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PLACES OF POWER:
RAVENEYE SANATORIUM



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PLACES OF POWER: RAVENEYE SANATORIUM

A castle near a backwoods crossroad may be the only hope for the cursed and possessed, but not everything is as it seems where magic and madness intertwine. The doors open for anyone suffering a magical malady or struggle with their own minds, but those deemed too far gone are locked up for their own safety and the safety of those around them. Rumours swirl about the true intentions of those running Raveneye Sanatorium. Some patients are effectively prisoners—are they too dangerous to be let free, or harmless victims of fear run amok? Can Lady Alumora and her staff contain the dangerous powers and dark plans of the monsters lurking among their patients?

Designed for use with the 5th edition of the world's most popular roleplaying game.

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RAVENEYE SANATORIUM AT A GLANCE

Ruler Lady Alumora Raveneye

Population 83 (49 humans, 2 dwarves, 3 elves, 8 gnomes, 6 half-elves, 5 half-orcs, 11 halflings) plus visitors

Alignments NG, LN, N (staff), NG, N, CN (patients)

Languages Common

Resources & Industry healer's items, curse-breaking, long-term care, containing those who endanger themselves and others

Travellers can find the lonely Raveneye Sanatorium looming over the intersection of two backwater roads. Once a bulwark against the dangers of the wild, the sanatorium now presents the only opportunity for magical healing in an often-overlooked region. Here, the cold but efficient Lady Alumora and her staff contend with magical maladies and imprison those who are beyond help until new treatments are developed. Many come from afar to acquire Lady Alumora's rare alchemical remedies.

Adventurers might visit Raveneye to identify or cure their own maladies, unlock hidden magical powers or to seek help for another. The party might also be hired to escort here or even free a hapless lycanthrope, vampire-to-be, possessed innocent or natural spellcaster unable to control her powers.

LORE

A PC may know something about Raveneye Sanatorium, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check.

DC 10: Patients are sent to Raveneye Sanatorium when they suffer from curses, madness, uncontrolled magic or other supernatural afflictions that make them a danger to themselves or others.

DC 15: Raveneye Sanatorium has grown steadily since it was founded thirty years ago. There are always more patients taken in than are cured.

DC 20: The sanatorium makes use of dangerous and questionably-legal substances in subduing and treating patients.

NOTABLE FOLK

Most of the patients and workers are nothing more than ordinary individuals.

- **Appearance:** Almost everyone in Raveneye looks tired and at least a little unkempt. Few sleep well and fewer care about the impression they make on others. Patients dangerous or restless enough to get shackled have marks on their wrists and ankles.
- **Dress:** Patients wear simple linen clothes without fasteners—easy to slip on or off, easy to repair and hard to injure anyone with. Staff wear grey, white or pale blue robes with aprons.

- **Nomenclature:** *male* Aberrick, Egger, Sarman, Vansarr; *female* Constance, Fidelia, Linseed, Pru; *family* Dunn, Livewood, Pallman, Silversmith.

Some of the inhabitants, however, are notable:

Chaplain Sister Marvielle Silverblossom (location 4; NG female elf **priest**) Sister Marvielle knows the patients better than anyone and hears much, although she prefers not to gossip.

Chief Attendant Zox Ironwood (location 8; CG female gnome **priest** [god of knowledge]) Zox relies on guidance from Lady Alumora and Erzot Chargrave to know what treatments are most likely to work. He oversees the other attendants.

Doctor Erzot Chargrave (location 2; N male dwarf **commoner**) Doctor Chargrave diagnoses new patients and locks up anyone meeting a wide variety of ambiguous standards for at least temporary observation.

Head Orderly Janik Quinn (location 3; LE female human **veteran**) Janik oversees the other orderlies who ensure patients don't wander and whips those who cause trouble.

Lady Alumora Raveneye (location 8; LN female human **mage**) Lady Alumora is the founder and chief physician of Raveneye Sanatorium.

WHISPERS & RUMOURS

While in Raveneye, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6	RUMOUR
1	Recently, more patients and visitors than usual have been critically injured or killed in the upper ward.
2	The alchemists at the sanatorium use dangerous poisons and herbs to sedate and treat the more extreme cases.
3*	The healers dissect any dead body found or killed within a mile of the sanatorium. (In truth, patients sometimes will their bodies to the healers for the furthering of the healing arts.)
4	Lady Alumora is the best physician but you must convince Doctor Chargrave that waiting for him to observe your symptoms over time would take too long before seeing her.
5	The apprentices who run the apothecary accept custom orders, but only from those who do them favours.
6*	Lady Alumora has hired bandits to capture travellers who will not be missed to use as extra test subjects for her frightful experiments.

*False rumour

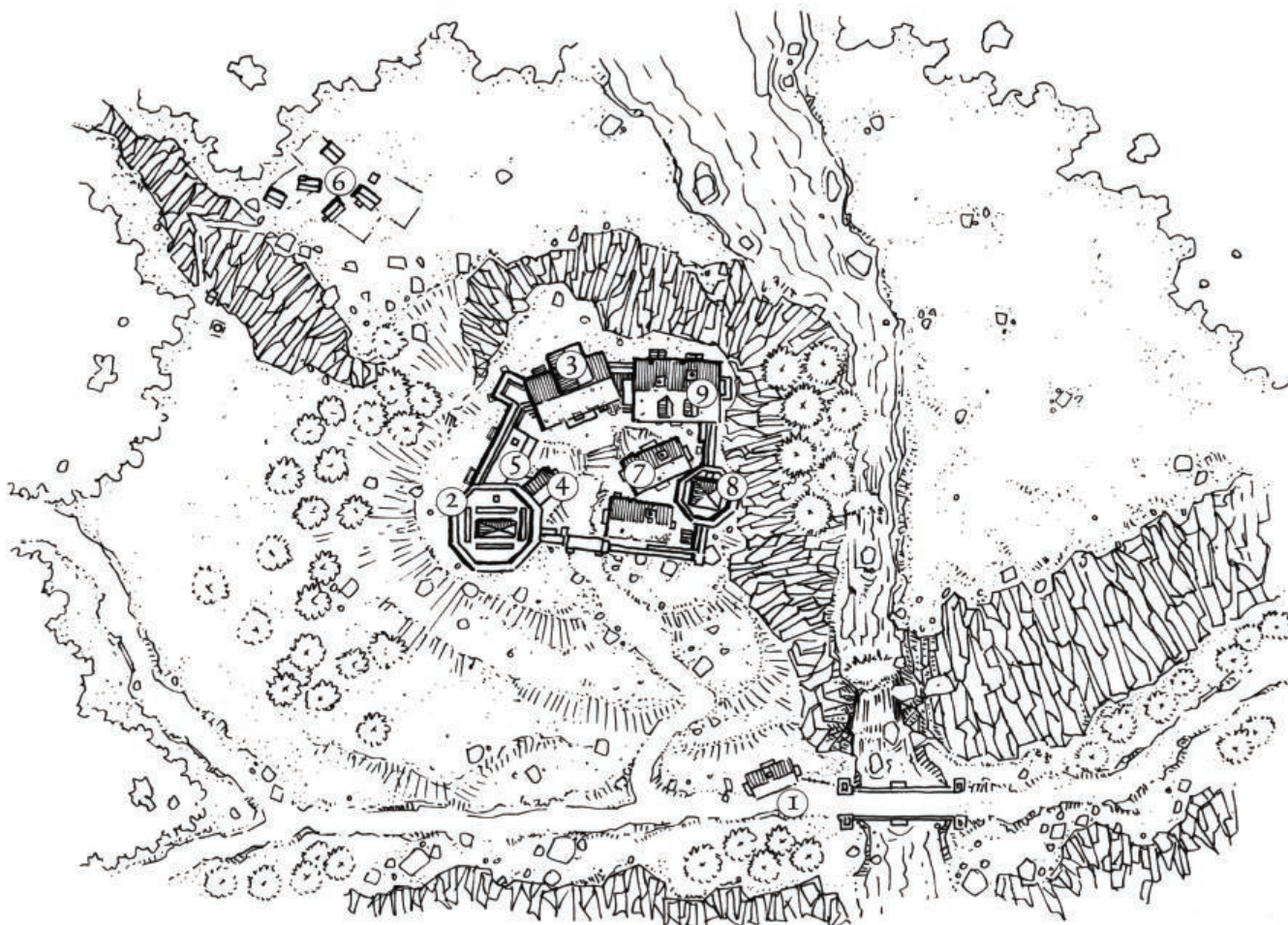
NOTABLE LOCATIONS

Most of Raveneye Sanatorium comprises locations of little interest to adventurers. A few locations, however, are notable:

1. **Tollhouse at Roserock Bridge:** This is the first point of contact visitors have at the sanatorium. Visitors must pay a 1 sp toll to cross the bridge whether they are visiting the sanatorium or not.
2. **Hospital Tower:** The most unwell patients as well as staff and visitors injured by patients rest here while they recuperate. Here works Doctor Erzot Chargrave.
3. **Garden Ward:** These shared rooms are used by the most stable and self-sufficient patients. The Garden Ward hosts numerous patients.
4. **Raveneye Chapel:** The simple chapel has minor trappings for a variety of faiths and is open to anyone. Here Sister Marvielle tends to patients needs and leads services to all major deities.
5. **Apothecary:** This large apothecary constantly bustles with activity to meet the needs of Raveneye's many patients. The staff are keen to try out their own concoctions and only sell

their excess stock of more common creations to those submitting to their experimentations.

6. **Botanical Garden:** This garden grows a variety of herbs and magical plants, many of which are dangerous. Its gardener—Warmark Ironaxe—sells excess herbs and drugs to line his own pockets.
7. **Dormitory:** The dormitory houses most of the staff and hosts visitors. Many of the staff come from families that have served the Raveneyes for generations. Most are loyal to their mistress.
8. **Laboratory Tower:** The laboratory tower contains chambers used to examine patients as well as Lady Alumora's personal chambers. Here she formulates new remedies, potions and elixirs
9. **Upper Ward:** These locked rooms keep the dangerous patients isolated. Visitors are not often granted access to this area; most rooms are stoutly secured here. The inmates' movements and freedoms are carefully managed to keep the other patients and staff safe.



NOTABLE LOCATIONS

1: TOLLHOUSE AT ROSEROCK BRIDGE

The tollhouse charges a fee (1 sp per traveller) for the use of Roserock Bridge and checks visitors before they are permitted inside the sanatorium to make sure they aren't trying to steal dangerous compounds or break out a patient.

The sanatorium's few guards (N human **guard**) work the tollhouse in shifts.

2: HOSPITAL TOWER

Here new admissions and unstable or ill patients are sent to be diagnosed and treated. Doctor Erzot Chargrave (N male dwarf **commoner**) handles more routine tests. Then, the patient is either ordered the appropriate treatment or admitted to one of the sanatorium's wards (location 3 or 9) if longer-term treatment is necessary. If Erzot can't identify the problem, he prefers to admit the patient for observation. If forced to admit he's stumped, he arranges for Lady Alumora to examine the subject in the laboratory tower (location 8).

3: GARDEN WARD

Originally the Raveneye family manor, the garden ward is a series of single or shared rooms and short halls clustered around a grand hall. Its fixtures and furniture are fine but old and ill-maintained. These rooms are generally left unlocked, as they are used by patients who are either on the road to recovery or who were never worrisome to begin with. Patients might be suffering from wasting curses, rare toxins or long-lasting physical or mental illnesses that leave them able to interact with others. The garden ward has numerous patients, the most notable of which are the following:

- **Andwyn Tollemark (N male half-orc sorcerer 1)** Andwyn seems beset by terrible luck and occasional telekinetic attacks resembling those of a poltergeist (which get him sent to the upper ward for weeks at a time). He thinks he is cursed by the gods for a youth wasted on reckless pursuits and pleasure without regard for his family or responsibilities. He only speaks to Sister Marvielle, confiding that the strange happenings tend to target those he is frustrated with.
- **Dewick Underridge (N male human commoner)** Dewick was among the sanatorium's first patients and has been trapped in a transitional state between human and skum ever since. He has always been a model patient except for his nightly sleepwalking attempts to escape toward the sea. His children want him freed and think the staff drugs him into compliance. He claims he is grateful to be restrained.
- **Tourmaline Hazelthorpe (CG female human werewolf)** Tourmaline is one of the most popular patients and very

outspoken. Although she spends most of her time in the garden ward, she is moved to the upper ward for the three nights of the full moon. Her wife wants her to come home, saying that routine chaining is a small price to pay when no treatment shows signs of banishing the curse completely. Her father, on the other hand, insists she stay here until completely cured. She stays largely because she wants to stop Jannik Quinn's (LE female human **veteran**) mistreatment of some patients.

4: RAVENEYE CHAPEL

Raveneye Chapel opens its doors to all faiths, in the hopes of making patients more comfortable. It is elegantly appointed and features the holy symbols of several good and neutral deities associated with healing and knowledge. The chapel features several rows of pews, the last of which includes manacles. Chaplain Sister Marvielle Silverblossom (NG female elf **priest**) had the manacles installed so she could bring patients to the chapel for holiday services even if they were having difficulty controlling themselves. Sister Marvielle speaks to each patient about their beliefs. She knows the patients better than anyone, but is often on the verge of being overwhelmed by the sheer number. She has proven the most skilled at helping patients with nonmagical mental illnesses.

5: APOTHECARY

The apothecary is a set of adjoining chambers filled with a dense maze of boxes, vial racks, pots, cauldrons, benches and alchemical tools. Alumora's apprentices Fingold Ironwood (CN male gnome wizard [illusionist] 1) and Wenda Calmount (NG female human wizard [diviner] 1) prepare the patients' alchemical treatments. They also maintain a stock of remedies in case of sudden need, and sell extras from this supply to visitors. They are very busy and only offer to make custom orders for those who do them favours. Fingold offers a trade: anyone

VISITING RAVENEYE

Guests are welcome to visit the common areas while they wait for an attendant to examine them or one of the administrators to answer any questions. Patients spend their time working on personal projects in common areas, writing, eating or sleeping long hours. Some in the garden ward socialise or eat together quietly since orderlies disperse them to their rooms when they get loud or rowdy (as happens a few times a week). Most of Lady Alumora's servants are kept busy tending to and moving patients, repairing clothes and preparing food and medicine.

willing to try one of his experimental elixirs gets to request one item at half cost. Representative examples of his experiments include growing the drinker's nose to triple size, replacing the drinker's ability to see colour with the ability to see lawful or chaotic alignments, alchemist's fire that also functions as antitoxin for diseases and suppressing the ability to unconsciously blink.

Wenda wants belladonna from the botanical garden (location 5) without Warmark knowing who it's for. Warmark refuses to give either apprentice anything for their personal projects since one of their gaseous experiments accidentally gave half the staff disconcerting hallucinations.

6: BOTANICAL GARDEN

Alongside a vegetable garden that provides for the sanatorium's meals, the botanical garden grows many rare and potent herbs and other plants. Many of these plants are dangerous without the proper precautions and some remain poisonous even then.

The garden ward overlooks the botanical garden and those patients are sometimes allowed to spend time in the garden. The head groundskeeper, Warmark Ironaxe (CN male half-orc

EVENTS

While the PCs are at Raveneye Sanatorium, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A large area or group of creatures turns a random colour for 1d4 hours and all items weighting less than 5 pounds drift slowly in random directions for 1d4 hours.
2	An inhuman wailing or howling emanates from the upper ward's arrow slits, possibly featuring threats and curses in many languages.
3	A person, object or room falls magically <i>silent</i> for 1d4 hours. A man who was shouting for voices only he can hear to stop rests calmly in her room while the effect lasts. Attendants are confused.
4	A patient attempts escape by squeezing out a window and gliding on wings made from magically rigid tapestries. Orderlies attempt to lasso her.
5	A pudgy female human patient with chained legs argues with a brawny male half-orc patient over whose turn it is to work in the garden today until she is suddenly thrown against a wall by an invisible force. The man faints as the woman turns into an angry wolf and orderlies rush to restrain her with chains and a mancatcher.
6	A human man with fangs begs to be smuggled across the river. If anyone agrees, he thanks that individual with a passionate kiss that draws a trickle of blood (to his apparent surprise).

scout), sells excess herbs, drugs and poisons from the garden to those with written permission from Lady Alumora or Doctor Chargrave. Warmark also quietly sells substances that would have gone to waste anyway to those who promise to be discreet.

7: DORMITORY

Much of the sanatorium staff share rooms in the dormitory. The ground floor has common rooms for eating, a kitchen and guest rooms. The staff are polite but distant with guests. Many have been with the Raveneye family for generations and remain staunchly loyal, but some regret the castle's new purpose. Alumora's work brings just as much gossip and tension as it does gratitude and wealth to Raveneye Sanatorium.

8: LABORATORY TOWER

The laboratory tower is reserved for the use of Lady Alumora, chief attendant Zox and Alumora's personal servants. The tower's laboratories are used for studying undiagnosed patients and formulating experimental alchemical remedies, potions and elixirs.

Alumora's methods generally involve exposing a patient to a subtle magical or alchemical agent and then watching for tell-tale reactions. A suspected lycanthrope or vampire's victim might have subtly recoil from silver. A bird's feather might be lighter than a drop of blood from someone carrying certain curses or the blood of a hag ancestor. Few of these tests are yet consistent in their results. The uppermost rooms include Alumora's personal chambers.

MARKETPLACE

The following items are for sale:

- **Alchemical Remedies** antitoxin (50 gp), healer's kit (5 gp)
- **Poisons** belladonna (100 gp), poisoner's kit (50 gp)
- **Miscellaneous** *elixir of health* (800 gp)
- **Potions & Oils** *healing* (50 gp), *greater healing* (300 gp), *superior healing* (1,000 gp), *vitality* (10,000 gp)
- **Scrolls** *dispel magic* (300 gp), *lesser restoration* (250 gp), *magic circle against evil* (400 gp), *protection from evil* (100 gp)

Additionally, the following services are available:

- **Spellcasting** 2nd-level cleric, 9th-level wizard
- **Crafting** alchemical items, potions, scrolls
- **Services** affliction diagnosis (45 gp), nonmagical affliction treatment (2 gp/day), long-term care (1 gp/day)

The most notable residents are:

- **Lady Alumora Raveneye (LN female human mage)** Lady Alumora is a meticulous and ambitious academic more concerned with learning and sharing momentous discoveries than best helping individual patients. She asks that every symptom be described as specifically and concretely as possible, often seeming cold. She is responsible for analysing and diagnosing the most difficult and peculiar cases, but leaves treatment to Zox and the other attendants when possible.
- **Zox Ironwood (CG female gnome priest [magic deity])** Chief attendant Zox oversees the attendants who do much of the work of healing patients. A priest dedicated to the god of knowledge and magic, she meticulously records all she learns and compares notes with Lady Alumora and Doctor Chargrave daily. Zox has begun to develop some means of identifying sorcerer bloodlines and helping sorcerers to focus their magic into specific spells, but it still works on fewer than half of nascent sorcerers.

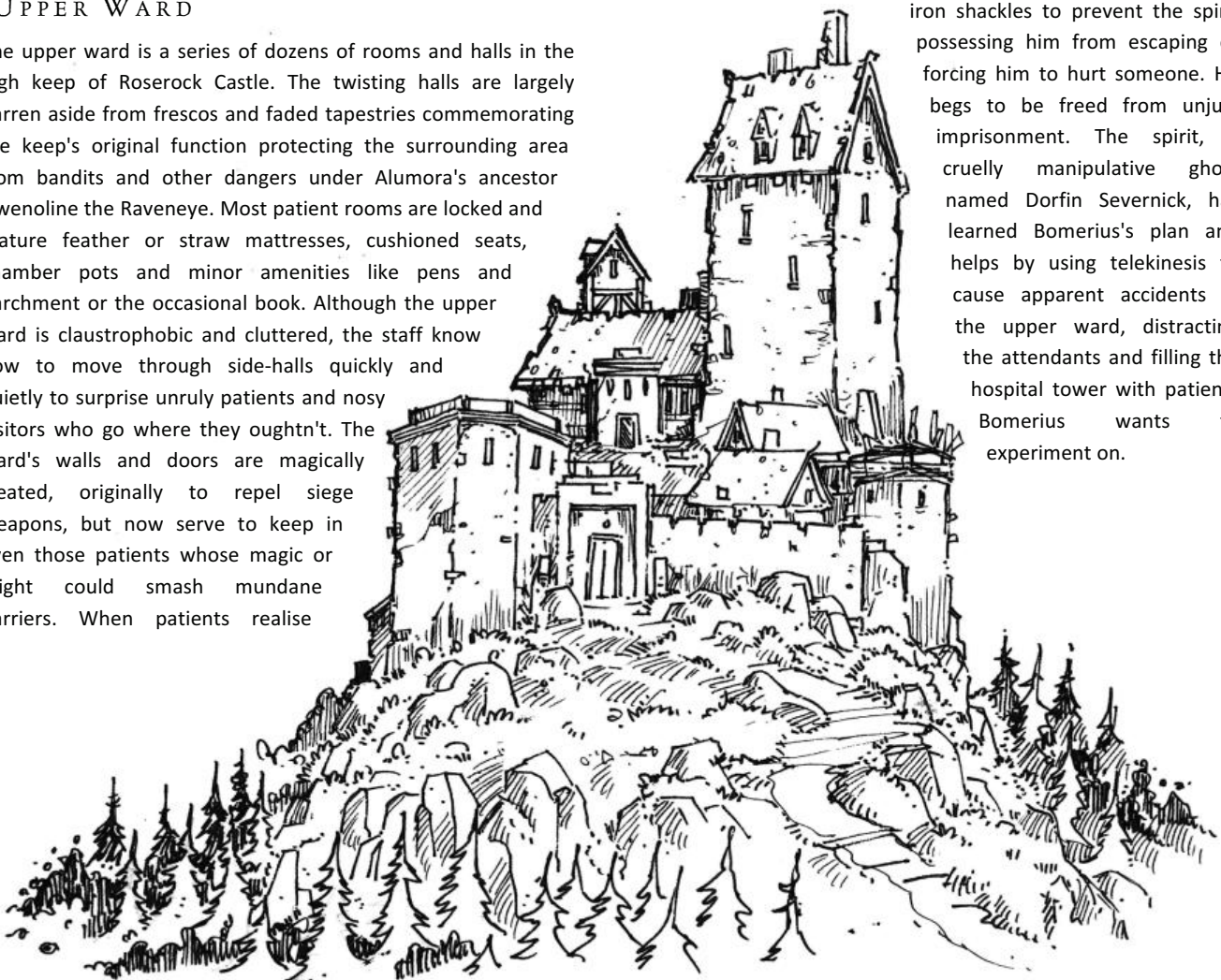
9: UPPER WARD

The upper ward is a series of dozens of rooms and halls in the high keep of Roserock Castle. The twisting halls are largely barren aside from frescos and faded tapestries commemorating the keep's original function protecting the surrounding area from bandits and other dangers under Alumora's ancestor Gwenoline the Raveneye. Most patient rooms are locked and feature feather or straw mattresses, cushioned seats, chamber pots and minor amenities like pens and parchment or the occasional book. Although the upper ward is claustrophobic and cluttered, the staff know how to move through side-halls quickly and quietly to surprise unruly patients and nosy visitors who go where they oughtn't. The ward's walls and doors are magically treated, originally to repel siege weapons, but now serve to keep in even those patients whose magic or might could smash mundane barriers. When patients realise

visitors are in the area, at least a few shout for help. The upper ward has numerous patients whose maladies range from demonic possession to persistent enchantments to contagious magical plagues. The most notable residents include:

- **Bomerius (NE doppelganger mage)** Bomerius infiltrated Raveneye Sanatorium as an apparently delusional patient, a wiry young boy who keeps claiming to be whomever seemed to be in charge. Nobody knew his name or his origins before he was found wandering the roads near the Roserock Bridge. As soon as he is alone with Alumora, he plans to overpower her and lock her up. He has memorised the recipe for an elixir to polymorph her into the shape of his current disguise, so if anyone finds her they will believe her to be a delusional patient. In the guise of Lady Alumora, he plans to begin experimenting on lycanthropes and other patients with great powers in hopes of gaining those powers without the drawbacks.
- **Ervannaral Mumblebarter (CN male gnome spy)** Ervannaral languishes here, chained to his bed with spirit-trapping cold

iron shackles to prevent the spirit possessing him from escaping or forcing him to hurt someone. He begs to be freed from unjust imprisonment. The spirit, a cruelly manipulative ghost named Dorfin Severnick, has learned Bomerius's plan and helps by using telekinesis to cause apparent accidents in the upper ward, distracting the attendants and filling the hospital tower with patients Bomerius wants to experiment on.



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