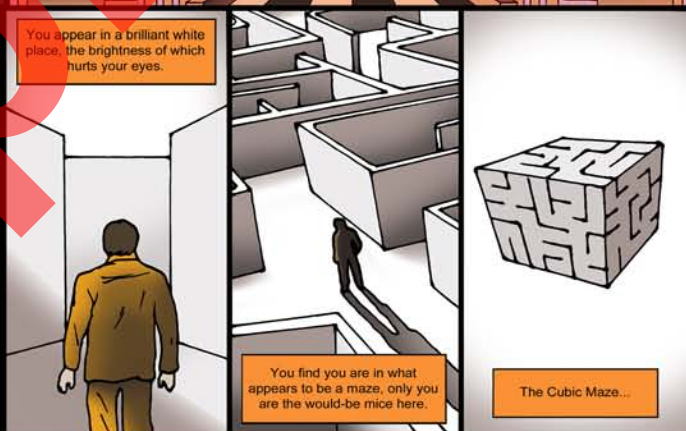


IN SOMEWHERE IN BETWEEN THE CHARACTERS EXPLORE A PART OF GEHENNA THAT WAS ORIGINALLY SET ASIDE FOR THE CRIMINALLY INSANE. BUT IT APPEARS THAT THE "SANITARIUM" HAS BEEN TURNED ON ITS HEAD SINCE PERDITION. DURING THE COURSE OF THEIR EXPLORATION THE CHARACTERS MUST MAKE THEIR WAY THROUGH A COMPLEX INHABITED BY DANGEROUS LUNATICS TO LEARN WHAT EXACTLY HAPPENED HERE TO LEAVE THE HOSPITAL IN SUCH DISARRAY. IT SOON BECOMES CLEAR THAT THERE IS MORE GOING ON THAN JUST LOOSE MANIACS WREAKING HAVOC, HOWEVER, AND THAT SOME MYSTERIOUS PERSON IS BEHIND THE FATE OF THE HOSPITAL AND ITS INMATES. WHOEVER IT IS, HE SEEMS KEENLY INTERESTED IN THE PARTY'S ATTEMPTS TO LEARN ABOUT HIM, AND THE MORE THEY PROBE, THE MORE BIZARRE THE CHALLENGES HE PUTS BEFORE THEM. WHAT'S WORSE, THE ASYLUM ITSELF SEEMS TO TWIST AND CHANGE AT THE WHIMS OF THIS MYSTERIOUS NEMESIS, SO THAT BEFORE LONG THE CHARACTERS CAN'T BE SURE IF THEY ARE SOMEWHERE REAL OR IMAGINARY OR SOMEWHERE IN BETWEEN.



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S O M E W H E R E



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B E T W E E N

AN ADVENTURE FOR ABANDON ALL HOPE  
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*Somewhere In Between* is an adventure for the science-fiction/horror role-playing game, *Abandon All Hope*, in which the player characters must survive the horrors of a former psychiatric ward for the criminally-insane. This adventure features themes such as psychological horror and mind games, as well as more unusual science-fiction elements.

## SUMMARY

In this adventure the characters come across a large psychiatric facility, one of many such treatment centers located throughout *Gehenna*. However, it seems that instead of the wholesale slaughter one might expect aboard the ship, the inmates here appear to have thrived since Perdition in the absence of the custodians that once kept them in line. Having escaped their cells, the inmates have spread throughout the old facility, turning what was once a secure psychiatric hospital into a kill-or-be-killed community of lunatics left to wreak mayhem at their leisure.

During the adventure the characters find themselves exploring the mental hospital compound, and must make their way through corridors and cells stocked with lunatics to learn what exactly happened in here to leave the hospital in such a state of disarray. It soon becomes clear that there is more going on than just loose maniacs wreaking havoc, however, and that there is some figure behind the fate of the hospital and its inmates. Whoever (or whatever) it is, he seems keenly interested in the party's attempts to learn about him, and the more they probe, the more bizarre the challenges he puts before them.

After some exploration the characters discover this figure - a mere boy - who is revered as a "king" by some of the inmates, feared by others, and has an inexplicable ability to twist reality. With this sanity-bending knowledge in mind, the characters must search for a way to enter his sanctuary at the heart of the sanitarium and confront the nigh-omnipotent youth at the core of the asylum's troubles - in a fortress of his own creation, neither reality nor imagination, but something in between!

## BACKSTORY

Perdition caused destruction, death, and mayhem in Sanitarium 893 as much as anywhere else - possibly even more. With widespread power failures, psychotic

inmates and large numbers of "crazies" were let loose during the event, resulting in the robotic custodians being quickly overwhelmed, and the handful of human orderlies (trustees used as extra muscle to care for the inmates) being routed or slaughtered.

Throughout the chaos, one inmate was unmolested by the other rampaging patients, went unnoticed by the orderlies assembled to quell them, and even escaped the attention of the ever-vigilant custodians as they fought with cold precision in a vain attempt to quell the uprising. Mistaken as inconsequential and overlooked, this particular inmate escaped the worst of the fighting, slipping through the crackdown of tear gas and riot guns. But where he went unobserved by the human element, he did not go unnoticed by the demons of the Nether, for a Reality Cancer was attracted to him in particular like a moth to a flame. What made this particular inmate special was that he was just a boy, and one blessed with powers beyond imagining.

Back on Terra the boy, "Daniel", was subject to things that no boy his age should have had to witness, including a near-death experience, the tragic death of his mother, and years of abuse. It was no wonder he went insane and found himself aboard the *Gehenna*, though being caged with adults was unusual. The reason for his captivity here (instead of in a juvenile detention ward) cannot be known, for these records are lost, but may have had something to do with his possessing an abnormal psychic potential - and thus he presented an inherent threat that required maximum security confinement.

Whatever the reason, Daniel's unique abilities and demented mind attracted a Reality Cancer from the void, which attached itself to him not unlike a parasite. The Cancer "selected" him, choosing him among all the others for a very special purpose. The boy embraced his new "companion", which enhanced his own potent talents and furthermore, gave him the ability to make his dreams and whims reality. With the Reality Cancer bolstering him, Daniel marched out to seize control of the lunatics of Sanitarium 893, and set about changing things to suit his wishes.

Daniel has become a "king" of sorts over the hospital's population, and he likes it that way. Regular "sacrifices" are made to him, and these he either hands over to his more violent followers (whom he keeps near

him, in *Sanitarium - East*), or allows to enter his self-made *Fortress of Impossibility* to “amuse” him. Most invariably die, but a new group of outsiders has come and these promise to present Daniel with a far more difficult challenge...

## SETTING

The action of *Somewhere In Between* takes place entirely in Sanitarium Facility W893, more commonly known as a “mental ward”, “psychiatric hospital”, or “madhouse”. Numerous facilities such as this exist all over the ship, entire segregated (and secure) sections dedicated to housing the criminally insane - serial killers, lunatics, etc. Many were equipped with treatment facilities to hopefully rehabilitate such prisoners so that they might eventually join the general populace; others were simply set up to house and care for said inmates until the time of their natural death. Others (as the rumors have it) were said to be outfitted as experimental laboratories, in which the insane inmates were made to be human guinea pigs for all manner of ghastly studies.

## ADVENTURE HOOKS

This adventure is designed to stand alone, to be inserted in an existing campaign. It can also be used as an introduction to the *Abandon All Hope* setting. Check below for some ideas on how to use this adventure:

- Using *Somewhere In Between* as an introductory adventure, the characters play the role of sanitarium inmates. Now that *Perdition* is over they finally emerge from their cells, having woken up days later due to head trauma, injury, or being trapped. The sanitarium has changed since *Perdition*, and they'll have to stay smart (and one step ahead of the new powers that be) if they hope to survive and escape.
- On the run from the vicious gangs of inmates that are now free after *Perdition*, the characters stumble upon the sanitarium. With enemies on their heels - and little choice - the PCs duck inside the sanitarium hoping to find safety. They quickly learn they've made a bad choice.
- Encountering a lone survivor scavenging the tunnels, the characters learn of the sanitarium nearby. The scavenger says anyone going near it goes missing; it's anyone's guess as to what's happening there behind its forbidding walls. Eager to find out, the characters prepare to enter the sanitarium to investigate.

## CHAPTER ONE: SANITARIUM (WEST)

The western reaches of the sanitarium are ostensibly empty, but as the characters explore the dark rooms and cold chambers they quickly find signs of habitation - and more than a few strange and unstable inhabitants. During this chapter the characters are on a mission of exploration, at least until they learn more about the sanitarium and, ultimately, the need to access *Sanitarium - East* to learn more of the inmates' mysterious “boy-king”.

### 1. CAUSEWAY

*A huge pedestrian causeway spans what used to be a maglev tunnel at this point, but instead of a deep, hollow tunnel underfoot, the bridge hovers over a raging torrent of brown rushing water. From the smell rising from this unexpected waterway, you guess that all of this water is filtering down from sewage systems and ruptured reservoirs on levels above. Luckily, however, the bridge is still intact.*

*On the far side of the bridge are two dark towers, flanking a pair of open security doors. Over these doors is a sign that reads:*

WARNING!

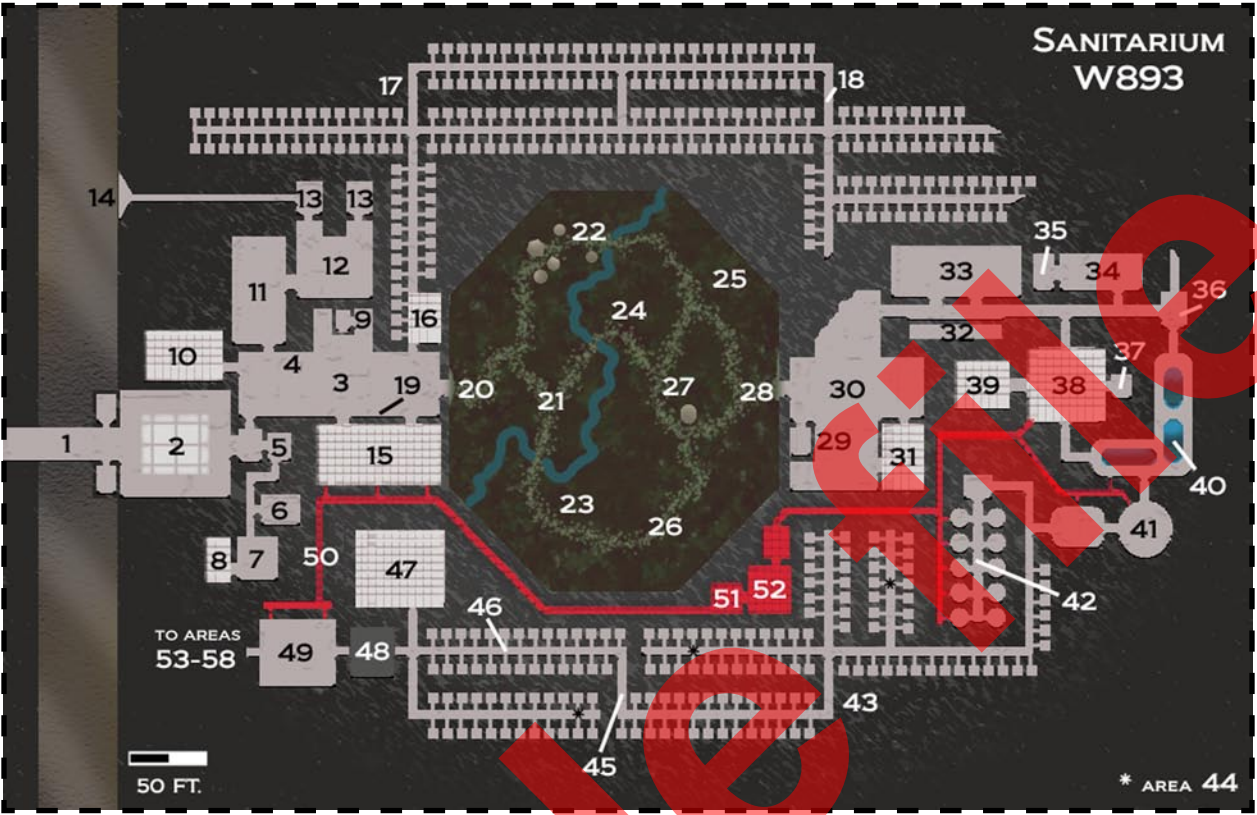
ENTERING SANITARIUM FACILITY  
W893

This is the primary entrance to Sanitarium 893, though it was rarely used; most inmates assigned to W893 never left. A handful of convicts who lost their minds due to prolonged captivity may have been transferred here, but other than that, the only inmates to pass through these doors did so in body bags.

### 2. YARD

*Emerging from the shadow of the watch towers you enter a large open area that may have once been an exercise yard, situated in front of two enormous metal doors that loom on the opposite side. Weak artificial light, possibly meant to simulate sunlight, filters down from above.*

*An enormous sign partly obscured by shadow reads “A HEALTHY BODY IS THE FIRST STEP TOWARDS A HEALTHY MIND”. A single support droops down from the ceiling, but that seems to be the only sign of damage. A destroyed Enforcer stands as an impotent sentry over the eerily still courtyard.*



This area marks the front entrance to *Sanitarium W893*, a large onboard facility for the imprisonment and treatment of psychotic, delusional, and dangerous convicts.

Several prisoners from the ward linger in the yard, which the PCs will discover when they cross into the latter half of the area:

*As you cross the yard you hear an outburst of laughter, and spy at the edge of the light three inmates clad in faded yellow shirts and pants. The three - two men and an old woman - appear to be playing. They ignore you except to flash brief smiles before going back to their child-like squabbling.*

If the PCs approach they find the idiotic trio to be playing with a rotting, severed head (the head of a fellow mental patient who died during Perdition). Seeing this forces the characters to succeed at a *Despair* check or accumulate +1D2 *Despair*. If the PCs confront the trio about the head (or about the sanitarium in general), the three prove to be completely insane, muttering unintelligibly before running away to observe the PCs from “safety”.

If the party heads towards the sanitarium, one of the madmen will shout a seemingly nonsensical warning

after them: “He’s watching you! Right now he is, he is! From his tower in the Fortress of Impossibility!”

**Warden’s Note:** These convicts were all former patients of the sanitarium, and like many the PCs will meet are too far gone to be of any real help. They all managed to escape their cells during Perdition but they have no desire to leave or seek sanctuary, being quite comfortable where they are (that is, living in the shadow of their former prison). Most of the inmates the characters will meet have the same general statistics, as shown here.

**3x MENTAL PATIENTS (MURDERER/SURVIVAL)**

PROWESS	3	SOCIAL	5	GUILT	0
REFLEXES	3	INTIMIDATION	7	DESPAIR	4
WITS	2	PSY POTENTIAL	5	INSANITY	6
WILLPOWER	2	PSY STRENGTH	1	HEALTH	10

TRAITS	GEAR
Backstabber	Rags
Insane (Mod/Lunacy)	Improvised Weapon
Psychobaric - Lvl 1	
Public Menace	

### 3. CENTRAL ANNEX

*Your lights peel back the darkness to reveal an enormous hallway leading off towards the east. The white and black checkerboard floor is covered in brownish smears and stains, which you can only surmise is blood. In the distance you hear the sound of discordant violin music from somewhere in the darkness. As you take a step deeper into the room, your lights touch upon the bodies of over a dozen inmates, several of them already wormy with maggots.*

This looks like the scene of a slaughter, but most of the dead convicts actually died during the panic of Perdition. Seeing the moldering dead like this requires all present to succeed at a *Despair* check or gain +1 *Despair*.

If the characters investigate the sounds of music, read the following:

*Two men sit in the shadows at the base of a set of stairs. The first wears a dunce cap and holds a bit of pipe which he waves in the air like an orchestra conductor. The other has a violin, which up until a moment ago he was playing to the tune of broken, shrill.*

The two **mental patients** continue to play, only stopping if interrupted. If this is the case, the player drools idiotically while the conductor impatiently explains what they are doing:

*"We must have it perfect if we're to play for the Bishop, for he has the ear of the King! He's just a boy, you know, and easy to displease! We don't want that - oh no, not that!" Then, turning to his one-man orchestra, he growls, "Now get it right, you fool! The cow jumped over the moon! Not vice versa!"*

**Warden's Note:** Though he seems to know a lot about what to expect, the conductor is a lunatic and getting information from him will be difficult - but not impossible. He knows that a very special boy, "Daniel", controls the sanitarium through his "association" with "darker forces", but he will not speak of this under any circumstances. Instead he vaguely refers to **Daniel** as the "boy-king", and, according to the conductor, "His Majesty" expects a visit from all who enter his "domain" (the sanitarium) - and "it would be rude not to respect His Majesty's wishes".

The conductor obviously knows of **Bishop** (see **area 22**) as well, and the *Village*, and he also recognizes

that to reach the other parts of the sanitarium one must be "sacrificed" to the "Wicker Man" (see **area 27**). Beyond this he knows nothing of the other inmates, and instead asks the characters to play as his audience for the recital of a "famous Mozart concerto" which he will now perform. If they do not, the conductor considers them quite rude (he put up with *them*, after all), and will turn and attack savagely with his pipe (**improvised weapon**)!

The violin player will continue to play during the fight, remaining seated and sporting a stupid grin on his face throughout. He will not fight, even to defend himself.

### 4. SCRAWLS ON THE WALL

*Written in paint on this wall is a strange message:*

*The Observers are watching YOU*

This message was splashed on the wall by a patient of the sanitarium, and refers to the possibly paranoid belief of some inmates in the "Observers". See more on the Observers later.

### 5. SECURITY ROOM

*This small room appears to have been thoroughly vandalized.*

This small security room was for the local Monitor custodians to use, as well as for the rare human trustee or orderly assigned to guard duty. It is a small cubicle with little more than a stool and several security monitors that once observed the various halls, passages, and cells of the psych hospital. All of these monitors have been smashed, and spray painted over the broken screens are these words: *N-O P-E-E-K-I-N-G!* The stool was apparently left intact for some reason, and sitting on it is a small wind-up toy of a monkey with cymbals in its hands.

**Loot:** There is an equipment locker in the security room, and it appears to have been savagely battered by someone attempting (unsuccessfully) to get at its contents. The lock can take just 20 more points of damage before it breaks. The locker contains a single **riot helmet** and **riot baton**.

### 6. SECURITY ARMORY

*A heavy metal door stands here, pitted but otherwise intact. Someone seems to have gone to great effort to try and open it, as it is scorched, beaten, and dented, and a toppled gurney lies against it as if someone tried to use it as a battering ram!*