)

A heavy oak door with an iron lock, decorative iron bands, and a nameplate on it stands before you. The nameplate reads "Dr. Orson Renwick" in flowing copperplate.

This door is very similar to Administrator Rose's, albeit of lesser quality. The door is always locked when the room is not occupied; a successful DC 17 Dexterity (Thieves' Tools) check picks the lock. If the characters enter the room, read or paraphrase the following:

Somewhat hidden by folding privacy panels you see a large working table in the northeast corner of the room. The surface of the table is heavily scarred and scorched in several places. Thin metallic strands, gears, and other esoterica are scattered about. A smaller bookshelf is nearby, overflowing with books and manuals of all shapes and sizes. To the right of the desk is a door leading to a smaller room.

A heavily-used writing desk can be seen to your right as you walk in. The surface of the desk is obscured with a disorganized mess of papers and books.

The manuals, pamphlets, and books on the desks are related to medicine, anatomy, and a surprisingly large collection on constructs. If the players make a systematic search of the room they find a *madness scroll* (see *Appendix B, page 141*) of *magic jar*.

The door next to the work table leads to a lavatory.

A secret door (DC 18 Intelligence [Investigation]) is hidden on the western wall near the reading nook. The door can be unlocked with a successful DC 17 Dexterity (Thieves' Tools) check. If the characters travel through the secret door, read or paraphrase the following:

The door opens to a small, empty room, with a staircase leading downward to the second floor.

The staircase leads down to room **2I**.

ADVENTURE HOOK: A character examining the books may make a DC 18 Intelligence (Arcana) check. On a success they determine that Dr. Renwick's notes represent an almost complete manual on how to create a unique flesh golem. The notes suggest that he has additional research on the subject at another location within the asylum.

3G. Alienist Office

The door opens to a room with three utilitarian desks. The desks are covered in paper, writing implements, and other detritus.

There are several discarded white smocks hanging on a rack in the southeast corner. Some of the coats have splatter marks from recently performed procedures.

The door to this room does not have a lock and there is little of interest other than scattered notes on current patients within the facility. The office is used periodically by **staff alienists** (see





Appendix C, page 144) looking for additional privacy. During the daytime there are 1d3 occupants; during the evening hours it is 1d3 - 1.

A character wearing an alienist smock has a +1 to any Charisma-based skill checks against a patient.

3H. *Otto's Office*

The goods and artifacts stored within this room have been cleaned and organized to make room for a makeshift desk in one corner and a workbench in the other. The areas have the appearance of heavy use, and both pieces of furniture have been cobbled together from pieces of broken and discarded planks of wood.

The rest of the room is dedicated to its original purpose: storage. Boxes, barrels, shelves, and containers are full of the mundane supplies you'd expect to find in a facility the size of Lamp's Light.

The third-floor storage room has been adopted by Lamp's Light's janitor, **Otto Keller** (see *Appendix C, page 158*) and converted into a makeshift office. Otto has added a desk, personal effects, and cleaned out the room sufficiently for a bedroll to be laid out.

ADVENTURE HOOK: Characters rifling through the desk (DC 10 Intelligence [Investigation]) find his diary. The book weaves a fantastical tale of travel through terrible dimensions, unspeakable acts by his companions, and his unending quest to find his mother. See Otto's NPC entry for further details.

ADVENTURING IN LAMP'S LIGHT



WHEN ORIGINALLY CONCEIVED, *LAMP's Light Sanitarium* was to be the focal point of an ongoing campaign. As the characters grew in power their interactions with the guests, staff, and powers behind the asylum would change to match their new abilities and influence within their home city. Despite the

relatively low power of the asylum's inhabitants, their political power and the environment itself are intended to challenge players well into the second tier of play. In this chapter you will find two complete adventures, an adventure skeleton, and two story arcs.

- **A POPULATION IN FLUX**, patients come and go with alarming frequency, and the only constant is change.
- **ENCOUNTERS WITH PATIENTS** should be unusual and run the gamut of possible experiences. The PCs should never be completely sure who they're interacting with, or the repercussions of their deeds.
- **TABULA RASA (LEVELS 1 THRU 2)** introduces your characters to the horrors and personalities of Lamp's Light Sanitarium, and sets the tone for a dark campaign. The heroes are the unwilling pawns of the asylum's staff, and must make the best of their situation. There are no easy answers, and their actions may follow them for many sessions to come.
- **APOTHEOSIS OF NIGHTMARES (LEVELS 3 THRU 5)** can be played as a follow-up to Tabula Rasa. An ancient, fiendish intelligence is imprisoned, and the cracked minds of Lamp's Light contain the key that will loose it from its cage. Administrator Rose has hatched a plan to gather this eldritch knowledge and call forth the devil. The PCs are the lynchpin to her success. Will they aid the nefarious being for promises of power, or serve the greater good and thwart its machinations?
- **EMANCIPATION (ADVENTURE SKELETON)**, a simple job turns into something so much more as an unexpected adversary is unleashed within the confines of the sanitarium.
- **A FRIEND IN NEED (STORY ARC)**, in which a trusted friend stumbles upon a secret best left unlearned, and is now a mindless shell of their former self. Can the heroes learn why and how such a thing occurred, and in doing so preserve the knowledge their friend has paid so dearly for?
- **BABY JAYNE (STORY ARC)**, in which the patients of Lamp's Light have become increasingly restless, resulting in the inconvenient deaths of a few patients. The administration wants to know what's going on, and more importantly to stop it and prevent additional embarrassment. Are the fatalities due to random violence, or a malevolent intelligence?



A POPULATION IN FLUX

The population of Lamp's Light is in a state of constant change as new patients are admitted and old ones leave, expire, or disappear. DMs are encouraged to use this dynamic to set up storylines and NPCs, and engage their players. Each patient has her own story, and each story can be a hook for an adventure.

Underlings and contacts that your players have come to rely on may disappear into the depths of the sanitarium for treatment, and in doing so come back as completely different people. Perhaps an ally of the adventurers is searching for a cure to a curse, condition, or malady that has proven too strong for traditional divine treatments?

The Patient's

Life Outside Of

Lamp's Light Sanitarium table below offers additional examples for your campaign.

Encounters with Patients

There are a number of different ways to portray the patients within Lamp's Light. The players and the characters should know that the asylum serves a variety of functions; it is not just an asylum for the mentally ill, it also serves as a spa of sorts for those with the means to afford it, and

a hospital for citizens that prefer to seek healing outside a temple. Any given patient may be a vagrant or a member of the upper class. She may be an adventurer seeking tranquility between dungeon delves or a scion of the local nobility.

While it may be obvious in some cases, a patient's mental and social status should be a point of uncertainty. The telltale tics and

behaviors of the insane patients can often be suppressed and may only be apparent in times of stress. Likewise, the patients of Lamp's Light typically all wear the same clothing, making an obvious cue of wealth unavailable. To put it simply, keep the players guessing and on their toes.

A patient can express their

mental state in a wide variety of ways and the severity of symptoms could differ significantly too. The patient may be habitually anxious, apathetic, aggressive, paranoid, or restless. Patients often also have trouble following a conversation or train of thought. As the stress level around the patient increases, so too do the symptoms.

The tables in *Appendix A, page 126* onwards, offer dozens of additional examples to explore.





Patient's Life Outside Of Lamp's Light Sanitarium

D12	BACKGROUND
1	<i>Tontho is the eldest son of a local smith and has been admitted for night terrors. The terrors assail the boy every evening, and his father will reward whomever can free his child of his torment by crafting an exceptional (magical?) weapon as a sign of his eternal gratitude.</i>
2	<i>Cleo, an urchin informant who's spent most of her life on the fringes of the criminal underground, has been brought to Lamp's Light to treat a fever. Her feverish mind cannot tell the difference between confidant and stranger, and she tells all who will listen the secrets that she has learned from her black-market contacts.</i>
3	<i>Yondu is an elderly man who has spent his entire life working the land. In his dotage, his mind and body have begun to fail him. He has a kind word and smile for everyone he meets. On moonlit nights he tells tales of the Black Thing Within the Wood. With each telling he grows less lucid and weaker.</i>
4	<i>Peren (Monk 16, CN), bald and emaciated, stands in the corner counting to himself. He is but one of many retired adventurers that pass through the doors of Lamp's Light. If interrupted he begins to count again; if asked what he's counting he looks up with tears in his eyes — "So many lost souls."</i>
5	<i>Griswald (Rogue 3, LN) keeps to himself, avoiding all contact with visitors and other patients. He admitted himself to the care of Lamp's Light for "uncontrollable hysteries". Griswald is a member of the local Thieves' Guild and is searching for tomes of eldritch knowledge.</i>
6	<i>Emrys, a handsome woman of indeterminate age, wanders the facility freely. The staff, alienists, and patients give her a wide berth in her perambulations. She is the illegitimate daughter of a noble of prominence and is accustomed to getting what she wants.</i>
7	<i>An enemy from the heroes' past, one thought long vanquished, was in fact rescued from death by Dr. Renwick. She no longer remembers the PCs, or the events that led to their confrontation.</i>
8	<i>A dire wolf, its skull shaved and covered in a strange metallic helm, runs back and forth on the lawn fetching sticks thrown by the orderlies. The creature sits dutifully after each retrieval awaiting the next throw by its master.</i>
9	<i>A dirty, odorous man sits by himself. Mause spent a lifetime working the sewers beneath the streets, and in those subterranean passages he lost not only his sense of smell, but also a portion of his sanity.</i>
10	<i>Gwyden, a common laborer, was admitted to Lamp's Light when her mind was shattered in an encounter with an unspeakable horror.</i>
11	<i>Yugin (Rog 1, CN), encountered a creature so horrific and mind-meltingly terrifying that his hair turned completely white, and he found himself unable to sleep without the powerful sleeping draught only the staff of the asylum can provide.</i>
12	<i>Crio (Pal 9, LG) sits with his back against the wall most days vigilantly watching the goings on around him. He sees devils and demons everywhere and bides his time waiting for the perfect time to strike.</i>



Patient Random Encounters

DI2	BEHAVIOR
1	<i>The patient immediately recognizes the character with the highest Charisma as a beloved and long lost relative. Within 1d4 rounds the patient becomes agitated with the character for abandoning her to the asylum, possibly becoming violent.</i>
2	<i>The patient stands off to the side of the room and will not react to any stimulus or interact with any character.</i>
3	<i>A patient walks past the characters with seemingly unseeing eyes. An observant character (a passive Perception of at least 13) notices small circular scars on the patient's head under her patchy hair.</i>
4	<i>A patient greets the characters by name, asks them how their day has been, and treats them as trusted friends.</i>
5	<i>Two patients are playing patty cake with each other. They ignore everyone else and are docile unless interrupted. If interrupted in any way they cry and wail as loud as they are able until orderlies take them away.</i>
6	<i>A patient beckons the characters to a private corner of the room. "I need your help! They're after me. They found me from my dreams!"</i>
7	<i>A patient calmly approaches the characters requesting food. If the patient is given food she immediately sits down and starts eating. If they refuse, and they have food on them, the patient senses they are lying and becomes hostile.</i>
8	<i>A patient sits quietly muttering to herself. The language defies all attempts at deciphering, including magical means. Should the characters be able to read the patient's mind it too is unintelligible.</i>
9	<i>A patient in fine clothing walks over to another patient and with no preamble slaps her.</i>
10	<i>A patient comes up to the most heavily armored character. Gesturing at the armor he says, "Is that to keep everything in? Or keep everything out?"</i>
11	<i>A patient sits on the floor quietly rocking and crying to herself. A successful DC 12 Charisma [Persuasion/Deception] check placates the patient. If placated the patient becomes friendly and eager to help the characters.</i>
12	<i>The patient exhibits no discernable unusual behaviors.</i>





TABULA RASA

A Lamp's Light Sanitarium investigative adventure for 4 to 5 characters of levels 1-2



Synopsis

By chance or design the characters have become unwilling patients at Lamp's Light Sanitarium. They have all been marked as future test subjects of **Dr. Renwick** (see *Appendix C*, page 177) as he continues to experiment with and fine tune the *juxta personalis* (see *Appendix B*, page 140). The physical changes wrought by the device are minimal, but mentally and emotionally the subjects are forever changed. They may lose memories or portions of their personalities, and could even change alignments. In the midst of the confusion a friend appears with an offer of aid.

Adventure Hooks

- There are worse things than a TPK. Your last session with the big bad ended not with a victory but with a fade to black. Your players expect to roll new characters to begin their journey anew. Instead, they find familiar characters in a situation worse than death.
- A campaign centered on Lamp's Light begins, most appropriately, as a patient within those hallowed halls. The players' backgrounds should indicate why they ended up in Dr. Renwick's tender care, and this adventure is best suited to those of a lower station or who live on the fringes of polite society.





SETTING THE SCENE

- Prior to beginning the players' first session in Lamp's Light the DM should explain to the players that this is an adventure in which the characters' actions may have long lasting repercussions. Indiscriminate violence may earn the characters the enmity of powerful personages within and without the walls of Lamp's Light. A few possible consequences:
- The character is bound, gagged, and relegated to existence as a test subject until her mind is broken.
- A scion of an important personage in the city is harmed (or killed) due to the actions of the characters. This influential figure will dog the heroes from the shadows until revenge is exacted.
- The staff of Lamp's Light brand the character(s) as criminally insane and untreatable. They are transferred to the stockades to face punishment for their crimes.



bed and your feet to its base.

You are clothed in a simple cotton shift, and from your vantage you are able to see a small barred window opposite a heavy wooden door. Heart racing, you hear the struggles of others in the room and realize that you are not alone. There are other beds in the room and in each of those beds a figure is

bound to the frame. From the sounds of their struggling they are in the same predicament as you are.

The characters have been remanded to the care of Lamp's Light Sanitarium. They are unknown and unimportant in the grand scheme of things, and as such have been earmarked as test subjects for Dr. Renwick's experiments.

All characters are restrained, spell casters are gagged (they are still able to talk but casting a spell with a verbal component is not possible), and they are all without any equipment, including spell foci or religious symbols.

The bindings have been expertly applied and are very strong. A successful DC 18 Strength check will break the buckle. If both arms are bound the check is made at disadvantage. Once the character has been freed of one buckle she may use her action to unclasp a buckle. In this manner she will be able to free herself completely within 3 more rounds. It is not possible to remove the restraints by any means other than brute strength. If none of the characters are able to extricate themselves from the bonds proceed to **Scene Two**.

Scene One – Rude Awakening

Awakening in an unfamiliar room, the first thing you notice is that your back is aching from the gentle caress of the bed. It is much softer than the ground you normally sleep on. Trying to turn to your side you realize that you cannot move freely. Buckled heavy leather restraints bind your hands to the side of the



Should the characters manage to break even one restraint, **orderlies** (see *Appendix C, page 173*) immediately stream through the door and head directly for any character that is free. There are two orderlies for each character that's broken a restraint. The orderlies attack immediately, dealing subdual damage. Once the freed characters have been subdued the orderlies methodically go to the other PCs and knock them out as well.

The battle is not meant to be lethal but should make it clear that the characters are not in control of their environment. If the characters have fought with the guards please read or paraphrase the following:

Men and women in white uniforms rush into the room, brutally beating you and the others. They repeatedly attack your body while taking great care to avoid your head. Unconsciousness comes swiftly as a relief from the pain.

When you awaken again it's to the feeling of a wet towel on your brow and a striking woman with a kind face in front of you. She sees your eyes flutter and withdraws from the room silently before you're able to question her.

Administrator Florence Rose (see *Appendix C, page 181*) has taken an interest in the characters and should appear to them as a beacon of hope in a dire situation. The characters' situation is much the same as it was before, only this time they have all been fitted with *Prosper's camisoles* (see *Appendix B, page 142*).

Scene Two – You'll Feel Better Soon

Within a few moments of Administrator Rose leaving the room a **staff alienist** (see *Appendix*

C, page 144) and two orderlies enter the room. Read or paraphrase the following:

A severe woman in a simple white overcoat enters the room, looks you all over with an appraising eye, and after a few moments of deliberation turns to the brawny orderlies behind her, saying "that one" before leaving the room. The orderlies move with practiced efficiency, first placing an odorous cloth over the victim's mouth. As consciousness slips away, they cover the head with a black hood, and finally remove the chosen from the room.

This process will replay for each PC as they are taken individually into the Basement for treatment with the *juxta personalis*. Each character that is taken returns, unconscious, an hour later. The orderlies ensure that all returned subjects are outfitted with *Prosper's camisoles* prior to putting them in their beds.

After the first person returns, have the remaining conscious characters make a DC 10 Sanity check as they realize that they're next. On a failure the character loses 1d2 Sanity. Once all of the characters have completed treatment read or paraphrase the following:

Your head feels as if a burning spike has been driven through your eyes, and concentration is impossible. Half-formed thoughts stream through your mind, rarely stopping long enough for you to vocalize. As you try to form a coherent word drool fills your mouth and dribbles onto your chest.

The players now determine the permanent side effects from their treatment with the *juxta personalis*. Dr. Renwick has fine-tuned this specific machine to target the personality of the subject more so than prior versions.

Please roll or choose an effect from the table below.





Juxta Personalis Side-Effects

DIO	EFFECT
1	<i>You are under the effects of the calm emotions spell until you complete a long rest</i>
2	<i>Change alignment one step on the law/chaos axis</i>
3	<i>Change alignment one step on the good/evil axis</i>
4	<i>Choose a new personality trait at random</i>
5	<i>Choose a new Ideal at random</i>
6	<i>Choose a new Bond at random</i>
7	<i>Choose a new Flaw at random</i>
8	<i>Roll or choose a new indefinite madness</i>
9–10	<i>No visible effect</i>

The characters are only able to recall flashes and impressions from their treatments. Their body aches from the extreme contractions, there is a faint smell of ozone and burnt hair, their jaws ache and a few teeth have been chipped from clenching their jaws.

The *juxta personalis* has temporarily allowed the characters to see one another's auras. The colors and strength of the aura are signs of the character's mental strength and health.

Looking at one another you notice a shimmering aura around your companions. The auras are a jumble of dark colors with flecks of red and deep ochre. They are especially intense around the person's head.



As the characters come to grips with their new personalities, night falls and an uneasy sleep claims them.

Scene Three – A Possible Ally

Time is difficult to measure. You know that it is dark from the moonlight entering through the barred windows. The susurrus of screams and gibbering patients has died down too, indicating that your neighbors are asleep.

The sound of the lock being disengaged and the creaking of the door as it opens jars you to immediate wakefulness and you can't help but shudder at the memory of what happened the last time that door was opened.

Otto Keller (see *Appendix C, page 158*) has come to visit the players on their first evening in Lamp's Light. Otto offers a kind word, encouragement, and the following advice:

- There are rules in Lamp's Light and it's easiest to obey them. The first rule is, do what you're told by the orderlies and alienists.
- You never know who you're talking to. Otto has learned that there are patients from all walks of life and he has a very hard time telling who's lying and who's telling the truth about where they come from.

If asked about Administrator Rose or if the characters describe the woman that showed them kindness earlier Otto's face visibly softens. "She's quite wonderful, isn't she?" Otto trusts her completely and urges the characters to do the same.

- Patient suicide is not uncommon at Lamp's Light but there have been two recent suicides of patients that



hadn't been depressed. Administrator Rose, in particular, is upset by this recent turn of events.

Otto refuses to release the characters for fear that he, and they, will be discovered and punished severely by the orderlies. He tries to assuage their concerns and reassure them that most patients are only treated the one time (this is true), and if they behave they may be allowed out of their restraints.

Scene Four – Rose

A stunning woman with a kind face enters the room with a trio of orderlies.

The first thing that you notice is that the auras you saw yesterday are still clinging to you, and to everyone you see. The woman's aura is brighter, warmer than the orderlies' whose auras are much like your own – a coruscant of dark colors with streaks of red and orange.

“I trust you've had an untroubled evening? My name is Florence Rose and I'm the administrator here at Lamp's Light Sanitarium. A darkness has infected my sanitarium and you, my friends, can save us all.”

A dark intelligence, drawn by chaotic minds within the asylum, has begun to feed on the patients of Lamp's Light. The entity, an ethereal creature known as a **nimbus** (see *Appendix C*, page 170), attaches to an unknowing victim and over the course of several days drains her of her will. The victim grows listless, melancholic, and lethargic until eventually she enters a near-catatonic state. When the nimbus is satiated it causes the host to commit suicide and moves on to its next victim.

The nimbus claimed its first victim without attracting attention, but with its second dying in less than a week Rose and Dr. Renwick believe that an evil sentence is at work. The third victim is from a family of note, and should she succumb to the nimbus Lamp's Light's sterling reputation will lose some of its luster.

“There is something feeding on our patients. To my shame we didn't realize what was occurring until we lost two patients. Dr. Renwick has informed me that many of his recent subjects have gained a sort of second sight. Whatever is harming the poor unfortunates has eluded all attempts at observation. If you have this ability you may succeed where we have failed.”

Rose has the following information to share with the characters:

IF THE PLAYERS MAKE A WISDOM (INSIGHT) CHECK AGAINST ROSE:

- **DC 10:** Rose is being completely truthful and honest with the characters. She is upset about the previous two fatalities and wants the creature stopped before it claims another patient.
- **DC 25:** As above, and the character realizes that the reason Rose is upset and concerned is more about the damage to Lamp's Light's reputation than it is about the deaths of the patients.

IF ASKED ABOUT THE PREVIOUS VICTIMS

- This has happened three times before, to Sewyllen Tanga, Mary Tae and Thakad Alin.
- The patients were of low status and the staff thought little of it.
- Rose suggests that the players investigate by talking to other patients and/or staff alienists.





WHAT'S IN IT FOR US?

- With a word Rose can have the PCs' restraints removed.
- Rose can also grant access to the common room, cafeteria, and select areas of the 1st floor.
- Rose promises (truthfully) to do what she can to get the PCs released if they're successful in their mission.

WHAT ABOUT THE TREATMENTS?

- Rose claims (truthfully) that she was unaware that the PCs were going to be treated with the *juxta personalis*.
- She does point out that while unpleasant there is a silver lining and that their newfound (and temporary) ability to see auras could be their way to freedom.
- She states (truthfully) that she can make certain they aren't subjected to the treatment again.

WHY US?

- The creature is invisible to the naked eye and Dr. Renwick hypothesizes that your jumbled senses may allow you to see it.
- With an embarrassed shrug she will admit that your lack of any connections to Lamp's Light makes things tidier should you fail.

WHAT DO YOU WANT US TO DO?

- Verify that something is, in fact, infecting the patients of Lamp's Light, and report back to Rose any patients affected.

When the players agree to help, read or paraphrase the following:

"Dr. Renwick has a treatment for the patients once you bring them to us. Gods be willing it's still only a single patient. Dr. Renwick and I have informed the orderlies, staff, and alienists that your treatment was completely

successful and that you're all trusted patients. This will give you more freedom to explore the sanitarium."

"Only Dr. Renwick and I are aware of your true purpose and it should remain that way."

If the players make a Wisdom (Insight) check against Rose regarding the treatment:

- **DC 10:** Rose believes that Dr. Renwick's treatment plan involves experimenting on the patient with the *juxta personalis*. She has no technical knowledge of the treatment and comments will inevitably lead back to her telling the characters that they have firsthand experience with it.

Scene Five – Decisions

Rose leaves the room, and the orderlies step forward to remove your restraints. They work with the quiet efficiency of someone that has completed this particular task countless times. A moment later they too leave and you are all left to yourselves in your room.

At this stage the players have a critical decision to make. Do they investigate the happenings within Lamp's Light and try to save the patients? Or do they pursue a more selfish path and escape with all due haste?

ESCAPE FROM LAMP'S LIGHT

- To escape during the day the characters must avoid undue attention from the orderlies, staff, and alienists. They must also somehow get past **Meri** (see *Appendix C, page 162*), the receptionist.
- If the characters choose to wait until nightfall they do not have to contend with Meri. However, the front door is locked and any orderlies or alienists are immediately suspicious of patients wandering the facility.



Elys

Elys is the youngest daughter of the Rhodon family and the apple of her father's eye. By all accounts Elys is an exuberant young woman with an easy smile, a ready laugh, and an abundance of energy. She sees her stay in Lamp's Light as an adventure, an opportunity to be part of the fashionable group of former patients. She has made the most of her short stay at the facility befriending virtually everyone that she meets and thoroughly enjoying herself. There are few in the asylum that have not talked to Elys or at the very least seen her flittering through the halls.

The Rhodon family is well respected and, behind closed doors, more than a little feared for their suspected ties to the city's Thieves' Guild. Her father, Thanik, placed Elys in Lamp's Light for her own protection. Thanik has reason to believe that his enemies will be targeting his family – in particular his favorite daughter, Elys.

- Each room is detailed in the relevant chapter. Any rooms that contain staff or alienists may, at the DM's discretion, require a skill roll to hide the PCs' true intentions. Each player should describe her actions, and the group chooses one character to make an opposed group skill check using the appropriate skill against the NPCs' Wisdom (Insight). If the characters fail their check the staff is hostile and will attack if the characters do not immediately retreat peacefully to their rooms. Should that occur the PCs have a visit from Rose the following morning; she is looking for reassurance that the characters are investigating the suicides.
- If more than half of the characters have training in a suitable skill the roll is made with advantage.
- If only a single character has training in the relevant skill the check is made with disadvantage.





- Otherwise the check is made as a regular roll.
- Characters attempting to sneak must succeed on a DC 12 Dexterity (Stealth) check any time they enter the hallway or the parlor, to avoid the notice of the orderlies. A failed check in the morning results in a warning and redirection to their room.
- Failed checks in the evening result in an escort to their room and a visit from Rose in the morning as outlined previously.
- The characters' final obstacle will be escaping the grounds. Regardless of the time of day that they escape they eventually encounter **Gneigel** (see *Appendix C, page 148*). He immediately recognizes them as escaped patients and attacks.

INVESTIGATING

The nimbus preferentially targets manic patients, and once attached to the victim they deteriorate rapidly. The players should discover the following clues to narrow down their search and ultimately identify the correct patient.

CLUE #1: The patients that have recently committed suicide are: Sewyllen Tanga, Thakad Alin, and Mary Tae. Sewyllen and Thakad were manic prior to their suicides. Mary was admitted for suicidal ideation.

- Known by: staff alienists (50% chance), **Rolund Hergus** (see *Appendix C, page 154*), **Mad Jak** (see *Appendix C, page 166*), and orderlies (75% chance).

CLUE #2: Patients that are currently manic are Mad Jak and Elys Rhodon

- Known by: orderlies (75% chance), Mad Jak, and staff alienists (50% chance).

CLUE #3: Elys has become virtually catatonic overnight.

- Known by: staff alienists (50% chance), Otto (he has met Elys recently but doesn't know her name. He remembers her because she was so full of life. When he saw her today, she didn't acknowledge him or anything else. Otto knows where she is.)

CLUE #4: Elys Rhodon is the youngest daughter of Thanik Rhodon, a prominent member of the Thieves' Guild.

- Known by: Administrator Rose, **Dr. Renwick** (see *Appendix C, page 177*), Rolund Hergus, Mad Jak, and Otto (knows her family is important but that's all). Everyone but Otto knows that her father has connections with the Thieves' Guild.

EXPLORING

- The patients and staff of Lamp's Light are always moving and changing. The PCs can eventually find Elys just by looking for a patient that is catatonic. If they go this route, and pacing allows, the PCs can explore the facility and meet the inhabitants of Lamp's Light. The players should understand that the inhabitants of the rooms, especially the Cafeteria and Common Room, are fluid and will change.

FINDING ELYS

- When pacing allows, the characters find Elys in the Common Room (**1L**) via investigation or through simple legwork. Read or paraphrase the boxed text from the Common Room description and then proceed to **Scene Six**.



Scene Six – Finding Elys

Once the PCs enter the room with Elys read or paraphrase the following:

A young woman matching the description of Elys sits on a shabby divan in the northeast corner of the room. She is flanked by two other patients who are talking nonsensically to her.

To successfully extricate Elys the players must placate both patients and change their demeanor to *friendly*, or redirect their senseless babbling to another target.

The two **patients** (see *Appendix C, page 174*) sitting next to Elys are immediately hostile to anyone talking to her or interrupting their conversation with her. Any attempts to Intimidate incite an immediate attack. Persuasion checks are made with disadvantage, and if failed the patient or patients will attack.

The orderlies will not intervene until someone is knocked unconscious, in which case they break up the fight; or someone inflicts lethal damage, in which case they call in reinforcements and join the fracas with merciless abandon.

When Elys is free of the other patients the PCs are able to take a good look at her and should make a Wisdom (Perception) roll:

- **DC 12:** Elys' aura is a swirl of dark colors, faded and thin.
- **DC 15:** As above, and the character notices the indistinct outline of a nodule at the base of her neck.
- **DC 17:** As above, and the nodule has extended pulsating tendrils into Elys. This character must make a DC 10 Sanity check, losing 1d4 Sanity on a failed save.

Characters making a Wisdom (Insight/Medicine) check regarding Elys' condition note the following:

- **DC 15:** Despite the antics of the manic patients in the room Elys takes no apparent notice of them or their actions. Her eyes are shot through with blood-red streaks giving her a discomfiting appearance.
- **DC 17:** Elys' eyes are shot through with red petechia from an unsuccessful attempt to hang herself this morning. Knowing what to look for, you catch a glimpse of ligature markings on her neck.

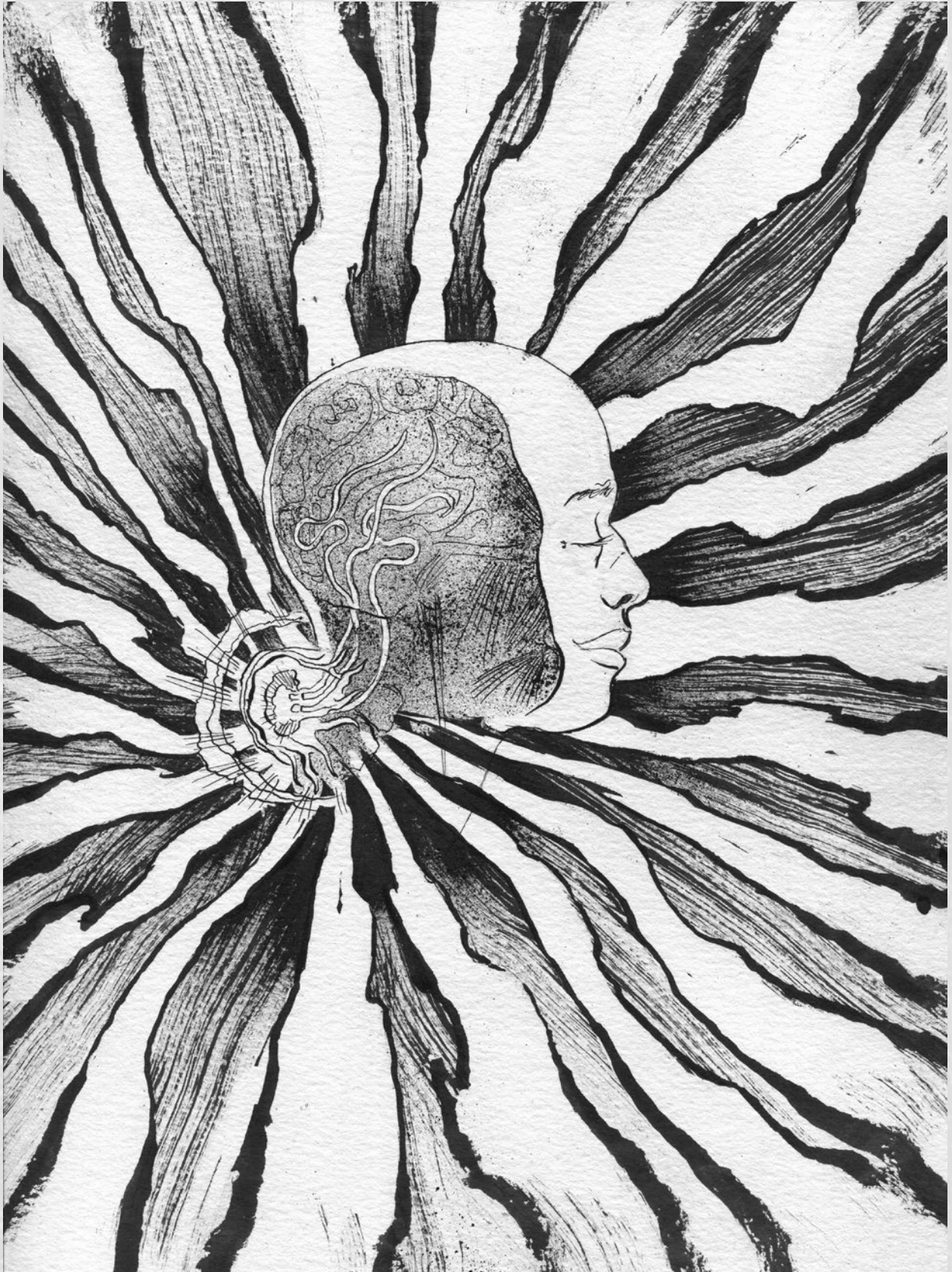
Elys is docile and allows herself to be led peacefully by the players. If the characters attempt to attack her or the nimbus directly all hell breaks loose as it incites a **riot of lunatics** (see *Appendix C, page 179*). If a riot breaks out the orderlies will immediately leave the room, lock the doors behind them, and not open them until the following morning.

Conclusion

THE PCs DESTROY THE NIMBUS

The characters are able to defeat the nimbus through martial and arcane prowess and with no small amount of collateral damage. They have caused the demise of the patients that comprised the riot of lunatics, and possibly others as well.

If Elys survived the battle she is freed of the creature's influence and is not subjected to the tender care of Dr. Renwick. Administrator Rose and Dr. Renwick are grateful that the creature has been defeated. A successful DC 10 Wisdom (Insight) check suggests that Dr. Renwick is disappointed he's been deprived of a new test subject. The DM should consider if any of the deceased patients have family that could insert themselves into the PCs' lives at a later time.





If Elys also perished, the PCs are relegated to a (short) life as the subjects of Dr. Renwick's experiments. Each is implanted with a *spike* (see *Appendix B, page 138*) and what happens subsequently is at the DM's discretion.

THE PCs LEAD ELYS TO DR. RENWICK

The PCs lead Elys to the treatment room and find the stern woman from their first morning in the room with a device that looks like a highly polished box of dark hardwood with no ornamentation and no apparent means of opening it.

The *juxta personalis* is a handspan tall and deep, and twice that in length. Two copper hilts protrude from the front of the box and a length of thin chain emerges from the opposite side. This chain is connected to a masterly-crafted leather helmet. The interior of the helmet is lined with precisely placed gold runes. As the PCs walk away, the helmet is placed on Elys' head. Read or paraphrase the following:

Elys' limp and docile form settles into the chair. The young woman's head only lifts when the leather restraints raise her downward gaze. If she notices orderlies tightening the leather restraints around her arms and legs, she gives no outward cue. The last restraint fastened, they place a piece of thick leather into her mouth.

Their work completed, the orderlies quickly step away and Dr. Renwick grasps the brass handles of the box. Visible arcs of electricity course from his forearms, to his hands, and into the box. Elys violently arches against the restraints, leather groaning from the strain. As the door is closed you see her body go limp, and the leather bit falls from her mouth.

The PCs have saved Elys' life, but at a cost. The combination of infection by the nimbus

and treatment with the *juxta personalis* have forever changed the young woman. She is all but unrecognizable to her friends and family when discharged. The family may fault Lamp's Light for her condition, but more likely they will blame the PCs. The enmity of the Thieves' Guild will dog the characters until they make restitution or their perceived debt has been fulfilled.

THE PCs ESCAPE THE ASYLUM

Through luck, guile, and stealth, the characters have managed to escape their incarceration in Lamp's Light with their lives and their minds intact.

THE PCs ARE KILLED

If the PCs do not survive their encounters within Lamp's Light their bodies are harvested by the staff and used in future experiments. Whether they are technically alive or not for these endeavors is at the DM's discretion.

THE PCs TAKE THEIR TIME

If the PCs dawdle, either through ill-planned escape attempts or through a general lack of urgency, they awaken after the second night to find themselves once again restrained in their beds.

"Another patient committed suicide last night. Her name was Elys Rhodon. Unlike Thakad, Mary, and Sewyllen, she MATTERED! It breaks my heart that I must tell her father that she died at the hands of fellow patients."

Administrator Rose's demeanor stands in stark contrast to your previous encounters. All traces of kindness and compassion have been replaced with steely ice.

"Your failure is...unacceptable." She turns and walks out of the room, not waiting for a response.



All of the characters should make a DC 10 Wisdom (Perception) roll. On a success, the character hears:

“They’re all yours, Renwick. Do as you wish with their bodies, but their minds must not remain intact.”

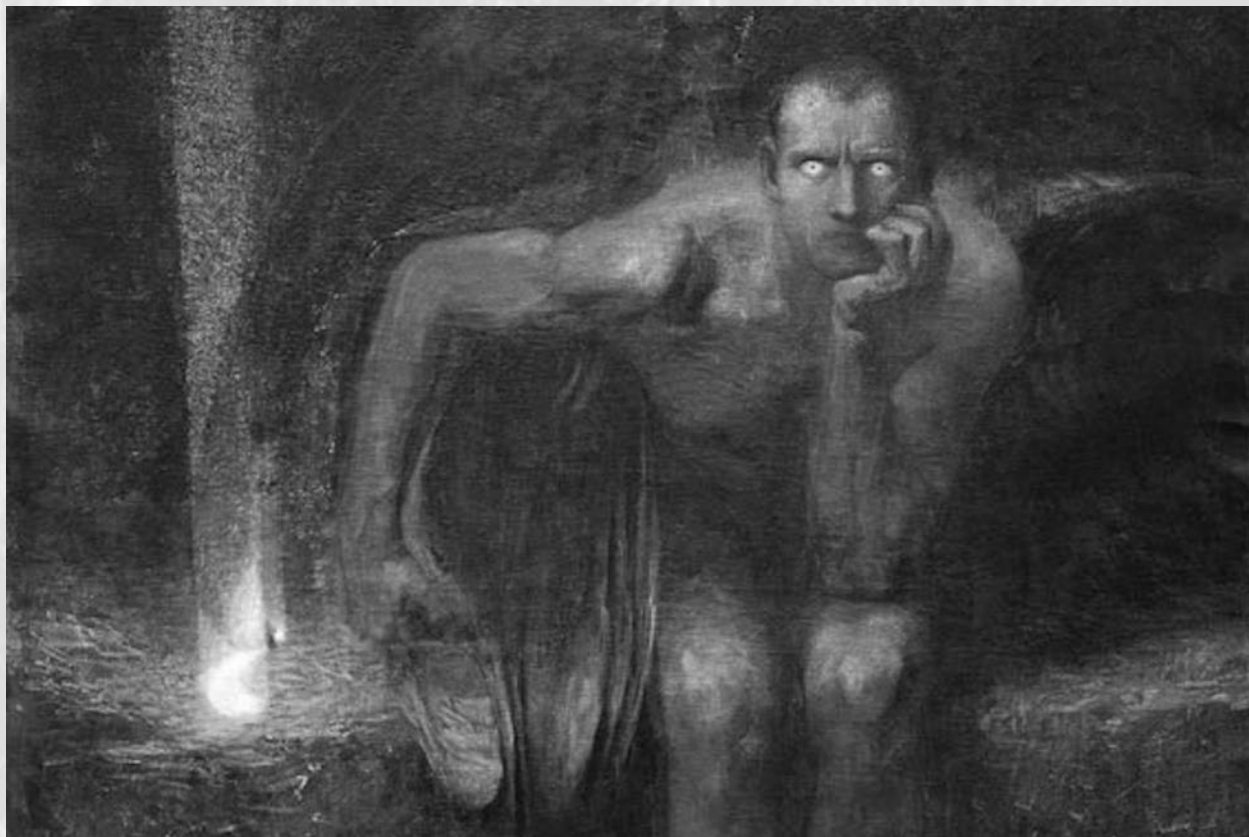




APOTHEOSIS OF NIGHTMARES

A Lamp's Light Sanitarium Horror Adventure for 4 to 6 Characters of Levels 3-5.

by Donathin Frye



*We lift our trembling voices to the Harvest Moon!
We raise up our lidless gaze to the Starless Sky!
Come Lord of Dreams, walk beside us!
Soothe our agony and free our wretched minds.*

*Lord of Dreams!
Show us the truth that lies beyond this world!
Our minds and our bodies are yours;
take them from us!*

*Oh great H'awouahoua, the lurker and the dreamer!
Feast on our madness, devour us whole!
We are nothing. We are nothing. We are nothing.
We are nothing. We are nothing. We are nothing.*



Synopsis

Will the players stop or usher in a great evil on the brink of apotheosis?

An imprisoned devil known as the H'awouahoua ("ha-woo-ah-hoo-ah") has been drawn to the confluence of dissonant minds contained within Lamp's Light. Administrator Rose, at the behest of the terrifying entity, has urged the residents of the facility to record their mad dreams within the pages of a dream journal. Rose believes that the collected journals contain within them the knowledge needed to release the H'awouahoua from its imprisonment on another plane.



seen the characters in her dreams as of late and believes this to be a sign that she needs their help. If the characters are meeting for the first time, it may be that they all find themselves on the same carriage riding to Lamp's Light, so that they have time to introduce themselves to each other.

This adventure provides exciting choices for both altruistic parties and those with a more self-centered and greedy approach to adventuring. In either situation the group becomes the pawns of an entity of great power. A ghastly summoning ritual is being recreated by the wretched minds of the patients at Lamp's Light Sanitarium. Its fate and the fate of the characters are

intertwined to the bitter end.

Administrator Rose has gathered the dream journals of the patients of Lamp's Light in a quest to recreate the ritual that will call forth the H'awouahoua; the devil has promised the shapeshifter posing as Florence Rose immortality in exchange for her service.

The other staff are unaware of Rose's ultimate goal with the journals. They believe that she has the patients' best interests at heart and is exploring new therapies. With the possible exception of Dr. Renwick, there is no

Adventure Hooks

To accomplish her secret goal of summoning the H'awouahoua into the physical world, Rose has offered the player characters a job, with the significant payment of 3,000gp, or a rare magic item, or access to key information that the characters require for an ongoing campaign.

Rose has chosen the characters either because they proved helpful to her during the prior adventure *Tabula Rasa*, or because she has



one at Lamp's Light who would guess that Rose has an ulterior motive for studying the journals.

At the start of the adventure, Rose is still missing the final two passages of the ritual. She believes that the lines have been written, but she has been unable to locate them in her patients' dream journals and believes they may be hidden somewhere on the asylum grounds.

One of the remaining passages can be found somewhere the characters are unlikely to look at first: the passage is written down in the private diary of **Otto Keller** (see *Appendix C, page 158*) the asylum's kindly hunchback janitor and handyman.

The final passage of the Apotheosis of Nightmares exists within the characters' own subconscious minds, and can only be learned through exploring (and surviving) their own devil-plagued nightmares.

Getting Started: Meeting Florence Rose

Regardless of how the meeting comes to pass, whether they were hired to come to Lamp's Light or are patients being offered their freedom, the adventure begins with the characters in the office of **Administrator Florence Rose** (see *Appendix C, page 181*) on the third floor of the sanitarium (area **3D**). Read or paraphrase the following:

A heavy mahogany door with a brass lock, decorative iron bands, and a nameplate on it stands before you. The nameplate reads "Admin. Florence Rose" in flowing copperplate. From somewhere far off, in another wing of the sanitarium, you hear the piercing shriek of one of the patients of Lamp's Light. The scream is prolonged, lasting for five, ten, thirty seconds, before it abruptly ends.

A heartbeat after the wail ends, the door to Administrator Rose's office swings silently open. A waft of dry, odorless air rushes out

of the room. The room is spotlessly clean, with every book, paper, knickknack, and item meticulously placed. Through the doorway, you can see that the focal point of the room is a simple desk of unmistakably high quality, with a chair placed in front of it.

Behind the desk is another chair, and there sits Florence Rose, gesturing for you to enter with a welcoming wave of her hand. Administrator Rose is an attractive, raven-haired young woman with a kind but weary smile, wearing a simple black dress and a name tag matching the nameplate on her door.

"Oh! Thank goodness you're here. I was worried you might have changed your minds. Please, come in. I'm sorry that I do not have chairs for all of you."

During the meeting, Rose is keen to strike a deal with the characters. She claims to be developing a new, non-invasive treatment for the patients of Lamp's Light that encourages creative writing and use of dream journals. She tells the characters that she believes **Mad Jak** (see *Appendix C, page 166*), **Patient 11** (see *Appendix C, page 168*), and **Rolund Hergus** (see *Appendix C, page 154*) may have hidden some of the pages of their journal from her. She feigns concern that they may be victims of staff abuse, and wants to locate any missing pages in hopes of proving her theory one way or the other.

Of course, the truth is that Rose believes the characters themselves are the ones that will unleash her devilish patron from its imprisonment, and her "investigation" is merely a wild goose chase meant to expose them to the H'awouahoua's psychic influence. During the meeting, Rose will offer the following to the characters in an effort to procure their help:

- Payment in the form of their release from Lamp's Light (if they are being held there



as “patients” against their will), 3,000gp, a rare magical item (it could be an item that the characters have been searching for as part of another adventure or campaign), or a glowing recommendation to an organization that the characters require access to.

- Freedom to explore the grounds of Lamp’s Light as they will, with the exception of treatment rooms and locked offices. If pressured by the characters, Rose will claim that those rooms are off limits for legal and liability reasons.
- A free room to stay in at Lamp’s Light should their investigation last a few days. She will admit that it is spartan and used to be a bunk room for some of the sanitarium’s more troubled patients, but she adds that it has been renovated, redecorated, and given soft beds and modest comforts to serve their needs.
- A list of staff that may be helpful with their investigation: the receptionist **Meri** (see *Appendix C, page 162*), the handyman Otto Keller, the groundskeeper **Gneigel** (see *Appendix C, page 148*), and **Dr. Orson Renwick** (see *Appendix C, page 177*).
- Very basic information on any of the staff or patients, avoiding any scandal or inflammatory gossip. For that sort of information, Rose encourages the characters to befriend one of the more talkative staff alienists.

If the characters make a Wisdom (Insight) check against Rose:

- **DC 10:** Rose is being completely earnest with the characters. She is very worried that some of the alienists are mistreating the patients, and she feels a responsibility to protect the well-being of all the souls who stay at the sanitarium. Her nearby contacts (no, she will not give up their names for privacy reasons) recommended the characters

to her; or else if they are patients at Lamp’s Light, they have impressed her enough that she believes she can trust them with this very important task.

- **DC 14:** As above, though Rose isn’t sharing everything she knows.
- **DC 18:** As above, except that Rose appears overly interested in the characters. She stares at them for just a second or two longer than is comfortable.
- **DC 22:** Rose is a liar who is trying to manipulate the characters. But for what reason?

Of course, Administrator Florence Rose is not at all who she claims or appears to be. She is seeking the missing text from dream journals to use in a ritual to summon a devil, H’awouahoua, into the world. It has promised the shapeshifter posing as Rose eternal life and has shown her a vision of the characters in her dreams. She will do anything to achieve immortality, and believes that one of the characters themselves will be instrumental in recovering the necessary ritual to summon the devil.

Because of this, she will insist that the characters sleep in the spare room at Lamp’s Light, so that the H’awouahoua’s nightmarish power will draw out the secrets of their subconsciouses. If the characters try to refuse sleeping in the sanitarium, Rose will grow colder and tell them that if they intend to take her up on her offer, they must stay at Lamp’s Light for legal reasons. If they continue to resist, Rose will seem to give in. However, the first time the characters attempt to leave the sanitarium, she will have 4 **staff alienists** (see *Appendix C, page 144*) and 12 **orderlies** (see *Appendix C, page 173*) attempt to knock them unconscious, strip them of their equipment, restrain them, and admit them as new patients at the sanitarium. The next time the characters meet Rose, all



pretense of kindness is gone and she threatens them: help her with her investigation and be set free with their belongings, or else begin experimental treatments with Dr. Renwick.

Investigating the Patients and Staff of Lamp's Light

After the characters' initial meeting with Administrator Rose, she proves to be rather elusive. Rather than deal directly with the characters and risk outing herself, she assigns the alienist **Agatha** (see *Appendix C*, page 146) to be their guide and manage their needs within the asylum.

Agatha is a cold but properly-dressed elf. Her attitude towards the characters is helpful, but aloof. A tricky DM may have Agatha act suspiciously, even though she is innocent and a good person at heart, just to create an early red herring for the adventure.

Agatha will introduce the characters to anyone they wish to investigate, but will not allow them to enter into locked rooms or treatment rooms. If the characters attempt to act against her, she will alert nearby orderlies of a Code Red situation, and the characters may find themselves new patients of Lamp's Light. Should the characters appear interested in Agatha's hopes and dreams, and her life outside of the



sanitarium, she may slowly warm up to them over the course of the adventure.

Each time a character attempts to befriend Agatha, allow them to make a DC 12 Charisma (either Persuasion or Deception) check. A character that succeeds on three Charisma checks in this way manages to befriend Agatha. She is much more open to a befriended character; a friendly Agatha is happy to gossip about rumors and secret information on any of the patients or staff at the asylum. With another successful Charisma check, she may even be persuaded to allow the characters

into rooms that they are not allowed to enter.

Agatha will encourage the characters to speak directly to the patients, but to be careful of triggering them. Should the characters investigate specific patients, Agatha appears very protective of the patients and helps to guide the conversation to keep the patients from becoming upset enough to hurt themselves or cause a scene. The beginning of the adventure is a great time for the DM to introduce the various patients of Lamp's Light to the characters.

Unfortunately, none of the patients are hiding any pages or dream journals from the staff. The dark truth is that Administrator Rose's hellish patron feeds on the psychic energies of



lunatics, but only the characters' nightmares hold the secrets to the ritual that will summon the H'awouahoua into the world.

Once the characters prove unable to learn anything helpful from the patients, they can be set on the right track to unravel the adventure's mystery when Agatha offers to introduce them to some of the more prominent staff members, or should they ask to visit specific staff. The characters may visit the following staff members to further their investigation:

MERI

Meri can be found in the Parlor (area **1A**).

Meri is very friendly, very chatty, and very willing to do what little she can to help the characters in hopes that Administrator Rose might promote her to a staff alienist position soon. She knows a lot of rumors and ghost stories of the asylum, and is the inventor of some of the more dramatic gossip about some of its residents.

Speaking to Meri provides an opportunity for the DM to introduce a few scary kernels of truth about Lamp's Light, obscured by plenty of false and mistaken rumors. After speaking to her, Agatha will appear annoyed by the girl and tell the characters that, though she is well-intentioned, she lets her imagination run wild.

DR. RENWICK

Dr. Renwick may be found in the Alienist's Office (area **1H**), the Lavatory (area **2B**), Staff Common Room (area **3B**), or the Lab (area **3C**).

Renwick refuses any official meeting with the characters, and so they are forced to catch him unawares if they wish to have a conversation. He will be busy and openly rude to them if they corner him while he is out of his office, but will entertain a very brief conversation about their investigation.

Dr. Renwick believes that Rose's investigation is a waste of time, and that any "tough love" the patients receive at the hands of alienists or orderlies is for their own good. If the characters ask about Rose's experiments with dream journals, Renwick will tell them that her so-called "treatment" is a joke, and that Rose should leave the patients' care to those who are actually qualified.

Should a character succeed on a DC 16 Charisma (Persuasion) check, Renwick may admit to them that he believes Rose to have ulterior motives, and offers a small reward (250gp) should the characters uncover anything of interest about her activities at the asylum.

GNEIGEL

The groundskeeper may be encountered in **Gneigel's Cabin** or tending to the grounds outside of **Lucien's Mausoleum**.

Gneigel will only be found after the characters experience their first nightmare, and should be a very intimidating encounter for them. A living construct, Gneigel's body is well-suited for his work around the grounds of Lamp's Light, but can seem monstrous to those not expecting such a strange groundskeeper. Gneigel refuses to speak except in extreme circumstances, and is generally put off by the characters' presence, but he does know something of use to the characters.

Should the characters mention the dream journals, Gneigel will slowly stretch out one of his limbs to point (through a window if they are inside his cabin) to a nearby gazebo on the grounds. There, sitting on a wooden step, the characters will spy Otto scribbling into his own secret journal. Otto then looks around with a worried expression, doesn't notice the characters, and hides his journal beneath one of the gazebo's loose floorboards.



OTTO KELLER

Otto Keller could be found out in the **Grounds**, in Otto's Office (area **3H**), fixing a broken light in the Main Hallway (area **1B**), or reading fairy-tales to patients in the Cafeteria (area **1G**) while they eat dinner.

Of all the staff the characters speak to, Otto is the most immediately kind and helpful. While he won't spread rumors about the staff or the sanitarium's patients, as that wouldn't be nice, he will reassure the characters that Administrator Rose is one of the kindest people he's ever met. He will also suggest that the characters be careful around Dr. Renwick and some of the orderlies, whom he thinks to be overly mean and outright bullies at times.

When asked about the missing patient journals, Otto will tell the characters that the patient Rolund Hergus knows the other patients better than most of the staff, and that Rolund has been acting strangely lately.

Should the characters ask Otto about his dream journal after having seen him with it in the garden, he'll lie to them and tell them that he never remembers his dreams. If they press him, he'll admit that he was a circus performer when he was a teenager and was bullied and beaten by the other performers because of his appearance; since then, he's stopped dreaming entirely.

If the characters call Otto out on his lie and succeed on a DC 14 Charisma (Persuasion) check, he'll hand over his dream journal to them, but beg them not to tell Administrator Rose that it belongs to him. He's not crazy, he swears, and his heart couldn't bear Rose looking at him like he was just another madman.

Otto's Secret Dream Journal

Otto's dream journal starts ominously and quickly descends into mad repetition. The first page simply reads:

"After all of these years and everything I have seen, why is it now that I have started dreaming again? And my dreams, they are always the same. There I am, back at Horvath's World Famous Show, wearing my monster mask again. Charity is looking pretty and swooning from the top of the tower, as I climb up after her. Like a million times before, I reach the top of the tower and throw her over my shoulder. Below me, through the flames, the faces of the crowd are leering, jeering at me, the circus freak, the monster. I reach for the rope so that I may swing Charity and I to safety for the big finale..."

"But in my dream, there is no rope. Charity screams. The fire's smoke stings my eyes, and the stench of my own burning hair fills my nostril. As the fire engulfs me and darling Charity, my only friend, I can hear the excited whooping and hollering of the paying customers below. They are all chanting the same words, again and again, and when I wake from the dream in a cold sweat — I can still hear those words ringing in my ears. I can hear them now, even now, as I write in this journal."

The rest of Otto's journal simply repeats the same phrases again and again, scrawled vertically and horizontally, in the corners of pages, stretched across multiple pages, in every maddening configuration imaginable. The phrases are what the crowd chants at him in his dream, and they are also the passages of the summoning ritual for the H'awouahoua. Otto's dreams began the same night as the characters' first dream, and whichever passage was most recently added to his journal mirrors the passage the characters learned in their most recent dream.



Important Events at the Asylum

Apotheosis of Nightmares is meant to be a slow-paced adventure that uses dread and tension to build to scary moments, then relaxes its tension, only so that it may build up to its next, even scarier, moment. For this reason, the characters need not be exposed to all of the secrets of Lamp's Light immediately, and should instead learn about the corrupt institution over the course of several days.

From the first day of the characters' investigation until the night of H'awouahoua's summoning, a series of loosely connected events at Lamp's Light show how the characters' choices help or harm the residents of the asylum.

FIRST DAY

On the **First Day** of the investigation, Rolund Hergus holds court in the Common Room (area **1L**) after dinner. Many of the patients (Rolund calls them his subjects) pay him respect by laying gifts of trash and meaningless trinkets at the foot of his padded chair.

All of the named patient NPCs are present for the court, as are a number of watchful orderlies and the handyman, Otto Keller. Otto is kindly reading the fairy tale book *Sleeping Beauty* to a catatonic Patient 11, who stares back at him with a vacant expression.

Should the characters ask anyone present about the dream journals, they will get the attention of Mad Jak. Before they leave, a very drunken Mad Jak will attempt to grab one of the characters and ask them to share a sip from his whiskey flask. If they partake, he will whisper to them that they should investigate the groundskeeper Gneigel, claiming that the monster knows more than he lets on.

SECOND DAY

On the **Second Day** of the investigation, before dinner, a staff alienist and two orderlies try to discharge Mad Jak from the asylum, claiming that he's not taking his treatment seriously by sneaking in whiskey. Mad Jak begins to scream, terrified of being set free, begging for the staff to give him one more chance to sober up. When the alienist refuses Mad Jak, he will break a hidden bottle against the wall and use the shards to cut his own throat.

If the characters get involved and save his life, he weakly mumbles, again and again, some of the words from H'awouahoua's summoning ritual. The characters may hear him whisper, "*Soothe our agony and free our wretched minds*", again and again. Mad Jak then passes out and is dragged away to the sanitarium's treatment wing.

THIRD DAY

On the **Third Day** of the investigation, late at night, the characters may hear a series of loud noises that lead them to Administrator Rose's Office (area **3D**). There, they will catch Otto Keller red-handed; Otto has broken into Rose's office because he believes she is somehow behind his recurring nightmare, and that some dark power may have a hold on Lamp's Light. When the characters find him, he is shredding spell scrolls containing necromantic spells; the spell scrolls are disguised as patient files, however, and Otto is burning them in a trashcan.

Otto does not trust the characters, even if he did previously: they are agents of Administrator Rose, and he's discovered that Rose has an interest in evil magics. As soon as he sees the characters, he burns the remainder of the spell scrolls and threatens them with his heavy wrench, telling them to get out. The characters may scare Otto out of the office with a DC 16



Charisma (Intimidation) check. Otherwise, he will attack the characters if they refuse to leave.

If the characters try to talk Otto down and earn back his trust, they may do so with continued effort by making two DC 12 Charisma (Persuasion or Deception) checks. Should either check fail, Otto will attack or try to escape. If the characters are able to gain his trust, he will share his suspicions with them, but admit that beyond the spell scrolls, he has yet to find any damning evidence. He enlists the characters to help him, if they seem willing.

FOURTH DAY

On the **Fourth Day** of the investigation, first thing in the morning, Administrator Rose summons the characters to her office. She is livid about the break-in and asks if they know

anything about it. Should a character lie to her to cover up Otto's involvement, they must make a DC 15 Charisma (Deception) check. Regardless of the results of the conversation, Rose appears to calm down after a time, and claims that she's just glad that no one was hurt, before releasing the characters to continue their investigation.

That night, after dinner, Rolund Hergus holds court in the Common Room again. Otto Keller is there, reading *Sleeping Beauty* once again to a catatonic Patient 11.

Should the characters have told Administrator Rose about Otto's break-in, or should they have failed their Charisma check to cover up Otto's involvement, Administrator Rose will have "programmed" Patient 11 to murder Otto. In the middle of Otto's story, Patient 11 will suddenly snap out of his trance-



like state, produce a shiv from under his sleeve, and attempt to murder Otto in the middle of the room. This causes the lunatics to riot. While four orderlies attempt to subdue the **riot of lunatics** (see *Appendix C, page 179*), Otto is surprised by Patient 11 for one round before he is able to defend himself.

Even should the characters intervene on behalf of the orderlies, the lunatics, Otto, or even Patient 11, it is likely that people will die as a result of the sudden violence. When the event ends, all patients are locked in their rooms, and Administrator Rose herself will ask the characters to retire for the night until the mess can be sorted out in the morning.

FIFTH DAY

On the **Fifth Day** of the investigation, the asylum is unusually subdued and quiet. The characters may begin to hear eerie whispers and see shadows crawling across the corners of rooms, but none of the other patients or staff seem to hear or see such things.

Should Otto Keller have been attacked the night before and survived, he goes missing from the asylum. His dream journal is missing from its secret hiding place beneath the gazebo, too. No one saw Otto leave, though Administrator Rose will tell the characters that he resigned from his duties due to the high stress nature of the job. If they ask for proof, she will produce a letter signed by Otto that claims as much. A successful DC 15 Intelligence (Investigation) check reveals that the letter's handwriting matches Florence Rose's own handwriting. She will, of course, deny any such accusation.

Conjuring Nightmares

Whether the characters sleep at Lamp's Light Sanitarium or elsewhere, the psychic corruption of the H'awouahoua begins to haunt them while they sleep. When the characters take a

long rest, they make a Charisma saving throw. The character or characters with the lowest result experience a nightmare. Alternatively, for a faster adventure, you may force each character that does not succeed on a DC 8 Charisma saving throw to experience a nightmare.

Each of the NPCs in the nightmare is actually a **sleeping phantasm** (see *Appendix C, page 184*) that will attempt to kill the character if the phantasm is attacked. Should a character refuse to accept the reality of a nightmare, or attempt to wake up prematurely, they have a 50% chance of drawing the attention of a **peeper** (see *Appendix C, page 175*) that will relentlessly hunt them until the nightmare ends.

You may use the **Table of Nightmares** below to improvise a nightmare with the afflicted character. Roll 1d10 to determine the dream's mood, and then again for the dream's location and an important NPC that will accompany the character during the dream. With each roll, ask the character's player to describe how they interpret the specifics of the result.

As the dream sequence continues, roll 1d10 to determine a plot twist near the beginning of the sequence, and then again near the end of the sequence. Do not share the results of this roll with the player; instead, introduce the twist in a surprising way to change the tone and direction of the nightmare.

The secret of conjuring a harrowing nightmare is to first introduce set pieces and elements that are familiar and mundane to the characters, like a hobby or a seemingly normal conversation with a loved one, and then slowly introduce elements that do not make sense: walls that breathe, shadows that seem to dance whenever the character does not look directly at them, and so on. Use this balance of the normal and the surreal, along with the random plot twists from the table below, to slowly increase the tension until the nightmare reaches a horrifying conclusion of your — and the player's — design.



The Table of Nightmares

DIO	DREAM'S MOOD	DREAM'S LOCATION	IMPORTANT NPC	PLOT TWIST
1	<i>Tragic</i>	<i>The character's childhood home</i>	<i>A parental figure</i>	<i>The shadows are hungry</i>
2	<i>Romantic</i>	<i>The place where the character first encountered violence</i>	<i>A close friend or sibling</i>	<i>The character is being followed by the devil H'awouahoua in the guise of a faceless man wearing a fedora and a black & white pinstripe suit</i>
3	<i>Post-Apocalyptic</i>	<i>Lamp's Light Sanitarium</i>	<i>A personal nemesis</i>	<i>The character can fly, but cannot control how high</i>
4	<i>Mysterious</i>	<i>A battlefield</i>	<i>A personal hero</i>	<i>The important NPC is dying</i>
5	<i>Comedic</i>	<i>A graveyard</i>	<i>An eerie stranger</i>	<i>The important NPC and the character are inmates at Lamp's Light Sanitarium</i>
6	<i>Horrific</i>	<i>The character's interpretation of Hell</i>	<i>A deity</i>	<i>Zombies arrive</i>
7	<i>Bizarre</i>	<i>The character's interpretation of Heaven</i>	<i>A present or past significant other</i>	<i>The character is pregnant and will soon give birth to something unexpected</i>
8	<i>Paranoid</i>	<i>Out at sea</i>	<i>One of the patients at Lamp's Light Sanitarium</i>	<i>All of the other NPCs are secretly members of a death cult</i>
9	<i>Epic</i>	<i>A busy tavern</i>	<i>Dr. Renwick</i>	<i>The important NPC is possessed by a demon</i>
10	<i>Happy</i>	<i>A moonlit garden</i>	<i>Otto Keller</i>	<i>Another player character enters the dream, and both of them recall it when they wake up</i>

When the nightmare ends, any characters that experienced it must make a Sanity check, and then succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion. If a character fails their Sanity check, the final moments of their nightmare reveal to them a *terrible truth*.

In the context of the adventure *Apotheosis of Nightmares*, the revelation is either the first

or second passage of the summoning ritual that will bring H'awouahoua into the physical realm. The morning after the nightmare's revelation, Otto Keller cannot get the passage out of his own thoughts, and he adds it to his own secret journal. Neither the characters nor Otto know the true nature and meaning of the ritual, or of the passages that plague their dreams.



THE FIRST PASSAGE

*We lift our trembling voices to the Harvest Moon!
We raise up our lidless gaze to the Starless Sky!
Come Lord of Dreams, walk beside us!
Soothe our agony and free our wretched minds.*

THE SECOND PASSAGE

*Lord of Dreams!
Show us the truth that lies beyond this world!
Our minds and our bodies are yours;
take them from us!*

Rise, H'awouahoua!

Once the characters have learned the first two passages of the H'awouahoua's summoning ritual from their nightmares, the harrowing conclusion to the adventure can occur as early as the following night. If the DM believes the characters or story would benefit from spending a few extra days at Lamp's Light Sanitarium first, they should continue to plague the characters with increasingly violent nightmares that repeat the first two passages of the ritual.

When it is time to summon the H'awouahoua, all of the characters must be sleeping at the same time. Should they try to avoid the entire party sleeping at the same time, a supernatural tiredness comes over them that causes them all to fall asleep. The characters experience one last dream per the *Table of Nightmares*, but this time they all experience the same dream at the same time. At the end of the dream, the final passage of the summoning ritual is revealed:

THE FINAL PASSAGE

*Oh great H'awouahoua, the lurker and the dreamer!
Feast on our madness, devour us whole!
We are nothing. We are nothing. We are nothing.
We are nothing. We are nothing. We are nothing.*

When the nightmare is over, please read or paraphrase the following passage:

You open your eyes to find yourselves in the gardens just outside of Lamp's Light. You're standing beneath the laced awning of the gazebo. It's a dark, dark night, with only a blood red Harvest Moon and the dim light of flickering candles to illuminate the shadows. A few inches of slow, rolling fog creep over the ground beyond the gazebo, smothering the grass and the flowers.

You cannot remember how you came to this place, but you are all here together. Each of you holds a candle in front of you, and you are all wearing baggy brown robes over your other equipment. You stand with your companions in a circle around a large five-pointed star smeared onto the gazebo's wooden floorboards with messy streaks of white paint.

And you're not alone, either. Administrator Rose stands in the circle with you, wearing white robes and holding a wicked-looking iron dagger in one hand. She looks down at a figure bound with rope in the center of the circle, on their knees and with a burlap sack over their head. Rose begins to step towards the figure, and as she does, her shadow dances along the gazebo's ceiling with a mad life of its own. Florence Rose begins to chant:

"We lift our trembling voices to the Harvest Moon!

"We raise our lidless gaze to the Starless Sky!

"Come Lord of Dreams, walk beside us!

"Soothe our agony and free our wretched minds.

"Lord of Dreams!

"Show us the truth that lies beyond this world!

"Our minds and our bodies are yours;

"Take them from us!





"Oh great H'awouahoua, the lurker and the dreamer!

"Feast on our madness, devour us whole!

"We are nothing. We are nothing. We are nothing.

"We are nothing. We are nothing. We are nothing."

As Rose finishes her chant, she pulls the burlap sack off of the captured figure, revealing the identity of Rose's chosen sacrificial victim. If the characters revealed Otto's break-in to Rose, either on purpose or accidentally, Otto Keller is the intended sacrifice as long as he is still alive. Otherwise, the would-be sacrifice is Agatha if the characters managed to befriend her, or Mad Jak, or Patient 11 if Mad Jak is dead. No matter who the sacrifice is, they are revealed to have been badly beaten, and currently only have 10 hit points.

As the characters attempt to act, they must each make a decision. Reveal to them that they each feel a dark purpose in their hearts: a dark entity known as "the H'awouahoua" promises to reward them with eternal life if they allow the captive to be sacrificed while they chant the words, "*We are nothing!*" again and again.

However, at least some of the characters are likely to try to interfere with the sacrifice, triggering a combat encounter with Administrator Rose, who will attempt to finish the summoning ritual by murdering the captive with her magical +1 dagger (+6 to hit, 1d4+3 piercing damage). Rose has advantage on her attacks against the target while they are still bound, and a character may use their action to free the bound victim with a successful DC 14 Strength (Athletics) check. Rose then turns to attack any of the characters who interfered with the ritual.

If the intended sacrificial victim is freed:





- MAD JAK flees to hide in the nearby gardens until he knows it is safe to come out.
- OTTO KELLER will stay and fight Rose and the H'awouahoua, even if the characters tell him to run away.
- AGATHA will stay and fight, but will also flee if the characters tell her to run away.
- PATIENT II will use a hidden shiv to slit his own throat and complete the summoning ritual. Just before he dies, he snaps out of his catatonic state and gurgles the words, "*We are nothing!*" into the night.

The H'awouahoua (see *Appendix C, page 152*) is summoned when a character is killed in the gazebo. Should the characters reduce Administrator Rose to 0 hit points without specifying a non-lethal blow, her blood spills onto the floorboards and summons the devil. If the H'awouahoua is summoned, please read or paraphrase the following:

As blood mixes with the white paint of the five-pointed star, the roof of the gazebo is ripped from its support beams and levitates several feet in the air above, as though held by a massive invisible hand. Suddenly, the roof is thrown a hundred feet across the garden, where it explodes in a shower of splintering wood as it slams into the ground.

The eerie light of the moon shines down on you from above, and its color begins to bleed across the gazebo, the fog, the dirt, and everything. Everything that you can see turns red under the Harvest Moon's terrible eye.

And it's then that you see the H'awouahoua rise from the mist just beyond the gazebo. It is a maddening devil the size of an ogre, with a bony torso like the plastron of a turtle, the tail of a scorpion, one leg from a donkey, another leg like a panther's, the claw of a giant lobster where a right hand should be, and its left hand is humanoid, but furry and grotesque. Beneath

horns like a mountain goat's, it has long, dangling hair made of writhing snakes that half-cover its ape-like face.

As you stare at this creature from the abyss, the H'awouahoua stares back at you with baleful eyes of blazing hellfire. And then it begins to jerk forward, walking upon its amalgam of appendages with a horrifying efficiency.

The H'awouahoua will attempt to drive everyone nearby insane, even its followers, as it feeds off of their psychic energies. However, it will not attack Rose or any characters who chose to participate in the ritual rather than try to stop it, unless they attack the H'awouahoua first.

Facing Administrator Rose and then the H'awouahoua is a very deadly encounter, likely to result in characters dying or going insane. Should the characters prove unable to defeat the H'awouahoua, the DM may allow surviving characters to run away from the asylum, but not without a terrible cost to the patients and staff of Lamp's Light Sanitarium.

Conclusion

THE CHARACTERS STOP THE H'AWOUAHOVA FROM RISING

If the characters defeat the H'awouahoua, it is engulfed and devoured by the fog from which it came. It returns to its shadowy netherworld, and the Harvest Moon's color turns from red to white. However, the entire scandalous affair becomes a big problem for Dr. Renwick come morning. He asks the characters to leave the asylum and never return, and offers them a bargain: if they agree to keep quiet about Administrator Rose's bloody hobby, he will give them the payment Administrator Rose promised them, and allow them to take one of the patients or staff with them.



If Otto survives the adventure without being reduced to 0 Sanity, he is haunted by what he's experienced, but not entirely broken. He will thank the characters and tell them his full story if they are interested. Otto will then decide to stay behind to make sure the H'awouahoua does not return to the asylum. Now that Rose is gone, Dr. Renwick offers Otto the newly vacant position of Head Administrator; Otto accepts and proves to be a very kind and capable ally to the patients of Lamp's Light.

If the would-be sacrificial victim was Agatha and she survives, she suffers a psychotic break after the H'awouahoua is defeated. She becomes a patient of Lamp's Light and must be heavily medicated so that she is able to sleep at night. If the characters bring Agatha with them away from the asylum, she is incapable of caring for herself and will likely die from exhaustion and malnourishment without hospitalization.

If the would-be sacrificial victim was Mad Jak, he gives up drinking alcohol and asks to join the characters as an adventurer. He isn't much of a fighter, but often comes in handy in social situations. Should one of the characters, whom he idolizes as his heroes, ever die or suffer a major injury, Mad Jak will fall off the wagon and begin drinking again. Once he does, he loses 1d4 Sanity per week of alcohol abuse. When Mad Jak reaches 0 Sanity, he will hang himself in the middle of the night, leaving a suicide note for the characters apologizing for being a failure.

It is possible for the characters to stop Rose from being able to summon the H'awouahoua entirely, with quick thinking and some good fortune. In this case, the rescued captive does not go insane over time, and is able to lead a happy and productive life.

THE CHARACTERS FLEE THE H'AWOUAHOUA

Should the characters escape Lamp's Light after the H'awouahoua is summoned into the world, it will feed on the patients and staff of the asylum until they all go mad and die. The devil cannot leave the asylum, so Florence Rose or any other staff that it is able to sway with its promise of eternal life will begin to attract new patients to the sanitarium to feed their new master.

The characters may be able to grow stronger, better prepare, gather help, and return to defeat the devil, but it will prove significantly more difficult, as the creature will have surrounded itself with loyal servants to help protect it.

THE CHARACTERS DIE... OR DO THEY?

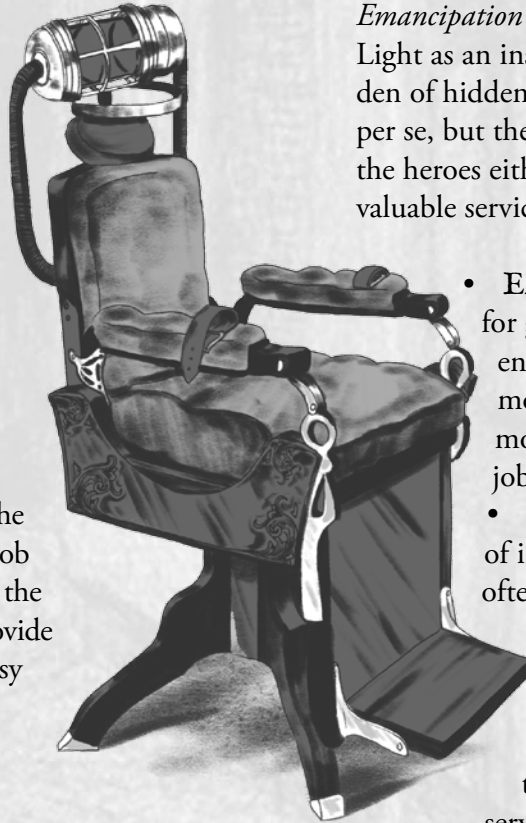
Should the final encounter result in the deaths of the characters, the DM may instead choose to have each of them experience another dream from the *Table of Nightmares*. After the nightmare, the characters then experience the events of Rise, H'awouahoua again, as though they had never happened. Of course, the characters remember each of their previous failures to stop the summoning of H'awouahoua with vivid and haunting detail.



EMANCIPATION

Synopsis

Dr. Renwick's early experiments often include "acceptable losses" and "temporary setbacks". The *revelans malum* is no exception. The patriarch of an important merchant family has been scheduled for treatment with the *revelans malum*, and to give his patient the best opportunity for survival he has enlisted the aid of the heroes. Their job is simple: stand guard in the treatment room, and provide protection as needed. Easy money for less than an hour's work.



Skeletons (not that kind)

EMANCIPATION is an adventure skeleton intended to provide a loose framework to quickly build a series of encounters. You'll need a handful of index cards for the NPCs, encounters, items, and talking points. Add the maps for the 1st and 2nd floor and you are good to go.

This method relies heavily on improvisation and flexibility from both the GM and the players, but can result in some of the most memorable sessions you'll ever have. For more details on using index cards is session prep be sure to look up *Sly Flourish* (aka Mike Shea).

Adventure Hooks

Unlike most of the encounters in this book, *Emancipation* offers a way to introduce Lamp's Light as an institution of healing rather than a den of hidden evil. The staff aren't benevolent, per se, but they aren't actively trying to harm the heroes either, and as presented they offer a valuable service to their patrons.

- **EASY GOLD.** The characters are hired for guard duty. The patient has many enemies, who would like nothing more than to attack him while he's most vulnerable. A quick and easy job.
- **SUPPORT.** When treating patients of importance, Administrator Rose often calls in the services of a healer to ensure that unforeseen complications are handled. Renwick has been unable to secure a healer from the local temples, and recruits the heroes to serve the role.
- **A CONNECTION.** The patient is a figure from the adventurers' past, and they are called upon to support them in their time of need.

Scene 1. The Job

The heroes are called into the sanitarium, greeted warmly by **Meri** (see *Appendix C*, page 162), and asked to wait for **Dr. Renwick** (see *Appendix C*, page 177) to finish with a patient.

Dr. Renwick tells the heroes that he wishes to hire them to protect his patient, and to provide minor healing should it be needed. He does not



lie, but is obviously hiding something (notably the potential aftereffects of treatment).

Renwick offers “the gratitude and support of Lamp’s Light Sanitarium” to the heroes as payment. If that’s not sufficient he will grudgingly resort to payment with gold.

Scene 2. Lamp’s Light

The heroes are given time to explore the first floor, meet some patients, and do some snooping. The staff, orderlies, and alienists are friendly, know that Renwick has hired the PCs, and may have details on the patient and the treatment.

Scene 3. Treatment

The PCs are led to the treatment room (area **2M**). Renwick straps the patient into the device, locks them in the treatment room, and activates the *revelans malum* (see *Appendix B*, page 143) from the safety of room **2L**.

The grisly treatment occurs, and the heroes are called upon to provide on-the-spot healing at the end of each round. It’s clear that without healing the patient will not survive the full course of treatment.

Scene 4. Emancipation

The treatment successfully draws the insanity from the patient, and in doing so summons forth a demon that the heroes must dispatch. The demon is of an appropriate CR to be tough for the party. Only after the demon is defeated will Renwick open the door.

Scene 5. Aftermath

THE PATIENT DIES

Dr. Renwick opens the door, and in a fit of cataleptic rage ushers the PCs off the premises with a stream of profanity the likes of which they have never heard. He refuses to answer any questions, and if the heroes do not comply a seemingly endless supply of orderlies force the issue.

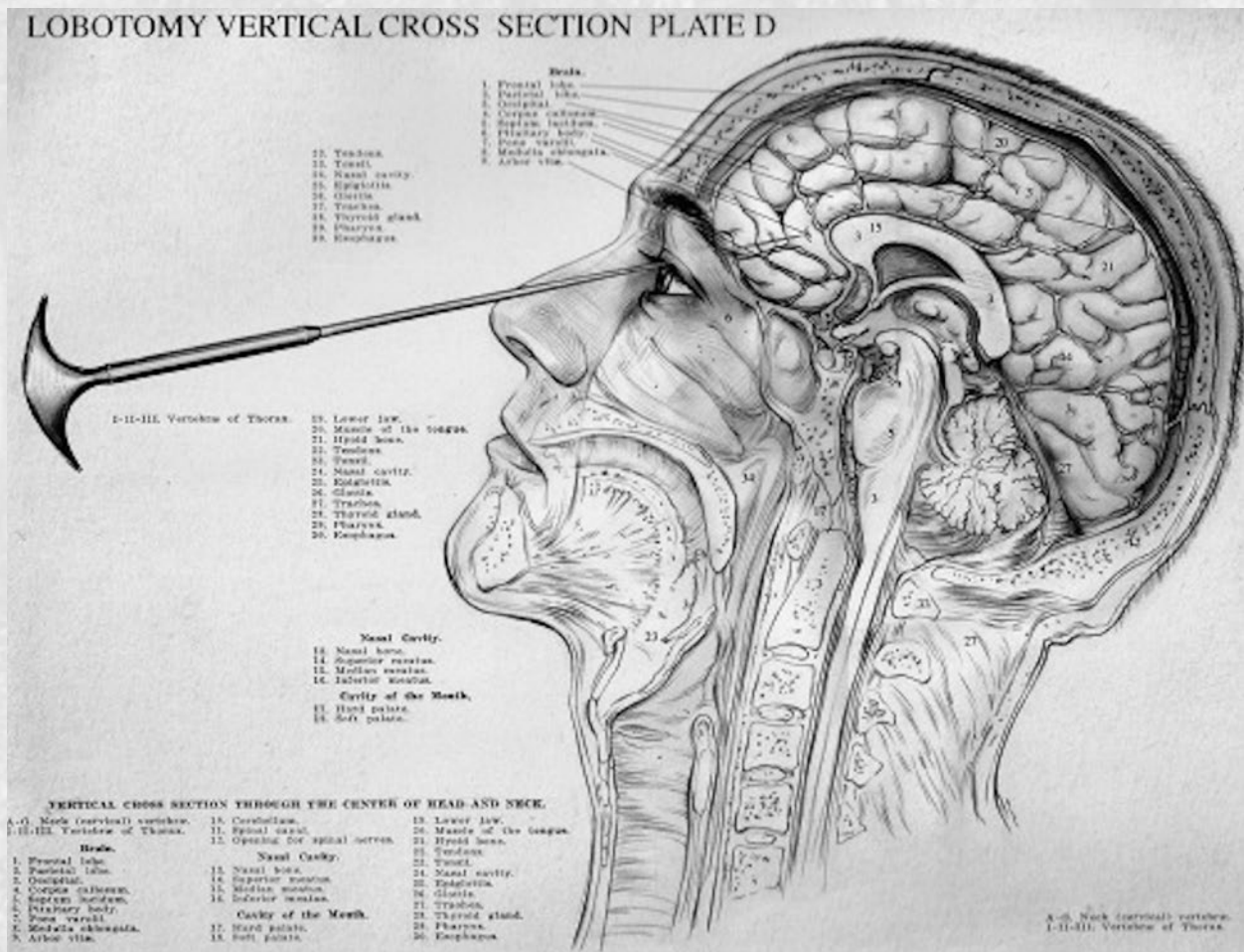
What they later learn is that Dr. Renwick has convinced the patient’s powerful family that their beloved was killed as a result of the malevolent actions of the PCs, and despite his best efforts he was unable to save them. The facility’s reputation has been saved, and the PCs have a politically powerful enemy that they are unaware of.

THE PATIENT LIVES

A pleased Renwick releases his charge, leads the heroes from the sanitarium, and fulfills his end of the bargain. The heroes have allied themselves, intentionally or not, with the sanitarium. Did they glimpse anything untoward while in the sanitarium? Will Renwick call on them again, now that they’ve earned his grudging respect?



A FRIEND IN NEED



What's a Story Arc?

A story arc is an enhanced adventure book. It provides background material, the first scene, and a handful of leading questions. The rest is up to you and your players.

Synopsis

Lamp's Light's reputation as a place of healing attracts all manner of visitors and patients. A figure from the characters' past, a loved one or an ally from their previous exploits, has been

brought to the facility for treatment. Their compatriot has become afflicted with what appears to be a *feeblemind* spell. The details of how they came to be ensorcelled have not come to light and the local priesthood has been unable to help. Lamp's Light is their last and best chance for recovery.

That was two weeks past, and word of their friend's affliction has finally reached the ears of the party. With the tragic news is a request from her family for their support in investigating the series of events that led to their friend's condition, with the hope that additional information will help free her of this horrific



malady. Their friend's condition has deteriorated further while the heroes were in route, and the alienists at Lamp's Light recommend an experimental treatment as the only recourse.

The PCs' ally has seen something they were not meant to see, and has paid the price for it. What knowledge is locked away in their addled mind that is so critical as to warrant such an extreme response? Who did this to your friend — and, almost as crucial, how? Will the knowledge be lost forever after treatment at Lamp's Light? Will she be lost as well?

Getting Started

Shortly after entering the facility and identifying yourselves, you are greeted by a young half-elf in a white uniform. "You must be friends of [insert the ally's name]. I'm Halwin, the alienist overseeing [insert name]'s condition. I regret that I must tell you that they've deteriorated despite our best efforts. I'd like to take you to them now. Sometimes a familiar face can make a difference."

Halwin leads you through a heavy door, down a secluded hallway to a simple wooden door with a heavy iron latch. She notices your lingering gaze on the latch — "Just for their safety". Without another word she opens the door and you see a figure bound to the lone bed. Your friend is barely recognizable. Their arms and face are covered in self-inflicted scratch marks, there are bloody bald spots from hair being torn out, and most unsettling is their drool-covered face, lacking any signs of intelligence.

The PCs should be given an opportunity to interact with their friend. Extraordinary roleplaying and exceptional skill checks elicit brief periods of near-lucidity. During these periods the characters' attempts to communicate with their

ally result in bits and pieces of seemingly coherent information. When the PCs have been suitably informed, their friend's condition visibly and quickly deteriorates. That is when Halwin (see **staff alienist**, *Appendix C*, page 144) steps in.

Looking down at her patient, Halwin turns to you and says, "And this is one of the better days. I think that's enough." The alienist ushers you out of the room, and once everyone is in the hallway latches the door again without a word.

The heroes' friend is scheduled for a session with the *cerebri mimos* (see *Appendix B*, page 138) tomorrow morning, a fact that they can learn by coercing it from Halwin via direct questioning (DC 12 Charisma [Persuasion or Intimidation]). Halwin will provide some details as to the nature of the treatment, and if pressed is willing to postpone treatment for a few days while the PCs investigate the cause and look for another cure.

Possibilities to Consider

- **Dr. Renwick** (see *Appendix C*, page 177) and **Administrator Rose** (see *Appendix C*, page 181) have their claws in illicit activities throughout the city. Rose is better at hiding her involvement, and will do anything to divert attention from herself and the facility.
- The staff of Lamp's Light do not know what's hidden away in the damaged mind of the patient, and several different parties may assume that the lost knowledge pertains to them.
- Dr. Renwick is intensely interested in any process or effect that can permanently remove knowledge from a mind.
- This may have nothing whatsoever to do with the sanitarium, and introduces Dr. Renwick as a brilliant and eccentric scientist.



BABY JAYNE



Synopsis

The patients of Lamp's Light have a tendency to form riotous mobs periodically. In most instances the impetus for the occurrence can be traced back to some source, be it a full moon, a perceived slight, or a malicious orderly. Truth be told, Dr. Renwick and Administrator Rose barely register the occurrences. Until now.

There have been three riots in the previous two weeks. The violent swarms of patients have resulted in casualties among the staff, and two fatalities among the patients. The patients, Montegue Hayne and Walter Tumblety, have family that will miss them, and Administrator Rose has requested the services of discreet

individuals to learn the origins of the recent increase in riots, and to "resolve the situation".

A week before the trilogy of riots a young woman was brought to Lamp's Light, her care paid for by a stipend from an anonymous benefactor. The patient, known as Baby Jayne, in reference to the porcelain doll she carries with her at all times, is always near the swarms, but never a part of them, nor is she targeted by them.

Getting Started

The heroes' presence is requested at Lamp's Light. This is, in and of itself, notable, and a perfect chance for them to ingratiate themselves



with the ruling elite of the city, while banking some coin in the process.

A striking young woman greets you with a smile, and motions for you to sit in the proffered chairs.

Administrator Rose (see *Appendix C, page 181*) has the following information:

- The two men who have died, Montegue Hayne and Walter Tumblety, come from merchant families of moderate means.
- The three incidents (she refuses to use the word riots) began a fortnight ago. Each has been more violent than the last.
- **Dr. Borden** (see *Appendix C, page 146*) was treating both victims since they came to Lamp's Light a month ago. In fact, Dr. Borden has been taking the lion's share of new charges since that time.

Possibilities to Consider

- The entity within the doll knows what Administrator Rose really is.
- **Nyfuir** (see *Appendix C, page 171*) sees the doll as a surrogate for her lost patron. Alternatively, she sees it as a reminder of her failings, lost power, and the atrocities she's committed.
- **Dr. Hahn** (see *Appendix C, page 150*) and Dr. Borden have opposite views on the cause of the riots, and once that's been identified will also disagree on the steps required to resolve the situation.

Baby Jayne

Wondrous item, unique (requires attunement)

The porcelain doll known as Baby Jayne is an exquisitely crafted toy. The doll stands two handspans tall, has gleaming patent leather buckled shoes, is clothed in a spotless black silk dress trimmed in white lace, and topped with a glorious head of golden hair held back by an ebony silk ribbon. Despite the care and beauty of the figure, those in its presence are invariably unsettled by it.

Contained within Baby Jayne is a shard of a demonic fiend whose only purpose is to protect its owner. Each doll has unique powers based on the entity trapped within. Baby Jayne has 10 charges and the possessing entity determines what action to take, if any. The doll may expend one or more of its charges to cast the following spells (spell save DC 15): *fear* (3 charges), *sanctuary* (1 charge) or *silence* (2 charges).

Incite Riot. By expending 5 charges the doll emits a dissonant psychic laugh. All creatures within 30 feet must succeed on a DC 14 Sanity check or be compelled to form a **riot of lunatics** (see *Appendix C, page 179*). If the target of the effect is suffering a bout of madness the check is made with disadvantage.

APPENDIX A: OPTIONAL SANITY RULES

“If you gaze long enough into an abyss, the abyss will gaze back into you.”

—Nietzsche



THE SANITY AND MADNESS RULES presented here are meant to enhance role-playing, create challenges for the players, and bring more color to the character. They are not intended as an inexorable march to retirement and/or death. There are other games for that; and if you have the opportunity I highly recommend playing one sometime. You may be surprised at how fun they can be.

The characters in the 5th edition of the world's most famous RPG are, above all else, exceptional. They are not regular folks thrust into extraordinary circumstances by chance. They are capable of winning virtually any fight, overcoming epic challenges, and creating miracles. These rules keep that spirit in mind. As always, adjust as needed to accommodate your players, your campaign, and your style of running the game.

THE DESCENT INTO MADNESS

Characters may begin their careers with certain quirks, eccentricities, or foibles but none can be said to be insane. That comes later. Each encounter with an undead horde, gargantuan wyrm, or overwhelmingly powerful aberration leaves its mark upon their psyche. Taken singly their heroic nature allows them to continue to live a life of adventure, fight the good fight, and maintain some semblance of normalcy. The indelible mark on their psyche, however, can never quite be removed.

Sanity Score

Your character's Sanity score is equal to her Charisma score plus her Wisdom modifier. The maximum Sanity score a character can achieve is 25. The character's maximum Sanity and her current Sanity should be recorded separately. The character's Sanity can change based on Sanity checks. In most cases, the character can recover lost Sanity through either magic or the expenditure of downtime days. The character's Sanity score cannot exceed her maximum as determined by her Charisma and Wisdom scores.

- Sanity Score = Charisma score plus Wisdom modifier (Max = 25)
- Your max Sanity score changes as your ability scores change
- The character should record their current Sanity and max Sanity
- Your Sanity score uses the same modifier scale as all other ability scores.

Ability Scores & Modifiers

ABILITY	MODIFIER	ABILITY	MODIFIER
1	-5	14-15	+2
2-3	-4	16-17	+3
4-5	-3	18-19	+4
6-7	-2	20-21	+5
8-9	-1	22-23	+6
10-11	+0	24-25	+7
12-13	+1		



Sanity Checks

To make a Sanity check roll a d20 and apply your **current** (not maximum) Sanity score modifier. If the roll is equal to or higher than the DC the character succeeds the check and is able to maintain her mental coherence. If the roll is less than the DC she fails the check. With a failed check she loses a portion of her Sanity and rolls on the madness table. Any madness that a character develops is transient unless otherwise noted. A roll of a natural 1 is considered a fumble and always fails. A specific encounter and/or named NPC/creature can only incite a single Sanity check.

Failed Sanity Checks

A failed Sanity check has two results. The first is that the character's grasp on reality begins to slip and she loses a portion of her Sanity. Consequently, the character suffers a (usually) transient form of insanity as her mind struggles to process the situation. If a character must make more than one Sanity check, each check is handled independently and the effects are additive. If the character fumbles her Sanity check roll, i.e. rolls a natural 1, she automatically fails the check and the amount of Sanity lost is doubled.

Losing Sanity

After failing a Sanity check the player must roll 1d4. The result of that roll is the amount of Sanity that the character loses.

FOR EXAMPLE, *Arkhos has a Charisma of 16 and a Wisdom of 8. His Sanity score is 15 (Charisma score plus his Wisdom modifier of -1) and his modifier is +2. He has to make a Sanity check upon facing an unspeakable horror. The DC for the check is 18. Arkhos rolls a 12, adds his modifier of +2, and has a final result of 14. He fails the check. Arkhos rolls a d4 and loses 2 points of Sanity from his interaction with the horror.*

The player should compare the character's current Sanity to their maximum Sanity. If the Sanity loss brings the character to $\frac{1}{2}$ of her max Sanity her madness will be long-term. If the Sanity loss brings the character to $\frac{1}{4}$ of her max Sanity her madness will be indefinite. A character whose Sanity reaches zero is irrevocably insane and becomes an NPC.

Madness

Unless otherwise noted any madness developed by a character is transient. If a character fails a Sanity check while afflicted with a transient madness the subsequent insanity will be short-term. If a character is suffering from a short-term insanity and fails a Sanity check the newly developed psychosis is long-term.

A madness will continue to afflict a character until she has had the opportunity to calm herself, steel her nerves, garner the support of her compatriots, or in extreme cases seek treatment. The greater the damage to her intellect the more time and effort needed to suppress the manifestation of her failed Sanity check.

TRANSIENT INSANITY will continue to affect the character until she has completed the encounter that caused the Sanity check. To quell the transient insanity the character need only find a quiet place and spend a few minutes reassuring herself.

SHORT-TERM INSANITY afflicts the character until she has spent a short rest garnering the support of her friends, regaining her nerve, and rebuilding her mental defenses.

LONG-TERM INSANITY persists until the character is able to spend downtime to address the condition. If you are not using downtime in your campaign, it is after she has finished the adventure or quest she's on. She will need weeks of rest and support to quell the madness that has her in its grasp. After that time has elapsed the long-term insanity is resolved.

INDEFINITE INSANITY is permanent unless cured.



GOING INSANE

“All it takes is ONE BAD DAY to reduce the sanest man alive to lunacy...Just one bad day.”
—Joker

The acute manifestation of the lunacy exhibited by the character should be thematically congruous with the situation that caused the initial sanity check. That said, the link between the symptoms and the situation causing the behavior may not be immediately obvious. This is an opportunity for the player and the DM to be creative and develop the character's idiosyncrasies.

The tables provide a plethora of options for the DM and player to explore for characters that are experiencing transient, short-term, long-term, and/or indefinite insanity. When relevant the DM should roll or choose an entry from the appropriate table below.

Short-Term/Transient Madness

The acute nature of these manifestations means the character can quickly shake them off. In the case of transient madness, a few moments out of combat is all that's needed, and for short-term insanity the character can resolve the condition with a short rest.

Long-Term/Indefinite Madness

The effects of long-term madness persist until a character is able to completely recover both mentally and physically from adventuring. A long-term condition ends after the character has had at least a few weeks' break from the stresses of adventuring.

The effects of indefinite madness are pervasive and cannot be cured except through exceptional intervention such as a *wish* spell or divine

intervention. A character with a long-term and/or indefinite madness should still be playable and can offer a great opportunity for role-playing.

After each long rest the character must make a Sanity check to see if she is able to temporarily suppress the effects of her condition until her next long rest. If the check fails the character suffers the effects of her psychoses until her next long rest, when she is able to repeat her Sanity check. If the check is successful the psychosis is held at bay until the next long rest.

The initial DC for suppressing a long-term or indefinite madness is 10*. With each successful Sanity check it becomes harder to suppress her madness and the DC increases by 1 over the previous check, until the character's condition manifests and the process starts over.

FOR EXAMPLE, *Mal's experiences in the Underdark haunt him daily, or more precisely nightly. His particular form of indefinite madness manifests as night terrors. This morning he sets out for his next adventure and he checks to see if night terrors will affect him. He rolls a 7 and adds his Sanity modifier of +4 for a total of 11. He makes his check and is able to suppress the terrors. The next morning the DC is 11 and again he makes the check. By the third day the stress of the expedition is beginning to wear him down. The DC is now 12. He rolls a 6, adds his modifier and fails his check. During tonight's long rest he suffers from night terrors.*

If a character is unable to suppress their madness after a long rest it will manifest as a persistent effect and/or as an acute effect in times of stress. In those situations, the character may experience an acute attack of lunacy. Stressful encounters include combat situations and may include non-combat encounters such as negotiations or interrogations with NPCs at the DM's discretion.

*If a character is suffering from multiple forms of madness each instance is handled independently.



During a high-stress situation, the PC may attempt to control themselves for the duration of that encounter. This requires a DC 12 Charisma save, and the character should apply

her Wisdom modifier to the check. If the character fails her check she suffers the Acute effect associated with her madness.

Transient and Short-Term Psychoses

DC	DISORDER	EFFECTS
01-05	<i>The character fixates on a mundane object within the room and begins to count all instances of it. She cannot do anything until finished counting the objects.</i>	<i>The DM chooses an object(s) in the room and the character must use her action to count the objects. The character can only take reactions while counting. Counting takes 1d4 rounds.</i>
06-10	<i>The character babbles unintelligibly. Vocalizations are in her native language and can be heard by any nearby creatures.</i>	<i>The character cannot communicate or cast any spells with vocal components for 1d4 rounds. Perception checks against the character have a +2 modifier.</i>
11-15	<i>The hairs on the character's arms prick, her heart races, and she break out into a sweat as a feeling of dread suffuses her.</i>	<i>The character has a +2 bonus on initiative.</i>
16-20	<i>The character is terrified of the object of her Sanity check.</i>	<i>The character must use her full movement to retreat from the object of her terror. She can still take actions after her movement. The effect lasts one round.</i>
21-25	<i>The character's mind redirects the terror of the situation to a random object in the area.</i>	<i>The character will not willingly interact with the object that instigated the Sanity check for 1d4 rounds or until that object attacks her.</i>
26-30	<i>The character loses sight while her mind processes the weirdness before her.</i>	<i>The character is blinded until the beginning of her next turn.</i>
31-35	<i>The character falls prone and curls inward upon herself. She makes herself as small as possible, rocking gently with her eyes closed.</i>	<i>The character is prone and incapacitated until the beginning of her next turn.</i>
36-40	<i>A peal of crazed laughter escapes the character's lips before she regains composure.</i>	<i>Perception checks against the character have a +2 modifier. Persuasion checks by the character have a -2 penalty. The effect ends after one round.</i>
41-45	<i>Something inside the character breaks and her vision turns red with rage.</i>	<i>The character makes a melee attack against the nearest creature that is not an ally. If a creature is not within melee range, the character uses her full movement to get closer to her target and makes a ranged attack.</i>



Transient and Short-Term Psychoses

D100	DISORDER	EFFECTS
46-50	<i>Anything is better than what is before you. Hallucinations assail the character and she cannot tell reality from fantasy.</i>	<i>The character cannot tell the difference between what is real and what is not real until the beginning of her next turn. While hallucinating the character has disadvantage on all actions.</i>
51-55	<i>The character's stomach churns and rumbles as her body reacts to the unnatural scene before her.</i>	<i>The character suffers the poisoned condition for the next 1d4 rounds.</i>
56-60	<i>The character retreats into her mind waiting for someone to give her direction.</i>	<i>The character will not act without outside direction for the next 1d4 rounds. The character makes all saves vs charm effects and Charisma based skills at disadvantage. Allies can use their reaction to give basic directions to the character while she is affected.</i>
61-65	<i>A pervasive sense of fear penetrates the character's psyche.</i>	<i>The character is frightened until the beginning of her next turn.</i>
66-70	<i>Nothing makes sense and the character has little control over herself.</i>	<i>The character is affected by the confusion spell until the end of her next turn.</i>
71-75	<i>A part of the character's body is paralyzed with fear.</i>	<i>A leg or arm is paralyzed until the end of the character's next turn. Leg – the character's movement is halved and she loses half of any AC bonus due to Dexterity (minimum of 1). Arm – attacks made by the character are at disadvantage.</i>
76-80	<i>Panic permeates every action and reaction that the character takes.</i>	<i>The character has a +2 bonus on initiative and a -2 penalty on saves vs any fear effect.</i>
81-84	<i>The character's mind refuses to record the events of the encounter.</i>	<i>The Sanity lost from this encounter is reversed and the character has no recollection of the encounter.</i>
85-89	<i>The character's vocal cords are frozen and she is unable to make any sound.</i>	<i>The character is unable to speak or use any spell with a verbal component for the next 1d4 rounds.</i>
91-94	<i>Clarity and focus pervade the character's senses.</i>	<i>The character has a +1 bonus on all skill and attack rolls for the next 1d4 rounds</i>
95-98	<i>Muscles tense and the character's heart races as everything around her seems to slow down.</i>	<i>The character is hasted for 1d4 rounds. When the effect ends the character cannot take the move action for 1 round as she catches her breath.</i>
99-00	<i>The character's mind expands to take in the madness before her.</i>	<i>The DM provides the player with the following information about the creature that caused the Sanity check: CR, resistances, vulnerabilities, and immunities.</i>



Long-Term and Indefinite Psychoses

DI00	DISORDER	EFFECTS
1-3	<i>The character fixates on a mundane object and must count all instances of that object when encountered. She cannot do anything until finished counting the objects.</i>	<i>Persistent effect: If the object of the character's compulsion is present the player has disadvantage on Perception, Investigation, and Insight checks until the object has been counted. Acute effect: The character must use her action to count the objects. The character can only make reactions while counting. Counting takes 1d4 rounds.</i>
4-6	<i>The character has panic attacks as she is overwhelmed with feelings of helplessness and loses all hope.</i>	<i>Persistent effect: The character has a -2 penalty on initiative and on saves vs any fear effect.</i>
7-10	<i>The character is terrified of a creature.</i>	<i>Acute effect: The character must use her full movement to retreat from the object of her terror. She can still take actions after her movement. This effect lasts 1 round.</i>
11-13	<i>The character is terrified of a mundane object in the area.</i>	<i>Acute effect: The character must use her full movement to retreat from the object of her terror. She can still take actions after her movement. This effect lasts 1 round.</i>
14-15	<i>The character loses sight intermittently.</i>	<i>Acute effect: The character is blinded until the beginning of her next turn.</i>
16-17	<i>The character falls prone and curls inward upon herself. She makes herself as small as possible, rocking gently with her eyes closed.</i>	<i>Acute effect: The character is prone and has the incapacitated condition until the beginning of her next turn.</i>
18-21	<i>A peal of crazed laughter escapes the character's lips when confronted with a stressful situation.</i>	<i>Acute effect: Perception checks against the character have a +2 modifier. Persuasion checks by the character have a -2 penalty.</i>
22-26	<i>The character's instinctual response to any problem is violence.</i>	<i>Persistent effect: The character has a -2 penalty on Persuasion/Deception checks and a +2 bonus on Intimidation checks. Acute effect: The character makes a melee attack against the nearest creature that is not an ally. If a creature is not within melee range, the character uses her full movement to get closer to her target and then makes a ranged attack.</i>



Long-Term and Indefinite Psychoses

DI00	DISORDER	EFFECTS
27-30	<i>Hallucinations assail the character and she cannot easily tell reality from fantasy.</i>	<i>Persistent effect: The character has a -2 penalty on Perception and Insight checks. Acute effect: The character cannot tell the difference between what is real and what is not real until the beginning of her next turn. While hallucinating the character has disadvantage on all actions.</i>
31-33	<i>The character's stomach churns and rumbles as her body reacts to the memories that shattered her mind.</i>	<i>Acute effect: The character suffers the poisoned condition for the next 1d4 rounds.</i>
34-36	<i>The character retreats into her mind, waiting for someone to give her direction.</i>	<i>Persistent effect: The character has a -2 penalty to Insight checks and to Initiative. Acute effect: The character will not act without outside direction for the next 1d4 rounds. The character makes all saves vs charm effects and/or Charisma-based skills at disadvantage. Allies can use their reaction to give basic directions to the character while she is affected.</i>
37-40	<i>A pervasive sense of fear penetrates the character's psyche.</i>	<i>Acute effect: The character is frightened until the beginning of her next turn.</i>
41-42	<i>A part of the character's body is paralyzed with fear.</i>	<i>Acute effect: The character is paralyzed until the beginning of her next turn.</i>
43-48	<i>The character must complete her daily ritual before leaving camp.</i>	<i>Persistent effect: After each rest (short or long) the character must complete a specific series of mundane tasks prior to receiving the benefits of the rest. The ritual will take at least 30 minutes to complete. If she is unable to finish the ritual she doesn't gain the benefits of the rest.</i>
49-54	<i>The character's thoughts are filled with anxiety and dread.</i>	<i>Persistent effect: The character has a -1 penalty against fear effects.</i>
55-58	<i>The character is startled by the smallest sound and is constantly reminded of past traumas.</i>	<i>Persistent effect: The character has a +1 bonus to Initiative checks and a -1 penalty against fear effects.</i>
59-61	<i>The only way the character feels better is by eating to the point of excess.</i>	<i>Persistent effect: The character must consume twice as much food or feel the effects of starvation. If this is an indefinite madness the character has a 5' penalty to her movement.</i>



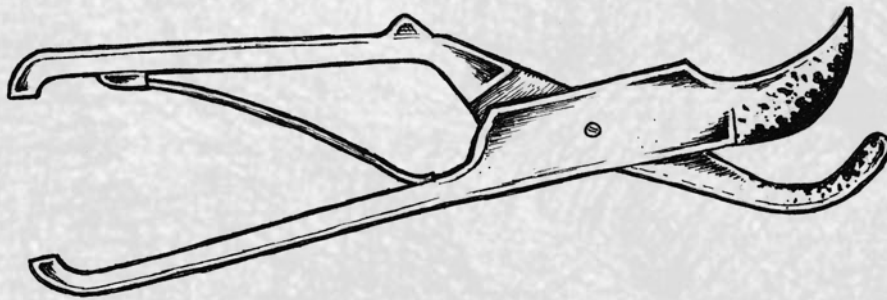
Long-Term and Indefinite Psychoses

DI00	DISORDER	EFFECTS
62-64	<i>The character is obsessive about cleanliness.</i>	<i>Persistent effect: The character must make a DC 12 Charisma save prior to placing herself in a situation that will cause her to get excessively dirty. If she fails the save she may repeat it again in 10 minutes.</i>
65-67	<i>The character is obsessed with protecting a trinket from any and all harm.</i>	<i>Persistent effect: The character will not willingly place the object of her obsession in a situation that could cause it harm. The character can make a DC 12 Charisma save to override this directive for 10 minutes. If she fails the save she may repeat it again in 10 minutes.</i>
68-70	<i>The character retreats inward and regresses to her childhood personality.</i>	<i>Persistent effect: The character reacts to social situations as a child would. Acute effect: The character is frightened of all enemies until the end of her next turn</i>
71-74	<i>The character's alternative personality surfaces.</i>	<i>Persistent effect: The character's personality changes significantly. There are no changes to her skills, abilities, etc... but her alignment may change and the way she reacts to things should be different.</i>
75-77	<i>The character sleep walks.</i>	<i>Persistent effect: During the character's next long rest she sleep walks, possibly getting away from camp completely. Regardless, the character must make a DC 8 Constitution save or she only gains the benefits of a short rest.</i>
78-80	<i>The character has horrific dreams and night terrors as she relives the horrors she's experienced.</i>	<i>Persistent effect: During the character's next long rest she screams in terror periodically throughout the night, possibly attracting the attention of wandering creatures. If she is not woken up and calmed down any characters near her must make a DC 8 Constitution save to gain the full benefits of a long rest. On a failure the character only gains the benefits of a short rest. If the character with night terrors is woken, she is only able to gain the benefits of a short rest.</i>
81-84	<i>The character has turned to drink and/or drugs as a coping mechanism.</i>	<i>Persistent effect: If the character is not under the effects of her vice then she has a -1 penalty on all skill checks until she is. The penalty increases to -2 if she goes 3 hours without indulging, and becomes disadvantage after 6 hours of being sober.</i>



Long-Term and Indefinite Psychoses

DI00	DISORDER	EFFECTS
83-85	<i>The character's madness manifests as religious zealotry</i>	<i>Persistent effect: The character proselytizes at every opportunity. She has a -2 on social skills with members of opposing religious views.</i>
86-88	<i>The character's demeanor shifts from mania to depression with periods of normalcy.</i>	<i>The player rolls a d2 after it is determined that this madness is manifesting. Both effects are persistent. On a 1: The character is manic and prone to taking foolhardy risks. She's unable to contain her energy and enthusiasm. She has a -2 penalty on any skill check that requires patience and/or fine motor skills. She has a +2 bonus on Persuasion and Performance checks. On a 2: The character is depressed today, lost in her thoughts and some actions are a struggle. She has a -2 penalty on all Charisma skill checks and a +2 on Dexterity (Stealth) checks if moving at half speed (or lower).</i>
89-91	<i>The character develops a quirk, habit, or pervasive tic.</i>	<i>The player and the DM work together to develop a unique quirk/tic/habit for the character. The effect is largely for role-playing but could come into play during times of stress.</i>
92-94	<i>The character seems to be no worse for her experiences.</i>	<i>There are no noticeable effects on the character.</i>
95-98	<i>The character sees danger in every shadow and thinks people are plotting against her in every interaction.</i>	<i>Persistent effect: The character has a +2 bonus to Initiative checks and a -2 penalty to Insight checks. If the character fails an Insight check she believes that the object of the check has a nefarious motive and is plotting against her.</i>
98-100	<i>The character is a frenetic and chattering bundle of energy at all times.</i>	<i>Persistent effect: The character has a +5' bonus to her movement. The character makes any saves/checks for exhaustion at Disadvantage.</i>





WHAT INCITES A SANITY CHECK?

“I knew who I was this morning, but I’ve changed a few times since then”

—Alice

Exposure to magic, esoteric knowledge, or aberrant creatures may force the character to question her understanding of the world and can fray her mind. Additionally, situations of extreme terror, confrontation with one’s own mortality, and outside attempts to control your mind leave marks that may never heal.

Magic Attacks and Effects

Magic can affect the health of one’s mind in several ways. Merely casting some spells puts the caster’s sanity at risk. More commonly, spells cause psychic damage by directly attacking the mind. Illusions and charms pose a risk as they target the victim’s persona and perception. A more insidious danger are spells that induce direct contact between the minds of the caster and another creature. As a rule of thumb a spell must be of 3rd level or inflict 25 points of psychic damage in a single attack to cause a Sanity check. If a spell deals damage over multiple rounds each instance of damage is handled individually.

$$DC = 8 + \text{spell level}$$

FOR EXAMPLE, *Dexter casts Phantasmal Killer against Gor-Og. Gor-Og fails his save and takes 31 psychic damage. After the damage is dealt Gor-Og must make a Sanity check (DC 12) to see if he loses Sanity and is affected by transient madness. The following round Gor-Og fails his save against the spell again but only takes 18 points of damage, and*

therefore does not need to make a Sanity check. On the third round Gor-Og saves against the spell and its effects end.

EXAMPLES OF SPELLS THAT CAUSE A SANITY CHECK

- *Confusion* (4th level, PHB, pg. 224)
- *Contact Other Plane* (5th level, PHB, pg. 226)
- *Fear* (3rd level, PHB, pg. 239)
- *Feeblemind* (8th level, PHB, pg. 239)
- *Magic Jar* (6th level, PHB, pg. 257)
- *Symbol* (7th level, PHB, pg. 280)

EXAMPLES OF SPELLS THAT DEAL PSYCHIC DAMAGE

- *Feeblemind* (PHB, pg. 239)
- *Geas* (PHB, pg. 245)
- *Phantasmal Killer* (PHB, pg. 265)
- *Vicious Mockery* (PHB, pg. 285)
- *Weird* (PHB, pg. 288)

Forbidden Knowledge

Tomes and codices of unspeakable evil or unknowable truths have driven many sages to lunacy. The histories, spells, and rituals contained within such eldritch books as Iggwilv’s *Demonomicon*, the *Necronomicon*, and *Nameless Cults* attack the reader’s mind with each page read and truth learned.

$$DC = 8 + \text{the level of the highest spell in the tome*}$$

**If the tome does not contain spells the DC is 12 for a rare item, 14 for very rare, 16 for legendary, and 18 for an artifact*

Unspeakable Horrors

Aberrations and fiends by their very nature can crack the protective walls around a character’s mind. Creatures of either of these types may



induce a Sanity check at the DM's discretion. The sight of a creature whose CR exceeds the character's level by 3 or more always provokes a Sanity check.

$$DC = 8 + [\text{creature CR} - \text{the character's level}]$$

ABERRATIONS

- Gibbering Mouther (CR: 2, MM pg. 157)
- Chuul (CR: 4, MM pg. 40)
- Otyugh (CR: 5, MM pg. 248)
- Cloaker (CR: 8, MM pg. 41)
- Aboleth (CR: 10, MM pg. 13)

FIENDS

- Lemure (CR: 0, MM pg. 76)
- Dretch (CR: ¼, MM pg. 57)
- Imp (CR: 1, MM pg. 76)
- Quasit (CR: 1, MM pg. 63)
- Bearded Devil (CR: 3; MM pg. 70)
- Hell Hound (CR: 3, MM pg. 182)
- Nightmare (CR: 3, MM pg. 235)
- Incubus (CR: 4, MM pg. 285)
- Succubus (CR: 4, MM pg. 285)
- Barbed Devil (CR: 5, MM pg. 70)
- Night Hag (CR: 5, MM pg. 178)
- Vrock (CR: 6, MM pg. 64)
- Chain Devil (CR: 8, MM pg. 72)
- Hezrou (CR: 8, MM pg. 60)
- Bone Devil (CR: 9, MM pg. 71)
- Glabrezu (CR: 9, MM pg. 58)
- Horned Devil (CR: 11, MM pg. 74)
- Erinyes (CR: 12, MM pg. 73)
- Nalfeshnee (CR: 13, MM pg. 62)
- Rakshasa (CR: 13, MM pg. 257)
- Ice Devil (CR: 14, MM pg. 75)
- Marilith (CR: 16, MM pg. 61)
- Balor (CR: 19, MM pg. 55)
- Pit Fiend (CR: 20, MM pg. 77)

FOR EXAMPLE, *Kairon*, (Fighter, 10th level) comes face to face to with her first rakshasa (CR

13). *Immediately upon spying the fiend she must make a Sanity check. The DC for the check is 11 [8 + (rakshasa's CR of 13 - Kairon's level of 10)]. Kairon's current Sanity score is 14. She rolls a 10 and adds her Sanity score modifier for a final roll of 12; she succeeds at her Sanity check.*

Mind-Numbing Terror

The activation of the hindbrain due to extreme terror often causes an immediate effect on a character's psyche. Few things incite that terror more than the sight of legions of undead razing everything in their path. An encounter in which the characters are outnumbered by at least 5 to 1 induces a Sanity check.

$$DC = 8 + [\text{Encounter CR}^* - \text{the character's level}]^*$$

**For a horde of creatures use this table to determine the CR of the encounter:*

CR of the Creatures in the Horde

NUMBER OF CREATURES	MULTIPLIER
1	x1
2	x1.5
3–6	x2
7–10	x2.5
11–14	x3
15+	x4

FOR EXAMPLE, *Griswald* (Rogue, 2nd level) encounters a roving pack of 10 ghouls (CR 2). The effective CR of the encounter is 5 (CR x 2.5) and the DC of the Sanity check is 11. *Griswald* must make a Sanity check. He rolls a 4, applies his modifier of +3, and fails the check. The sight of the ghouls unhinges his mind. He loses sanity and must roll on the transient madness table.



The presence of an unholy greater undead has the same effect. The sight of an undead creature whose CR exceeds the character's level by 3 or more provokes a Sanity check.

$$DC = 8 + [\text{creature CR} - \text{the character's level}]$$

The final way in which stark terror may affect the stability of the character's mind is if a character fumbles (rolls a natural 1) on a check against a fear effect. If the character's level is equal to or greater than the creature that generated the fear effect the DC is 8.

$$DC = 8 + [\text{creature CR} - \text{the character's level}]$$

Struggle for Dominance

The struggle for dominance between a sentient item and its owner may damage the wielder's mind. If the wielder loses a Conflict between herself and her item, and the item possesses her, she should make a Sanity check as the item overwhelms her mental defenses and forces her to act as it wishes.

$$DC = 12 + \text{the item's Charisma modifier}$$

Character Death

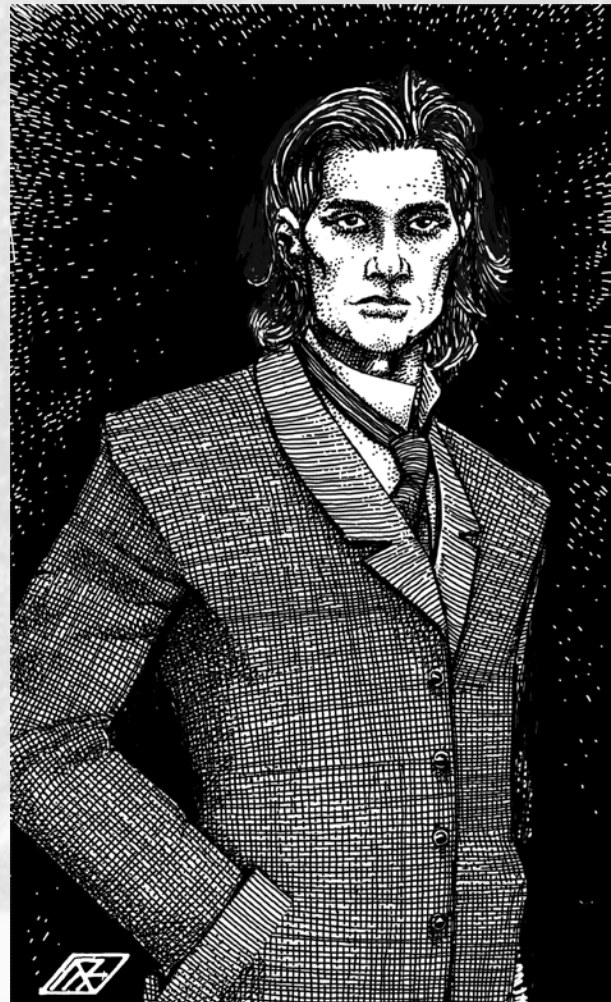
Any character that fails their 3rd death save and is subsequently brought back to life through whatever means are available to her allies loses 1 Sanity point. This point cannot be restored by any means short of a *wish*. If this change causes the character's Sanity to be ½ or ¼ of her max Sanity she rolls on the long-term or indefinite madness table respectively.

GETTING BETTER

"She was always trying to hide, the beautiful chaos in her mind."

— Joker

Recovering Sanity does not cure any madness that was developed due to Sanity loss. The underlying conditions resolve automatically after the character has taken the necessary time to come to terms with her experiences or, in the case of indefinite madness, has it cured with a *wish* or other similar magic.





Recovering Between Adventures

The character may attempt to recover her newly-lost Sanity between sessions. This attempt at treatment may only be done once, at the end of the adventure in which the character incurred the Sanity loss.

- The DC is dependent on how much Sanity was lost in the preceding adventure.
- DC = 8 + the total Sanity lost
- The character should apply her current Sanity score modifier to this roll
- Regardless of roll, the character may not increase her Sanity beyond her maximum Sanity score.
- Natural 20: always a success and regains 2d4 Sanity
- Success: regains 1d4 Sanity
- Failure: no change in Sanity
- Critical Failure: loses 1d2 Sanity

FOR EXAMPLE, *Griswald's encounter with ghosts caused him to lose 3 Sanity points. Now that he has survived that harrowing experience and it is behind him, he is able to spend the next month fishing and relaxing to recover from the ordeal. After the month Griswald makes a Sanity check. The DC is 11. He rolls an 11 and adds his Sanity score modifier of +2 for a 12. He succeeds. He rolls a d4 and recovers 2 Sanity points, bringing his current Sanity up to 16.*

Treating Madness with Spells

A player cannot choose to fail a save against any of the following spells.

- *Beacon of Hope* (PHB, pg. 216) — the target(s) have advantage on Sanity checks
- *Bless* (PHB, pg. 219) — bonus can be applied to Sanity checks
- *Calm Emotions* (PHB, pg. 221) — ends the effects of a transient/short-term madness or suppresses long-term/indefinite madness for the duration of the spell
- *Charm Person* (PHB, pg. 221) — as *calm emotions* for the duration of the spell
- *Dominate Beast/Monster/Person* (PHB, pg. 234-235) — as *calm emotions* for the duration of the spell
- *Enthrall* (PHB, pg. 238) — as *calm emotions* for the duration of the spell
- *Geas* (PHB, pg. 245) — as *calm emotions* for a single psychosis for the duration of the spell
- *Greater Restoration* (PHB, pg. 246) — cure a long-term (or shorter duration) madness
- *Heal* (PHB, pg. 250) — restore 1d4 Sanity or cure a long-term (or shorter duration) madness
- *Holy Aura* (PHB, pg. 251) — advantage on all Sanity checks; creatures that have failed a Sanity check and are within the radius of the spell may repeat the check at the end of their turn, ending the transient/short-term madness on a success
- *Lesser Restoration* (PHB, pg. 255) — allows the character to make an additional save to end the effects of a transient/short-term madness
- *Mass Heal* (PHB, pg. 258) — as *heal*
- *Mass Suggestion* (PHB, pg. 258) — as *calm emotions* for the duration of the spell
- *Mind Blank* (PHB, pg. 259-260) — automatically succeeds all Sanity checks while the spell is active; the character is also affected as *calm emotions* for the duration of the spell
- *Modify Memory* (PHB, pg. 261) — the target's memories of a specific event causing Sanity loss can be erased, reversing any Sanity loss and/or psychoses that resulted from the original failed Sanity check
- *Suggestion* (PHB, pg. 279) — as *calm emotions* for the duration of the spell
- *Wish* (PHB, pg. 288-289) — can restore 2d4 sanity points or cure any single form of madness that a character is suffering from, up to and including indefinite madness



Optional Feats

RESILIENT PSYCHE

Choose one ability score, either Charisma or Wisdom. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20
- You gain proficiency in Sanity checks

CLASS UPDATES

Some adventuring classes are more resilient to the mental strains and stresses of encountering these potentially Sanity-breaking scenarios.

The combination of faith and inner strength that clerics and paladins possess allows them to add their proficiency bonus to any Sanity checks.

The force of will of monks allows them to use their Stillness of Mind feature to end a transient/short-term madness. Monks may also use this feature to suppress the acute effects of a long-term/indefinite madness for one encounter. When a monk gains the Diamond Soul feature she may add her proficiency bonus to Sanity checks.

Warlocks are able to use the strength of their pact and unique perspective to add their proficiency modifier to Sanity checks.





SANITY CHEAT SHEET

Sanity Checks

Roll a d20, apply any Sanity modifiers, and compare to the DC of the check. A natural 1 always fails. Each encounter/creature can only incite a single Sanity check. Additional checks in a single encounter could be from psychic attacks/damage, character death, struggle for dominance, and/or exposure to forbidden knowledge.

Failed Sanity Check

The character suffers a (usually) *transient* form of insanity and loses 1d4 Sanity. If the player rolled a natural 1 on the check, the Sanity loss is doubled. When your character's Sanity is at $\frac{1}{2}$ of her maximum the madness is *long-term*; when it is $\frac{1}{4}$ of its maximum the madness is *indefinite*.

Duration of Madness

Transient is until the end of the encounter, *short-term* until the end of a short rest, *long-term* until the character takes a break from adventuring, and *indefinite* is until cured.

SHORT-TERM MADNESS: If a character fails a Sanity check while afflicted with a transient madness the subsequent madness will be short-term.

LONG-TERM/INDEFINITE MADNESS: If a character is suffering from a short-term insanity and fails a Sanity check the newly developed madness is long-term. Long-term and Indefinite madness may also be a result of decreases in the character's Sanity score.

SUPPRESSING LONG-TERM/INDEFINITE MADNESS: After each long rest the character may attempt to suppress the madness ($DC = 10 + \text{days since previous bout}$) until her next long rest.

Causes of Sanity Checks

- **MAGIC ATTACKS & EFFECTS:**
DC = 8 + spell level
- **FORBIDDEN KNOWLEDGE:**
DC = 8 + level of highest spell in the tome
- **UNSPEAKABLE HORRORS:**
DC = 8 + (Creature CR – PC's level)
- **MIND NUMBING TERROR:**
DC = 8 + (Encounter CR – PC's level)
- **STRUGGLE FOR DOMINANCE:**
DC = 12 + item's Charisma modifier
- **CHARACTER DEATH:**
Automatic failure and loss of 1 Sanity

Getting Better

BETWEEN SESSIONS: DC = 8 + the total Sanity lost (note the character should use her current Sanity modifier).

- Natural 20: always succeeds (regardless of DC) and regains 2d4 Sanity
- Success: regains 1d4 Sanity
- Failure: no change in Sanity
- Rolls a natural 1: loses 1d2 Sanity

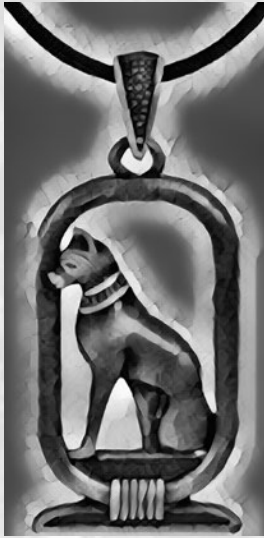
SPELLS: numerous spells are available to prevent, treat, and/or suppress madness.

Class-Specific Updates

Paladins, Clerics, and Warlocks are all able to add their proficiency bonus to Sanity checks.

Monks may end a transient or short-term madness using the Stillness of Mind feature. Stillness of Mind can also suppress a long-term or indefinite madness for one encounter. The Diamond Soul Monk feature allows the monk to add her proficiency bonus to Sanity checks.

APPENDIX B: ITEMS OF INTEREST



Beiwe's Pendant

Wondrous item, very rare (requires attunement)

The wearer of this white gold pendant gains proficiency in Sanity saves and a +1 bonus on all Sanity checks. Alternatively, the wearer gains proficiency in Charisma saves and a +1 bonus to Charisma checks.

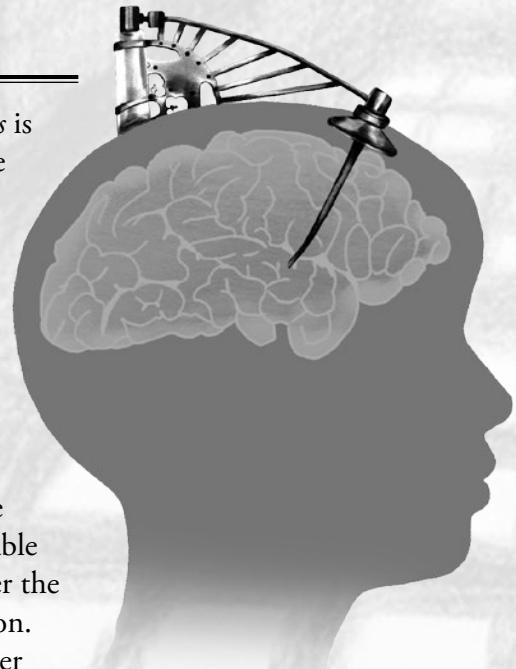
Cerebri Mimos (aka The Spike)

Wondrous device, very rare

The most recent creation of Dr. Renwick, the *cerebri mimos* is a work in progress and produces a variety of results in those subjected to it. The device is, in essence, a small spike with a reservoir and needle that delivers liquid directly to the brain of the patient.

Dr. Renwick is the only person capable of successfully ingrafting the device. The device permanently decreases the subject's Charisma by 1d4 points, and no magic short of a *wish* or *heal* spell can reverse this loss. While under the effects of the device the user makes all Intelligence based skill checks and saves at disadvantage. The user can activate the device as a bonus action. When activated, roll on the table below to determine the effect, which lasts 1d6 rounds. After the device is activated, refilling the reservoir requires a full action. When the effect ends the user is stunned until the end of her next turn and must succeed a DC 14 Con save or gain one level of exhaustion. If the result of the Con save is a natural 1 the user is reduced to zero hit points.

Due to the strain the device places on the body it can only be used a number of times equal to the user's Constitution modifier (minimum 1). She regains all uses after a long rest.



Cerebri Mimos Effects

DI2	EFFECT
1	<i>The infusion causes you to sweat profusely with no other apparent effect.</i>
2	<i>You immediately enter a mindless rage. All melee attacks are made with advantage and you have a +2 bonus to damage with melee weapons. All thoughts of defense are discarded and attacks against you have advantage.</i>
3	<i>Your psyche has changed to something alien. You have advantage on saves against spells from the enchantment school of magic.</i>
4	<i>Your metabolism is boosted to supernatural levels. Your speed is doubled, you have advantage on Dexterity saves, and you gain 1 additional attack per round.</i>
5	<i>Your body is continually fortified. At the beginning of your turn you gain 1d8 temporary hit points.</i>
6	<i>Your muscles seize up and become leaden. Your speed is halved and you are no longer able to make reactions.</i>
7	<i>The infusion renders you unconscious.</i>
8	<i>Your Strength is increased by 4 and your Dexterity decreases by 2 as your muscles strengthen faster than your body is able to fully adjust to.</i>
9	<i>You dissociate yourself from reality and are immune to fear effects and the frightened condition.</i>
10	<i>You are wracked with unimaginable pain from a migraine and are stunned.</i>
11	<i>You gain vulnerability to slashing weapons due to thinning of your blood.</i>
12	<i>Roll twice, ignoring subsequent rolls of 12.</i>



Essence of Somnolence (aka Hypnos)

Potion, uncommon

Invented by **Dr. Quintus Hahn** (see Appendix C, page 150), *essence of somnolence* is used on virtually all of the patients at Lamp's Light at some time during their stay.

Hypnos calms the nerves, dulls the senses, and sedates the body. When consumed it suppresses all madness effects for 1d4 hours. The imbiber also suffers disadvantage on all skill checks and saves until she completes a long rest.



Juxta Personalis

Wondrous device, very rare

The *juxta personalis* is the creation of Dr. Orson Renwick and he considers it his biggest success. Its use within the facility is an open secret amongst the staff. The device is a highly polished box of dark hardwood with no ornamentation and no apparent means of opening it. It is a handspan tall, twice that in length, and as deep as it is tall. Two copper hilts protrude from one front of the box and a length of thin chain emerges from the opposite side. This chain is connected to a masterly crafted leather helmet. The interior of the helmet is lined with precisely placed runes of gold.

To activate the device, one grasps the hilts and casts *shocking grasp* into the box (no attack roll is necessary). The electrical current is carried into the box through the attached chains, and directed by the specially made helmet to specific points in the subject's brain. The wearer of the helmet attempts a Constitution save using the caster's spell save DC. On a success, she takes no damage and rolls on the table below. On a failure the subject takes full damage and is incapacitated for 1d4 minutes.



Juxta Personalis Effects

D20	EFFECT
1 – 3	One indefinite insanity cured; amnesia of previous 1d6 + 1 days
4 – 6	Cure one indefinite insanity
7 – 9	No effect
10 – 11	Stunned for 1d4 – 1 hours
12 – 13	You are under the effects of the calm emotions spell until you complete a long rest.
14	Change alignment one step on the law/chaos axis
15	Change alignment one step on the good/evil axis
16	Choose a new personality trait at random
17	Choose a new Ideal at random
18	Choose a new Bond at random
19	Choose a new Flaw at random
20	Roll or choose a new indefinite insanity



Madness Scrolls

Scroll, very rare

The *madness scrolls* were originally created by the damaged mind of Hywel Pharl, a former patient of Lamp's Light Sanitarium. Hywel's exposure to the inner workings of reality allowed him to manufacture these unique scrolls. Spells cast from the scrolls are often more powerful, but frequently have a cost. To a casual observer the scrolls appear much the same as any other. They are all



written in the same frenetic script; comparing the script on multiple scrolls with a DC 10 Intelligence (Investigation) check confirms that the same hand has written them all.

When identifying the scroll an Intelligence (Arcana) check (DC = 8 + spell level) indicates that the spell is altered somehow and more powerful. If the check is made by at least 4 the exact difference (per the table below) is noted. A character that can cast the spell inscribed on the scroll has advantage on this check. A *madness scroll* may contain any spell and the scrolls cannot be transcribed into a spellbook. When a *madness scroll* is cast roll on the table below. If a result is not applicable roll again.

Madness Scroll Effects

DI2	EFFECT
1	<i>Area of effect is increased by 50%.</i>
2	<i>The spell is cast twice; once as intended and a second time with the caster as the target.</i>
3	<i>The spell is cast with the highest spell slot available to the caster.</i>
4	<i>The casting does not expend a spell slot.</i>
5	<i>The spell's damage type changes to psychic; if the spell's native damage type is psychic it does double damage.</i>
6	<i>In addition to the spell's intended effect, targets are affected as if targeted by a fear spell.</i>
7	<i>The spell is not cast and the scroll is destroyed.</i>
8	<i>The spell is cast targeting the caster.</i>
9	<i>The spell is cast as normal. The caster takes 3 (1d6) psychic damage per level from psychic backlash.</i>
10	<i>When the spell is cast every creature within 60 ft of the caster is affected as if targeted by vicious mockery. The spell is cast as intended.</i>
11	<i>The spell's visual effects are different than usual or intended, otherwise it works as intended.</i>
12	<i>The spell works as intended.</i>



Prosper's Camisole

Wondrous device, uncommon

Prosper's camisoles, named after their inventor Lucien Prosper, can be seen periodically at Lamp's Light and are used primarily as a humane alternative to manacles and other traditional restraints. These garments are the preferred method for binding patients that are a danger to themselves or others.

Camisoles are available for both small and medium-sized creatures and consist of a jacket with exceedingly long arms, numerous straps, and buckles in the rear. The sleeves are pulled across the patient's body, fastened to the buckles, and the straps are used to tighten it to be as snug as possible. The end effect is a patient with their arms crossed in front of their body and virtually no room for movement of the upper body. The camisoles at Lamp's Light are made of white duck cloth with leather reinforcements.

A creature wearing a camisole as outlined above has the restrained condition. Escaping from the camisole requires a successful DC 18 Dexterity check. Breaking free is possible with a successful DC 20 Strength check. If the camisole is not the correct size, i.e. a small creature in a camisole intended for a medium creature or vice versa, the check is made with advantage.





Revelans Malum

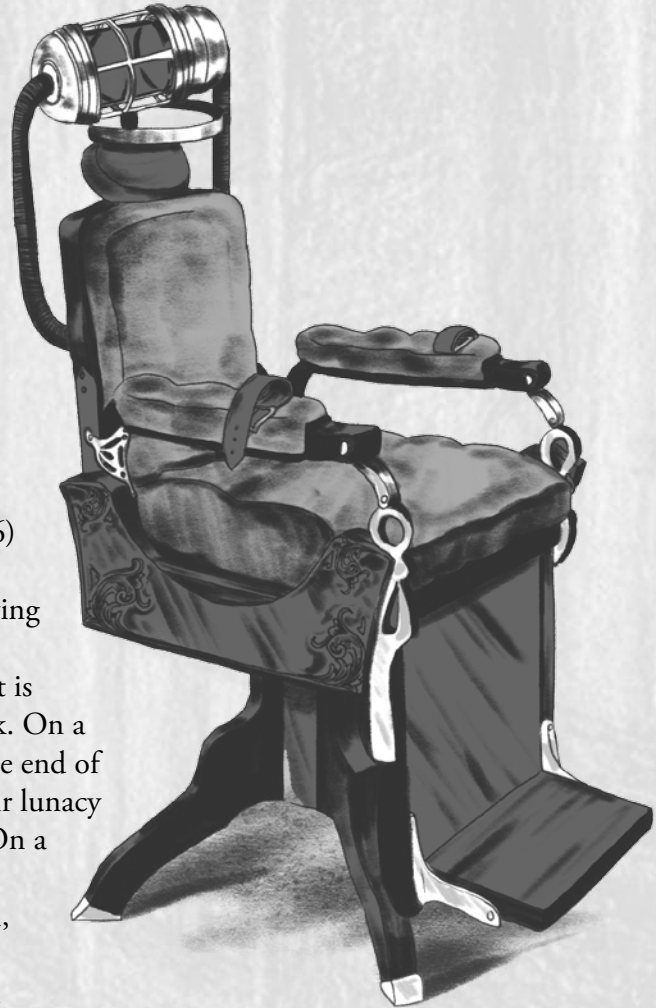
Wondrous item, very rare

Crafted by Dr. Renwick, the *revelans malum* operates on the principle that one's inner demons be faced, and overcome, for true healing to be possible. The device, through a series of eldritch alchemical processes, siphons the ill humors from the patient and manifests them physically as a demonic entity.

The strength of the creature is directly related to the severity of the patient's insanity and, as such, great care is taken by Dr. Renwick when using this device.

A patient subjected to the *revelans malum* is restrained and grappled for the duration of her treatment. The treatment takes 1d4 rounds, and at the end of each round the subject takes 3 (1d6) psychic damage. Additionally, at the end of the treatment the patient must make a Charisma saving throw with a DC based on the severity of their illness as outlined in the table below. If the target is a willing subject, she has advantage on this check. On a successful saving throw they are stunned until the end of their next turn, cured of their affliction, and their lunacy is released in the form of a summoned demon. On a failed save, the subject is stunned only.

If a demon summoned in this manner is slain, then the madness it represented is cured. Any demons not slain within one hour disappear and the madness they represent is reinstated at one category higher than its original type. If the character affected by the *revelans malum* is slain, any manifested demons are loosed upon the world. A target can only be treated with the *revelans malum* once.



CATEGORY	DC	DEMON SUMMONED
<i>Short term</i>	13	1d3 <i>quasits</i>
<i>Long term</i>	17	a <i>vrock</i> or <i>hezrou</i>
<i>Indefinite</i>	21	a <i>nalfeshnee</i>

APPENDIX C: PERSONS OF INTEREST

Alienist, Staff

Medium humanoid (any race), any alignment

Armor Class 10 (natural armor)

Hit Points 28 (8d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	14 (+2)	12 (+1)	12 (+1)

Sanity (optional) 16 (+3)

Skills Insight +3, Intimidation +3, Medicine +4, Perception +3

Senses passive Perception 13

Languages Common and any one language

Challenge 1/4 (50 XP)

Didactic Training. Medicine is an Intelligence based skill for a staff alienist.

Spellcasting. A staff alienist is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit). The staff alienist can cast the following spells:

At will: *mending, message, shocking grasp*

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Reactions

Code Red (1/day). In response to an attack, an alienist may summon 1d4 **orderlies** (see *Appendix C, page 173*) and 1d2 **staff alienists** to her aid. If 4 orderlies and 2 staff alienists are summoned, **Dr. Renwick** (see *Appendix C, page 177*) is also summoned. All summoned NPCs appear at the beginning of the next round.

Staff alienists are responsible for the treatment and well-being of the patients at Lamp's Light. These men and women come from all races and tend to be aloof, analytical, and egocentric. They are all slightly in awe of Administrator Rose, and universally defer to Dr. Orson Renwick, their chief of staff, of whom they are terrified.



**Borden, Agatha Dr.***Medium humanoid (elf), chaotic neutral***Armor Class** 13 (16 with *mage armor*)**Hit Points** 60 (8d8 + 24)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	18 (+4)	14 (+2)	11 (+0)

Sanity (optional) 13 (+1)**Insanity** Cognitive dissonance; see For the DM below.**Saving Throws** Int +7, Wis +5**Skills** Arcana +7, History +7, Insight +5, Medicine +8, Perception +5, Sleight of Hand +9**Senses** darkvision 60ft., passive Perception 15**Languages** Abyssal, Common, Celestial, Elvish
Challenge 5 (1,800 XP)**Fey Touched.** Agatha has advantage on saving throws against being charmed, and magic can't put her to sleep.**Soporific Stare.** As an action, Agatha may choose one creature that she can see, and that can see her, within 15 ft. that must succeed on a DC 15 Wisdom saving throw or be stunned until the end of her next turn. The stunned effect ends immediately if the target takes damage, or another creature uses its action to shake the target to its senses.**Cunning Action.** Agatha's quick thinking and agility allow her to react without a moment's hesitation. Agatha may use her bonus action to perform any of the following actions: Dash, Disengage, or Hide.**Brainy Brawler.** Agatha adds her Intelligence modifier, in addition to other applicable

modifiers, to all melee and ranged weapon damage rolls for weapons with the finesse trait (included in the stats below).

Spellcasting. Agatha is a 4th-level spellcaster and her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She regains expended spell slots after finishing a long rest. She knows the following spells:At will: *mage hand*, *minor illusion*, *fire bolt*, *shocking grasp*1st level (four slots): *charm person*, *hideous laughter*, *identify*, *mage armor*, *magic missile*, *protection from good and evil*, *shield*, *unseen servant*2nd level (three slots): *darkness*, *detect thoughts*, *invisibility*, *misty step*, *ray of enfeeblement*, *suggestion*

Actions

Multiattack. Agatha makes three attacks with her lobotomy needle.**Lobotomy Needle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d2 + 7) piercing damage. Agatha's needle scores a critical hit on a roll of 19 or 20. When the needle scores a critical hit, she may choose one of the following effects:**Enervate.** The target's Dexterity decreases by 1d4 and she is unable to take reactions. The effect lasts until the target completes a short rest, or is affected by *lesser restoration* or similar magic.**Allodynia.** The target is stunned. She may attempt a DC 15 Charisma saving throw at the end of each of her turns, ending the effect on a success.**Lobotomize.** Agatha may lobotomize a willing or incapacitated target. If Agatha succeeds on a DC 15 Wisdom (Medicine) check she chooses one of



the effects listed below. On a failure the target's Wisdom, Intelligence, or Charisma (DM's choice) is permanently reduced by 1d4. This ability score penalty can only be reversed by *greater restoration*, *regeneration*, *wish*, or similar magic.

Enervate. The target's Dexterity decreases by 1d4 and she is unable to take reactions. The effect lasts until the target completes a short rest, or is affected by *lesser restoration* or similar magic.

Allodynia. The target is stunned. She may attempt a DC 15 Charisma saving throw at the end of each of her turns, ending the effect on a success.

Simplify. The target's Intelligence or Charisma (DM's choice) is reduced by 1d4. This

ability score penalty can only be reversed by *greater restoration*, *regeneration*, *wish*, or similar magic.

Fortify. The target is cured of all current charm and fear effects. Additionally, she has advantage on all saving throws to resist such effects until she completes a long rest.

Agatha Borden greets her patients, fellows, and acquaintances with a timid smile. Her hair is always coiffed in an updo and held in place by a pair of unadorned metallic needles. She is the very picture of politely timid grace and composure. When working with her patients the façade alters, revealing a steely determination and pertinacity.

Agatha presented herself to Dr. Renwick three years ago in the belief that the work that he, and the folks of Lamp's Light, undertake for the ill and disenfranchised is a cause worthy of her support. In her time at the facility Dr. Borden has learned much from her mentor, the patients, and the hospital's other staff. She is particularly close to Administrator Rose, whom she idolizes as an older sister.

FOR THE DM: Agatha suffers greatly from cognitive dissonance. When she began her training at Lamp's Light she hoped that she would be cured of the affliction. And in a manner of speaking she has been, for she no longer views it as a hindrance or impediment to her work. Agatha is friendly, outgoing, and inquisitive, and once she sets her mind on a goal she cannot be swayed, pursuing it with the dogged determination of the demented.

Agatha's proclivity for using her magic to coerce patients (and others she deems ill) to acquiesce to procedures has not gone unnoticed. Dr. Renwick and Administrator Rose are both aware of her methods, and for the moment are allowing her to test her limits without interference.



Gneigel

Medium humanoid (construct), neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d8 +16)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	10 (+0)	9 (-1)	12 (+1)

Sanity (optional) 11 (+0)

Insanity Gneigel is unable/unwilling to communicate verbally except under the most dire circumstances.

Skills Athletics +6, Deception +3, Gardening +4, Stealth +4, Survival +2

Senses darkvision 60ft., passive Perception 9

Damage Resistances bludgeoning damage from non-magical weapons; poison (Gneigel has advantage on saving throws against poison)

Condition Immunities disease, magical sleep

Languages Common, Sylvan

Challenge 2 (450 XP)

Actions

Multiattack. Gneigel makes two melee weapon attacks

Scythe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Shortly after opening the sanitarium Lucien Prosper was called by the local constabulary to subdue a rampaging creature that was destroying a nearby business in a blind rage. With great effort, Prosper calmed the creature and, being fascinated with its unique nature, invited the sentient construct to make Lamp's Light its home. The creature's memories of its creation and name were lost to it. Dr. Renwick suggested that the construct give itself a name to celebrate

its new life, and thus, Gneigel came to the groundskeeper of Lamp's Light.

Over his tenure at Lamp's Light he has enlisted the aid of the nearby mage's college to adapt his body to better suit his role as groundskeeper. The adaptations are primarily cosmetic, to blend in with the environment and be less intrusive to the guests of Lamp's Lights, and most recently include an integrated scythe that he uses with brutal efficiency.

Gneigel lives in a small ramshackle house on the grounds and is never seen within the walls of the asylum. He rises with the sun and spends his day slowly, methodically maintaining the grounds. As the sun sets, he returns to his outhouse only to emerge the following morning. Gneigel is assumed, incorrectly, to be mute due to his proclivity for silence.

FOR THE DM: Gneigel is fully dedicated to Lamp's Light and its mission. His zealotry manifests as fanatical devotion to Lucien Prosper and now to Florence Rose. There is no task he would not undertake or any action he would not do if she were to ask.

FOR HIGH LEVEL GAMES: The following changes can be made to increase the challenge presented by Gneigel.

- Increase Armor Class by +2.
- Increase Constitution by 3 (and hit points by +16).
- Add damage resistance to slashing and piercing from non-magical weapons.
- Gneigel's scythe is a +2 weapon.



**Hahn, Quintus Dr.***Medium humanoid (human), unaligned***Armor Class** 9**Hit Points** 65 (10d8 + 20)**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	14 (+2)	20 (+5)	13 (+1)	10 (+0)

Sanity (optional) 11 (+0)

Insanity Quintus is not insane per se. He has an insatiable curiosity, and a complete lack of interest in any activities, patients, and situations that he deems beneath him. When engaged, he brings an unsettling fiery intensity to the object of his obsession, otherwise his rudeness escalates as quickly as needed to end any social interaction he finds himself in.

Saving Throws Int +7, Cha +2**Skills** Insight +5, Intimidation +2, Medicine +9, Investigation +9**Condition Immunities** charmed**Senses** passive Perception 15**Languages** Common, Elven**Challenge** 3 (700 XP)

Didactic Training. Medicine is an Intelligence-based skill for Dr. Hahn.

Innate Spellcaster. Dr. Hahn is an innate spellcaster and his spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He regains expended spell slots after finishing a long rest. He knows the following spells:

At will: *guidance*3/day: *cure wounds*1/week: *lesser restoration*1/month: *greater restoration, regenerate*

Actions

Sword Cane. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

Reactions

Rectify. When a creature within 30 feet of Dr. Hahn and visible to him attempts an attack roll or ability check and fails, he may use his reaction to allow that creature to make a second attempt.



In the wee hours of the night, a lone figure, limping and relying heavily on his cane, can be found caring for the patients of Lamp's Light after all others have gone home. There is a slight droop pulling his left eye down, his hair is in dire need of a wash and comb, and his scraggly beard does little to hide the pockmarks on his face.

Dr. Quintus Hahn, more commonly known simply as the nocturnist, prowls the hallways of the sanitarium every evening consulting on the most challenging patients, giving esoteric advice, and taking an active hand in the care of patients that the other alienists cannot get a grip on. He has an uncanny knack for appearing suddenly when he's needed, leaving just as quickly when his duty is done, the soft tap of his cane on the floor and shuffle of a dragging foot receding down the corridor.

When he deigns to speak to others his conversations tend towards barking, expletive-laden orders in a brogue so heavy as to be nearly incomprehensible. The strength of his accent is only matched by the abrasiveness of his manners, and complete lack of concern for social mores.

Despite his obvious shortcomings Dr. Hahn is brilliant, and never turns away an interesting case. He provides his own unique brand of aid — strange protocols, esoteric advice, and seemingly meaningless procedures — to any who need it. The questioning looks of onlookers turn to confusion and then awe as the patient settles down, stabilizes, and against all odds gets better. Dr. Hahn's reputation for results is second only to Dr. Renwick's, and the two men view one another with extreme contempt.

FOR THE DM: Dr. Hahn's ego will not allow him to admit that there is a case he cannot solve, or a patient he cannot cure. In Lamp's Light he has found an institution with an endless stream of such challenges. There are several patients that have piqued Hahn's interest recently, notably Nyfuir, Bok, and Dr. Todd.

Hahn has been content to observe, and has not yet taken an active role in their treatments. But he keeps abreast of their activities and goings on, biding his time until their inevitable psychotic break.

His observations and theories on Bok's condition have brought him to Administrator Rose's attention; Rose's patron has taken a keen interest in this hyperintelligent, damaged man.

**H'awouahoua, The***Large fiend, chaotic evil***Armor Class** 14 (natural armor)**Hit Points** 114 (12d10 + 48)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	18 (+4)	10 (+0)	3 (-4)

Sanity (optional) 3(-4)

Insanity The H'awouahoua is insane with hunger for the flesh of lunatics and children. It pursues this hunger obsessively, abandoning any short term goals or thoughts that don't bring it closer to eating.

Saving Throws Cha +0, Con +7**Skills** Deception +2, Perception +6

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 16

Languages Abyssal, Common, Draconic, Deep Speech

Challenge 6 (2,300 XP)

Aura of Revulsion. Any creature that can see the H'awouahoua and begins its turn within 10 feet of it must make a successful Sanity check (DC 15). The first time a creature fails this check during an encounter, they lose twice as much Sanity.

Innate Spellcasting. The H'awouahoua's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells with no material components:

3/day each: *hold person*, *disguise self* (including the form of a Medium humanoid), *misty step*

Actions

Multiattack. The H'awouahoua makes three attacks against a creature with less than 6 Sanity: one with its scorpion tail, and either two with its lobster claw, or one with its lobster claw and one with its bite if it is able.

Scorpion Tail. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6+4) piercing damage and the target must make a successful DC 15 Constitution saving throw or be poisoned for one minute. At the end of the target's turn it repeats the saving throw, ending the condition on a success.

Lobster Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage, and the target must make a successful DC 15 Strength saving throw or be grappled.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target that is grappled or restrained. *Hit:* 25 (6d6+4) piercing damage, and the H'awouahoua regains half as many Hit Points.



The H'awouahoua is a monstrous devil with the tail of a scorpion, one leg from a donkey, one leg from a panther, the claw of a lobster as a right hand, the hand of a monkey for a left hand, the chest of a turtle, the horns of a mountain goat, the face of an ape, and eyes of hellfire. Its long, dangling hair is made of writhing snakes. Its long coat is patched from the clothing of children and lunatics that the H'awouahoua has devoured. The devil can offer its most devout servants eternal life, so long as they are willing to drink the blood of children and lunatics, and never allow their loyalty to the H'awouahoua to waver.

The H'awouahoua is a very manipulative devil, but its machinations are for the simplest of motivations: hunger. The devil has an insatiable appetite, and one that can only be tempered for a few minutes at a time by the flesh of children or madmen. When the H'awouahoua's body is killed, its soul is imprisoned in a shadowy realm in the abyss, where it is cut off from its food source. While imprisoned thus, the devil goes mad, and desperately seeks humanoids to turn to its service, so that they may return to the material plane and feed. Because of its preferred prey, the H'awouahoua most often strikes bargains with nurses, unhappy mothers, asylum doctors, and alienists.

FOR THE DM: In combat, the H'awouahoua will first cast hold person or use its lobster claw attack to restrain a creature so that its Aura of Revulsion can drive it insane. Once a character's Sanity is low enough for the H'awouahoua to use its multiattack, it immediately attempts to tear that creature apart and devour it to satisfy its mad hunger.

When the H'awouahoua dies, its body does not remain in our world. Instead, it is devoured by hungry shadows that drag it back into the abyss, where it is imprisoned until the next time it manages to break free. The current region of the material plane is immediately freed from the H'awouahoua's nightmares and psychic manipulations.

**Hergus, Rolund***Medium humanoid (human), chaotic good(ish)*

Armor Class 10 (natural armor)**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	9 (-1)	10 (+0)	14 (+2)

Sanity (optional) 12 (+1)

Insanity Rolund is a narcissist and quickly gets bored of any situation that does not directly involve him. He will insert himself, often foolhardily, into any activity (including combat) if he feels left out.

Skills Deception +4, Seduce +4**Senses** passive Perception 10**Languages** Common**Challenge** 0 (10 XP)

Actions

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Rolund is a young man who has been remanded to the custody of Lamp's Light after he was found wandering in an upper-class quarter without a stitch of clothing. He was non-violent, disarmingly charming, and an ideal candidate for treatment at Lamp's Light.

Rolund's affable personality and natural charisma have made him a favorite of the staff and his fellow patients. He finds men and women of all types equally enticing, and has not yet met a species that he doesn't find intriguing.

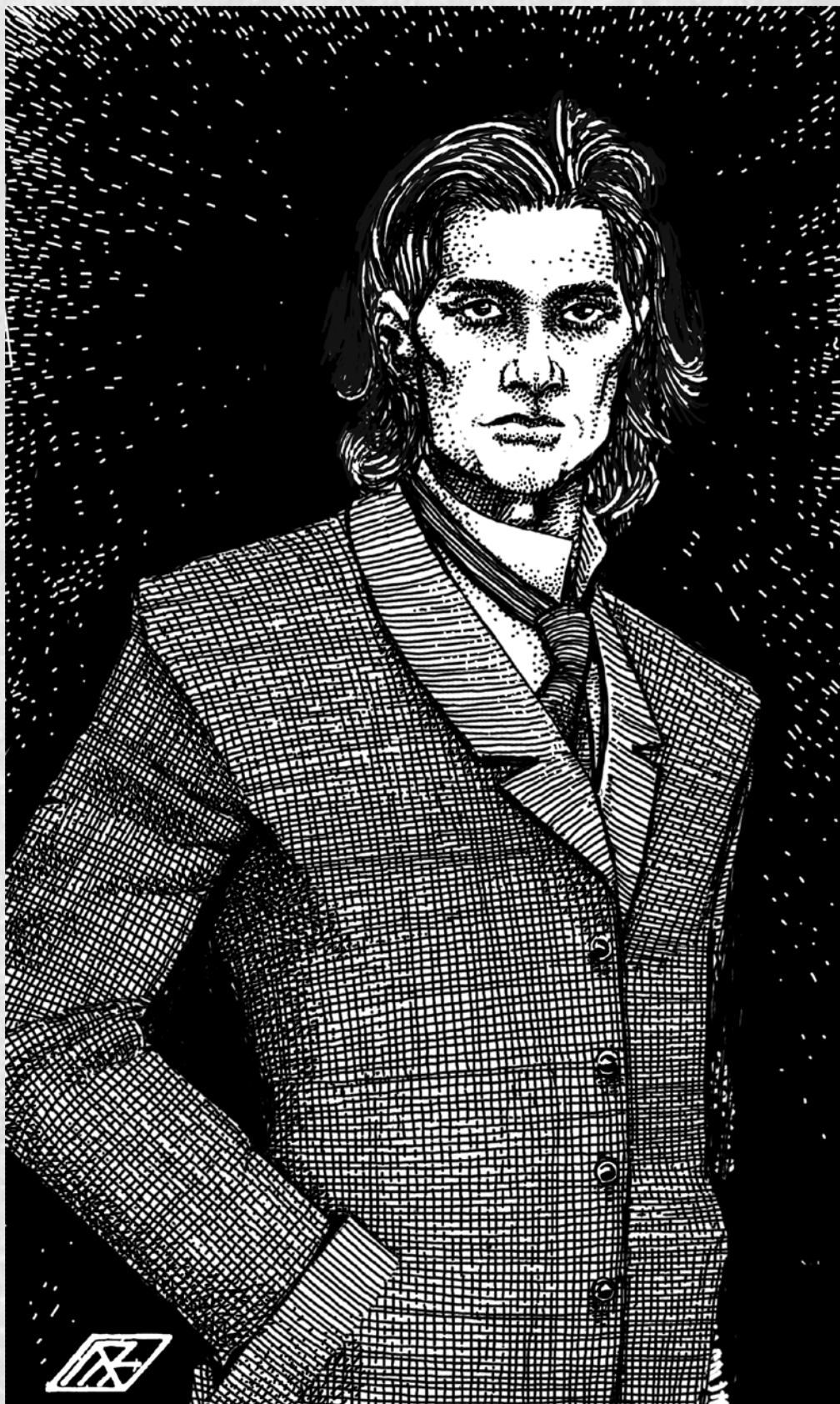
Rolund spends his days on the first floor, holding court in the common room, taking his meals in the cafeteria, and enjoying a level of access to the facility that few patients have. As the sun sets, his thoughts and urges can

lead him to virtually any room and area of the facility.

By all accounts Rolund is enjoying his stay at Lamp's Light tremendously, and sees no reason to leave. The patients are interesting, the staff attentive to his needs, and he wants for nothing. He's learned quickly who to avoid — namely the lunatic with an "11" on his shirt — and has built quite a network of friends on the outside from the patients that stay only transiently.

FOR THE DM: Rolund is thoroughly enjoying his stay at Lamp's Light. When discovered by the watch he had narrowly escaped discovery by the spouse of a noble that he'd had a tryst with. In his time at Lamp's Light Rolund has cultivated relationships with patients and staff. He has no interest in being "cured" or ending his furlough in the sanitarium. For their part the folks of Lamp's Light aren't in any hurry for him to leave either.

ADVENTURE HOOK: Rolund has made many enemies amongst the nobles and merchant families of the city. The patrician of one of Rolund's discarded paramours has learned that Rolund is a guest at Lamp's Light and has decided to make him pay for the emotional turmoil he has caused.





Japhi

Tiny beast (cat), curiously ambivalent

Armor Class 16 (19 with *mage armor*)

Hit Points 69 (18d4 + 24)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	14 (+2)	13 (+1)	9 (-1)	20 (+5)

Sanity (optional) 18 (+5)

Insanity none; Sir Japhi is probably the most sane and stable intelligence within the walls of Lamp's Light.

Saving Throws Cha +8, Dex +9

Skills Deception +11, Insight +2, Perception +5, Stealth +11

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60ft., passive Perception 15

Languages understands Common and Elven (cannot speak), telepathy 60 ft.

Challenge 9 (5,000 XP)

Hecate's Blessing. Japhi's alignment, attributes, and true nature cannot be ascertained by magical means. Any attempts by mortal magic to learn more of him indicate that he is nothing more or less than an exceptionally intelligent and long-lived cat.

Keen Smell. Japhi has advantage on Wisdom (Perception) checks that rely on smell.

Subtle Caster. Japhi can cast spells without verbal or somatic components.

Spellcasting. Japhi is a 13th-level spellcaster and his spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He regains expended spell slots after finishing a long rest. He knows the following spells:

At will: *dancing lights*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *charm person*, *disguise self*, *fog cloud*, *silent image*, *sleep*

2nd level (3 slots): *detect thoughts*, *enlarge/reduce*, *hold person*, *invisibility*

3rd level (3 slots): *fear*, *gaseous form*, *hypnotic pattern*

4th level (3 slots): *confusion*, *dimension door*, *dominate beast*

5th level (2 slots): *animate objects*, *dominate person*, *telekinesis*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *etherealness*

Actions

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1 + 6) slashing damage.

Purr (3/day). Japhi's purr permeates the room with its subtle and soothing vibrations. Up to five humanoids of Japhi's choice within 30 feet that can see him must make a DC 17 Charisma saving throw; on a failure, a creature is charmed until the end of its turn. On its turn, a charmed creature must use its movement to approach Japhi, and use its action to pet him.

Reactions

Bad Luck (recharges 5–6). When a creature Japhi can see makes an attack roll against him, he can use his reaction to change the target of the attack to another creature within 10 feet of him. If there are no other targets, he can instead impose disadvantage on the attack roll. This feature can only be used before knowing whether the attack hits or misses.

The orange tabby known teasingly as Sir Japhi has been a fixture at Lamp's Light since its opening day. Japhi is a large cat, but not



unnaturally so, with thick fur that is always spotlessly clean. He has black stripes on his head and flank — stripes that the patients swear move of their own accord. His preternaturally intelligent eyes unnerve some as their sweeping gaze takes in every detail. Around his neck hangs a loose collar of scarlet leather, bearing a silver pendant the size of a small coin.

In the early years of the sanitarium the feline followed Master Prosper everywhere he went, and the two were rarely seen without one another. When asked about his pet Prosper would smile cryptically and say, “He’s not my cat. More likely, I’m his human.”

When Prosper’s affections shifted to Florence Rose in later years Japhi, no longer the center of

Lucien’s attention, virtually disappeared from the grounds. He was still seen on occasion, usually in the company of a favored patient, but he rarely stayed long and had a habit of disappearing just before Rose walked into a room.

With the death of his human, Japhi is once again prowling and hunting the grounds of Lamp’s Light. The staff think that he’s searching for Master Prosper, and take pity on the grieving beast. Despite his long tenure at the sanitarium Japhi shows no signs of old age or physical deterioration. When he chooses to be seen he holds court from on high, preferably well out of the reach of others.

FOR THE DM: Japhi’s true motivations are known only to himself, and his true mistress Hecate. He has resumed his wandering ways to learn more about Administrator Rose, whom he does not trust and suspects to have played a part in the death of his human, Lucien Prosper. He also finds Dr. Renwick’s deteriorating mental health equal parts amusing and interesting. He views the doctor’s experiments in the same light as a predator playing with its food — though he’s yet to see Renwick eat a patient, and doesn’t understand why he would subject himself to the experimental devices.

If Japhi learns Rose’s true nature, he and his mistress will begin a cold war in which all of Lamp’s Light will be at great risk. Patients, orderlies, and alienists will, quite literally, be catspaws in a game of deceit and intrigue. The PCs may be drawn in as Rose (or Meri) seeks to learn who is sabotaging her sanitarium.

Hecate’s Pendant

Wondrous item, very rare (requires attunement by a cat)

When used as a spellcasting focus, the pendant replaces the need for material components regardless of the cost associated with the components.

**Keller, Otto***Medium human, neutral good***Armor Class** 12 (15 with mage armor)**Hit Points** 112 (15d8 + 45)**Speed** 30 ft., climbing 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	16 (+3)	11 (+0)	8 (-1)

Sanity (optional) 9 (-1), or 14 (+2) when attuned to his +1 heavy wrench

Insanity Otto is obsessed with the occult, inexplicable mysteries, eldritch deities, and strange stories. He will always be drawn to investigate such items and events, even if it means risk to himself or others. However, his willpower is strong enough to resist using dangerous magics unless in the direst of circumstances. These spells are noted below with an *.

Saving Throws Str +7, Dex +5, Con +6**Skills** Acrobatics +6, Arcana +8, Athletics +8, Perception +2, Persuasion +3, Stealth +6**Senses** passive Perception 12**Languages** Common, Abyssal, Deep Speech**Challenge** 5 (1,800 XP)

Brave. Otto has advantage on saving throws against being frightened or charmed.

Brute. A melee weapon deals one extra die of its damage when Otto hits with it (included below).

Circus Climber. Otto has advantage on ability checks involving climbing, so long as he can see.

Eldritch Survivor. Together, Otto and his trusty wrench have faced horrors from beyond the cosmos. While he has his +1 heavy wrench equipped, he receives a +5 bonus to his Sanity score.



Innate Spellcasting. Otto's spellcasting ability is Intelligence (spell save DC 15) and he can innately cast the following spells with no material components:

At will: *mage armor*

3/day: *bestow curse**, *counterspell*

1/day: *circle of death**, *teleportation circle*

Actions

Multiattack. Otto makes two melee weapon attacks.

Heavy Wrench +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.



“There’s so much power in stories, mister.
*The sorta power that can soften the most stony heart,
silence the most wicked storm. The sorta power that
can make even the smallest man act brave, no matter
how scared they might feel down in their gut.*”

— Otto Keller

Otto looks young for his age, partially due to his short height and medical condition. He is a hunchback, suffering from relatively severe kyphosis. When painful bouts of his condition strike, his boyish face twists with perpetual discomfort. He has become so used to the sudden pain that he is mostly unaware of it when it occurs. Since tailors rarely make clothes for one such as he, Otto is almost always seen wearing a dingy brown coverall, oversized for easier mobility with his hump, with a tool-belt hanging from his hip.

Otto has served as the janitor and handyman for Lamp’s Light for only the past few months. He speaks little of his own past, other than to say that he has seen much cruelty in his life. His quiet nature and deformity make most of the staff overlook him, and so Otto wanders the facility with little restriction. He often enters patients’ rooms or common areas and attempts to cheer them up with a gentle voice, encouraging words, juggling tricks, and fantastic stories of far-off realms passed down to him by his mother.

FOR THE DM: Otto grew up in The Flying Horvaths’ World Famous Show, a grimy circus where he was treated very poorly at the hands of his fellow circus performers for being a hunchback. His father protected him as well as he could, until he was eaten by a lion in a grisly accident. His mother was kind and doting, but became afflicted with dementia at a young age, causing her to often forget who Otto was and act with a disturbing viciousness.

When he was still a teenager, Otto’s mother vanished mysteriously in the middle of the night, leaving him alone to fend for himself in a

den of vipers. Despite being treated as less than human until he left the circus in search for a better life, Otto never gave in to the meanness of the world around him. He truly has an impregnable heart of gold.

Otto is also far from what his timid and ungainly appearance would suggest. He comes from another world entirely, where he and his theatrical troupe escaped a hell called Carcosa and dared to face Hastur, the King in Yellow. They managed to thwart the eldritch God’s mad machinations, and Otto escaped the encounter with both his life and his soul intact. Furthermore, his experiences in Carcosa have gifted him a deep connection to the occult and magic. His harrowing adventures have transformed him from a fearful victim into a brave man willing to sacrifice himself for others.

More recently, a string of recurring nightmares has led Otto to believe the King in Yellow has captured his mother and is tormenting her as an act of revenge. The hunchback used the magic he has studied to move through worlds, in hopes that he may find the sanitarium that plagues his nightmares. This foolhardy search brought him several months ago to Lamp’s Light. He has become drawn into the grim mysteries there, and is actively engaged in uncovering Lamp Light’s darkest secrets so that he may help put a stop to its lurking evils.

Unfortunately for Otto, his closest friend at Lamp’s Light, Administrator Florence Rose, is not at all who she appears. Soon, it is very likely that he will stick his nose where it doesn’t belong, and may be caught in a dangerous trap set by Florence. Though Otto is strong, clever, and a capable spellcaster in his own right, his naive and trusting nature may prove to be the end of him. Unless he finds another ally within the sanitarium, his string of good luck as a would-be hero may soon run out.



Lowbrow, Milo

Small humanoid (halfling), chaotic neutral

Armor Class 15 (18 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	9 (-1)	10 (+0)	20 (+5)

Sanity (optional) 5 (-3)

Insanity Milo has disadvantage against fear and charm effects. Additionally, when in complete darkness Milo has advantage on Initiative and Dexterity (Stealth) checks but disadvantage on melee and ranged attack rolls.

Saving Throws Cha +8, Con +5

Skills Deception +11, Insight +6, Intimidation +8, Perception +6, Persuasion +11

Damage Resistances poison

Senses darkvision 120ft., passive Perception 15

Languages Common, Dwarven, Elvish, Giant, Goblin, telepathy 30 ft.

Challenge 6 (2,300 XP)

Force of Personality. Milo adds his Charisma modifier to the damage dealt on spell attacks.

Death's Door (2/day). When Milo is reduced to zero hit points, as a free action he can choose a target within 30 feet to make a DC 16 Constitution saving throw. On a failure that creature is reduced to zero hit points, and Milo drops to 1 hit point instead.

Aura of Misfortune. When Milo rolls a 20 on a d20 for an attack, ability check, or saving throw, he must reroll the die and use the new roll. Any creature within 10 feet of Milo must succeed on a DC 16 Wisdom saving throw or be affected by this aura in the same manner.



Innate Spellcasting. Milo's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 16) with no material components:

At will: *mage armor* (self only)

Spellcasting. Milo is a 13th-level spellcaster and his spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He regains expended spell slots after finishing a long rest. He knows the following spells:

At will: *chill touch*, *eldritch blast* (3 bolts), *friends*, *prestidigitation*

1st–5th-Level (three 5th-level slots): *black tentacles*, *calm emotion*, *charm person*, *command*, *compulsion*, *contact other plane*, *counterspell*, *detect thoughts*, *dream*, *hideous laughter*, *hold person*, *suggestion*.



Actions

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Reactions

Uncanny Dodge. When a creature Milo can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Shortly before Lucien Prosper's untimely passing, an enormous half-orc appeared at the door of Lamp's Light. The door veritably shook with the creature's furious pounding. Master Prosper was quickly summoned, and led the man to his private office. It was then that the staff present noticed that the half-orc was carrying a much smaller bundle, the size and shape of a child.

The conversation that followed has been lost with Prosper's death, but what is known is that the following morning Lamp's Light had a new patient. A patient that keeps to himself, is quite literally afraid of his own shadow, and never speaks in more than a whisper. The patient's name is Milo Lowbrow.

FOR THE DM: Milo was poised to live a charmed life in the countryside. He was born with a plethora of natural gifts, the flair of a natural born entertainer, and wanted for nothing growing up.

A life with no challenges or excitement was not to his liking, and in a fit of boredom-fueled wanderlust he joined an adventuring company. His new allies, seeing his potential and innate skills, welcomed him with open arms as their spokesperson, magician, and cutpurse. That was when he learned that his preternatural luck had a tendency to abandon him at the most inopportune, stressful times.

Milo's first adventure, an investigation into a haunted funhouse, resulted in his first brush

with mortality from a surprisingly lethal clown. In his next excursion he fared a little better, escaping with his life and a bevy of scars for his troubles. This series of events played out over, and over, and over.

In the beginning his friends thought of it as a joke, "the unlucky little one". And then he died in a battle in which no ally was harmed. Not even a scratch! His resurrection changed him forever; the happy-go-lucky halfling disappeared. In his place was a cowering, scarred, shell of a man, jumping at shadows, rarely sleeping, and mumbling to himself. In a routine skirmish with a ragtag squad of goblin bandits his friends realized that they too were now the object of his aura of misfortune. Barely escaping with their lives, they sent their largest, strongest, and toughest member to deliver the near-catatonic Milo to Lamp's Light — far away from the dangers of the dungeons and lairs of their adventures, and most importantly, far from them.

**Meri***Medium humanoid (half-elf), lawful neutral***Armor Class** 11**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	14 (+2)	12 (+1)	15 (+2)

Sanity (optional) 14 (+2)**Skills** Insight +5, Persuasion +3**Senses** passive Perception 12**Languages** Common**Challenge** 0 (10 XP)

Astute Insight. Meri has advantage on any check to determine if she is being told a lie.

Actions

Club. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Every visitor to Lamp's Light Sanitarium, be they patient, family, alienist, staff, or other, is greeted by the smiling face of Meri. To many visitors, Meri is as integral a member of Lamp's Light as Dr. Renwick or Administrator Rose.

Meri's story began two score years ago, when she was left on the asylum's stoop. In and of itself this is not a particularly unusual or remarkable thing. The folk nearby know that children without parents often show up at the sanitarium, and in time are found homes through Master Proper's many connections. What was remarkable is that Meri never left. Master Prosper took an immediate and intense shine to the child, and she's been a ward of Lamp's Light ever since.



His recent demise has left deep emotional scars on the woman. She has found solace, purpose, and a sense of peace in her role at the sanitarium and each day is a personal dedication to the memory of her benefactor. There is nothing more important to Meri than the reputation of Lamp's Light and its deceased founder. Nothing.

FOR THE DM: Meri is Lucien Prosper's child, a fact that he recognized as soon as he saw her. Master Prosper took this secret to his grave, but should it ever be revealed to her she will become obsessed with uncovering all of the details of his death. When that mystery is solved, she will doggedly pursue ownership of Lamp's Light as her birthright. This investigative line of inquiry could expose the machinations of Dr. Renwick, Administrator Rose, and others. She will need powerful allies and cunning to claim the asylum.



Mielace, Ed "David"

"An interesting subject has been presented for treatment today. The being known as Mr. Mielace is a gestalt of two disparate personas. That, in and of itself, is little of note. We have many such unfortunates in Lamp's Light. Mr. Mielace's condition presents to such an extent that he undergoes a remarkable physical change with the transference of control of his body to the other identity."

— Dr. Renwick

"After one month of study and treatment Mr. Mielace's conditions continues to baffle and fascinate me. The progenitor personality, "Ed", has a meekness of actions, countenance, and lack of vigor that lend him the air of a cloistered academic. Mayhap one that rarely strays from the fold. As "Ed" he possesses a modicum of arcane talents that he has been, as of yet, unwilling to divulge the origins of.

"Whereas "David"...he is something else entirely. With the birthing of that personality and the resulting transformation mounds of ill-formed muscle adhere to a frame not suited for them, giving him an altered gait, and the manners of a beast. Despite his attempts to conceal it, I believe he maintains the intelligence of "Ed", though with a predatory bent to it."

— Dr. Renwick

"David has beaten two patients and an orderly to death. Fortunately, they will not be missed. He may have the constitution for the Spike. Further study is warranted."

— Dr. Renwick.



**Ed***Medium humanoid (human), neutral good*

Armor Class 11**Hit Points** 39 (7d8 + 8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	15 (+2)	15 (+2)	14 (+2)

Sanity (optional) 12 (+1)

Insanity Ed's psychosis prevents him from realizing that he and David occupy the same body. Ed believes that David is his prodigal brother, and black sheep of the family. Ed is able to remember David's actions, but only as if he were witnessing them as a bystander. Attempts to "cure" Ed, or force him to accept his dual nature, result in his transformation into his alter ego.

Saving Throws Chr +4, Con +3**Skills** Arcana +6, Medicine +6, Perception +4**Senses** passive Perception 14**Languages** Common, Elven, Dragon, Celestial, Infernal**Challenge** 1 (200 XP)

Innate Spellcasting. Ed's innate spellcasting ability is Intelligence. He can innately cast the following spells (spell save DC 12, +4 to hit) with no material components.

At will: *light, mage hand, ray of frost*

2/day: *silent image, charm person, shield*

Of Two Minds. Ed's binary nature gives him advantage on saving throws against being charmed or frightened.

Transmogrify. As an action Ed loses control of his body, and David emerges from the depths of his psyche. Ed cannot willingly initiate this transformation due to his insanity. The transformation occurs when triggered by his insanity, when Ed is in extraordinary danger, or when Ed is reduced to zero hit points. In the latter instance, he immediately regains all lost hit points upon assuming the role of David.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



David

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	15 (+2)	8 (-1)	10 (+0)

Sanity (optional) 7 (-2)

Insanity Even were he interested in doing so, David is unable to rein in his baser, more bestial urges. He is a being completely driven by his id, attacking everything and everyone with gusto. Still, he is not a mindless beast, and uses his intelligence to maximize the havoc and carnage he can inflict.

Saving Throws Str +8, Con +7

Skills Athletics +8, Deception +3, Intimidation +6

Senses darkvision 30ft., passive Perception 9

Languages Common

Challenge 5 (1,800 XP)

All In. David's attacks are made without hesitation or any efforts to control them. He has a +2 to-hit and damage for all melee attacks (included below).

Of Two Minds. David's binary nature gives advantage on saving throws against being charmed or frightened.

Reckless. At the start of his turn, David can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Transmogrify. As an action David can release control of his body, and allow Ed to emerge from the mental cage he is kept in. David will not willingly initiate this transformation. The

transformation occurs when David completes a long rest, or when he is reduced to zero hit points. In the latter instance he immediately stabilizes with 1 hit point upon assuming the identity of Ed.

Actions

Multiattack. David makes three attacks per round.

Pummel. *Melee Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage. When a target is struck by David's pummel attack two or more times in one turn, he may use his bonus action to wrap his meaty arms around a Large or smaller target, crushing them for 9 (2d6 + 2) bludgeoning damage and stunning them until the end of their next turn.

Reactions

Swipe. As a reaction he can make a melee attack at a creature that has attacked him.

FOR THE DM: Heroes may interact with Ed or David over an extended period of time before becoming aware of the other personality. Ed is allowed to roam the first floor of Lamp's Light as a trusted patient. David is more likely to be met due to a physical altercation that he is a part of.

The staff, alienists, and most of the patients have long ago learned that when interacting with Ed they should not mention David lest they run the risk of invoking his presence. Ed is friendly, if painfully shy and guarded.

David has an uncanny knack for identifying like-minded individuals, and PCs with an insanity compatible with his own may be parleyed with for brief alliances, or to extricate David from whatever situation his behavior has gotten him in. David has the attention of Dr. Renwick too, and may find himself an alumnus of the good doctor's extreme treatments soon.

**Myttong, Jon (aka Mad Jak)***Medium humanoid (human), chaotic neutral***Armor Class** 9**Hit Points** 19 (3d8 + 6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	15 (+2)	11 (+0)	9 (-1)	15 (+2)

Sanity (optional) 6 (-2)

Insanity Jon is an alcoholic. If Jon is not under the effects of alcohol, he has a -1 penalty on all skill checks until he is. The penalty increases to -2 after 3 hours, and becomes disadvantage after 6 continuous hours of sobriety.

Skills Deception +6, Persuasion +6**Senses** passive Perception 9**Languages** Common**Challenge** 0 (10 XP)

Water Into Wine (2/day). Jon can procure sufficient alcohol to inebriate himself by succeeding on an opposed Charisma (Deception) check against any orderly, alienist, or Lamp's Light staff member observing him.

Actions

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

"There is wisdom in wine and freedom in beer! Come my friends, join me in a journey of debauched discovery!!!!"

— Mad Jak

Jon Myttong is the third son of a minor noble in a nearby province. Neither the eldest nor the youngest, Jon spent much of his childhood overlooked and ignored. That all changed when, at his eldest brother's wedding, he discovered wine for the first time, and in its inhibition-abolishing grasp became the euphoric, manic, and vivacious person he'd always wanted to be: Mad Jak. The laughs and attention he earned with his shenanigans ensured that the evening's debauchery was the first of many; such was the birth of Mad Jak.

Jon Myttong, conversely, is a sober, sullen, and quiet man. Introspective and brooding, he virtually disappears in any room he is in — quite a feat considering his imposing physicality. His demeanor, when combined with his physical presence, ensure that few disturb him. Despite this he has developed a friendship of sorts with Nyfuir. The two can often be found together, seemingly oblivious to the outside world.

Mad Jak, the drunken poet, philosopher, and orator, can only be described as manically intense in his attentions and activities. His stern countenance is softened by frequent smiles and infectious laughs. Jak is the happiest, most vivacious, and personable drunk you will ever meet, the opposite of Jon by every measure. Jak is friend to all, and has never met a stranger.

FOR THE DM: Dr. Renwick has his eye on Jon Myttong and Mad Jak. It is his supposition that Jon's fragmentary personality is similar to, albeit less extreme than, Mr. Mielace's. Renwick believes having the two of them opens up a wealth of options for experimental therapies and is only waiting for Jon's embarrassed family to consent to the more aggressive treatments.





Nantanye, Bok (aka Patient 11, The Grey Man)

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	15 (+2)	10 (+0)	17 (+3)

Sanity (optional) 0

Insanity Bok is a sociopath and instinctually responds to problems with violence. When he is unable to suppress his sociopathic tendencies, he has a -2 penalty to Persuasion/Deception checks and a +2 bonus to Intimidation checks. (These bonuses and penalties are not included in the stats below).

Saving Throws Dex +6, Cha +6

Skills Deception +6, Insight +3, Perception +3, Stealth +9

Senses passive Perception 13

Languages Common, Elven

Challenge 6 (2,300 XP)

Assassinate. During his first turn, Bok has advantage on attack rolls against any creature that has not yet taken a turn. Any hit scored on a surprised creature is a critical hit.

Evasion. If Bok is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/turn). Bok deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally



that isn't incapacitated (and Bok does not have disadvantage on the attack roll).

Actions

Multiattack. Bok makes three attacks

Shiv. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage.

Patient 11 is virtually catatonic, moving only when directed and never speaking. He is often seen standing by himself in a corner near a window. He is physically nondescript with cropped grey hair, dull blue eyes, and a build that is largely hidden by the loose clothing of



patients. An “11” is scrawled in charcoal on the breast of his shirt.

The man who would later become known as Patient 11 appeared at the doorstep of Lamp’s Light with no preamble last year on the morning of All Saint’s Day and was subsequently admitted. He has no ties to the staff or patients of Lamp’s Light, most of whom believe that his catatonia is the result of a horrible trauma. Administrator Rose has taken a special interest in his case and dedicates many hours reading to him in the evenings.

FOR THE DM: Patient #11 is the current alias for Bok Nantanye. Bok lived in ghettos making a meager living as a merchant and tinkerer. On the evening of All Hallows Eve his form was occupied by an alien intelligence and the Grey Man emerged. For the next three nights the Grey Man terrorized the denizens of slums. The intelligence released its grip on Bok on the final night, its thirst for violence slaked by the 11 victims left in its wake. The entity stirs again within Bok as Florence Rose coaxes it from the recesses of his mind.

The Grey Man

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 71 (10d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	12 (+1)	10 (+0)	17 (+3)

Sanity (optional) 0

Insanity The Grey Man is a sociopath and instinctually responds to problems with violence. He has a -2 penalty to Persuasion/Deception checks and a +2 bonus to intimidation checks. (These bonuses and penalties are included in the stats below.)

Saving Throws Dex +6, Cha +6

Skills Deception +4, Insight +3, Perception +3, Stealth +11

Senses passive Perception 13

Languages Common, abyssal

Challenge 7 (2,900 XP)

Assassinate. During his first turn, the Grey Man has advantage on attack rolls against any creature that has not yet taken a turn. Any hit scored on a surprised creature is a critical hit.

Evasion. If he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/turn). The Grey Man deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn’t incapacitated (and he does not have disadvantage on the attack roll).

Actions

Multiattack. The Grey Man makes three attacks.

Shiv. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 7 (2d6) psychic damage.



Nimbus

Tiny aberration, chaotic evil

Armor Class 15

Hit Points 31 (9d6)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	11 (+0)	12 (+1)	13 (+1)	14 (+2)

Sanity (optional) n/a

Skills Stealth +7

Damage Resistances necrotic, psychic

Damage Immunities bludgeoning, piercing, and slashing from non-magical weapons that are not silvered

Condition Immunities exhaustion, frightened, poisoned, stunned

Senses blindsight 30 ft., passive Perception 11

Languages Aklo

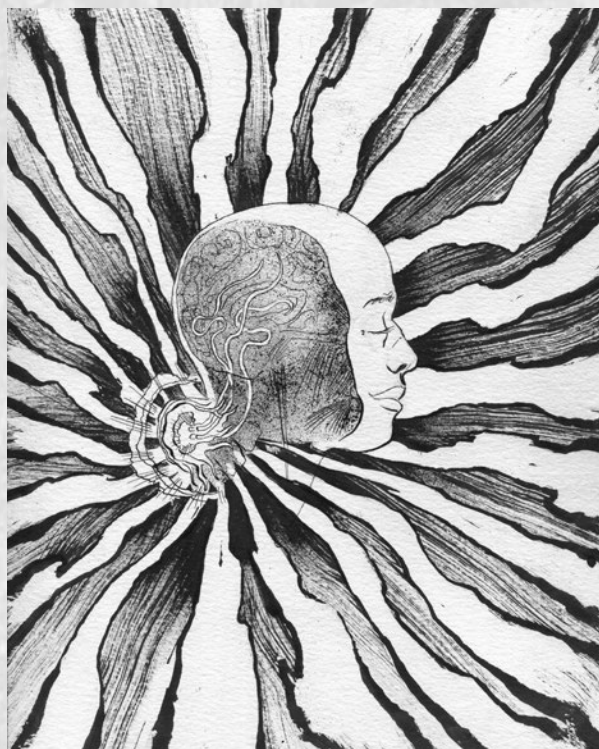
Challenge 3 (700 XP)

Actions

Consume Will. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target. *Hit:* The target must succeed on a DC 12 Charisma saving throw or lose 1d4 points of Charisma. This save must be repeated every 6 hours. When the target has lost a total of 8 or more points of Charisma she falls into a fugue state and is effectively incapacitated. When the target's Charisma is reduced to 3 or less, she must make a DC 14 Charisma save or be reduced to 0 hit points as she commits suicide. Lost Charisma points are regained at a rate of 1d4 per long rest.

Incite Riot (1/day). The nimbus emits a psychic scream that overwhelms the personas of anyone nearby. Those suffering from insanity are especially vulnerable. All creatures within 30 feet must make a DC 12 Sanity check or

be compelled to form a **riot of lunatics** (see *Appendix C, page 179*). If the target of the effect is suffering a bout of madness the check is made with disadvantage.



“There came to that room wild streams of violet midnight glittering with dust of gold; vortices of dust and fire.”

— H.P. Lovecraft

For reasons unknown, the extraplanar parasites known as the nimbus are drawn to areas of great mental chaos and despair. The creatures are especially fond of the minds of maniacs. Once an appropriate host is found these invisible creatures attach their corpuscular body to the base of its neck and extrude ethereal tentacles into the creature's mind. The nimbus then feeds upon the psyche until satiated. When ready to find a new victim, the nimbus emits a psychic pulse compelling its host to commit suicide, which allows the nimbus to free itself more easily.



Nyfuir

Medium humanoid (human), chaotic neutral

Armor Class 12

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	13 (+1)	14 (+2)	18 (+4)

Sanity (optional) 5 (-3)

Insanity Nyfuir cannot easily tell reality from the hallucinations that constantly bombard her. These hallucinations are often due to her psychic link with Chem, but may manifest at any time and in any manner. Nyfuir has a -2 penalty to Wisdom (Insight) and Wisdom (Perception) checks (taken into account below). Additionally, she attacks at disadvantage on the first round of any battle as she struggles to discern what is real from what is not.

Saving Throws Cha +7, Con +3

Skills Arcana +4, Insight +3, Perception +3

Senses darkvision 30ft., passive Perception 15

Languages Common, Elven, Infernal

Challenge 5 (1,800 XP)

Spellcasting. Nyfuir is a 9th-level spellcaster and her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She regains expended spell slots after finishing a short or long rest. She knows the following spells:

At will: *eldritch blast* (2 beams), *friends*, *mage hand*, *prestidigitation*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Reactions

Share Nightmare (Recharge 6). In response to being damaged Nyfuir can psychically invade the minds of creatures within a 30-foot radius, forcing them to make a DC 15 Charisma saving throw. On a failed save, a creature takes 27 (6d6) psychic damage and is stunned and frightened until the end of their next turn. On a successful save, the creature takes half as much damage, and is unaffected by the conditions.





Nyfuir's earliest memory is of shivering, hungry and cold, in her root cellar, as she hid from an invading horde of raiders. The screams of her friends, family, and neighbors penetrated her basement hiding place, and yet she kept silent throughout it all, fear and self-preservation winning out over any thoughts she may have had of running. Nowhere to go, Nyfuir used the howls of pain to mask her excavation of the earthen floor. The torture lasted for days, time enough for the tunnel to grow to sufficient size to engulf her with its dark embrace.

While in this dark and cramped tomb of her own creation, Nyfuir begged and prayed for deliverance. Finally, a voice answered her. It was this day that Nyfuir became a warlock, swearing fealty to a fiendish patron in return for the power to smite her enemies, and the services of a rakish imp familiar called Chem.

Despite her thirst for vengeance, Nyfuir's heart never hardened to the savage violence she witnessed in her lord's service. With the death of each raider she grew more disenfranchised with her patron and the vengeful path she'd set herself on. Her doubts crystallized into defiance when she was charged by her patron with the murder of a coterie of clerics from a rival faith.

Nyfuir tracked the clerics to their home, set it ablaze to flush them out, and in a flash of insight realized that she'd become the very image of the invaders that stole her family years before. Shaken by the revelation, Nyfuir rebelled against the will of her patron.

No good deed goes unpunished, and in a fit of hellish rage her patron violently withdrew the gifts he'd bestowed upon her. Next, Chem disappeared in wisp of sulfurous smoke. In the wake of the sudden violation, Nyfuir regressed to the trapped, powerless child she'd once been.

Her master's cruelty wasn't satisfied with merely neutering her, and to this day she maintains a psychic link to Chem. The imp's malicious, craven deeds are relayed to her in a

continuous stream of depravity, slowly eroding what little mental strength she has remaining.

During lucid periods, Nyfuir can articulate her past, her punishment, and the diseased bond that she shares with her former familiar. Sadly, these periods are infrequent. Most days are spent as a silent, helpless witness to the cankerous profanity of Chem's existence, a small scream, a tear, or a string of mumbled words the only clue outsiders have to the horrors she's witnessing.

FOR THE DM: Nyfuir's mind has been fractured almost beyond repair. What she wants more than anything is for another patron to fill the cavernous hole within her psyche, and to feel the comforting closeness of that symbiotic relationship. Whomever, or whatever, extends an offer of patronage is sure to be accepted.

In doing she will regain much of her lost powers. The patron will gain an unwavering zealot to its cause. Nyfuir's psychosis will shift to justify any action, no matter how abhorrent, and she will be an eager puppet to be directed as it sees fit.



Orderly

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	9 (-1)	10 (+0)	8 (-1)

Sanity (optional) 8 (-1)

Skills Athletics +3, Insight +2, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Grappler. The orderly has advantage on attack rolls against a creature it is grappling.

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Pin. The orderly may use its action to try to pin a creature it has successfully grappled. To do so, the orderly must make another grapple check, and if the orderly succeeds both the orderly and the creature are restrained until the grapple ends.

Reactions

Call for Reinforcements (1/day). In response to an attack an orderly may summon 1d4 **orderlies** to her aid. All summoned orderlies appear at the beginning of the next round.

Not known for their personalities or intelligence, these bulky men and women in pristine white uniforms instill order through the liberal application of force. Orderlies are the ubiquitous staff of the asylum responsible for a wide range of duties, and can be found in all areas of the facility. They are ever-vigilant and promptly respond to calls for assistance from Lamp's Light staff. If needed there are always 1d4 orderlies within earshot of the **staff alienists** (see *Appendix C, page 144*).

FOR HIGH LEVEL GAMES: The following changes can be made to increase the challenge presented by the orderlies.

- Double their hit points.
- Give them a second attack per round.
- Increase Strength by 1.
- Increase Call for Reinforcements to 3/day.





Patient

Medium humanoid (any race), any alignment

Armor Class 10 (natural armor)

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Sanity (optional) variable 1d4 - 1

Insanity Most patients show signs of some form of insanity (see *Appendix A*, page 123).

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Actions

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

As varied as the faces in a crowd, any sentient being can be a patient at Lamp's Light. Humans, elves, gnomes, and the occasional dwarf have graced its halls. Patients from all social and economic stations are found within the sanitarium. Non-violent patients intermingle regardless of their lot in life outside of the asylum, and spend considerable time with one another.



Peeper

Small aberration, neutral evil



Armor Class 15 (natural armor)

Hit Points 27 (6d4 + 12)

Speed 0 ft., fly 30ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)

Sanity (optional) 13 (+1)

Insanity Peepers are obsessed with spying on living creatures' dreams. The emotions that arise from the dream are addictive to them, like a drug. They will not act aggressively towards a dreaming character they are spying on unless that character attempts to reject the dream's reality.

Saving Throws Cha +3, Wis +3

Skills Insight +5, Perception +5, Stealth +4

Senses passive Perception 15

Languages Abyssal, Common, Deep Speech, Undercommon

Challenge 1 (200 XP)

Aggressive. As a bonus action, the peeper can move up to its speed toward a hostile creature that it can see.

Figment. The peeper can only exist in the dreams of humanoid creatures. It is incapable of surviving in the prime material plane.



Mimicry. The peeper can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Eye Rays. The peeper shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it.

Confusion Ray. The targeted creature must succeed on a DC 11 Wisdom saving throw or be confused until the start of the peeper's next turn.

Nightmare Ray. The targeted creature must succeed on a DC 11 Charisma saving throw or take 11 (2d10) psychic damage and have disadvantage on attack rolls and ability checks until the start of the peeper's next turn.

Paralyzing Ray. The targeted creature must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Insanity Ray. The targeted creature must succeed on a DC 11 Sanity check or suffer from a short-term psychosis.

A peeper is the psychic manifestation of a singular obsessive thought, empowered by the reality-altering power of the H'awouahoua. When a character is near a location that the H'awouahoua hopes to use as a doorway from its shadowy realm into the physical world, they may find their mind drifting towards obsessions. When their thoughts linger too long on a gripping idea, a peeper is created, resembling a small beholder with a single central eye, and six fleshy tentacles each ending in a humanoid mouth. If one stares into the peeper's eye, they will see reflected in it the obsessive thought that birthed the aberrant creature.

Peepers invade the dreams of those who sleep near the place where they were created. While in a dream, a peeper may even attempt to interact with the dreamer by mimicking voices that the dreamer knows. The peeper is obsessed with watching dreams, and sustains itself from the psychic energy of a dreamer's emotions. The peeper will only attack the dreamer should the dreamer become aware of it, or attempt to escape their dream before it's meant to end.

FOR THE DM: Should a peeper kill a dreaming creature, the dreamer's physical body goes into a catatonic state, while their mind is forever trapped in a loop of the same dream they were having when they died. Only a greater restoration or a wish spell may end the dream and wake the dreamer from their catatonic state.



Renwick, Orson Dr.

Medium humanoid (human), lawful evil

Armor Class 10

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	11 (+0)	11 (+3)	18 (+4)	14 (+2)	12 (+1)

Sanity (optional) 0

Insanity sociopath

Skills Arcana +8, Insight +4, Intimidation +3, Medicine +10

Senses passive Perception 12

Languages Common, Elven

Challenge 3 (700 XP)

Didactic Training. Medicine is an Intelligence based skill for Dr. Renwick.

Spellcasting. Dr. Renwick is a 4th-level spellcaster and his spellcasting ability is Intelligence (spell save DC 12, +6 to hit with spell attacks). He regains expended spell slots after finishing a long rest. He knows the following spells:

At will: *friends, light, mage hand, shocking grasp*

1st level (4 slots): *charm person, command, illusory script, unseen servant*

2nd level (3 slots): *calm emotions, hold person, suggestion*

Actions

Club. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 2) bludgeoning damage.

Berate. Dr. Renwick targets a creature he can see within 30 feet and unleashes a torrent of

insults and disturbingly accurate insights. The target takes 2 (1d4) psychic damage and if the target fails a DC 12 Charisma save it is stunned until the end of its next turn.



“Be silent, watch, listen, and you may learn. I do not want to see you. I do not want to hear you. If you have a question, ask someone else. Is that clear? Just nod.”

— Dr. Orson Renwick

Dr. Renwick’s vitriolic enthusiasm has terrorized the halls of Lamp’s Light for almost as long as anyone can remember. He is universally hated,



feared, and respected in equal parts by the staff for his temper, sharp words, and brilliance.

With the passing of Lucien Prosper, Dr. Renwick is the final remaining staff member from the asylum's founding years ago. The man that he once was has all but disappeared over the years and no one is quite sure exactly why. Dr. Renwick was markedly affected by the death of his friend Lucien and his actions of late have been driven by a pervasive sense of bitter anger.

Dr. Renwick is a brilliant man and is responsible for the treatment of the residents of Lamp's Light. His breakthrough treatments include the *juxta personalis* (see *Appendix B*, page 140), and *cerebri mimos* (see *Appendix B*, page 138) — also known as *the spike*.

FOR THE DM: Dr. Renwick's descent into the person that he is now began with his experiments upon himself with his inventions. As a young man he would not subject unwilling patients to his experiments with the *juxta personalis* and resorted to using it on the only willing subject he could find: himself. It wasn't long before the personality changes wrought by the device loosened his viewpoint enough that he convinced himself that his experiments served the greater good and he began to subject the patients of Lamp's Light to his new treatments.



Riot of Lunatics

Huge swarm of medium humanoids (any race), any chaotic alignment

The chittering, gibbering sound of dozens of disharmonious voices assails your ears before you see the writhing, pulsating riot of patients bearing down on you. The variegated surface of the swarm makes visual examination disorienting, hypnotic. Moving closer, a screaming face issues forth abruptly and just a quickly submerges back within the pile of limbs.

Armor Class 11

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	8 (–1)	10 (+0)	10 (+0)

Sanity (optional) 0 (insane)

Insanity see Appendix B

Saving Throws Cha +2, Con +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa. The swarm can move through any opening large enough for a medium creature. The swarm cannot regain hit points or gain temporary hit points.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, or 6 (1d6 +3) if the swarm has half of its hit points or fewer.

Reality Warp. Any creature that begins its turn or ends its turn in a space occupied by the swarm must make a DC 10 Charisma save or be confused (as the spell *confusion*). The target may repeat the save at the end of its turn, ending the effect on a success.





Rose, Florence

Medium aberration (lawful evil)

Armor Class 12 (15 with mage armor)

Hit Points 135 (18d8 +54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	20 (+5)

Sanity (optional) 7 (-2)

Insanity Florence is obsessive about cleanliness.

She will not willingly place herself in a situation that will cause her to become unclean. She compulsively tidies up around her, and when unobserved she makes frequent use of prestidigitation to clean her quarters and office.

Saving Throws Cha +8, Con +5

Skills Deception +11, Insight +5, Intimidation +8, Perception +5, Persuasion +11

Damage Resistances fire, psychic

Condition Immunities charmed, frightened

Senses darkvision 30ft., passive Perception 15

Languages Abyssal, Common, Deep Speech, telepathy 30 ft.

Challenge 6 (2,300 XP)

Mutable Form. As an action, Rose is able to change her appearance (as alter self spell) to duplicate the appearance of a medium creature she has previously seen; she does not need to maintain concentration, however she does revert to her natural form if she dies.

She chooses the following: height, weight, facial features, the sound of her voice, coloration, hair length, sex, and any other distinguishing characteristics. She can make herself appear as a member of another race, though none of her game statistics change. She cannot change her size category or basic shape. Clothing and equipment do not change.

Rose has advantage on any Charisma (Deception) check to avoid detection of her disguise.

Innate Spellcasting. Rose's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 16) with no material components.

At will: *mage armor* (self only)

1/day: *confusion*

Spellcasting. Rose is a 9th-level spellcaster and her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She regains expended spell slots after finishing a short or long rest. She knows the following spells:

Cantrips (at will): *eldritch blast*, *friends*, *prestidigitation*

1st–5th level (two 5th level slots): *animate object*, *black tentacles*, *calm emotion*, *charm person*, *geas*, *compulsion*, *counterspell*, *detect thoughts*, *hideous laughter*, *hold person*, *suggestion*

Subvocal Caster. Rose may choose to ignore the verbal component of a spell when casting.

Actions

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 1 (1d4 - 1) bludgeoning damage.

Reactions

Unsettling Visage. When a creature Rose can see makes an attack roll against her, she can use her reaction to impose disadvantage on the roll. This feature can only be used before knowing whether the attack hits or misses. Using this trait reveals her shapeshifting nature to any creature within 30 feet that can see her. Once you use this trait, you can't use it again until she has finished a short or long rest.





Legendary Action

Florence Rose can take 1 legendary action at the end of another creature's turn. She regains all spent legendary actions at the start of her next turn.

Summon Help. Rose may summon **staff alienists** (see *Appendix C, page 144*), **patients**, (see *Appendix C, page 174*), and/or **orderlies** (see *Appendix C, page 173*) to her aid. She summons a total 1d6 of the previously mentioned creatures in any combination she chooses. All summoned creatures appear at the end of the current turn.

Ms. Rose is an attractive young woman exuding an aura of competence, kindness, and compassion. She has a ready, if weary, smile for the patients and staff of Lamp's Light and is seen at all hours helping out however she can around the facility. Her tireless efforts to help even the lowest have earned her the love and admiration of many.

Florence Rose has served as the administrator for Lamp's Light since the untimely death of its founder, Lucien Prosper. Prior that unfortunate event Florence worked at Lamp's Light assiduously, eventually catching Prosper's eye. Within a year she had become his aide-de-camp and rarely strayed from his side. It was clear that Florence had significant influence on the elder Prosper.

With Lucien's passing Rose redoubled her efforts at Lamp's Light, determined more than ever to realize the vision of Master Prosper. She has not only kept up his good works, but also continues to build the reputation of the facility as a leading center of care for all comers, and has been largely responsible for the continued deep sense of connection that the recent patients have felt towards Lamp's Light after leaving its halls.

FOR THE DM: Florence Rose is a creature of hidden agendas, deep secrets, and elaborately layered deceptions. The creature posing as Florence Rose is in fact a changeling that stalked and eliminated the original Florence Rose prior to her internship at Lamp's Light Sanitarium. The creature used the internship as the impetus to sever her ties with Rose's family and friends. Starting fresh at Lamp's Light, the creature ingratiated herself at the institute and eventually with Prosper himself. At an opportune time, she engineered his demise, stepped up as the heir apparent, and has ingrained herself in all aspects of Lamp's Light.

No one at Lamp's Light has an inkling that Administrator Rose is anything more or less than she appears to be. She works tirelessly, is loved by most, and respected by all for her work. She will not reveal herself under any circumstances and has endured injuries and assaults that she could have easily avoided had she chosen to. Administrator Rose is never seen without her simple silver necklace with a pendant in the shape of a rose (an *amulet of proof against detection and location*).

FOR HIGH LEVEL GAMES: The following changes can be made to increase the challenge presented by Rose.

- **Legendary Resistance** (3/day).
- **Legendary Actions.** Increase to 3 from 1.
- **Potent Caster.** Rose may use a legendary action to cast a cantrip.
- **Escape.** Rose takes the disengage action and then moves her full movement.
- Rose has a third spell slot.
- She has a *ring of protection* and a *rod of the pact keeper* +2.



Sleeping Phantasm

Medium undead humanoid, chaotic evil



Armor Class 10

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	12 (+1)	6 (-2)	8 (-1)	14 (+2)

Sanity (optional) 13 (+1)

Insanity The phantasms cannot tell the difference between the nightmarish illusion they are mimicking and their own true otherworldly nature. When they are active within a character's dream, they exhibit no self-awareness at all.

Skills Stealth +2, Deception +6, Insight +1, Perception +1, Persuasion +6

Senses passive Perception 11

Languages the languages spoken by the dreamer
Challenge ½ (100 XP)

Amorphous. The phantasm can move through a space as narrow as 1 inch wide without squeezing.

Figment. The phantasm can only exist in the dreams of humanoid creatures. It is incapable of surviving in the prime material plane.

Shapechanger. The phantasm can use its action to polymorph into any creature that the dreamer has seen. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. Because the phantasm has no true form of its own, it vanishes entirely if it dies.

Actions

Identity Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage, and the target's Charisma and Sanity



scores are reduced by 1d4. The target dies if this reduces its Charisma to 0, and its body rises the following morning, possessed by the phantasm and in the service of the H'awouahoua.

Otherwise, the reductions end 1d4-2 days after the target wakes from their nightmare.

Sleeping Phantasms are the undead spirits of the H'awouahoua's victims. The phantasm can only exist in the dreams of possible victims of the H'awouahoua, and as such, are not aware that they are actually undead. They blend seamlessly into the dreamer's subconscious, appearing as characters or even objects that the dreamer knows. The phantasm will only turn aggressive if the H'awouahoua wills it from its shadowy prison, or if the dreamer becomes aggressive against the phantasm.

FOR THE DM: If the phantasm kills a dreaming player character, the DM may consider turning the character into an NPC possessed by the phantasm. Alternatively, you may decide to plant the seeds of a vicious betrayal in the party; allow the player character to wake up as though nothing had happened, and talk to the player in secret after the current session about the changes to their character. Rescuing a possessed character from a sleeping phantasm through magic or treatment could make for an excellent storyline to explore after finishing *Apotheosis of Nightmares*.

**Todd, Dr.***Medium humanoid (human), chaotic neutral***Armor Class** 11 (14 with *mage armor*)**Hit Points** 44 (8d8 + 8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	17 (+3)	8 (-1)	16 (+3)

Sanity (optional) 5 (-3)

Insanity. Dr. Todd suffers from frequent and persistent hallucinations that take the form of a molar the size of a small cat. Abby, the molar, is in fact very real and a manifestation of Nyarlathotep that only Dr. Todd can see.



Abby has convinced Dr. Todd that true evil infiltrates the teeth, and with every extraction he is making the world a better place.

Saving Throws Int +5, Wis +1**Skills** Deception +5, Persuasion +5, Medicine +8, Sleight of Hand +3**Senses** passive Perception 12**Languages** Common, Elvish**Challenge** 2 (1,800 XP)

Didactic Training. Medicine is an Intelligence based skill for Dr. Todd.

Spellcasting. Dr. Todd is a 4th-level spellcaster and his spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He regains expended spell slots after finishing a long or short rest. He knows the following spells:

At will: *message*, *shocking grasp*, *mage armor*, *comprehend languages*

1/day: *compulsion*

1st–2nd level (two 2nd level slots): *charm person*, *disguise self*, *hold person*, *sleep*, *suggestion*

Actions

Multiattack. Dr. Todd makes two attacks with his dental pliers.

Dental Pliers. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Extraction. Dr. Todd may extract a tooth from a willing or incapacitated target. If he succeeds on a DC 12 Intelligence (Medicine) check the tooth is successfully removed, the target takes 1d4 slashing damage, and cannot speak intelligibly for the next 2d4 rounds. At the end of that time the target may make a DC 13 Constitution save to end the effect; on a failed save the effect persists for an additional 1d4



rounds before ending. This penalty can only be reversed before the end of the duration by *greater restoration, regeneration, wish*, or similar magic.

A product of the prestigious Miskatonic University School of Dental Sciences, Dr. Todd's initial forays into the world of dentistry proved as fulfilling and lucrative as his father's own practice was. Forging his own path, he took to the roads, serving as a wandering dentist and oral surgeon. As personally — and financially — rewarding as his calling was, Dr. Todd's activities had drawn the ire of an eremite witch. Todd's ministrations inflicted a pain in her like none she had ever before experienced. Despite successfully removing the molar that had plagued her for years, the witch's words became a garbled mess and her powers greatly reduced as a result. In her desire for revenge, she marked him for the attentions of the Outer Gods and other beings Beyond All Things.

Soon thereafter, a figure of the blackest night, flowing and ever-changing of form, visited the good doctor in his sleep. Each evening the Crawling Chaos chipped away at his sanity. Reminders of past failures and the horrific pain he'd inflicted on others played out over and over in his dreams, with he himself the victim of his own ministrations.

He was able to resist, initially at least, by reminding himself of the good he'd done, and that many of these patients later recovered fully! But not all did. And their distorted faces drove him to the brink of madness.

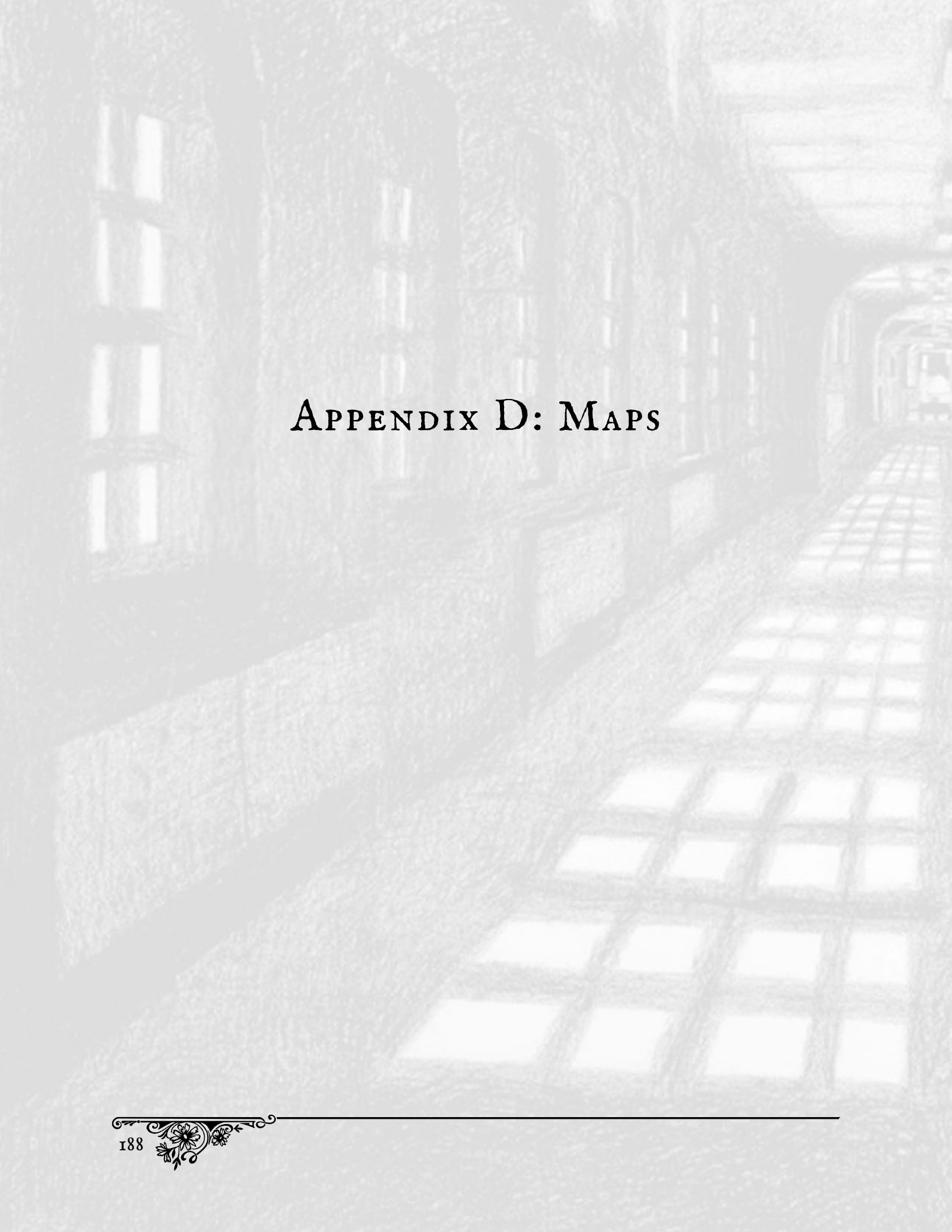
A gibbering mess, Dr. Todd called out for aid, and waiting in the inky folds of space was Nyarlathotep. The Black Pharaoh readily answered his pleas and, for the small price of a pact of service, relieved Dr. Todd of the nightmares it had visited upon him.

And thus began Dr. Todd's servitude to the Crawling Chaos. Weary of his pact and the duties it entails, he has checked himself into the

only place he knows of that may be able to free him from his servitude, Lamp's Light Sanitarium.

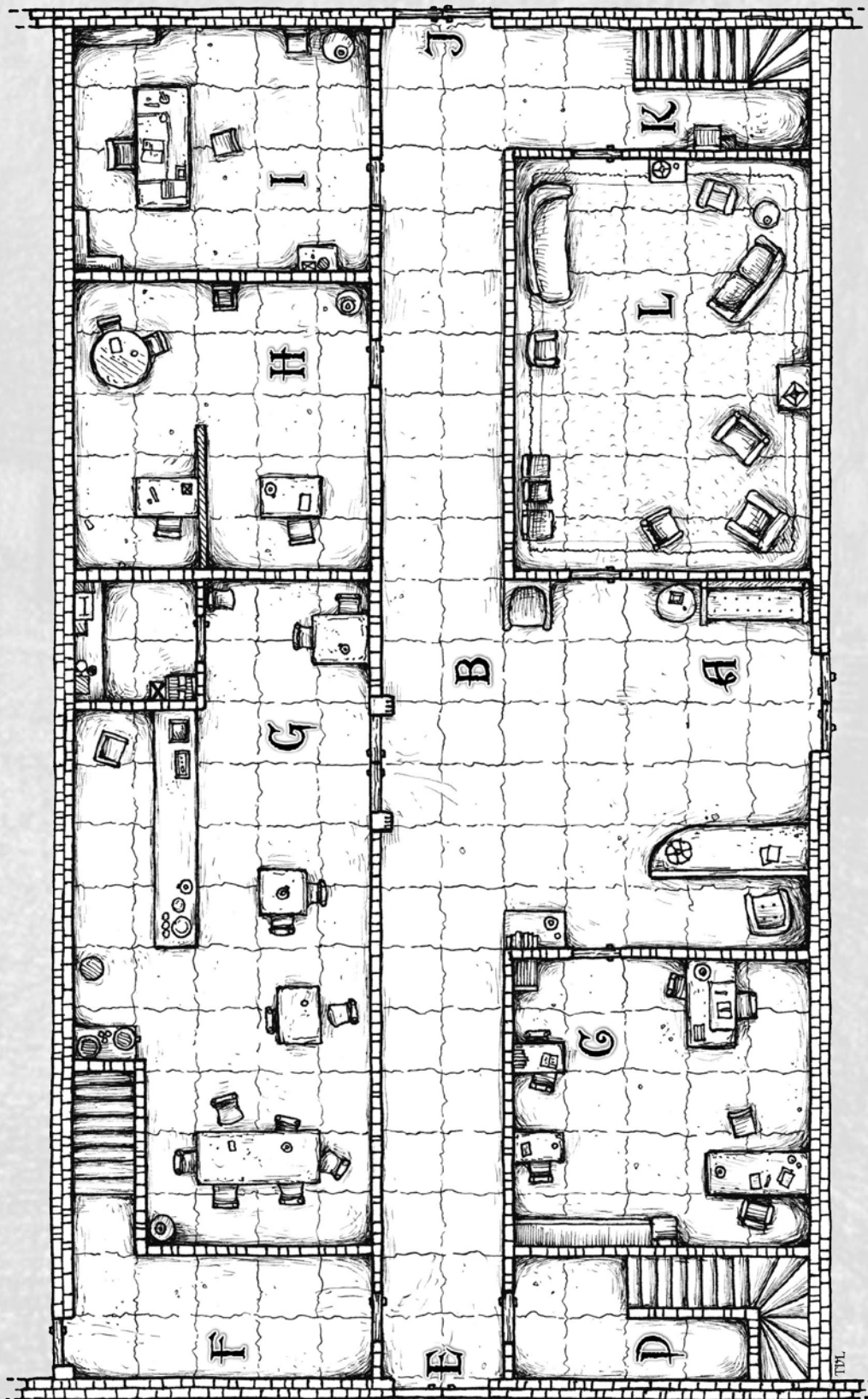
FOR THE DM: Dr. Todd is able to present himself as a rational, thoughtful, and conscientious man for extended periods of time, and has successfully passed himself as a member of the staff to patients and more than a few visitors. The ruse is invariably foiled when he is no longer able to control himself, and his newfound acquaintance is deemed in need of an extraction.

Due to his skill with enchantments he is rarely at a loss for willing patients. He has a pouch in his possession at all times in which he collects the evil-infused teeth he has extracted. It is filled to overflowing.



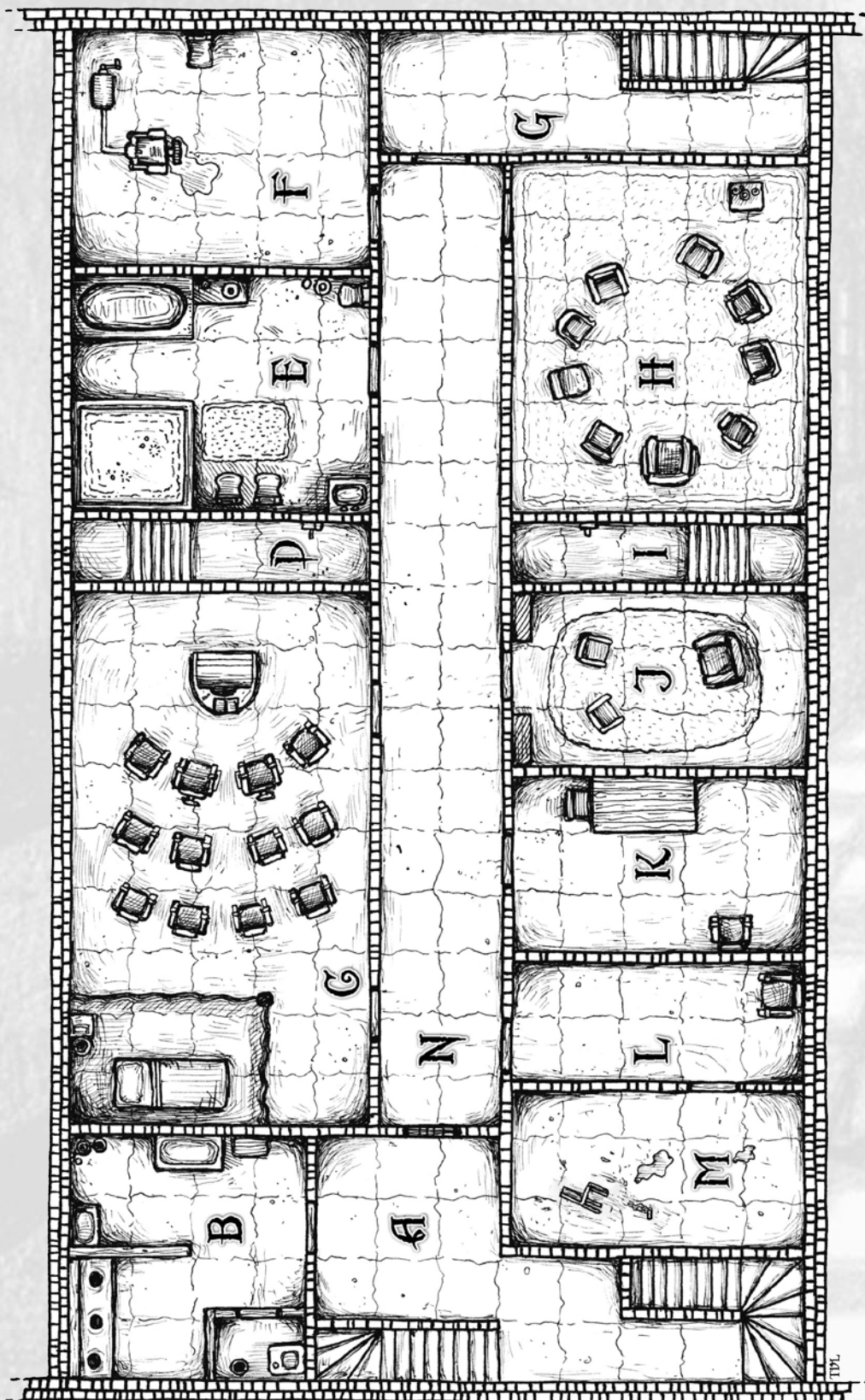
APPENDIX D: MAPS

MAIN HOUSE — LEVEL 1

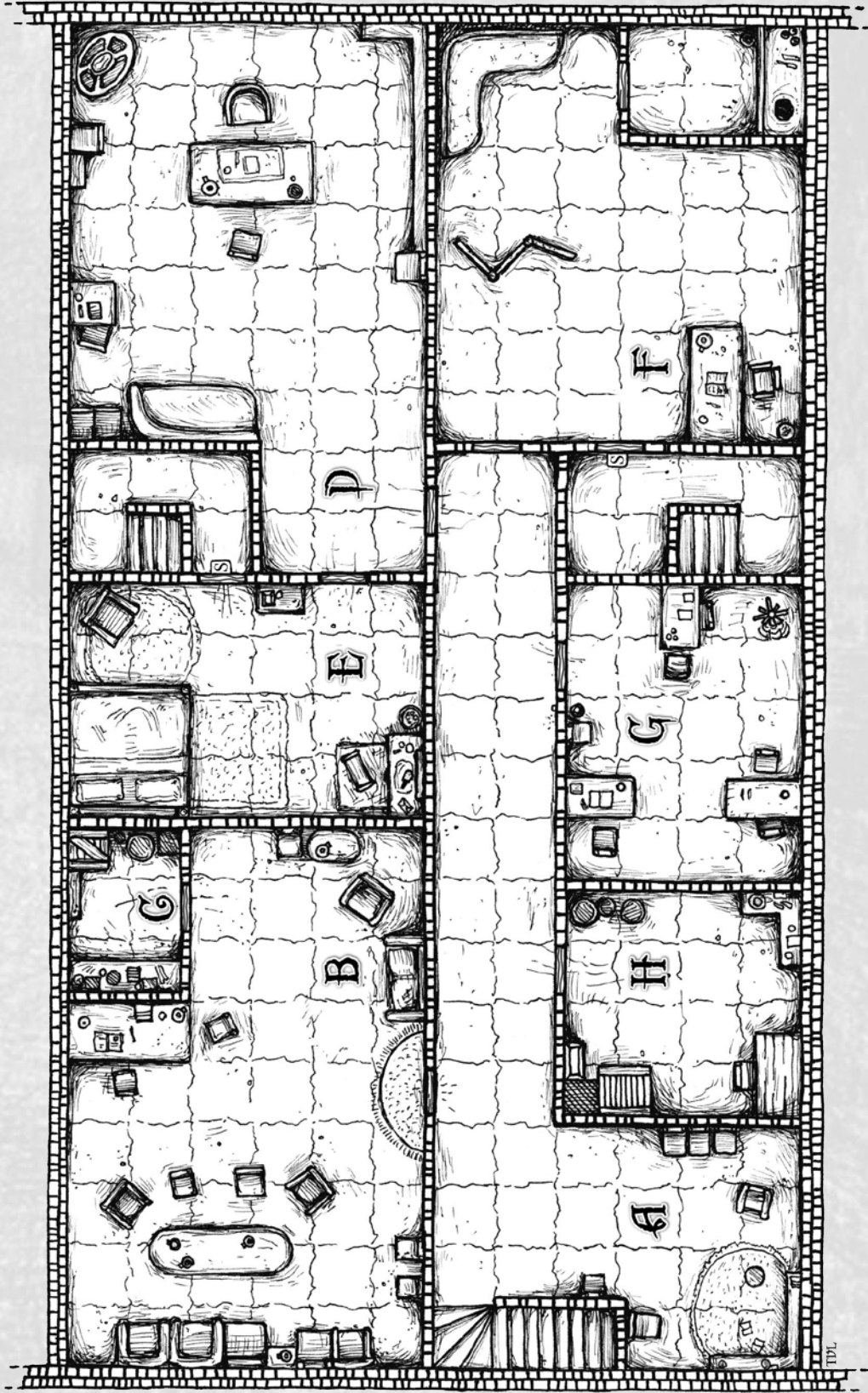




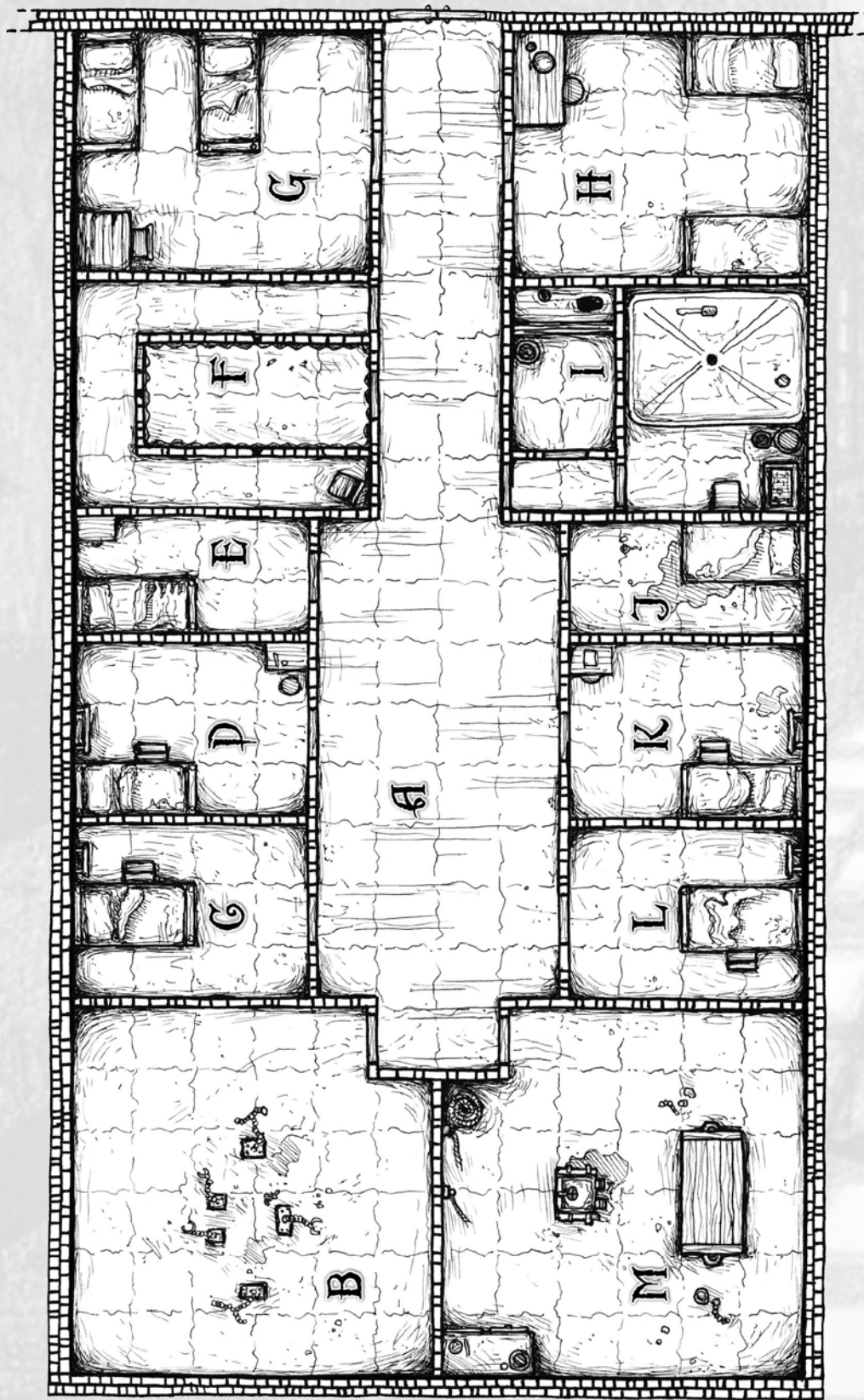
MAIN HOUSE — LEVEL 2



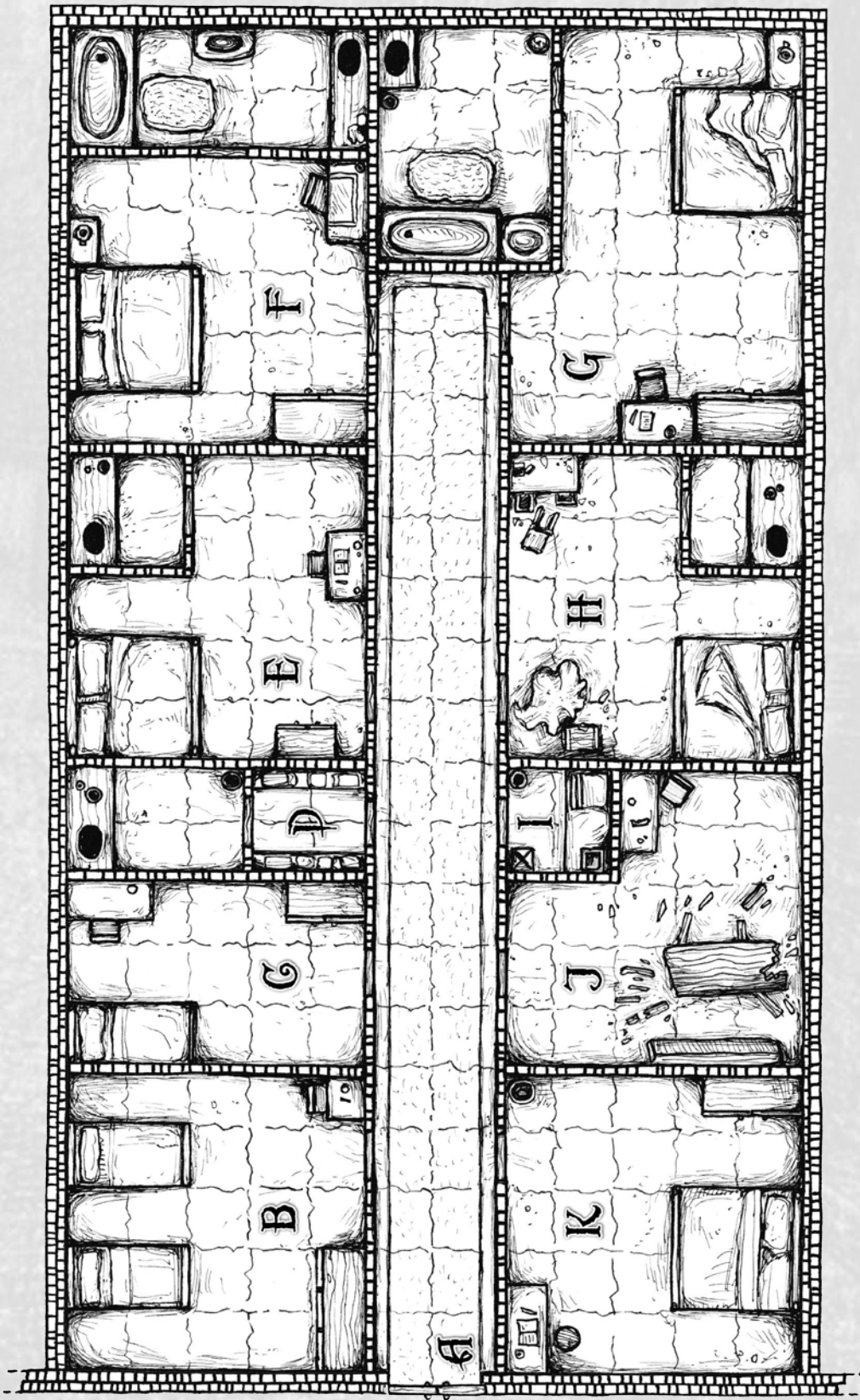
MAIN HOUSE — LEVEL 3



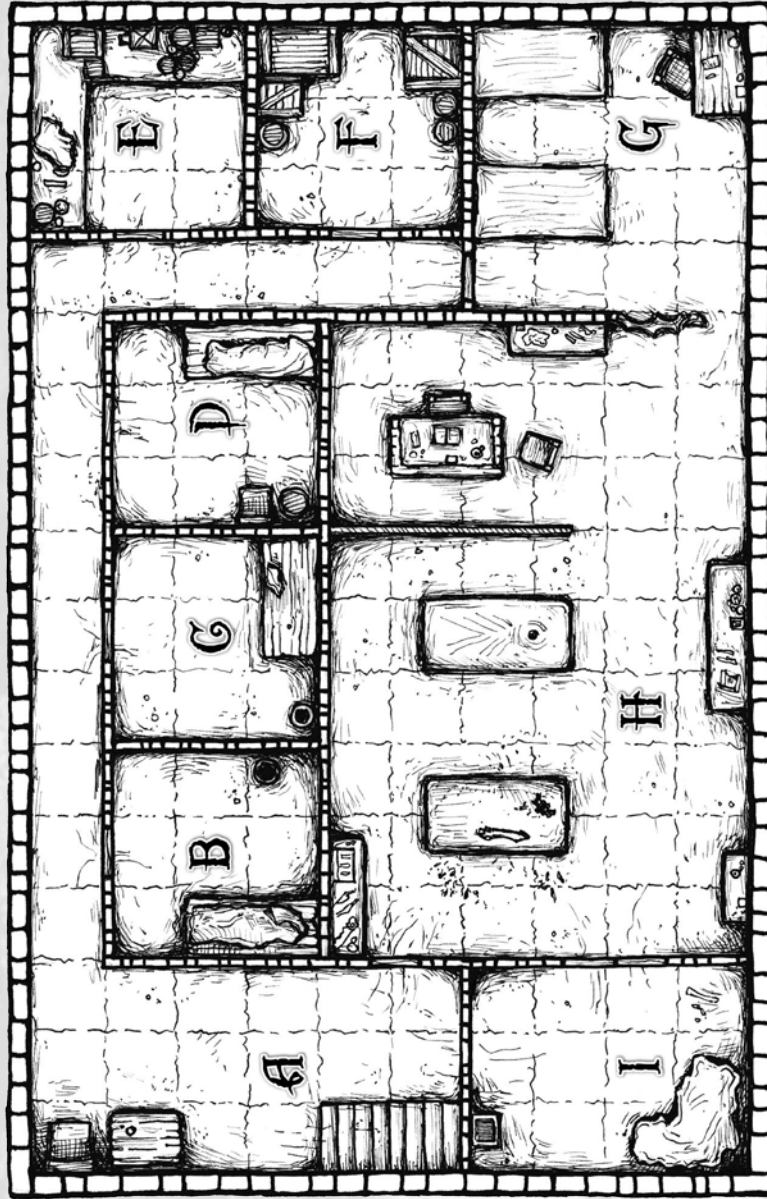
THE WEST WING



THE EAST WING



THE BASEMENT



APPENDIX E: CHARACTER SHEET

LAMP'S LIGHT SANITARIUM

NAME	CLASS and LEVEL	BACKGROUND	RACE	ALIGNMENT	EXPERIENCE
STRENGTH _____ ()		<i>Proficiency Bonus</i>	<i>Inspiration</i>	<i>Personality Traits</i>	
☐ <i>Saving Throws</i>		<i>AC</i>	<i>Initiative</i>		
☐ <i>Athletics</i>		<i>Speed</i>	<i>Passive Perception</i>		
DEXTERITY _____ ()		<i>Total HP</i>			
☐ <i>Saving Throws</i>		<i>Current HP</i>		<i>Ideals</i>	
☐ <i>Acrobatics</i>					
☐ <i>Sleight of Hand</i>		<i>Hit Dice</i>			
☐ <i>Stealth</i>		<i>Total</i>	<i>Used</i>		
CONSTITUTION _____ ()		<i>Death Saves</i>		<i>Bonds</i>	
☐ <i>Saving Throws</i>		<i>Successes</i> ☐ ☐ ☐ <i>Failures</i> ☐ ☐ ☐			
INTELLIGENCE _____ ()		ATTACKS and SPELLCASTING			
☐ <i>Saving Throws</i>		<i>Name</i>	<i>Attack Bonus</i>	<i>Damage Type</i>	
☐ <i>Arcana</i>					<i>Flaws</i>
☐ <i>History</i>					
☐ <i>Investigation</i>					
☐ <i>Nature</i>					
☐ <i>Religion</i>					<i>Features and Traits</i>
WISDOM _____ ()					
☐ <i>Saving Throws</i>					
☐ <i>Animal Handling</i>					
☐ <i>Insight</i>					
☐ <i>Medicine</i>					
☐ <i>Perception</i>					
☐ <i>Survival</i>					
CHARISMA _____ ()					
☐ <i>Saving Throws</i>					
☐ <i>Deception</i>		EQUIPMENT			
☐ <i>Intimidation</i>		<i>CP</i> _____			
☐ <i>Performance</i>		<i>SP</i> _____			
☐ <i>Persuasion</i>		<i>EP</i> _____			
SANITY _____ ()		<i>GP</i> _____			
☐ <i>Saving Throws</i>		<i>PP</i> _____			
LANGUAGES					

LAMP'S LIGHT SANITARIUM

AGE	HEIGHT	WEIGHT	EYES	SKIN	HAIR

Emergency Contact

Do Not Resuscitate ☐

Organ Donor ☐

HISTORY:-

PERSONAL PROPERTY:-

APPEARANCE:-

ADDITIONAL FEATURES and TRAITS:-

LAMP'S LIGHT SANITARIUM

SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
CANTRIPS	LEVEL 3 SPELLS ____ / ____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	LEVEL 6 SPELLS ____ / ____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	
LEVEL 1 SPELLS ____ / ____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	LEVEL 4 SPELLS ____ / ____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	LEVEL 7 SPELLS ____ / ____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	
LEVEL 2 SPELLS ____ / ____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	LEVEL 5 SPELLS ____ / ____ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	LEVEL 8 SPELLS ____ / ____ ☐ ☐ ☐ ☐ LEVEL 9 SPELLS ____ / ____ ☐ ☐ ☐ ☐	

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