

# Flesh & Blood

A sudden outbreak of monsters in a bio-neuro research facility has thrown the entire lab into chaos. For the imprisoned test subjects, this is a rare chance to escape. Those injected with the "Universal Cell Serum" have inevitably undergone mutations, making the use of some strange device to 'recycle' blood a crucial element in their bid for freedom.

Design by G of Diamonds Studio - Diamonds & GuiJi

**The control room** is the core part of the entire research facility, responsible for monitoring and managing all experimental processes and equipment operations.

►If the player connects any two colored power sources, they can open the door to the Countess's prison from here.

►If the player connects three colored power sources, **they can open the main door of the research facility and escape through it.**

The temperature in the **Countess's prison** is quite low. Countess Elizabeth Báthory is confined in a central cryogenic chamber, her body incomplete. The chamber is filled with flesh and blood for her to consume.

On the table to the right side of the room, there is a record documenting the frequency of the Countess's feedings.

The Countess will plead with the players to take her out. She possesses the power to control some ghouls. Upon seeing the young girl Anya, the Countess will attempt to devour her to restore her own broken body.

**The large laboratory** consists of two areas: the experimental area above the dotted line and the operational area below it. The dotted line represents a blast-proof glass wall.

In the small room on the east side of the experimental area, there are gas masks.

**Experimental Area**

The room is filled with hypnotic gas. A young girl, Anya, who is partially transformed into a ghoul, is strapped to a hospital bed on the left side of the room with thick leather straps. She will ask the players to inject her with an inhibitor. Anya can point out the path to the sewers.

In the corner of the experimental area, there is a large round container with a sleeping deformed monster inside (Combat Difficulty: Hard).

**Operational Area**

Near the large glass wall, there is a large control console. Players need to use the "Universal Cell Serum" in the container on the console. The console has four buttons and an arm-sized hole.

►When players press a button, roll 1D4 to determine the effect. Each button corresponds to a specific effect:

1. Open/close the container in the corner of the experimental area. The monster will only awaken if there is no hypnotic gas.
2. Bind/unbind the experimental subject on the hospital bed.
3. Release/remove the hypnotic gas.
4. A hidden compartment with a spare fuse will pop out from the wall in the experimental area.

►When an infected player puts their hand into the hole, a device will draw their blood. They can then manipulate the arm to perform any actions they desire in the experimental area, with strength far greater than that of the monster in the container.

**The secret laboratory** is filled with a strong, pungent smell of blood. A rough, gray-black chunk of flesh, about half-human height, is piled up on the west side of the room. Embedded within it are buttons and panels. This is the Bio-Fusion Workbench, topped with a massive black claw connected to the workbench.

►Searching the cluttered table reveals a piece of paper.

►It details the operation of the Bio-Fusion Workbench—special "Universal Cell Serum" is required to start its operation.

►Inputting commands will instruct the black claw to grab an experimental animal from behind the glass and place it on the workbench.

►The system requires that the captured animal be injected with a vial of the "Universal Cell" experimental serum. The serum needs to be placed into the mouth of the "Fissure Flower" growing out of the workbench.

The type of animal to be grabbed and the type of animal created through synthesis are determined by the GameMaster.

Players can control the animal to perform simple actions using basic commands.

If a player injects their own blood, they can share the animal's senses and control the animal for 10 minutes.

In **the pharmaceutical laboratory**, infected ghoul cells can be used to concoct the "Universal Cell Serum."

There is a special container with a capacity of about 5 liters, holding a small amount of dark red blood. Above the container, a glass tube is connected, running into the wall.

This tube leads directly to the Countess's body to extract her blood.

**The office** is extremely messy, clearly having been broken into. Some bullets can be found.

In the room, there is a wooden desk covered with disordered files.

►One document is a contract for custom-made serum, specifying the delivery of 2000 doses of "Universal Cell Serum," signed by Adam William.

►Another document describes the experimental records of the girl "Anya," spanning thirty pages and detailing over a hundred experiments of varying scales. The most recent experiment is marked with an "X."

Behind the desk is a large bookshelf filled with various biology books, all highly specialized and advanced.

►One book, titled The Báthory Family, is written by Adam William and appears to be self-bound.

►It chronicles the rise and fall of the Báthory family, with a focus on how they avoided the Black Death during the medieval period.

**The security room** contains a large monitor screen where players can observe the conditions in each test subject's room.

Inside the security room are two bodies.

►One is a facility researcher, who died from a fatal wound to the throat, and has an employee card and an empty handgun on him. The other body is a monstrous creature with pointed ears, a long face, sharp claws, and fangs, covered in bullet wounds.

Inside the desk drawer, players can find bullets and a spare fuse, and there is a baton hanging on the wall. The employee card can be used to unlock the security room door.

**The prison** is the **starting point** for the players. Each player is held in separate cells, and the cell doors open after a power outage. Outside the cells, embedded in the wall, is a sophisticated black device. On the left side of the device is a card reader.

►If the players use a researcher's access card, the device activates, and a snake-like appendage quickly extends to bite the player, putting them in a semi-paralyzed state. After a brief moment, the appendage releases and retracts.

After taking a blood sample, the device displays the player's current physical status.

The entrance to the **power distribution room** is a damaged heavy metal door with a sign warning of "High Voltage Danger." Inside the room, there are three mutated animals implanted with ghoul cells (combat difficulty: easy). The room contains a fire extinguisher and a first aid kit. There are three fuse slots, each color-coded: **Red**, **Blue**, and **Green**.

►Inserting a fuse into each slot powers the corresponding colored door, which can be opened using an employee card.

►Some doors require all three fuses to be inserted to supply power.

**The morgue** is entirely lined with white marble tiles. Along the right wall, there are several rows of neatly arranged metal body storage cabinets, each with a locked door. In the corner of the room stands a heavy-looking filing cabinet.

On the other side of the body storage cabinets, there is a connection to the incineration room, allowing bodies to be directly transported to the furnace via an internal conveyor system.

**The incinerator** occupies most of the room, and the temperature here is significantly higher than in other rooms. In front of the incinerator, there is a control panel.

►When powered, the control panel can operate the incinerator for burning or for waste disposal (the floor tilts downwards, dumping items directly into the waste disposal sewer).

**Players can escape through the sewer system.**

**The counseling room** resembles a theater, with several rows of refined seats and a large screen positioned centrally in the room. Each seat is equipped with straps. There are several tapes on human anatomy stored in a display cabinet.

►The footage on these tapes is filled with gruesome scenes from experiments.

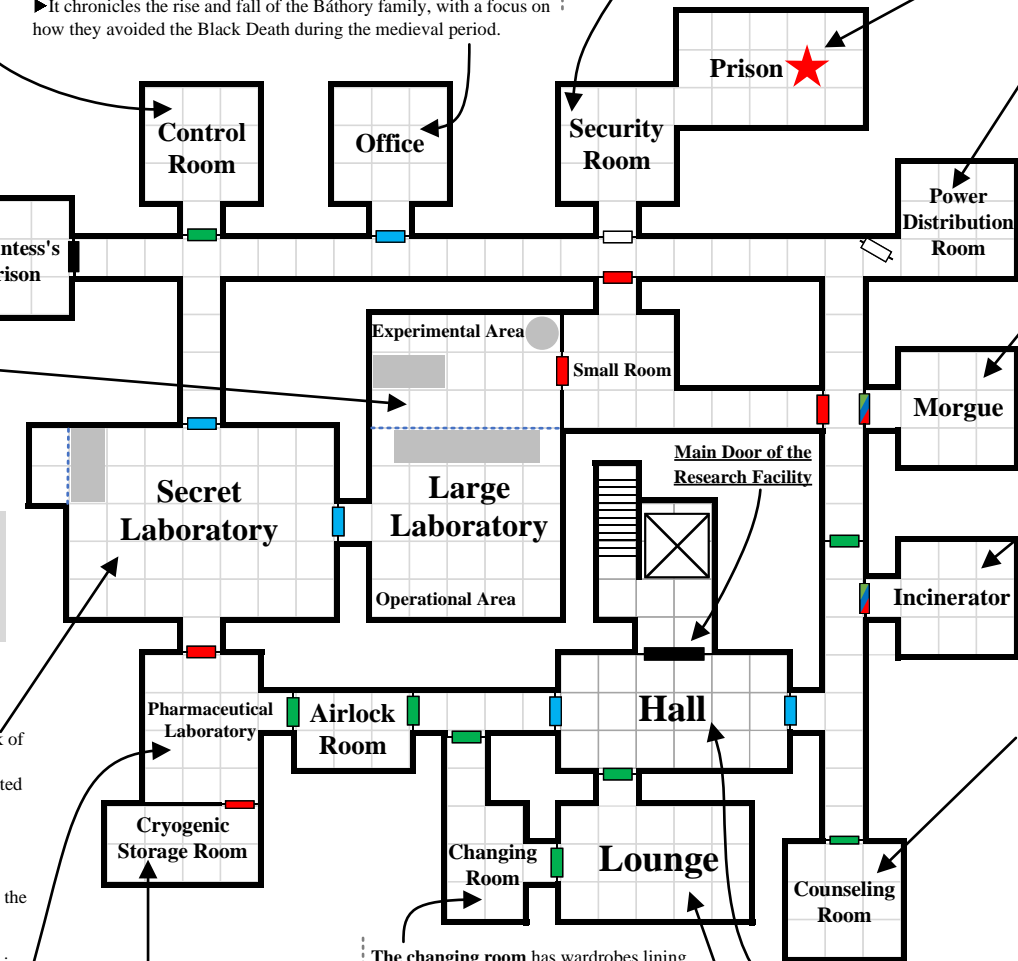
Additionally, there is a logbook that records the viewing frequency of each researcher, showing that most researchers have a regular schedule and number of viewings.

A spare fuse can be found in the counseling room.

In **the hall**, there are four ghouls (combat difficulty: medium) feasting on the corpses of researchers who didn't escape. They will actively attack players who come close but will not pursue them.

**The lounge** features a bar counter stocked with various snacks, surrounded by several comfortable leather armchairs. Behind the bar, there is a refrigerator containing drinks, alcohol, and ice.

In one corner of the room, there is a soft sofa, with a handgun hidden beneath the sofa cushions. Drag marks of blood can be seen on the floor, leading towards the elevator.



The temperature in **the cryogenic storage room** reaches -80 degrees Celsius, a level intolerable for humans. Protective cold-weather clothing is required to enter. This room stores the reagent capable of inhibiting the proliferation of ghoul cells within the players' bodies.

The backup power supply in the cryogenic storage room contains fuses. If the fuses are removed, the cooling machinery will cease operation.

**The changing room** has wardrobes lining three of its walls.

►Inside, various types of clothing can be found, including a cold-weather coat and a fire-resistant outfit.

On the back of the door, there is a mirror with a button above it.

►After connecting any two power sources, pressing the button causes the mirror to emit X-rays, allowing players to see the internal structure of their bodies.

# 血肉模糊

一处生化研究所内的怪物突然暴动，导致研究所陷入一片混乱中。对被囚禁的实验体们来说，这是一次难得的逃脱机会。  
被注射“全能细胞”的实验体们，身体不可避免地发生了异变，血液的循环利用是逃脱的关键。  
设计：方片G工作室——方块与轨迹

中控室是整个研究所的核心部分，负责监控和管理所有实验过程和设备运行。  
如果玩家接通了任意两个颜色的电源，则可以在这里打开女伯爵的监狱的门。如果玩家接通了三个颜色的电源，则可以在此处打开研究所的大门，并从大门逃跑。

女伯爵的监狱中的室温偏低，女伯爵“伊丽莎白·巴托里”被关在中间的冷冻舱中，身体残缺不全。冷冻舱内堆满了供她进食的血肉。房间右侧的桌子上有一份记录，记载着女伯爵进食的频率。女伯爵会请求玩家将她带出去，她拥有控制部分食尸鬼的力量。见到小女孩安雅时，女伯爵会试着吞噬她来恢复残破的身体。

大型实验室包含两个区域，虚线上方的实验区和下方的操作区。虚线是一面防爆玻璃墙。实验区东侧的小房间内有防毒面具。  
实验区  
房间内部充满了催眠气体。半食尸鬼化的小女孩安雅被厚厚的皮质绑带绑在这个房间左侧的病床上，她会请求玩家给她注射抑制剂。安雅可以指明下水道的通路。  
实验区的角落有一个圆形的大型容器，里面有一只陷入昏睡的畸形怪物（战斗难度：困难）。  
操作区  
在大型玻璃墙附近有一个大型操作台。玩家要在操作台的罐子中投入“全能细胞制剂”来使用。操作台有四个按钮和一个手臂大小的洞。  
▶玩家按下按钮时，掷1D4来决定效果，每个按键只会对应一个效果：

1. 打开/关闭实验区角落的容器，没有催眠气体时怪物才会苏醒。
2. 绑住/解绑病床上的实验体。
3. 释放/抽走催眠气体。
4. 在实验区的墙壁上弹出一个放有备用保险丝的暗格。

▶当被感染的玩家将手伸入洞中时，会有装置来吸收他的血液。他可以操纵手臂在实验区中做任何他想做的动作，其力量也远远大于容器里的怪物。

秘密实验室里散发着非常刺鼻的血腥气味。  
一块半人高的灰黑色的粗糙肉块堆在房间的西面，内部镶嵌着按钮和面板。这便是生物融合实验台，它的顶部有一巨大的黑色利爪与该实验台相接。  
▶搜查杂乱的桌子可发现一张纸。  
▶上面记录着生物融合实验台的使用方法——需要特殊的“全能细胞制剂”才能开始运作。  
▶输入指令可以命令黑色利爪抓取玻璃后面的实验动物放在实验台上。  
▶系统要求被抓取的动物必须注射一管带有“全能细胞”的实验药剂。药剂需要放置在从实验台上生长出的“裂牙花”嘴内。  
抓取的动物种类及合成的动物种类由GM决定。  
玩家可用简单的口令控制该动物做简单的动作。  
如果玩家注入了自己的血液，则能共享该动物的感官并操纵该动物10分钟

在药物实验室中可以利用感染了食尸鬼细胞的血肉来调配“全能细胞制剂”。  
有一个容量约为5L的特殊缸体，里面盛放着少量暗红色的血液。缸的上方接有一根玻璃管，通向墙内。这根管直通女伯爵的身体来抽取她的血液。

冷冻储藏室中温度达到-80度。是对人类来说无法承受的温度。需要防寒衣物方可进入。这里储存着能抑制玩家体内食尸鬼细胞增殖的试剂。  
冷冻储藏室中的备用电源有保险丝，如果拿走保险丝的话，机器会停止制冷。

办公室内极其凌乱，明显被人入入侵过。能找到一些子弹。  
房间中有一张木质办公桌，桌上都是被翻乱的文件。  
▶有一份文件是药剂定制合同，约有2000剂“全能细胞制剂”需要交付，署名亚当·威廉姆。  
▶有一份文件描述了女孩“安雅”的实验档案，足足有三十页的内容，经历了大小实验不下百次。最近的一次实验被画了叉。  
办公桌后面是巨大的书柜，上面摆满了各类生物学书籍，都是十分深奥的专业书籍。  
▶有一本名为《巴托里家族》的书，由亚当·威廉姆所作，应当是自行装帧的。  
▶里面讲述了巴托里家族的兴衰史，着重描写了他们在中世纪时如何避开黑死病一事。

警卫室里有一面巨大的监控屏幕。玩家能观察到每个实验体房间内的情况。  
警卫室内有两具尸体。其中一具是所内的研究员，死于喉部的致命伤，身上有员工卡和一把没有子弹的手枪。另一具则是尖耳长脸，爪子尖利，满面獠牙的怪物，怪物满身都是弹孔。  
办公桌抽屉内能找到子弹和备用保险丝，墙上挂着一根警棍。  
员工卡可以打开警卫室的门。

监狱是玩家的起始点。玩家被分别关押在各个牢房中，在停电后，牢房的门会开启。  
一个较为精密的黑色仪器嵌在牢房外的墙内。仪器的左侧有一块刷卡区域。  
▶如果玩家使用研究员的磁卡，仪器便能启动，仪器会伸出一条像蛇一样的生物迅速咬在玩家身上，玩家进入近似麻痹的状态，片刻后它便会松开嘴，变回之前的样子。  
被它取血后，玩家可观察到仪器上显示出个人目前的身体状态。

配电室的入口是一个被毁坏的厚重金属门，门上装有标示牌，注明“高压危险”。  
房间内有三支被移植了食尸鬼细胞的变异动物（战斗难度：简单）。  
内有灭火器和急救箱。  
有三个颜色的保险丝插口：红、蓝、绿。  
▶每个插口插上保险丝后，对应颜色的门就会通电，可以使用员工卡打开。  
▶部分门需要三个保险丝全部接上才能通电。

停尸房内全部由白色的大理石砖覆盖。在右侧墙面上，有几排整整齐齐的金属制尸体存放柜。每个柜门都上着锁。  
一个看上去沉重的档案柜放在房间的角落。尸体存放柜的另一侧接通焚烧间，并可通过内部可移动的滚带将柜内的尸体直接送至焚烧炉内。

焚烧炉占据了大半个房间。该房间的温度远高于其他房间。  
焚烧炉前有一处控制台。  
▶有电时可控制焚烧炉进行焚烧操作或者让焚烧炉进行垃圾处理操作（整个平面倾斜向下，将其上的物品直接倒入垃圾处理用的下水道）。玩家可从下水道中逃跑。

心理辅导室是一处像放映厅一样的地方，有几排精致的卡座，一面巨大的荧幕在房间正中央的位置。每个卡座上都是一些绑带安装在上面。  
有数卷关于人体解剖的录影带放在陈列柜内。  
▶其中的画面全都是实验中的血腥场面。此外，还有一个记录册记载着每个研究人员的观影频率，基本每位研究人员都有固定的观影时间和次数。  
心理辅导室内能找到一根备用保险丝。

大厅内有四只食尸鬼（战斗难度：普通）正在啃食没有逃出去的研究人员的尸体，他们会主动攻击靠近的玩家，但不会追击。

休息室内有一个吧台，上面放着各类零食，周边有几个舒适的软皮垫椅。  
吧台后侧有一个冰箱，冰箱里有些饮料和酒水，以及冰块。  
柔软的沙发放在房间一角，沙发垫下藏有一把手枪。  
地板上有拖拽的血迹，血迹通往电梯方向。

更衣室的三面墙都被衣柜占据。  
▶可在里面找到各类衣服。有一件御寒服和一件防火的特殊衣物。  
门的背面有一面镜子，镜子上面有一个按钮。  
▶在接通任意两种电源后，按下按钮。镜子会发射X光让玩家看到自己的身体内部结构。

