



Phelantar's Guide
to
Hollowed Gate Asylum and Hospital
for
The 13th Age Roleplaying Game



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Introduction

The Hollowed Gate Asylum and Hospital was a grand experiment in response to a continuing problem: too many bright and gifted people were falling victim to the horrors and dangers of the world. Adventurers and other heroes were some of the obvious victims, but they were far from the only people to be traumatized or maimed by dark magics, terrible creatures, and lawless violence.

Very few organized attempts to treat these victims and advance the science of medicine were made. Priests and clerics were a primary source of magical healing, but magical healing was rare and expensive, which made it uncommon. Herbalists and alchemists were more common and affordable than magical healing but still expensive for the common man, and it was difficult to separate the genuine cures from the snake oil and superstition. Lastly, few people had done any real studies into derangements and damage to the mind and how best to treat it.

The Hollowed Gate Asylum and Hospital would be different. It would be rigorous and scholarly. It would advance the knowledge of healing across all fronts. It would take all approaches to healing and study them to make them better. The physicians of Hollowed Gate would learn of diseases, broken bodies, and broken minds - and find ways to cure them. It would learn from all races and all cultures, no matter how strange, dangerous, or distasteful those practices may be.

For some years, Hollowed Gate was indeed a bastion of medical learning. It fought disease outbreaks and treated adventurers shattered by encounters with mind-warping creatures. It standardized the formulae for healing potions, and in doing so brought down the price considerably. Techniques and practices that originated at Hollowed Gate slowly spread across the civilized world and even beyond. It would be wrong to say that Hollowed Gate began a gold age of health, but it would be equally wrong to say that Hollowed Gate didn't make a meaningful impact.

However, Hollowed Gate was always walking a line with its approach to healing. The scholarly approach to medicine did not always go over well with certain sorts of practitioners, and some of the brightest and most creative minds were slowly lured away from or turned against Hollowed Gate in favor of more traditional practices. The quality of care declined, which led to budget problems, which forced cut-backs which reduced the quality of care even further. The downward spiral caused a number of shocking and horrific incidents, but the institution carried on as a tattered shadow of its former self.

Today, Hollow Gate is still in operation, but it is a darker and more dangerous place. Many of the patients have no real hope of treatment for their conditions, but must be kept away from the world at large anyway. Many of the physicians are doing their best despite inadequate funding and resources, but a number of them have used the dire situation as an excuse to

attempt more... extreme measures in the name of medicine. Ghosts, literal and figurative, haunt the grounds.

Welcome to Hollowed Gate Asylum and Hospital. May your stay be brief and without incident.



The Grounds

Hollowed Gate is set in an area that was formerly part of the estate of a Lord Conroy and originally consisted of three buildings: a manor house, a guesthouse, and a barn. Lord Conroy had a brother named Emile who was known to suffer from derangements of the mind and uncontrollable urges, and donated the land in order to find a cure for his illness. The estate was originally open to the countryside with only light wooden fencing to separate the land from the nearby area. One of the first tasks when the estate was turned over to the healers was to replace this wooden fence with sturdy and tall stone walls to ensure that the patients couldn't escape their treatments and endanger themselves in the wilderness beyond. Even if that were not the case, the wall would ensure that the villagers of the nearby town of Golden Hill felt safe and did not have to worry about madmen lurking around their farms and homes.

The manor house was set up to house the staff and guests as well as the extensive libraries and labs that the healers would need in their studies and practices. Lord Conroy left the manor house well furnished. It has remained fairly luxurious even since the slow decline has taken hold of Hollow Gate: richly appointed rooms, comfortable beds, extensive libraries full of many rare or expensive books, and alchemical laboratories filled with every sort of equipment. The kitchen was expanded to be able to provide for many more people across the entire estate and was rightly well stocked with cutlery, dishes, and pots & pans. At any given time, about a dozen people could live in the manor house, though in the current age there are only six staff members who inhabit the place. Wear and tear is increasingly showing the age of the things in the manor house, however, and the overall feeling is that of emptiness and decadent decay. The largest change over the years was expanding the basement to be two levels and digging underground tunnels that could connect the manor to the other buildings on the grounds.

The barn was expanded and transformed into cell-style housing for patients, with two basements added on to the original structure. The cells, even back when they were first built, were somewhat cramped and uncomfortable. They were very spartan with only a thin bed, a chamberpot, a washstand, and a water basin. Heavy padding was eventually added to the walls of each of the cells, which made them feel even smaller and more oppressive. The entire building is dreadfully vulnerable to the vagaries of the weather and is brutally hot in summer and bitterly cold in the winter. Rain and wind find their way through the cracks in the walls and ceilings. As a result, the barn is easily the most run down area on the estate and is rotting away a day at a time. The second floor has been deemed unsafe for patients and staff alike, but that hasn't stopped it from being used. The bottom floor has a dirty shared eating and community area full of furniture which is a hair away from falling apart or breaking completely.

The guest house was changed very little and was intended for the use patients of wealth or power greater than the average poor soul. It was thought that taking these patients away from the trappings of life that they were used to would only further damage their already fragile

minds. For patients not suffering from illnesses of the mind, there was every reason to believe that keeping them in comfort would ensure that they would recover more quickly. In the current day it is still relatively well off, though the wear and tear of the manor house is duplicated here. In some ways, things are worse in the guest house. The light hand when dealing with wealthy or powerful patients meant that violent incidents were more common than those involving patients housed in the barn or the chapel. This ultimately resulted in the Bishop Murders which so badly wounded Hollowed Gate's reputation. Other events of violence and horror took place in the guest house as well, staining not only the carpets and upholstery, but the very air that passes through the rooms. No amount of cleaning, airing out, or cleansing magical rituals have removed the oppressive and dark atmosphere that lingers in the guest house.

The chapel was the first building erected after the estate was turned into Hollowed Gate. Clerics and religious figures would stay here and perform magics to help patients in conjunction with their colleagues of other disciplines. Especially religiously-minded patients would also be housed here, though there was much less space devoted to patient rooms in this building than the others. The chapel also functioned as a general place of worship and sometimes just a place where the staff could address the entire estate at once. The chapel has suffered from a great deal of neglect over the years and the gruesome period with the false priest Ramsong only accelerated the problems. The cemetery behind the chapel has been known to disgorge unusual undead creatures and not merely the zombies or skeletons one might expect. These spontaneous undead events are strangely regular in occurrence and have, on occasion, threatened to spread further or even burst free of the Hollowed Gate's grounds. Most disturbing is that the cemetery has had far more undead creatures come from it than bodies have been buried there.

The caretaker's house is a small two-room dwelling set away from the rest of the buildings on the estate and hidden in a copse of trees. Due to its small size and the fact that a handyman is usually living there, it's in good shape in comparison to the other buildings. The basement of the house is connected to the manor house through a hidden tunnel that rarely sees use and has largely been forgotten by much of the staff. With the various violent issues that have cropped up (and the occasional undead outbreak) the caretaker's house is also very well fortified against attack. There is a separate low stone wall around the house, the entrances are easily barred, the doors and shutters are heavy and reinforced with iron bands, and the roof is not only accessible from inside the house, but also doubles as an archer's post. More than one caretaker over the years has had to retreat to their own roof and fend off attackers with a bow.

The gatehouse is another building that was not originally a part of the estate, but was deemed to be necessary after some time. It is two stories and, due to the heavy nature of its construction, is still in quite good shape despite the overall neglect that Hollowed Gate has suffered. The top level is living space for the guard (or more than one, in better days) and the bottom story has a heavy wooden gate and small closet-like armory. The gatehouse is as

much to keep people inside the grounds as to keep others out of it, but has never been attacked from the outside.



The Treatments

Hollowed Gate was conceived as a place where every different discipline and approach to healing body and mind could be studied, evaluated, used, and improved. From the natural remedies and nature magic of the elves to the superstitious methods of remote tribes to the science of medicine, nothing would be forsaken and nothing would be taken for granted. Every method would be approached the same way.

Initially, this approach was both very predictable and yet very successful. By merely mixing some of the best techniques and the different sets of knowledge from each different field, Hollowed Gate was able to do more than any one approach could by itself. Casting healing magic as the initial treatment followed by regular doses of herbal mixtures did more to heal bodily injuries than the magic or herbs alone. The holistic approach used by tribal people and village wisewomen combined well with alchemical mixtures to stabilize the minds of those suffering from mental maladies. Nature magics and physical therapy combined to help those with severe bodily injuries come much closer to their former capabilities, and in some cases even meet or exceed them.

It seems obvious in retrospect, now that those techniques have spread far and wide beyond Hollowed Gate, but at the time the concept of taking the best parts of every approach to healing was both novel and not entirely trusted. It was seen as arrogant and foolish, destined for failure. The fact that it did succeed is a large part of why Hollowed Gate was initially successful. It's only after these obvious, yet radical, approaches started to peter out did Hollowed Gate begin to experiment and research in ways that were truly beyond the norm.

Clones, in the earlier days, were used extensively for those could afford it. Treating those suffering from the maladies of old age by transferring them to a younger body was reasonably successful, though terribly expensive and time consuming. Similarly, someone whose body was shattered beyond the capability of magic or science to bring them back to a meaningful standard of living might be cloned. However, as money coming into Hollowed Gate slowed, so did the resources and ability to perform such feats.

The slowly dwindling resources, on occasion, produced bursts of outside-the-box creativity that for a time reversed the fortunes of Hollowed Gate. Surgical techniques, herbalism methodology, mental therapy treatments, and ritual magic were advanced or improved and brought in new patients and staff alike.

The outside the box thinking and desperation to do more with less increasingly made for darker experiments and more dangerous research. Patients suffering from mental illnesses were increasingly subject to brain surgeries and wildly unpredictable magic. Alchemical formulas were tested on patients who were deemed "unsalvagable". Ritual magics to fix mental illnesses by "grafting" spirits into patients created insane abominations. More than one

doctor slowly slipped into madness themselves and performed horrifying experiments in the name of progress. The graveyard is littered with such “innovators” and their poor victims.

Contrary to popular belief, not all of the staff are mad scientists or accessories to disturbing experiments. Many are just trying to do the best that they can with what resources they have. And despite the lack of such things as ritual magic components, rare herbs, and sometimes even just basic items like bandages and pain medications, many patients leave in much better shape than they came in.

Unfortunately, these successful treatments are overshadowed by the doctors and staff who are indeed using Hollowed Gate as their personal playground. This increasingly means that only the desperate and difficult to treat come to Hollowed Gate. These patients know that they are rolling the dice, but most have little choice. The graveyard also contains many unfortunates falling into this category.



The Staff

These NPCs are but a selection of the various staff members who have worked at Hollowed Gate over the years. At the peak of its use, Hollowed Gate had a staff of roughly 8 experts like physicians, alchemists, or magical healers; about 20 support staff such as cooks, maids, or handymen; and 6-8 guards. In the current run-down state, the staff is more like 4-5 experts, 8-10 support staff, and 2-3 guards.

Physician Brand Hightower - Physician Hightower has always seen Hollowed Gate as a place where the science of medicine could be advanced, even if patients themselves could not be saved. Only knowledge is important, and dying patients should be happy that their sacrifice means that someone down the line is saved.

Priest Maran Razink - Razink came to Hollowed Gate at a young age, full of optimism and the desire to help unfortunates with their ailments. Having spent 25 years at Hollowed Gate, much of that hope is now gone, worn away by the reality of the situation. Razink isn't bitter, but his crisis of faith has caused increasing difficulty with his ability to call upon divine powers.

Magus Cta Kalanal - Magus Kalanal is a specialist in illusions and other mind affecting spells who came to Hollowed Gate after her own sister Cani suffered a traumatic brain injury and eventually killed herself. Ashamed at her inability to help Cani, she's devoted her life to assisting others dealing with mental illnesses.

Nurse Derc Greenriver - Nurse Greenriver was originally a wandering healer for Elven communities, but eventually came to Hollowed Gate to both lend his expertise as well as learn from those experts there. A kind and gentle soul at heart, the horrors and violent incidents have wounded him deeply and only his desire to do good has kept him from leaving.

Head Cook Kathin Brult - Brult originally came to Hollowed Gate when she was a pregnant teenager in desperate need of a place to stay and a job. She has been one of the support staff for more than 20 years, and takes great pride in serving tasty and healthy meals to patients and staff both. She's often seen as a stern mother figure for staff and patients alike.

Guardsmen Masay Anala - Guardsman Anala was once a patient at Hollowed Gate, a former adventurer who ran into an indescribable horror that left him alternatively catatonic or hallucinating while manic. After almost 5 years of care, he had recovered enough to be released. Instead, he decided that he would return the favor to the staff and fellow patients by assisting on the grounds.

Caregiver Luz Hanatil - Hanatil suffered from an affliction that left her with the mentality roughly of that of a 7 year old child and was considered untreatable. Instead, she was kept at Hollowed Gate where she could be cared for and in return care for basic needs of other patients. She cleans rooms and helps the cooks as well as helping out on the grounds.

Healer Christopher Marin - As a young man, Marin came to Hollowed Gate to learn from the vast libraries and put the practices he'd learn to use. That changed when he was badly mauled by a violent patient. Now Marin wants to cure not only his disfigurement but cure all the patients. By any means necessary.

Alchemist Gavin Pyahii - Alchemist Pyahii openly admits that he cares not one whit for the people at Hollowed Gate. But he does care about improving the craft of alchemy, and Hollowed Gate has excellent facilities for helping him do that. Despite his completely callous attitude towards the staff and patients, he is a very talented chemist and his potions, tinctures, and poultices are consistently of high quality. His experimental formulas are less successful, but some still show promise. Even if not everybody who has used them has survived the process.

Priestess Bethany Redoak - This halfling woman is a fiery and deeply religious person who sees at least some of the problems at Hollowed Gate as being dark magics, the influence of evil gods, and general godlessness. She is very demanding, intolerant, and generally not liked by patients or staff. However, her methods have found some successes and this keeps her tolerated (barely) by the people of Hollowed Gate.



The Patients

There have been innumerable of patients (and victims) at Hollowed Gate and these NPCs represent just a few of them that have spent time there over the years. Official capacity for Hollowed Gate patients is approximately 45, spread between the different buildings. The barn can hold about 10 per floor to a total of 30, which includes the currently dangerous second floor. The guest house holds 8 patients and the chapel can house 6 patients. In theory, Hollowed Gate could house many more patients than this if all available space was used, likely doubling the patients within. Only on rare occasions has this been the case, such as virulent disease outbreaks and catastrophic accidents or attacks.

Jerome Burdock is a middle aged and dark skinned human adventurer. His companions brought him to Hollowed Gate after an encounter that they refused to elaborate upon but clearly left them all shaken and scared. Burdock is often a state of complete catatonia, but in his lucid moment he speaks of current events that he has no way of actually being aware of. In rare moments, he speaks horrible things about the future.

Kandang is a male dragonblooded who was captured by bounty hunters after a decade-long series of murders. Kandang is remarkably calm and collected for such a notorious killer, but he insists that he was only killing those people who have been infected by dark spirits which seek to control the world. The fact that at least one professional assassin made an attempt on his life leads the smallest amount of credence to his otherwise strange claims.

Peter Ironshield was, for many years, a steady and reliable guardsman at Hollowed Gate who seemed to genuinely care about the patients that he oversaw. Then came the horrific opening of the Crimson Gate. Ironshield survived the ensuing slaughter and helped make things right, but was unable to cope with the things he did in order to survive.

Timothy Weaver is a halfling man who has been in Hollowed Gate for most of his short life. As a teenager, Weaver claimed that demons and strange invisible creatures needed his blood to fuel their schemes and turned violent against those who dismissed his claims. Over many years he has accumulated a number of gruesome and inexplicable injuries. They could be self-inflicted, but none of the staff has ever witnessed it.

Ardril of the Shadowrain is an Even wizard and former adventurer who devoted her life to the study of nature and life. After several years as a hermit in her tower, Ardil unexpectedly unleashed the deadly shadowrain which became her trademark and killed every living person, plant, animal, and insect for miles around. She was captured and brought to Hollowed Gate after casting the spell near several other communities. The only words she has spoken since being captured were "By stopping me, you have now doomed us all."

"Lady" Marian Silverspike is a human woman who claims to be an ancient dwarven queen. Not the reincarnation of that queen, which would be merely odd, but the queen herself.

Although there's no possible way that it could be true, dwarves who interact with her state that there is something oddly compelling about her claim though they have a difficult time explaining why that is so.

Simon Carpenter is an elderly human man who, in a rare event, checked himself into Hollowed Gate, claiming that he was a danger to himself and others. He seems entirely calm and lucid and has never shown any sign of violent behavior or instability, yet he insists that being made to leave would be dangerous. He claims that even telling people the manner in which he would be dangerous would be too great a risk to take.

Aveline Shergold was committed to Hollowed Gate in lieu of being hung after she stabbed her husband and drowned her children in a washtub. She alternates between gloating about the murders, raging about being prevented from more violence, and sobbing uncontrollably as she apologizes for all the harm she's done. She has somehow managed to escape the grounds on several occasions, but has been caught again before committing more atrocious acts.



Plot Hooks

So, you have this asylum full of the deranged doctors, violent patients, innocent staff, and mistreated victims. Now you need ideas for what to actually do with it all. Some of these plot hooks are simple and just an idea to get you started with your own plot. Others are more elaborate and represent a fully formed plot that you can slot in and either get your players to the asylum or give them something else to do while they're already there.

Breakout - One of the patients has information vital to the party's current goal. The problem? The staff, for what may or may not be good reasons, won't allow any outsiders to talk to the patient. The party must find a way to access the patient and then wring some moments of sanity from them to gain the information they need.

Containment - While at Hollowed Gate on another task, screams of alarm come from near the chapel. Undead creatures are streaming out of the cemetery in unusually large numbers. Even more worrisome is that they seem much more organized than they should be and are making coordinated attacks as they attempt to escape Hollowed Gate.

Rescue? - When travelling through the nearby town, the party is approached by one of the women working at the inn. Her sister works up at Hollowed Gate, but hasn't been seen or heard from in more than three weeks. The party is asked to head up to the asylum and investigate her mysterious silence.

Comfortably Numb - Hollowed Gate produces a potion which produces a relaxed and pain-free state in people who drink it which is often critical in treating patients. Unfortunately, Hollowed Gate has run out of two key ingredients. Though not needed in great quantities, the potions require basilisk blood and eyes as well as a rare flower called a jade crown. Without the potion, the staff will have a more difficult time treating, or even controlling, some of the patients.

Convenient Timing - While the party is in the asylum for some other (legitimate) reason, staff and patients are being gruesomely and painfully murdered. The party must find out who has been doing it before the killer targets them, or the person they've come to Hollowed Gate to deal with. All the while, the party themselves are the chief suspects as outsiders.

Uprising - While some of the party is visiting a patient or staff member in the guest house, the patients there attack them and barricade the house from the inside. The patients speak with one voice and move as though on puppet strings. The barricades should be easily broken but instead resist all normal efforts to move or break them. The patients prepare a ritual magical circle, but for what reason?

Vengeance - Although uncommon, patients do occasionally make a successful escape attempt from Hollowed Gate. Most are found soon after when their afflictions leave them

unable to continue onward, but some disappear into the world at large. This escapee, on the other hand, is not content to just get away from Hollowed Gate. He's back, he wants to settle the score with everybody inside, and he's brought along a few friends to help him.

Living Asylum - While investigating in the manor house, the party finds that they cannot leave. Doors to the outside instead open to different rooms in the house. Windows are discovered to be life-like paintings or illusions. Breaking through walls, floors, or ceilings just reveals more halls and rooms. More worrying is that the house now seems to be attempting to kill all inside. Furniture falls on people, mysterious forces push people down stairs, floors crumble beneath people and drop them onto dangerous surfaces, and all food and beverage in the house are now strangely tainted and dangerous. All the while, mysterious whispers and labored breathing echo through the halls.

A Light In The Darkness - The healers and priests of Hollowed Gate have, through years of research and experimentation, created a magical ceremony which could greatly reduce the undead surge from the cemetery for a year and a day - possibly even eliminating the undead menace entirely during that time. Unfortunately, the ceremony must be performed in the center of the cemetery and will no doubt disturb the restless dead. The party must fend off the horde of undead creatures while the ritual is completed. Additionally, not everybody is certain that the ritual will actually do as it is said and there are some people who might look to use it for their own purpose.

Terror From Below - A living dungeon is slowly rising up towards Hollowed Gate. If it breaches the surface and absorbs the asylum, the potential danger is enormous. The years of terror, violence, and madness that Hollowed Gate has seen would be integrated into the living dungeon and unspeakable monsters would soon roam the countryside. Already, hallway-tendrils have attached to basements in the manor house and barn, but some time to kill the dungeon remains. But it must be done quickly... and not all the people at Hollowed Gate want it stopped.

There and Back Again - While at the asylum one of the buildings completely disappears with no sign that it ever existed. There is no sign of anybody who was inside at the time it disappears and no clues to who or what might have done it, much less why. Some time later that evening, a fog bank rolls into the grounds and with it, the missing building. Bloodstains and viscera are found spread all around the interior, but the bodies found inside aren't those of the people who left with the building.

Isolation - A bad snowstorm envelops Hollowed Gate, practically trapping people in each building and preventing them from leaving the grounds. It quickly becomes clear that there's something more at play than mere bad weather. The party needs to find out what it is before they all freeze to death, or worse.

Using Hollowed Gate

Now you have this asylum full of potential adventures and stories and characters. How do you make the most out of it? Adding horror to a fantasy genre where the characters are skilled heroes is not always a simple proposition. A lot of the fear that comes from horror is the knowledge that you're helpless and that is a tricky line to walk if a character is otherwise pretty badass. Here is some advice on using Hollowed Gate that will help it be a more interesting experience.

Play the meta game - The game is ultimately more than what's at the table. Hollowed Gate relies a lot on atmosphere, so doing what you can to add to that atmosphere is important, but being overt won't work either. Turn down the lights just a little - enough to make players notice, but not enough that it's hard for them to deal with books and character sheets and dice. Play some atmospheric music. There a lot of apps and programs that allow you to play sound effects like wind and rain or a fire crackling or wood creaking. Play it quietly and leave it on in the background. Play random scary sounds, then deny that you've heard them when the players jump. Randomly turn off the lights or shift them to a different color if you can do that without being obvious about either one. All the things you might do for a haunted house or Halloween party, consider bringing into the game while you're in Hollowed Gate.

Fighting Is Not A Solution - Don't put characters in a position where they can just kill something to "win" an adventure in Hollowed Gate. Fighting might be part of a solution, but being able to kill a monster is much more likely to take the fear and creepy feeling right out of the air. Fighting a monster should be quick and inconclusive, with players doubting what they saw or heard. Bodies should disappear or turn into smoke. Fighting patients or staff should be short, brutal, and unpleasant. Investigation and roleplaying should be the solutions to many of the adventures located within Hollowed Gate. Even in adventures where things seem straight forward and simple, there should always be a catch or hidden agenda. Things shouldn't be what they seem and killing a creature shouldn't be the easy fix.

Make It *Weird* - People tend to expect an asylum to be strange and unusual. Give it to them. Make them wonder what's real and what isn't. Make them wonder what's important and what isn't. But don't go overboard. If strange things are happening every 2 minutes then suddenly the strange becomes normal and that quickly becomes boring. Hit them with something odd when they least expect it or when they're doing something else. Keep the mechanical effects out of the weirdness too. This is purely a roleplaying exercise. I've added a page of odd happenings at the end to help keep things fresh. Freak the players out. Make it creepy. Make it moody. Build the tension. Remind players that they're not in a typical dungeon or situation. They're in an old and run down asylum, with years of dark history, and that makes it different. Use the weirdness to shake things up, sure, but also make sure it furthers the story and environment.

List of Oddities

Use these in Hollowed Gate to keep players on their toes. Even better, listen to their wild theories for why these things are happening and use them.

- Sounds and sensations that don't match up with visuals. Walking across a wood floor, only it sounds and feels like metal grating.
- Mirrors reflect lights and other mundane things that aren't in the room with the characters.
- Cobwebs sometimes appear to spell words in different languages and scripts.
- The same unidentified man is in the background of every painting a particular character sees. And he's closer every time.
- Walking down a hall leaves the characters with an undeniable feeling of moving downward. Even when they walk back the direction from which they came.
- Characters start finding notes in their own handwriting about events that they don't remember, referencing people and places they don't know.
- All sound in a room comes from the walls, floor, or ceiling. Not the origin point. Including sounds that nobody in the room seems to be making.
- A grinning clown face appears over the shoulder of anybody looking in a certain mirror. Look long enough and more than one face appears.
- The characters find a box containing a severed hand that is identical to that of one of the character's (with unique scars, rings, or other marks). On the hand is written "Welcome back".
- All lights in a room are suddenly turned off, then turn back on seconds later. All furniture in the room was rearranged in the darkness.
- Passing through a doorway seemingly magnetizes all metals for several minutes, even those which shouldn't be affected, such as gold.
- When walking through a cloth covered doorway, the characters feel like they're being grabbed, caressed, and otherwise touched.
- A book which contains different writing for each person who sees it. The writing changes when someone looks away.
- Out of the corner of their eye one of the characters can see - but not hear - a man screaming and crying. Approaching or facing him makes him disappear.
- After falling asleep, a character wakes up to find that they are looking on their body from a few feet away and cannot look away. The character feels someone breathing on their neck as they look at their body.
- A wind blowing through a room makes characters touched by it feel as though they've been bound with chains. They may even fall for a moment or two.
- A cold grey mist blowing across the grounds feels like something crawling down the throat of anyone who breathes it.
- Without realising it, all the characters in the room are tapping out the same rhythm at the same time for several minutes.

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