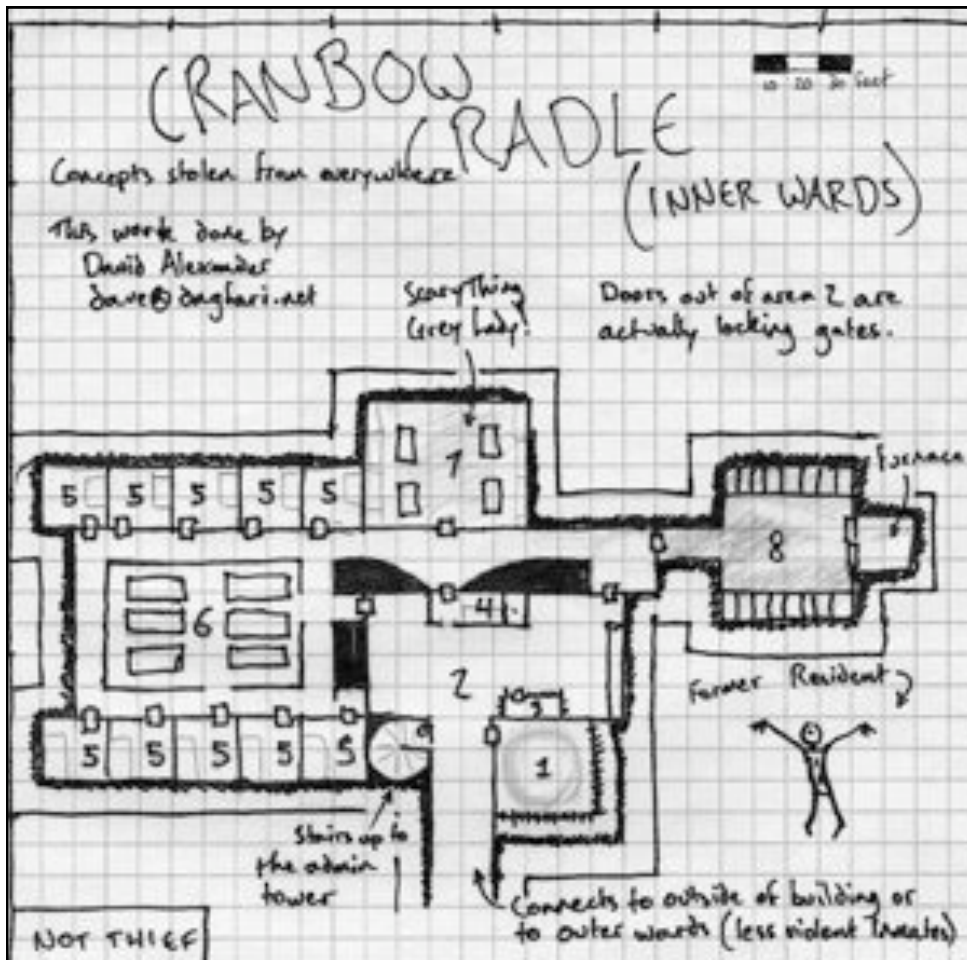


Cranbow Cradle – The Inner Wards



: electric, powered by the generator in the flooded basement. Flickering, uncovered lights. Some broken bulbs, especially in areas 7 and 5.

Random Encounters:

“former residents” – undead patients, animated by the will of the building itself. No fear of death

rats and vermin

poltergeists – though not true ghosts, the Cradle itself can throw objects at the party.

The Grey Lady - the horror that made the cradle self-aware also created this monstrous being. See #7.

Background: Fifty years ago, a fire tore through the Asylum, killing many. But there is some horror that cannot be killed by fire.

The Cradle experienced so much of this horror in the century before the fire that it has taken on form in our world – objects re-arrange themselves, spirits are trapped here, and The Grey Lady lurks in the surgery ward.

The inner ward contained the most violent and insane individuals – and the most violent and insane “doctors”. Today, the inmates roam the halls, darkly twisted forms of what they once were.

The only exit is out the top window of the Administration Tower, but the stairs up are presently blocked by rubble. Only by travelling into the past, through the “cage” (room 3) can a party of adventurers leave the cradle.

Room Key:

- 1 The exercise area still has tracks in a circle. The wire surrounding the area allows airflow from the outdoors.
- 2 The roof of the lobby once must have appeared as a wonderful mural – but the fire did its’ damage here, blacking out much of the ceiling. Light filters down through a few holes, giving the impression of many eyes following your movement. Shelves with badly burnt books are on the eastern wall – **though only one or two are salvageable.**
- 3 This is a locking cage – used to contain recent arrivals until a room or bed could be assigned to them. It provides a link to the Ethereal plane, where the events of the fire (the riot, the attempts to contain the riot) play out again and again. The party must go through here to climb out the window of the admin tower to reappear on the Prime Material plane.
- 4 Notes on procedures and a ledger of those taken in sits on the desks in this area. “On Lobotomy: More can be learned from a procedure performed incorrectly, so we’ll keep training to a minimum. This may also have the consequence of dealing with our most violent patients. – Dr. H”. **A small purse of 20 gold is here, tucked into a desk drawer.**
- 5 These are isolation rooms for each of the ten most violent. They often contain the distractions afforded these individuals for treatment, and many are untouched by fire.
- 6 An eating area – cutlery and plates still in their racks, covered with dust.
- 7 The surgery ward. Long-decayed and desiccated bodies of doctors hang from hooks, and the floor is littered with the more recent corpses and bones of rats and vermin. What light filters through the windows on the far (northern) wall takes on a sickly red hue. – the Grey Lady is here. The flesh practically hangs from her bones, but she is much stronger than she looks. She has the ability to take on the form of those she has killed and invade the dreams of those that see her. When the party encounters her, she will appear as a small child, Laurel. She loses none of her preternatural strength when in any form, and attacks immediately. **A roll of fabric contains some mint condition masterwork silver surgeons’ tools.**
- 8 The morgue. Rows of insulated, closed **shelving for bodies line the walls contain some gold** – and a still-burning furnace on the far wall, if doused, contains **a dozen gold teeth.** Like all else in the Cradle, dust and ashes cover the floor in a thick carpet.
- 9 Throughout this area, rubble litters the ground. Rubble blocks the stairwell in the present, but not 50 years ago.