

# 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.

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.

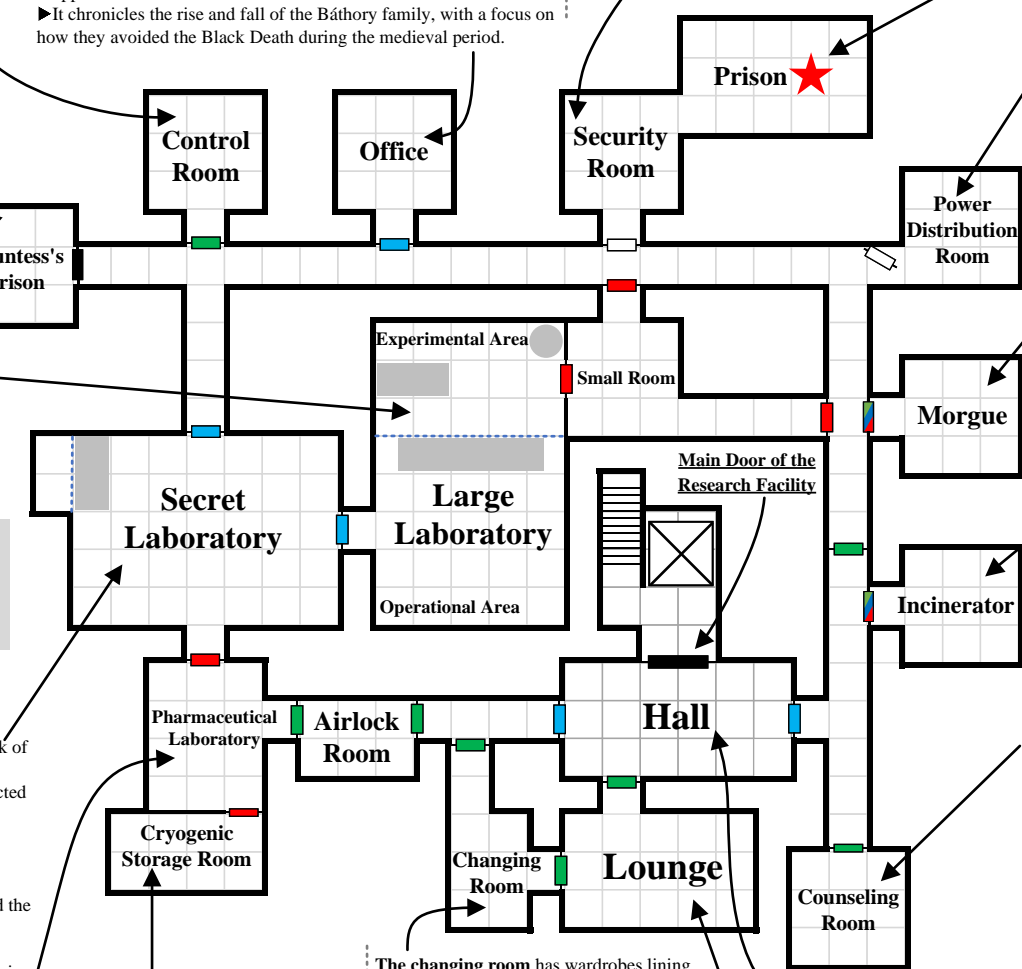
Additionally, there is a logbook that records the viewing frequency of each researcher, showing that most researchers have a regular schedule and number of viewings.

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.