

Dr. Elias McRoth's Asylum for the Insane

A Netbook by Pythagoras (<http://www.hardpoints.de>)

Overview

McRoth's asylum is a location that can be plugged into any British Victorian city. Stats given are for Savage Worlds - Rippers.

First Impression

The outside of the building is well-kept. It is built of red brick in a slightly neo-gothic style. The place has a slight aura of decay and there is a strange chemical smell. Inside, the corridors are well-worn but kept clean. There is a smell of vinegar-based cleaner and the moans and screams of the inmates echo through the hallways.

Locations

1. Main Hall

The main hall is covered with white tiles and gives one the feeling of being in a hospital. Paintings of the former directors and sponsors cover the wall. There are few plants as well as abstract stained-glass windows on the sides that obscure the sight to the rooms behind.

There is a bathroom, a ready room for the doctors and nurses and the office of Dr. McRoth.

The doors to the inmate wings are typically locked (-1 to lockpicking).

During the day visitors for the inmates wait here to be called by the doctors. A male nurse supervises them.

McRoth is typically in his office. The ready room typically contains several nurses and/or doctors.

At night the only persons are a doctor and 3 nurses sleeping in the ready room.

2. East Wing

The east wing is for the male inmates. It looks worn and the walls show many dents and marks.

The cell doors are padlocked (+1 to pick).

A male nurse patrols this corridor every 20 minutes, checking cells at random. Sometimes less dangerous inmates are allowed to chat in the corridor.

3. West Wing

The east wing is for the female inmates. It looks less worn than the male wing. Disturbing oil paintings created by the inmates are displayed in the corridor. The motives hint at supernatural monsters.

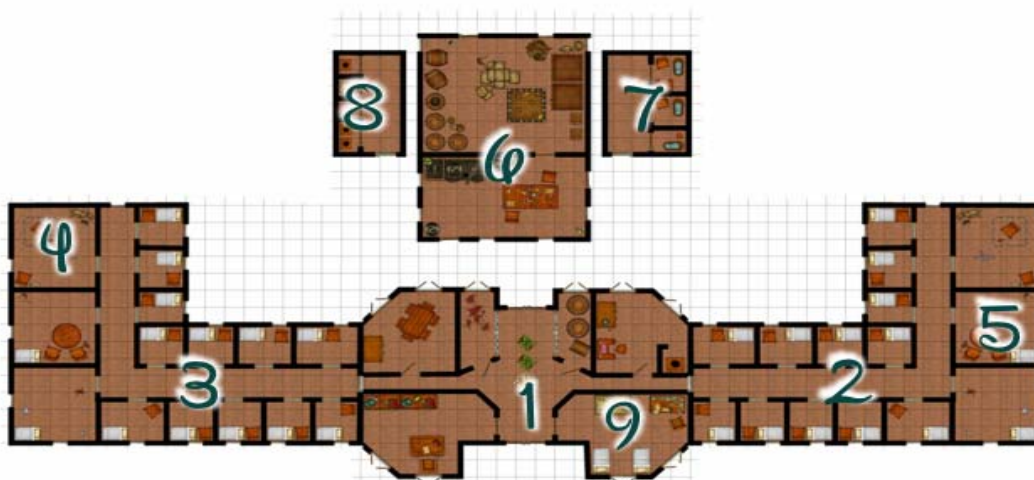
The cell doors are padlocked (+1 to pick).

A female nurse patrols this corridor every 20 minutes, checking cells at random. Sometimes less dangerous inmates are allowed to chat in the corridor.

4. Bloody Lilly's Cells

Lilly is a prostitute who murdered one of her clients in a fit of madness. After all, who would believe her that the man turned into a wolf? The treatment at the clinic has actually eroded the sanity of Lilly and she is now an Inmate (pg. 127), out for blood. She believes all men to be were creatures and will act accordingly.

There is a 1 in 6 chance that a doctor will be present to study the interesting delusion of Bloody Lilly.



5. Doctor Nathan Silberbaum

Silberbaum is a Jewish Ripper surgeon from Austria and an avid supporter of rippertech. He also sports quite a bit himself which unfortunately pushed him to a short bout of insanity during a raid against the Cabal. Generally a kind elderly person, the Doctor has a tendency to mutter really disturbing things to himself.

Use Innocent stats (pg. 119) but with Healing d10, Knowledge (Rippertech) d8 and the Accomplished Surgeon Edge. Silberbaum has a reason of -2 and Retinal Graft and Bone Stiffening (no side effects on both).

Silberbaum is usually alone but there is a 1 in 10 chance during the day that the local rabbi will be visiting him.

6. Kitchen and Storage Room

The kitchen is clean but well-worn. A smell of old fat lingers in the air and steam makes it hard to see the whole room.

Here, a cook and 3 aides prepare food during most of the day. The place is noisy and quite busy, which also means that intruders will not get a closer look.

At night the kitchen is locked (+1 to pick). During the day, the place is full of steam giving a -1 on Notice and ranged attacks.

During the day, the cook and 1d6 assistants can be found here.

7. Baths

Inmates who are not dangerous are allowed to go to the bath every other day. While the bath is in use, three wardens of the appropriate gender are standing outside to assist or to restrain the inmates in case of problems. The baths are clean, with white tiles covering the walls. Some inmates have used shards to scratch graffiti into the walls. Most is sexually quite explicit.

This place is never locked.
During the day three wardens will be here and several inmates inside.

8. Toilets

This place is usually empty. The smell alone ensures that nobody really wants to stay here long.

Staff

During the day, the hospital is staffed by 3 doctors and 10 wardens/nurses. Typically, there are about 10 workers present doing anything from cooking to cleaning. The number of visitors is 1d6-3 (aces normally, negative numbers count as zero).

At night, there is one doctor on call, sleeping in the ready room. 3 nurses are on call and two patrol the corridors or go outside for a smoke.

The doctors, workers, and visitors are treated as innocents (pg. 119), the wardens as constables and wield batons to subdue overexcited patients.

Daily Routine

Deliveries and Shifts

Every day at 8.00 o'clock in the morning the same grocer delivers fresh vegetables and meat for the kitchen, arriving in a cart. The cart is allowed into the yard, next to the kitchen.

The shifts change at 9.00 o'clock in the morning, at 12.00 and at 8.00 pm. During that time, there is double the number of doctors and nurses.

Visitors

- Two patients are Jewish and are visited by a rabbi about once a week.
- Priests and ministers also visit about a week but go to almost all the cells.
- A random relative or group of relatives comes to visit about once or twice a week. These are carefully searched to avoid smuggling of dangerous goods into the cells. The relatives must register with Dr. McRoth. Visiting time is only on Mondays or Fridays at 4.00 pm for an hour. A nurse will wait outside the cell all the time.

Possible Scenarios

Prison Break

The PCs must liberate somebody from the institution. To do this, they must gather information, infiltrate the place, probably use a lot of stealth, and get the inmate out without raising an alarm.

An additional complication would be a Cabal team trying to do the same. They will be less subtle and if the PCs take too long, they might find a ravaged place.

Zombie Run

The PCs pass the sanatorium when they hear strange noises. Apparently, everybody inside has turned into a zombie. Can the PCs contain the red flood?