

A
WORLD
GONE
MAD



VICTORIOUS

ADVENTURE



G1410.1

A WORLD GONE MAD

Or
Electro Therapy for the Soul!

A Victorious RPG Adventure

Written by the GagMen on the GagMen RPG Podcast

Episode 26, October 2014

Special Guests: Mike and Liz Stewart of the "Save or Die" Podcast

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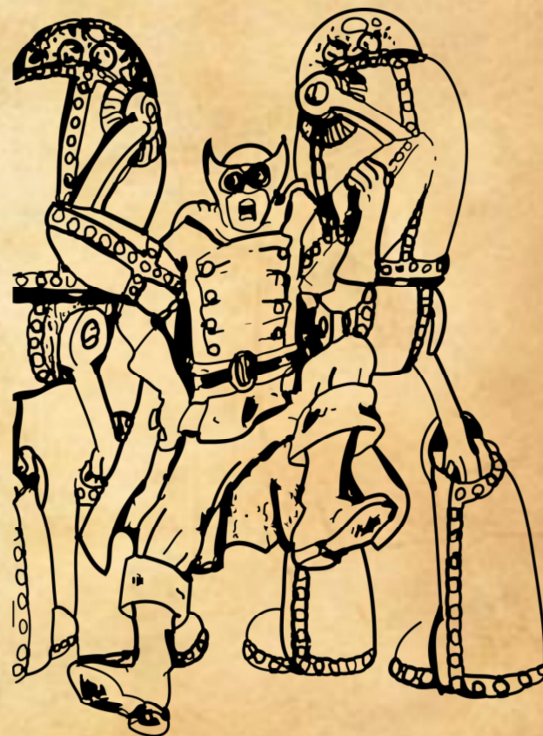




INTRODUCTION

This adventure was written and intended as a “Grim” campaign setting for the “Victorious” role-playing game for three to six players. We wrote the adventure so it could be run either as a solo adventure (Which would make some of the story components more contained), or as part of an ongoing campaign. The dark atmosphere of the asylum lends itself very nicely to a shocking, low-level adventure. A benefit of the power suppression devices in the game is freedom to take characters from as high as a “Grand” adventure and still play them at this level.

The GagMen advise against being institutionalized under false pretenses, as it results in constant self-hugging, extreme drug use, and excess electrical impulses. The Gentle Magistrate (GM) would also be advised not to use live electricity on your players, despite its comedic potential. Electric shock often results in bad temperament, flailing appendages, clothes burning, the smell of bacon and occasionally death; since these things are already a risk of any RPG session, we recommend not increasing the odds.



SUMMARY

In the world of Victorious, The Broadmoor Asylum treats and contains the mentally ill and criminally deranged members of the superhuman race. Sent in on a secret mission, the players must determine who is more insane: the patients, or the Doctors! Patients of the asylum claim the doctors are stealing their powers; meanwhile a series of murders plagues the asylum. The bodies seemingly appear with no clue of where they came from or who was responsible. The asylum itself seems to respond to the madness, with patients and staff witnessing weird visions. Meanwhile, a gifted inmate warns that doomsday approaches. Who can be believed? IS the danger real, or is it just in the heroes' minds? Can the newly insane stop those responsible for the madness, or will they just plead insanity?!?!?



SETTING/THEME

THE BROADMOOR ASYLUM

The Broadmoor Asylum for the Criminally Insane, one of the largest mental health facilities in England, has long cared for the mentally disturbed that pose a danger to society. Since the rise of super mankind it has added a wing to specifically dampen the powers and imprison criminally insane members of super Mankind. Located in the forests of Berkshire, the asylum is well known for its high walls and heavy security.

Days at the asylum are hard for most inmates; most nurses treat patients like cattle, pushing them through tasks that degrade and undermine their humanity. The soulless clockwork orderlies carry out any task the doctors order, and maintain the security of the asylum.

WHY IS MY HERO IN AN ASYLUM?

The adventure was written as a one-shot adventure, to be played with premade characters. However, it would be possible, and fun, to integrate this adventure into an ongoing campaign. The Adventures casts the players as Victorian age heroes recruited by the Government to investigate the asylum undercover as inmates. The Government claims to want the heroes to examine the facility, as the

Americans recently exposed mental facilities to be cruel. In reality, the Government has perceived Super Mankind as a danger to their power and the status quo. While the villains are dangerous, the heroes are even more so, as they inspire the people to believe in them, and the power of the people. While concerned about the happenings at the asylum, the government sees the heroes' recruitment as a win-win; if the heroes succeed, the Asylum will be back under control, but if the heroes happen to become long term patients... well, that's ok too.



THE MISSION

With the population of super mankind patients increasing, and a string of controversial policies enacted by the administrator Dr. Tod, Broadmoor has become a powder keg of potential disaster just waiting to blow. Just when things seemed to be at their worst, bodies began to mysteriously appear in the asylum. Each victim is smartly dressed in black tie attire, and has no apparent connection to the asylum patients or staff. While the super mankind wing is full of murderers and psychopaths capable of such things, none have the ability to leave; which means that a staff member may be involved. Of note is the history of Dr. Tod, who brought several patients with him from his last post, including Peter Young, known around the asylum as the Mad Hatter.



A STORY DAY BY DAY

For this adventure, the story is divided into days with each building the mystery. Each day will end with Lights out, and the characters will need to complete the required events before they can move to the next day. Along with the story events, each day roll for a random treatment, a random event, and a random encounter from the appropriate tables. Feel free to add more or less of these random events as seems appropriate for your group.

1D10	Random Treatment Table (roll per treatment needed)	Effects
1	Lobotomy	confusion, memory loss, nerve damage
2	Mercury dose (one drop)	delusions, chest pains, coughing, death
3	Electric Shock	seizures, nerve damage, coma, memory loss
4	Hypnosis	memory loss, vulnerable to suggestion
5	Skull Drill (pressure relief)	bleeding, memory loss, blackouts, death
6	Morphine Injection	sleepiness, confusion, stomach pains, vomiting
7	Hydrotherapy (wet towel head wrap)	suffocation, drowning, fear
8	Hysteria Therapy (Beatings)	bruising, abrasions, confusion, coma
9	Phrenology session (adding lumps to skull)	blackouts, dizziness, memory loss, bruising, swelling, restrictive blood flow
10	Chemical Treatments (testing chemicals)	Different chemicals can have different and random effects. GM discretion advised.

1D6	Random Encounter Table (roll as needed)
1	Lion appears randomly in front of one of the party when they are alone and disappears before anyone else can see it.
2	Clockwork Orderly goes haywire attacking anyone near it
3	A couch comes to life and attacks a party member when they are alone, Orderlies arrive to see hero punching a lifeless couch.
4	Pagliacci picks a fight with one of Moth Lads protectors
5	An indestructible cobra slips into the cell with one of the heroes and disappears when the guards arrive to investigate the noise.
6	Group of regular patients pick a fight with one of the party members.



1D8	Random Daily Events (roll once per day)
1	Gravity increases four fold pressing everyone and everything to the ground at four times their normal weight
2	Strange animal prints and scratches appear all around the asylum overnight.
3	A full sized gingerbread house appears overnight
4-5	Walls of the courtyard begin to bleed
6	All the flower beds in the courtyard grow to eight foot tall overnight
7	Out of a clear sky it rains fish
8	Any windows show different views than expected, and then on second look appear normally.

PLOT

DAY 1: SHOCKINGLY AWAKE

To the fully communicate the atmosphere of shock and fear, we recommend beginning the game with a player waking up in a straightjacket, as two clockwork orderlies douse him with a bucket of water to shock him awake. As the two orderlies bring the character to his feet, the character will be confronted by Dr. Tod, wanting assurance that the character had learned their lesson. It should be evident that the character has been through electroshock therapy and has no memory of what happened. This should put the players on edge while keeping their characters in the dark, and motivate on the heroes to find out more about their situation.

GM Note: If you are using the party of agents/investigators then it will be best to reveal this after the initial shock, during the lunchroom reunion.

RECOUNTING THE ARRIVAL

Once the initial shock of appearing in Broadmoor has faded, the group should gather

or be brought by orderlies to the lunch room, where each player will be given a healthy portion of cold porridge and stale bread. While they're dining, the clockwork orderlies will march in time back and forth through the aisle ways. With a repetitive cadence, the clockwork orderlies repeat "No Talking! Eat!", before they

herd the patients off to the courtyard.

Character introductions fit nicely here, presuming it is a party that has never met before, but if you are playing your own heroes then this is a good time to explain how they got there and their mission: A series of murders has taken place in the asylum, and the party has been sent in to

investigate. It is important to keep the party on their toes and keep the initial information brief. The Clockwork Orderlies will continue to press the patients to hurry and leave to the courtyard. Try to avoid any show of force from the orderlies, as it might be a bit of a surprise that the party's powers are not working properly.

The characters should be given the opportunity to interact with all of the characters





at this point in the story, and be filled in on recent events in the asylum.

TREATMENT OR TORTURE?

The courtyard is a humble acre of manicured grass, outlined with several small flowerbeds. The sky appears a dull, overcast gray with a stale unwashed smell, pre-emptive of rain. The patients are gathered around the courtyard in small groupings, in varying prison-like attire—robes, jumpsuits, straight-jackets, and a few select “members” are wearing special restraint devices.

In a shadowy corner of the courtyard, under a rotting willow tree, there is a small gathering of inmates. Pagliacci {see Character} is pummeling Michael Locke (see



Characters). With each hit he reminds him of his humiliation of being captured by a “Little flying bug”. After he has beaten on him for a few minutes, the group will disperse, leaving the beaten, battered body of Michael Locke.

Peter Young {see Characters} will run over to assist the battered Michael Locke. He tries helping him to his feet, but will look around for someone to help Michael to the infirmary. Should the Players intervene during the fight on Michael’s behave, Pagliacci will gladly add them to his “List” of enemies, promising to “take care of them” at a later date. Presuming the Heroes help Michael Locke, he will lament becoming a superhero, regretting ever helping anyone. Moreover, he’ll regret ever receiving the “gift” of his powers.

Peter interjects, “Don’t mind him. He just needs more butter, less batter”.

Michael groans in pain. Michael describes how even locked in here with all the “crazies,” at least they are all on an even playing field now that the doctors have taken away his powers. He points to one of the Tesla towers near the front gates, on the roof, and says “Eventually we will all be cured of our diseases! And be normal like the rest of society!” Any party member trying to use their personal powers will realize they are not working, or not working to the level they are expecting {Use GM’s discretion}.

While mingling with the other inmates, the Heroes will hear stories of daily injections,



electro-shock therapy and other questionable treatments, which may be suppressing powers.

DAYS TO COME

This should be followed by several scenes with different player characters being taken away and subjected to unusual treatments, while being observed by Dr. Tod. These treatments should

be painful and humiliating; use the random treatment table for references or see Details section concerning common

treatments. A series of confrontations between Dr. Tod and Dr. Ashford will take a side note, as the bloodied body of a woman in a beautiful ball gown is found that evening in the courtyard.

Before lights out, make sure that the Players have:

- Had the opportunity to meet each character
- Been filled in on recent events in the asylum
- Played the scene with Moth lad
- Experienced a Random event, and a random Treatment

DAY 2: THE KILLINGS CONTINUE

After a long night in their cells, the party will be released to breakfast. On the way, they will find a large crowd of inmates standing around the corpse of a finely dressed gentleman. Lydia Alderidge, the painter, will be furiously painting with a stolen



inkpot. While she does not touch the body, the observant character may notice that she is painting a shadow of the corpse onto the floor nearby.

Quickly, the sound of ticking will begin to become louder, and a group of clockwork orderlies will quickly disperse the crowd. As the party leaves, they will hear Roderick McLean (a.k.a. The Rhapsodist) recite

“Bloody man of fine black tie,
Brought to Broadmoor just to die;
A shadow of the once lost boy,
Seeks to find a door to joy!”

Roderick will repeat this throughout the day.

When the group is taken for their treatment later, they will be questioned about the corpse and if they had seen anything. The treatment will be increased in intensity until the doctor is assured the players know



nothing. When the Group heads to dinner, they will see the shadow of someone following them in the corridor, yet the person himself will always be just out of sight. If the heroes investigate further the shadow will flee out of sight, and they will discover no one. At this point, roll a random daily event.

When they are given free time to walk the courtyard, they will find Pete Young sitting at a stump. There will be several stones and sticks assembled to resemble a plate setting. Across the stump will be a small dead mouse, propped up against a leaf rolled into a cup. Peter will invite the group to his “tea party” and ask if they know any riddles. He will then say

“I know a riddle... what is real? I see through the looking glass every once in a while, or find myself at the second star. And then I’m here. I see things... Are they the shocks? Is it the medicine? I know not... do you? Oh, my friends, the time is late, we must go!”

With that, Peter will pick up his mouse and run off.

The Impressionist will be painting, and if the group speaks to her, she will only say “It’s coming.... 3 days remain!”

Before lights out:

- Random daily event
- Random encounter
- Random treatment

- Find the body, meet the Impressionist and the Rhapsodist
- Talk with Peter
- Talk with the impressionist (optional)



DAY 3: HAPPY THOUGHTS AND CONFUSING IDEAS

The morning will begin normally, after breakfast the group will be allowed to explore the garden. If they choose to interact with the other inmates, they will witness the following scenes (in any order):

Peter will be laying on a limb of the willow tree, hands out, eyes closed, with a blissful smile on his face. If spoken to, Peter will say:



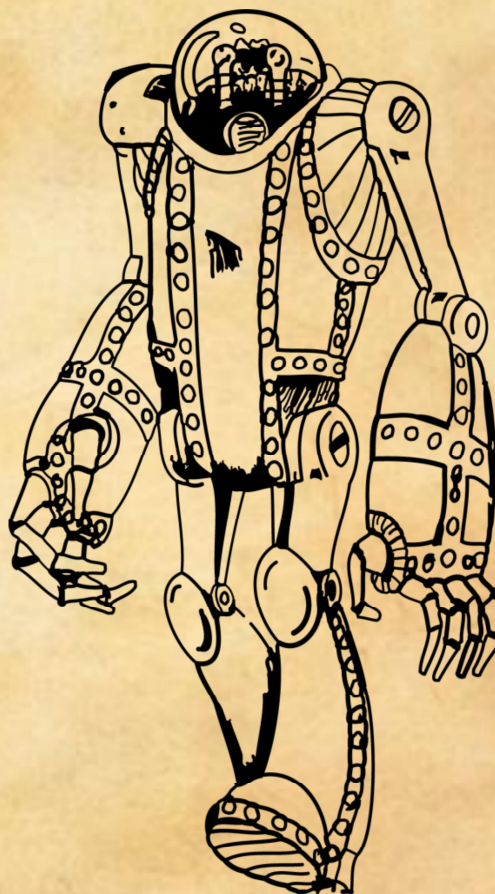
“Do you ever dream? Since I was young my dreams have been lost.... but lately, since the bloody lords and ladies, I have dreamed... I dream of flying along the rooftops.... of a land green and wild, and creatures I have not seen in life. I was happy amidst this madness. To fly... what a joyful idea.”

Peter might be coaxed down, but will have little else to say, and if the characters look back once they leave, they will see him back in the tree, pretending to fly.

In a corner of the building, the group will discover the Impressionist, furiously finger painting with an inkpot. Several images will be strung along the wall, each more confusing than the last. One will be of a boy, standing with the moon behind him; another will show a man with a cane and a hat standing by a glowing doorway. The last will show a man with billowing smoke coming from his shoulders.... reaching out to a solid black figure. If asked about her images, the impressionist will simply shrug and mutter. If she speaks, she will not know what the images are; only that she needs to paint them. As she speaks, she will punctuate her phrases with “tick tock.” If asked, she will say “time is passing, the day is near! I feel it... only 2 days remain....”

The Rhapsodist will be pacing furiously through the yard, repeatedly screaming in verse:

“Bloody lord and pale lady
Lying dead and delivered daily”



If approached, and questioned, he will look at the heroes as if they were the crazy ones.

“The news of late flies on wing of bird;
Of the many murders you must have heard?
A body daily here we see;
When you find him here I’ll be!”

With that he will wander off, cackling.

Before the orderlies collect the group for their treatments, roll for a random event, and if you like, a random encounter. When they return to their cells that night, the party members will each find a piece of today’s murder, lying on their bed like a present. On their door will be an inkblot finger painting of a man with rays of



lighting streaming from his body. Orderlies will soon arrive and sedate the group.

Before Lights out:

- Talk with Peter
- Talk with the impressionist
- Talk with the Rhapsodist
- Random daily event
- Random encounter
- random treatment (optional, GM discretion for pacing)
- Find the body in their rooms and the painting
- The group is sedated by the orderlies

**DAY 4: WALKING DOWN
ELECTRIC AVENUE**

The group will awake in a treatment room, lying on the floor. If they look, they will see wire running along the metal lined floor. In a booth above will be Tinker Thomas and Dr. Tod. When the heroes wake, Todd will ask “Why are you here? How are you bringing your victims into the facility?” When the group fails to answer, he will nod to Thomas, who will flip a switch, sending electricity through the floor. The heroes may be able to avoid the current through their powers, or by climbing the walls.

Todd will continue to ask questions about the murders and the heroes’ true

intentions. After two rounds of this, Todd will tell Thomas to “Summon the nurses... our patients need help remembering” Two Clockwork robot spider with syringes (holding a truth serum) will enter the room and attempt to inject the players. If the players successfully fight off the spiders, Thomas will again electrify the chamber, with Todd asking more questions. This can continue for as long as the players will tolerate it, when a suddenly a staff member will appear in the booth and say something to Thomas and Todd. They will rush out,

instructing the orderlies to return the group to the floor.

As the group is being returned to the

other patients, they will see another body lying at the end of a hallway, with several staff rushing around. On the walls, they will see a trail of ink black handprints as if someone was dragged away.

Once back in the yard, the heroes will see three things:

The impressionist is nowhere to be found. In her corner, a large painting shows the rubble of a building, bodies strewn around, and a man surrounded by rings of light standing in the center.





Peter will be stroking his mouse, muttering softly. If the group approaches, they will hear him say

“You cannot crow? Then can you clap? Drink your tea and I will teach you to do both.”

If the group questions peter, he will loudly begin to crow at them. If they don't leave he will rush away. Later, if the heroes glance back, they will see him staring at his mouse as it lies on the ground, clapping loudly while dancing a jig.

The rhapsodist will seek the group out. “Confused are you by the mystery? /I do not have the key/ Others there are who can light your way/for clear directions you must pay.” The Rhapsodist wants payment, and will stick out his hand. He will accept either food, a piece of clothing, or anything metal. If the



group pays, he will point to the Kemist.

KEMO THERAPY

The Kemist will be sitting in a small circle with Henri Laroux and Dr. Minor. The Kemist and Minor are talking to Laroux, yet calling him by another name, Apep. Despite their efforts, Laroux is oblivious. When the group approaches the Kemist, she will laugh.

“That bloody rhyming fool sent you to me, didn't he? He overheard me and the doctor. We've deduced that you aren't here for treatment (she'll sneer at this). You're here for the murders.” Dr. Minor nods in agreement and notes something in his journal.

“We saw you talking to the painter.” the Kemist continues. “You're on the right path. If anyone knows what is happening or what is coming, it's her; even if she doesn't realize it. What? Where is she? Surely you figured it out?” The Kemist gapes at the group, unbelieving. “She's been taken below, to solitary.”

The Kemist will explain that after the last body was discovered (while the group was being questioned) the impressionist began screaming and painting, causing the orderlies to drag her away. Solitary is located below the main facility. If the heroes want to get there, they'll need help. They'll need a key to get through the facility, The Kemist points the group to the Craftsman.



If the heroes approach him, the Craftsman will agree to help on one condition: that the heroes escort him out of the asylum. He has a key that will allow them to move through the facility, though they will have to fight off the orderlies. The craftsman will explain:

“The painter told me the end was coming for the world. I figure if I’m going to die, I’d rather do it somewhere I like.”

Before Lights out:

- Be questioned by Tod, Fight Spider (these can serve as the treatment and encounter of the day)
- See the newest body and the trail of hand prints
- Talk to Peter
- Talk to the Rhapsodist, the Kemist, and the Craftsman
- Random daily event

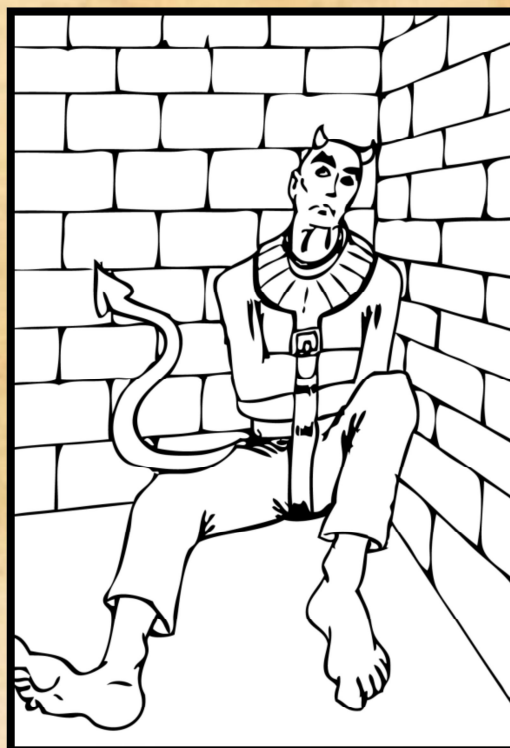
DAY 5: KEY TO THE KINGDOM

The group will awake to their door being unlocked by The Craftsman. He will insist that the heroes escort him to the back entrance of the asylum. Only then he will give them the key and directions to solitary. He will lead the way, leaving the group to fight off any orderlies they find. When they reach the back door he will give them a complicated looking key and a map, and disappear.

The group will find solitary down a flight of stairs and past a security point. Once in solitary they will see many cells, and hear the cries of other prisoners. The Impressionists cell can be found by following the inky hand prints that were left as she was dragged along the wall. When they open her cell, they will find her in a comatose state, alive, but unresponsive. On the walls they will see paintings of each of the found bodies, and above them a large dark figure... flying and wearing a top hat. Scrawled underneath are the words

“The last day.... the spider’s bite will bring the truth.”

Hopefully, the heroes will see this as a clue to go see Peter, the Mad hatter. If not, feel free to add other helpful painted clues, such as a mouse, or other things from the group’s

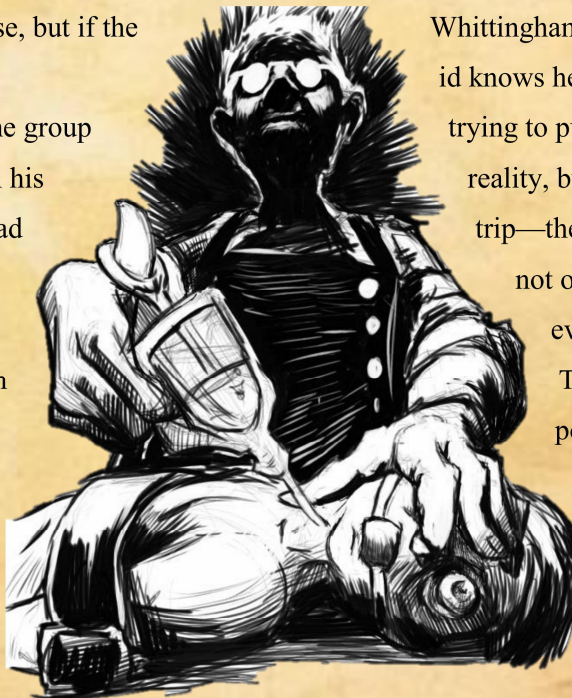




interactions with Peter. On the way out solitary they will encounter a clock work spider. Hopefully the clue is enough to prompt the heroes to grab the syringe. If not, reveal that the Kemist has been following the group, and have her rush in and grab the syringe.

NEVER NEVER

The heroes will find Peter back in his tree. He will speak nonsense, but if the syringe of truth serum is administered, or if one of the group has telepathy, Peter will tell his story. The Kemist, if she had taken the syringe, will be found using it on Peter to see what she can glean from him. Peter will try to explain, and then lead the group to a small mound behind his tree. He will dig, and then hand them a file.



was capable of separating his personality into parts, specifically his ego from his id; however the longer the two stay apart the more unstable the two parts become.

SHADOW OF HIS FORMER SELF

Peters' id appears as a shadow of Peter, and the two became separated at the incident at Whittingham over ten years ago. Peter's id knows he's in danger, and keeps trying to pull people through to this reality, but they are not surviving the trip—they are being murdered, but not on purpose. Peters' Id has eventually decides that Doctor Tod's treatments and the power suppression field is at fault, set him as the next target. Between the file, and Peter's link to the shadow, this story should be pieced together. If the

Group is unable, use the Kemist to put the clues together and "solve the case."

CONFLICT

THE MAN UNDER THE HAT

From the file, which contains Dr. Tod's notes, that Peter was never from this world at all, he came from another reality and became trapped in our world. Once here, he was treated differently and eventually institutionalized in Whittingham Hospital where he met Dr. Tod {see Character} for the first time. The doctor discovered that Peter had an unusual spirit and

BAD MEDICINE

Dr. Tod has been siphoning off powers in the form of aether in order to rid the world of the scourge of super mankind. Dr. Tod thinks his machine is what is siphoning the powers, but in actuality it is he himself. As it turns out, he is a member of super mankind and it is his own subconscious causing the power drain of his



fellow supers. What he doesn't realize is that the build-up of power is causing the fluctuations between realities and if it continues it will eventually cause his own demise. The collected aether is causing weakened spots in the fabric of reality around the asylum, making it easier for Peters' id to open portals to the other dimension.

THE FINAL COUNTDOWN

Every day since the arrival of the players has elevated the power levels that Dr. Tod has been receiving and the rift between realities has been breaking down at a progressive rate. Peter's Id has known about this and has been unsuccessfully trying to get help. In a last fit of desperation Peters shadow self will make a direct attack against Dr. Todd in his personal laboratory. The laboratory is a large room with six operation tables bearing corpses in different stages of autopsy. The shadow will fling



different items across the room at the doctor, before attacking him physically.

The separation of Peter's shadow was caused when Dr. Tod's powers manifested physically on to Peter over ten years ago. When the shadow comes in contact with the doctor it triggers a response from the doctor's abilities, forcing him to release all the energies that his body has been absorbing over the year. This mighty release will cause a massive explosion, destroying the outer wall of the lab. Four orderlies will come to the sound of the explosion, with more on the way. Dr. Tod, unscathed by the explosion, will stand up, knocking a few stones off and commanding the orderlies to contain the patients, pointing to the characters.

Peter's shadow has vanished but all characters, as well as other patients, will have their full powers restored to them. Dr. Tod will have to come to terms with his own powers and the fact that he now is part of super-mankind. Meanwhile the fight between the orderlies and the patients is underway.

SUPER HAPPY FUN ENDING

This dark storyline could still have a silver lining, or at least not end with your players throwing their character sheets in your face. The best chance for a happy ending should involve peter and his shadow being restored, Dr. Tod being committed into his own asylum, the agency that sent the heroes being exposed, Dr. Ashford taking over Broadmoor, and only a few inmates escaping, creating an opening for a longer campaign story.



One of the first goals should be to return the Mad Hatter whole; this may be difficult as his shadow disappears during the confrontation with Dr. Tod. The shadow of Peter should reappear after Dr. Tod has been defeated, perhaps it was fighting on the inside against him or it may be been a prisoner after releasing all the powers he had drained; in both case the shadow should return and re-attach to Peter.

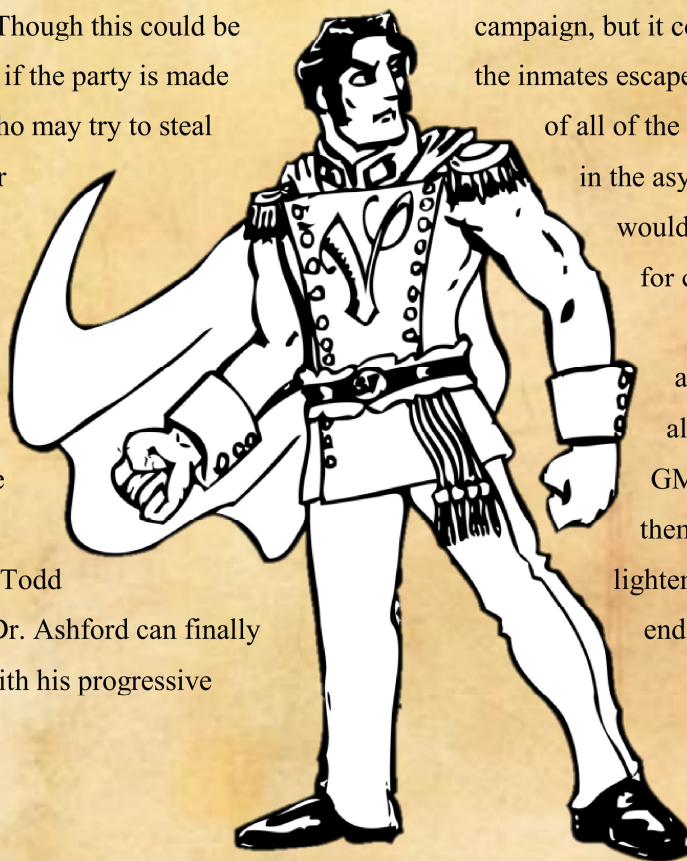
Realizing his abilities, Dr. Tod will be able to directly drain powers from players and use them against the group. After the pressure of the story, the party may want to really hurt Tod. Ideally, it would be best for the heroes try to save him and act like the heroes they are intended to be. Though this could be more difficult to if the party is made up of villains, who may try to steal Tod's powers for themselves. In the end, capturing Tod and putting him in his own asylum would be delicious irony. With Dr. Todd out of the way, Dr. Ashford can finally move forward with his progressive

therapy with the help of Tinker Thomas.

Exposing the government agency that sent the heroes to the asylum would be an opportunity for the heroes to reveal government corruption to the Queen. On the other hand, it could be a dangerous move for the party in the long run, as clandestine agencies don't like being exposed. A longer campaign story could result from revealing the agency; after all, the dangers of a clandestine agency hating your group can last a long time. Hail Hydra!

After the final conflict, it is likely that many inmates will take advantage of the chaos and make a break for it. Having the inmates escape would be the key to creating a longer campaign, but it could be overwhelming if all the inmates escape. If you have made good use of all of the villains during the heroes stay in the asylum, the breakout and the hunt would make for a great opportunity for character development.

While we have provided a lot of options, including them all would be a challenge for any GM. If you can make a few of them work, however, it should lighten the ending and help you to end on a fund, upbeat note.



CHARACTERS

STAFF

Nom de Guerre: **Doctor Tod**

Proper Name: Doctor Hiram Tod



STR: 9 *INT: 17+2 WIS: 10 CON: 14 DEX: 11 CHA: 13 +1 *Prime Attribute	SKILLS Etiquette, Polite History/Legend: Broadmoor Asylum Science (Electronics) Science: Electropathy Target (Entraps Only) rank 2
Init: 0 Actions: 1/round AC: 10 Defensive: 0 Hit Points: 28 Level 2 Alignment: Evil	Supernatural Powers Theme: Electropathy rank 4 Entrap (Intelligence) -3 to Save rank 2 Entrap (Charisma) -3 to Save rank 2 Absorption: Linked to Entrap, feeds power back to Entrapment; 3d6 rank 3
SHORTCOMINGS Enemy: Former inmate Villain Watched: Special Branch, UK Gov't Notorious: Reputation for hardness	

Background: The head of the Broadmoor facility, Dr. Tod keeps a close eye on any trouble makers, and enacts punishment on any patients that break asylum rules or become unmanageable. He first arrived at Broadmoor about ten years ago, after leaving Whittingham Hospital due to the tragic events that took place. Dr. Tod believes that strong arm treatments are extremely effective, and keeps the asylum as brutal as rumors would suggest.



Nom de Guerre:

Proper Name: **Doctor Clement Ashford**

STR: 6 -1 *INT: 17 +2 WIS: 14 +1 CON: 11 DEX: 15 +1 CHA: 15 +1	SKILLS Etiquette, Polite Science: Alienist Science: Anthromorphics
Init: 0 Actions: 1/round AC: 10 Defensive: 0 Hit Points: Level 2 Alignment: Good	Powers: None
SHORTCOMINGS Phobia: Idealist	



Background: Dr. Ashford has recently joined the staff at Broadmoor, and feels that the current treatments are inefficient. He prefers a more modern approach to psychiatric medicine; no skull drills or beatings. His philosophy is clean air, exercise, normal social interactions, medication, and electroshock therapy. Dr. Ashford has yet to win over any of the other medical staff, with the exception of Tinker Thomas.



Nom de Guerre: **Tinker Thomas**
Proper Name: Doctor Thomas True



STR: 10 *INT: 23 +5 WIS: 14 +1 CON: 17 +2 DEX: 16 +2 CHA: 11	Skills: Etiquette, Polite Science: Steam Hydraulics rank 2 Profession: Mechanical Arts
Init: 0 Actions: 1/round AC: 18 Defensive: +3 Temporal Hit Points: 39 Level 3 Alignment: Good	Supernatural Powers: Armor (Hydraulic Exosuit) rank 2 1 Armor +8 AC 2 Invulnerability +3 versus Temporal Damage Gadget (Hydrostatic Emitter) rank 2 1 Blast 1d6 rank 1 2 Suppression STR 1d6 (linked to blast) Rank 1 Attribute Increase (Intelligence) Invention rank 2
Shortcomings: Looking for a Broom Closet Fame Prior Engagement	

Background: A genius in steam mechanics, Dr. True is responsible for maintaining the Clockwork Orderlies that protect the medical staff from any dangerous outbursts by super powered patients. Tinker Thomas is the mastermind behind most of the security measures implemented at Broadmoor, including the power dampening shackles, the restraining nets, and the calm gas.



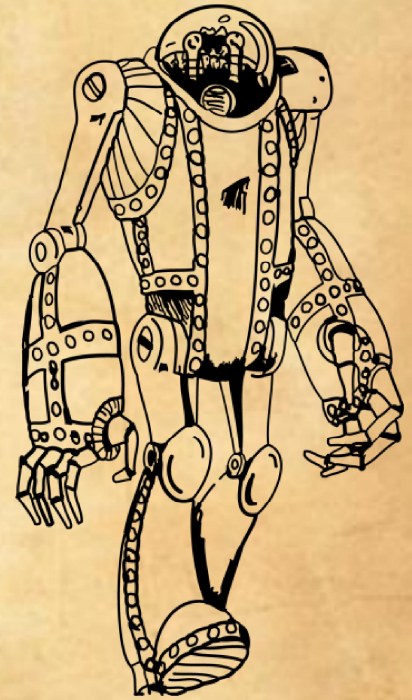
Clockwork Orderlies

(HD 4; HP: 30; AC 16; #AT 2; DMG 1d8 or special;

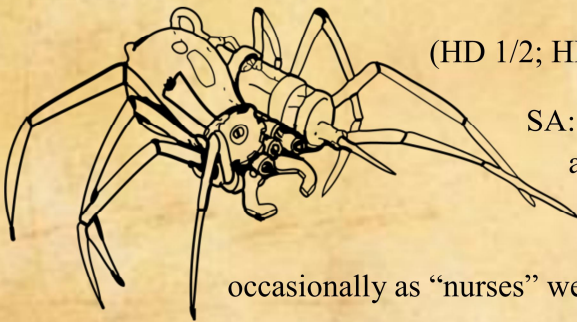
Special Ability: Electric blast touch only 1d4 and CON save or stunned for 1d4

Rounds; SD +6 temporal defense)

Background: These robotic minions are a creation of Tinker Thomas. They do not require winding like many lesser clockwork devices; they use Thomas's designs for perpetual motion to keep their gears turning. The Orderlies are void of any personality or individuality, and will respond only to the staff of Broadmoor.



Clockwork Syringe Spider:



(HD 1/2; HP: 5; AC 18; #AT 1; DMG 1d4 or special;

SA: Wall Crawling; CON save or stunned for 1d4 rounds and unable to lie; SD +2 Temporal defense)

Background: These small robots, referred occasionally as “nurses” were created by Tinker Thomas to administer essential drugs to a patient when approaching them was not safe or feasible. While Thomas made only a few, they have been known to wander the hospital, especially solitary confinement, looking for excited patients.



INMATES/PATIENTS

Nom de Guerre: Mad Hatter

Proper Name: Peter Young

STR: 16 +2 INT: 10 WIS: 9 *CON: 18 +3 *DEX: 18 +3 *CHA: 17 +3	SKILLS Etiquette, Polite History/Legend rank 1 Primes (CON, DEX) Target
Init: +3 Actions: 3 actions every 2 rounds AC: 10 Defensive: 0 Hit Points: 43 Level 2 Alignment: Evil	Supernatural Powers Theme: Nowhere Powers rank 4 Translocation rank 2 Psycho-Kinesis rank 2* Lightning Speed rank 2 Telepathy (only with Shadow form) rank 2 * Through a Shadowform he commands
SHORTCOMINGS Phobia: Split Personality Watched: British Authorities Kills at whim	



Background: A quirky young man always adorned with a hat, Peter is paranoid and certain that someone is out to get him. He is quite mad, and will not speak or act unless he is wearing a hat. He keeps a dead mouse in his jacket pocket that he often argues with. Peter was incarcerated after murdering his neighbor by drowning them in tea; he insisted that she had no manners and didn't appreciate his tea. Speaking with Peter can be confusing, as he suffers from a delusional psychosis, keeping him in two active mental states at all times; almost like his mind is in two different places at once.



Nom de Guerre: **The Kemist**

Proper Name: Rebecca Graham



STR: 5 -2 *INT: 21+4 *WIS: 11 *CON: 15+1 DEX: 17+2 CHA: 11	SKILLS History/Legend: Alchemy Primes (WIS, CON) Science: Chemistry rank 2
Init: 0 Actions: 1/round AC: 12 Defensive: 0 Hit Points: 30 Level 1 Alignment: Evil	Supernatural Powers Theme (Chemical Affinity) rank 2 Attribute Increase (INT) Entrap (CON save or unconscious 1d6 rounds) Climate Resistance Invention (Chemicals only) rank 3
SHORTCOMINGS Phobia: Amoral Notorious 2X Damage from water-based attacks	

Background: Fascinated by chemistry and poisons at a young age, Rebecca learned the extreme abilities of most chemicals. She is one of the youngest inmates of the asylum, originally incarcerated at the age of 12 after poisoning her family and twenty others before she was apprehended. She is extremely intelligent, but lacks a moral standard that tells him when something is wrong.



Nom de Guerre: **Craftsman**

Proper Name: James Kelly

STR: 13+1 INT: 11 WIS: 13+1 CON: 18+3 *DEX: 18+3 CHA: 9	SKILLS Etiquette: Crass Melee Profession: Mechanics
Init: 0 Actions: 1/round AC: 13 Defensive: 0 Hit Points: 36 Level 2 Alignment: Evil	Supernatural Powers Inventing: (mechanics only) rank 3 ***Currently Invented *Suppress: Locks rank 1 *Invisibility (tools and powers only, not self) * Might 1d6 rank 1
SHORTCOMINGS Phobia: Easily Enraged Notorious Poverty	



Background: A middle aged man convicted of murdering his wife by stabbing her in the neck, Kelly was suspected of being Jack the Ripper, but no evidence has ever been found prove it. Kelly has been working on a special key that he has separated into multiple parts throughout his clothing (disguised as buttons, belt, and shoe parts). He plans to escape very soon.



Nom de Guerre: **Moth Lad**

Proper Name: Michael Lock

STR: 15 INT: 10 WIS: 13 CON: 17 *DEX: 18 CHA: 14	SKILLS Acrobatics Etiquette, Crass Martial Arts
Init: 0 Actions: 1/round AC: 13/23 when flying Defensive: 0 Hit Points: 37 Level 2 Alignment: Neutral	Supernatural Powers Theme (Insectile) rank 4 Blast 2d8 (only works 50% of the time) Super Movement (Flight) 60 feet/round Force Screen (dodging while flying) AC +10
SHORTCOMINGS Fame Phobia: Berserk when children harmed 2X Damage from fire	



Background: Michael was born with a set of insect-like

wings, giving him the ability to fly. Using these wings as the gift they were, Lock joined the ranks of super-mankind as Moth Lad. He worked to stop evil at every corner until he was tricked by Otto-Man into releasing a bomb on a crowd of children. He mentally broke down and lashed out at his fellow heroes, forcing them to incarcerate him.



Nom de Guerre: **The Rhapsodist**

Proper Name: **Roderick McLean**



STR: 11 INT: 10 *WIS: 16 *CON: 15 DEX: 11 *CHA: 16	SKILLS Etiquette, Crass Firearms Primes (CON, CHA) Thespian: Poetry
Init: 0 Actions: 1/round AC: 10 Defensive: +3 Attribute, +3 Mystical Hit Points: 35 Level 3 Alignment: Neutral (Evil)	Supernatural Powers Mesmerism (emotional states only) rank 4 Invulnerability +3 Attribute, +3 Mystical rank 2
SHORTCOMINGS Notorious Phobia: Obsessive over favorite person (changes regularly) Phobia: Enraged when rejected 2X damage from sound attacks	

Background: A Scotsman that attempted to assassinate Queen Victoria with a pistol, Roderick was angered by the Queen's lack of response to poetry that he had sent her. The attempt landed him in the asylum, where he continues to write poetry and send them to people in mad and confusing verse with mad hope of getting a response.



Nom de Guerre: **The Surgeon of Crowthorne**

Proper Name: Dr. William Chester Minor

STR: 16+2 *INT: 16+2 WIS: 17+2 *CON: 18+3 *DEX: 20+4 CHA: 9	SKILLS Martial Arts Melee Profession: Surgeon Prime (Constitution and Dexterity)
Init: 0 Actions: 1/round AC: 14 Defensive: +6 Temporal Hit Points: 48 Level: 3 Alignment: Evil	Supernatural Powers Theme Paragon rank 4 Invulnerability +6 (Temporal) rank 2 Keen Senses (+5 vision, +5 hearing) rank 2 Robust d8 rank 2 Attribute rank 2 Knack: +3 to all Hand to Hand Combat
SHORTCOMINGS Phobia: Paranoia Violent, Must make a WIS save every turn or attack nearest living person Poverty Watched: Mystery Observers?	



Background: Dr. Minor was sentenced to the asylum after killing a man in 1872, because he believed the man was breaking into his room. The victim was actually on his way to work. Dr. Minor is a highly intelligent man, but also extensively paranoid. He keeps a journal with him at all times, and is usually keeps to himself while jotting down notes.



Nom de Guerre: **Batty-Fang**

Proper Name: **Beatrice Schuster**



*STR: 20+4 INT: 11 WIS: 9 *CON: 17+2 *DEX: 15+1 CHA: 10	SKILLS Etiquette, Crass Martial Arts Melee Primes (CON and DEX)
Init: 0 Actions: 1/round AC: 10 Defensive: +6 Temporal Hit Points: 44 Level: 1 Alignment: Evil	Supernatural Powers Theme Bludger rank 4 Might d10 rank 2 Robust rank 2 Invulnerability +6 Temporal rank 2 Attributes rank 2
SHORTCOMINGS Enemy: "Person she bullies" Phobia: Must dominate all around her Notorious Prior Engagement 2X Damage Mystic attacks	

Background: Beatrice always preferred dressing in boys clothes while growing up, and continued dressing as a man as an adult. Due of her preference for frequenting local pubs and picking fights, she became one of the most notorious bruisers in the country. Because of her aggressive nature, she will often take anything she wants with no care of the consequences. Beatrice was arrested after one particular bar fight that ended in the death of her opponent, but she was sent to Broadmoor because of her obvious gender confusion.



*Nom de Guerre: **Apep***
Proper Name: Lieutenant Henri Laroux



*STR: 19+3 INT: 13+1 *WIS: 13+1 *CON: 26+8 DEX: 14+1 CHA: 12	SKILLS Primes (STR, CON) Profession: Napoleonic Military Arts
Init: 0 Actions: 1/round AC: 10/2 Defensive: 52 Hit Points: 9 Level 8 Alignment: Neutral	Supernatural Powers Theme Osiran Aura rank 6 Force Screen (+15 AC) rank 3 Climate Resistance rank 3 Healing, only on self, rank 4/cost 3 Blast 3d8 rank 4 Super Movement Flight 240 feet rank 4 Attributes X3
SHORTCOMINGS Enemy: Osirans Enemy: Most European countries rank 2 Inhuman Notorious Phobia: 10% of the time Henry is in charge 2d6 damage from Blessed objects (Non-Egyptian)	

Background: Henri served as a Lieutenant in Napoleon's army, specifically during the taking of Egypt. While raiding the tombs, Henri opened a cursed container, accidentally releasing the ancient spirit trapped within. Henri's mind was overwhelmed with information and imagery of ancient Egypt. The spirit has since taken possession of Henri and claimed to be the spirit of the god Apep, causing havoc wherever he goes. While Henri can occasionally regain control of his body, he was not able to stop the massacre of the House of Commons in 1863. Henri has been at Broadmoor ever since, where he is given a daily lobotomy to keep the personality of Apep at bay. Henri looks as young as he did in 1801 when he first opened the container, and continues to regenerate each day.



*Nom de Guerre: **Impressionist***
Proper Name: Lydia Allderidge

STR: 9 INT: 12 *WIS: 16+2 CON: 14+1 *DEX: 15+1 CHA: 12	SKILLS Etiquette, Polite Thespian: Painting Prime (DEX)
Init: 0 Actions: 1/round AC: 10 Defensive: +3 Attribute, +3 Mystical Hit Points: 28 Level 2 Alignment: Evil	Supernatural Powers Theme "Impressionism" rank 4 Probability Manipulation rank 2 Psycho-Kinesis rank 2 Intuition rank 2 "Articulation" (Duplication) rank4/cost2 ***Articulation causes creature(s) to emerge from a portal of her creation (painting). These creatures have the same attributes as Impressionist, but no powers. If any are killed, Impressionist must make a WIS save or be unconscious for 1d6 turns
SHORTCOMINGS Notorious Phobia: Insane Must have art materials or cannot access Theme	



Background: Lydia is talented a painter known for including amazing details in her painting, though her work usually results in unexplained events. Able to see into a world that no other can, Lydia's visions convinced her to murder her husband by strangulation, wrap him in a discarded canvas, and throw his body into the Thames River. During her trial she was not permitted to have any art supplies after the first two judges were found strangled to death by mysterious means.



Nom de Guerre: **Candle-Jack**

Proper Name: Edmund Ransom

STR: 16+2 INT: 11 WIS: 10 *CON: 18+3 *DEX: 19+3 CHA: 15+1	SKILLS Firearms Melee Prime: CON Profession: Military Ordinance Targeting
Init: 0 Actions: 1/round AC: 10/20 Defensive: +12 vs fire Hit Points: 45 Level 3 Alignment: Evil	Supernatural Powers Theme Fire powers rank 4 Blast 1d8 Force Screen (+10 AC) Invulnerability +12 versus fire only rank 4/cost 2 ATTRIBUTE rank 1 Might d6
SHORTCOMINGS Phobia: Disdain of religion 2x damage from water-based attacks Weakness: water	



Background: After he returned from his service as an explosives expert in the British military, Edmund became distant and socially withdrawn. Once an active church goer, Edmund had become suspicious of the Church of England, and soon after all churches. Soon after, He eventually set a series of fires at different churches starting in Northumberland and working his way to London. His intimate knowledge of engineering and explosives helped him destroy over twenty-eight churches before he was stopped.



Nom de Guerre: **Pagliacci**

Proper Name: **Adolph Mayo**



STR: 11 INT: 10 *WIS: 16 *CON: 15 DEX: 11 *CHA: 16	SKILLS Etiquette, Crass Martial Arts Melee Primes (CON, CHA) Thespian: Acting
Init: 0 Actions: 1/round AC: 10 Defensive: +3 Attribute Hit Points: 35 Level 3 Alignment: Evil	Supernatural Powers Invulnerability +2 Temporal rank 2 Attributes rank 2
SHORTCOMINGS Enemy: The Cavaliers Phobia: Craves attention Phobia: Psychoticness Notorious	

Background: Desperate for the role of the sad clown, Adolph threw himself into the part so passionately that he became lost to the role. Adolf identifies with the part so strongly that he no longer responds to his own name, only Canio, Pagliaccio, or Paglicci. He murdered his wife and child after failing to win the role, and set out to bring drama to real life. Pagliacci has accepted the philosophy that “All the world is a stage” and his role is to play Pagliacci for the world. He is drawn to crimes that revolve around the theater or opera houses, and many of his hired thugs wind up as casualties of his hasty and often insane orders. Pagliacci was eventually captured by the Cavaliers, the super group of which Moth Lad was a member at the time.



DETAILS

THE CRIMINALLY INSANE VILLAIN

Role-playing an insane villain is considered a challenge for even the most experienced gamer, and should only be attempted if the entire group has agreed to a set of guidelines that will keep the game under control. Some simple rules might include requiring the party still work as a team, or that they are evil but with a purpose, or maybe that each villain must have a goal that doesn't conflict with those of their team mates. These guidelines would be different for every group, but truly scary bad guys don't follow any kind of moral code, which could lead to group chaos quickly.

For the GM, role playing the insane criminal is also a challenge, since most villains portrayed in this adventure are designed with several social stigmas that add to the acting challenge. Luckily, none of the inmates in the adventure have multiple personalities, so you only have ten to fifteen characters to keep straight. Just remember, these criminals are the most dangerous of the Victorious world, they could be happy, sad, violent, sobbing, or any emotional state you can imagine at the drop of a hat.

A simple rule of thumb, if your players can predict how a non-player character is going to act, change the way that NPC is acting. The emotional range of the inmates should turn on a dime and be as confusing as possible. Keep the players on their toes and don't be afraid to get a little crazy yourself.



VICTORIAN ASYLUM AND SOCIETY

The Victorian era was a prosperous era for the middle class, thanks to the industrialization of England and other civilized societies. Because of this growth, the home and family were perceived as being part of the social 'norm,' and set the bar for the all moral standards for the next century. Unfortunately, the pressures of fitting in become more of a strain on normal people, and the need for asylums and sanatoriums become accepted as a place to leave unwanted family. These left behind family members are treated with as much respect as we would give a piece of trash today.

Asylums and sanatoriums treated normal patients brutally and carelessly, as if they were not even human; and that was just the patients admitted voluntarily. The inmates at a criminal asylum would have been treated with even less regard. For the purposes of this adventure, the GM should keep in mind that the player characters should be treated with little respect for personal comfort or concerns.



COMMON ASYLUM TREATMENTS OF THE VICTORIAN ERA

The Victorian era was not known for healthy or caring treatment of mental patients, and the studies of Dr. Sigmund Freud would not become common until the beginning of the next century. Common treatments for patients included experimentation and presumptions based outside of science. These inhuman treatments were even harsher when administered by uncaring nurses, doctors, and medical staff.

The success of the first Lobotomy several years before proved that personalities could be adjusted at the sacrifice of brain power. Mercury was considered a valid treatment for everything from bug bites to insanity; though the silvery liquid was pretty, it also caused a silvering of the liver and other organs. Skull drills were used to alleviate blood pressure buildup and remove swelling from the brain, though blood loss and death was a usual side effect. Morphine and Opium were discovered to be amazing pain relievers, so naturally psychiatrists would prescribe high doses to help with brain issues, often resulting in keeping patients in a daze.

Phrenology, or the study of lumps on the skull, was becoming popular, along with Hysteria Treatments, and both supported beating the patient. Perhaps one of the least known but just as terrible treatments, Hydrotherapy, involved wrapping the patients head in wet towels and pouring water over them. It would be almost a century before this form of hydrotherapy would be relabeled as 'Waterboarding.'

Regardless of the treatment type, most would likely be classified as torture in the modern world. Though the criminally insane had little rights, as discussed earlier, the patients are commonly used in different experiments as the doctors see fit. Many criminals died during their incarceration, and very few questions would be raised. Unfortunately, most of this experimentation never resulted in any real scientific progress or medical discoveries, but it did prove just how terrible people could be treated.

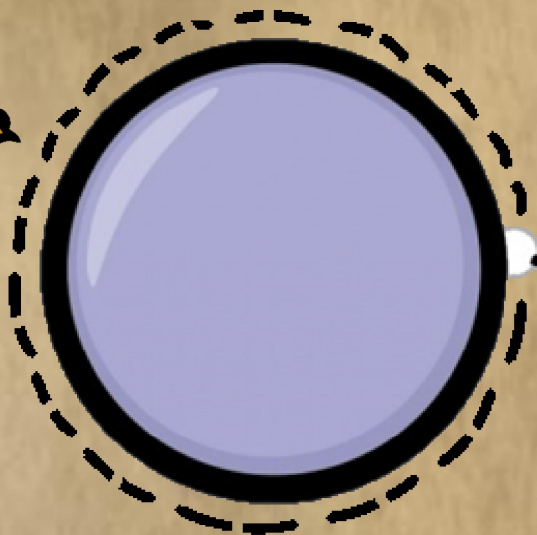
WHAT IS REALLY KEEPING EVERYONE'S POWERS FROM WORKING?

Tinker Thomas's Super-Suppression Device (SSD) - Tinker Thomas has created a series of Tesla generators, which when combined with daily specialized injections, seemingly suppresses special abilities in super mankind. Tinker Thomas spent many years developing his system to help contain beings with super abilities. Unbeknownst to Thomas, the system was not a complete success. The partially working system received a boost from the arrival of Dr. Tod ten years ago. The system without Dr. Tod's presence works on a very limited level, keeping powers at a lower level, but not completely eliminated.



MAD MONOCLE MIKE'S

INSTANT HALLOWEEN COSTUME



In the world of Victorious, The Broadmoor Asylum treats and contains the mentally ill and criminally deranged members of the superhuman race. Sent in on a secret mission, the players must determine who is more insane: the patients, or the Doctors! Patients of the asylum claim the doctors are stealing their powers; meanwhile a series of murders plagues the asylum. The bodies seemingly appear with no clue of where they came from or who was responsible. The asylum itself seems to respond to the madness, with patients and staff witnessing weird visions. Meanwhile, a gifted inmate warns that doomsday approaches. Who can be believed? IS the danger real, or is it just in the heroes' minds? Can the newly insane stop those responsible for the madness, or will they just plead insanity?!?!?!?

