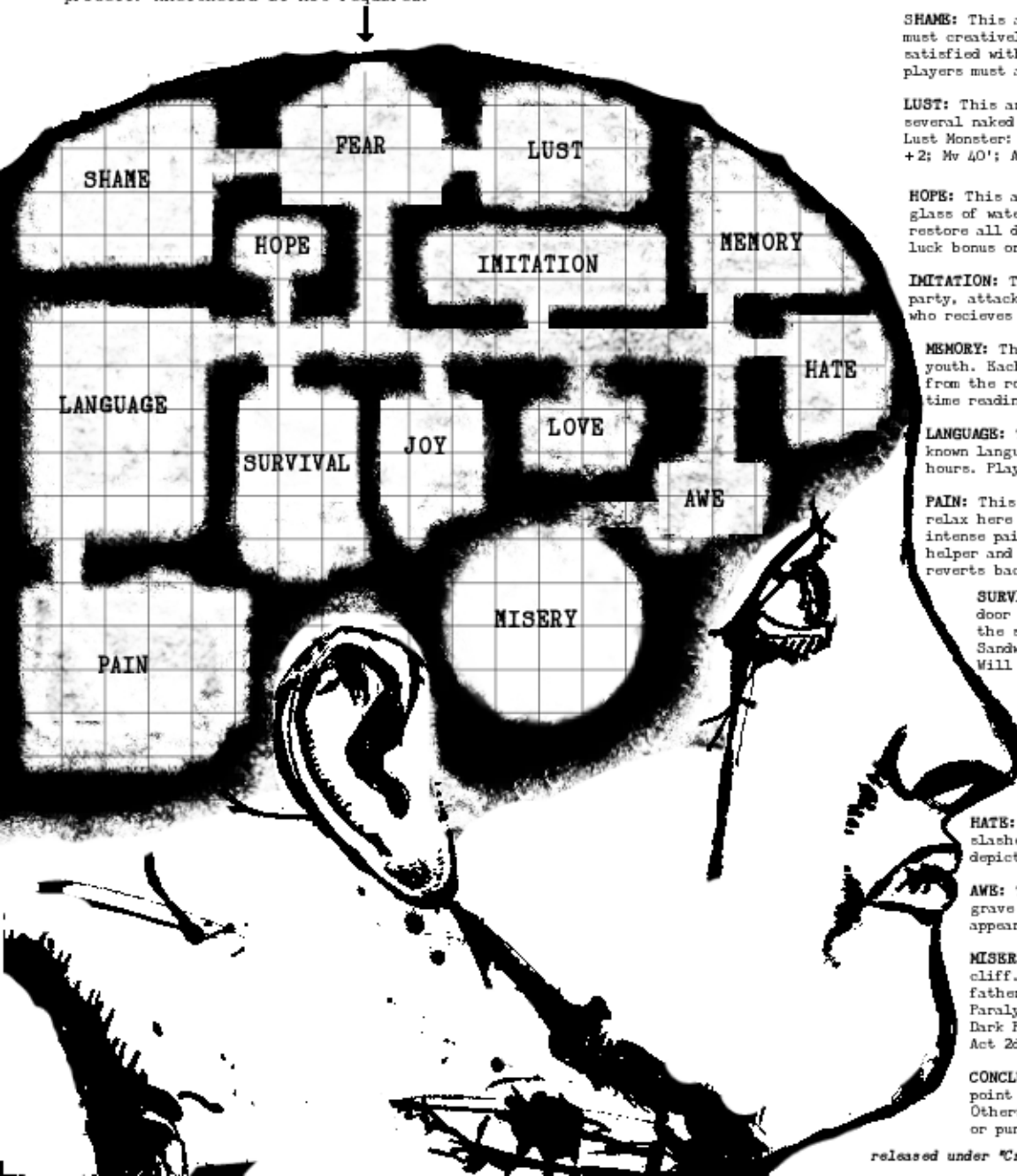


A rather affluent member of the upper echelon of society has a dark secret. His firstborn son and only heir has wholly succumbed to a peculiar form of madness and is now hidden away at a country estate, bedridden. A substantial reward has been offered to any person or persons who may be able to cure the son's maladies, if only they are willing to enter...

"A TROUBLED MIND"

Created by Taylor Frank, 2015

To enter the mind, trepanation of the skull is necessary. This requires the use of a HAND-DRILL. Restraints are most helpful during this process. Anesthesia is not required.



INSIDE THE MIND: The interiors of the mind are haunted by an ever-present fog that seems to be alive. The fog may change colors and often obscures areas that are distant. The walls and ceilings of most chambers seem to be made out of a soft, gray fleshy substance. This material is difficult to climb and may cause the entire area to rumble and quake if it is damaged in any way. The floor appears to be made of similar stuff, although it seems to be rotted away and may be dug into in the same manner as soil. Any member of the party that fails a challenge or is brought to 0 hp while exploring the mind will suffer a cumulative -1 to all die rolls for each failure. Anyone who is slain while inside the mind simply returns to the physical realm at 1 hp.

FEAR: This area of the mind contains a gray wall that seems to go on forever in every direction. It is infinitely tall, long, deep, and wide. The only way to pass through the wall is to run at it using a full sprint. At the moment of impact the wall will become immaterial allowing the runner to pass through unharmed. A party that spends a great deal of time trying to pass through the wall will cause a group of wandering monsters to wait for the party on the other side.

SHAME: This area reveals the most embarrassing moment in the life of all who enter. Each player character must creatively explain this moment to the judge, role-playing to the best of their ability. If the judge is satisfied with the explanations the party may leave the area safely. If the judge is not satisfied, the players must accept a failure or face a wandering monster.

LUST: This area contains unbridled lust in its most disgusting form. It appears to be an amalgamation of several naked beings with large, lashing tentacles. It will immediately attack any who enter.
Lust Monsters: Init +2; Atk penetrate +4 (dmg 1d8) or tentacle lash +2 (ranged 80', dmg 1d6); AC 14; HD 2d10 +2; Mv 40'; Act 2d20; Fort +5, Reflex +5, Will +0; AL C

HOPE: This area contains a single small table. Upon the table is a single seedling in a pot and a large glass of water. Consuming a sip of the water will heal 1 hd, and consuming the entire glass will fully restore all damage. Pouring the entire glass on the plant will cause all party members to receive a +1 luck bonus or a +1 to all die rolls while inside the mind.

IMITATION: This area contains dark, twisted physical reflections of the party. They will imitate the party, attacking only if attacked. Any spells or attacks are reflected back at the party. Any party member who receives damage in this manner will also receive a failure.

MEMORY: This area appears as a great library, with each volume containing the memories of the troubled youth. Each book may be read and the memory within should be described by the judge. Taking any books from the room would be like stealing memories, and will cause a failure. A party that spends too much time reading through memories may face wandering monsters from within the books.

LANGUAGE: This area contains the mind's center for languages. All who enter will temporarily forget all known language, and each character will only be able to speak a randomly determined language for 1d3 hours. Players that forget their loss of a language may suffer a failure.

PAIN: This area appears at first to be a comfortable lounge. Any party member that chooses to rest or relax here must pass a DC 20 willpower save or they will be knocked prone and receive 1d6 damage from intense pain. Attempting to help a party member off the ground will cause the pain to transfer to the helper and they must pass the save or suffer the same fate. If all players are knocked prone, the room reverts back to an empty space and will no longer cause pain to the players.

SURVIVAL: This area will cause any who enter it to be lost in a vast desert during sunrise. The door will disappear behind any who enter. Surviving the harsh desert and its hungry sandworms until the sun sets will cause the door to re-appear.
Sandworms: Init +3; Atk Bite +3 (dmg 1d12); AC 16; HD 3d12; Mv 120'; Act 1d20; Fort +3, Reflex +6, Will +0; AL N

JOY: This area also appears to be a comfortable lounge, but this one is safe to rest within. It contains a banquet complete with many delicacies that are magically replenished every hour.

LOVE: This area is completely empty save for a small painting of a woman that may be the troubled youth's mother. Any attempt to damage or remove the painting will cause a failure. Enlarging or otherwise enhancing the painting will cause the party to receive a luck bonus or +1 to all die rolls while inside the mind.

HATE: This area has several paintings on display, similar to a gallery. The paintings have all been slashed, burned, or otherwise defaced. Close examination reveals that the paintings are all depictions of your wealthy benefactor.

AWE: This room opens up to a stunning and beautiful vista. The air is warm and pleasant. An open grave can be seen at the bottom of a 60' cliff. After a short period of time, a magical doorway will appear next to the party, allowing them to leave the troubled mind if they so choose.

MISERY: This area is entered by descending a stairway within the open grave at the bottom of the cliff. Beneath the grave is a crypt-like chamber where a manifestation of the troubled youth's father, and your wealthy benefactor, awaits. The dark father wields a tainted longsword and may cast Paralyze.
Dark Father: Init +6; Atk tainted sword +4 (dmg 1d8, may cause Poison); AC 15; HD 4d10+3; Mv 30'; Act 2d20; Fort +4, Reflex +3, Will +6; AL C

CONCLUSION: The only way to truly cure the troubled youth is to defeat the Dark Father, at which point the son will awaken and reconcile with the father who will handsomely reward the party. Otherwise, the judge must decide if the party improved or worsened the youth's condition and reward or punish the party accordingly.