**Genius Loci**

**The beginning**

* The first letter (**Handout 1**) sent to investigator: hastily scrawled, crumpled envelope.
* The second(**Handout 2**) comes the following day
* Know roll: Larry doesn’t use ‘Lawrence’ or use a typewriter

**Visiting Danvers State Hospital (39-41)**

* Drive up rural hillside (Hawthorne Hill)
* Central bldg w/front tower, flanked by adjoining wards = bat
* Various outbuildings, copses : broadleaf, evergreen
* Leaden, dulled quality
* Hill ringed: grassy fields, woodland
* Large oval reservoir: W slope – trees 3 sides. Metallic blue-grey sheen
* Large semicircular amphitheatre on E slope, facing reservoir. Looks recent.

Successful POW: dread/1 SAN loss. Extreme: asylum aware/hostile/windows = eyes, atmosphere leeched hope etc

**The Llogoir generally (48)**

* Gains sustenance from negative emotions
* Will enjoy thwarting either PCs or Berger
* Telekinetic powers, unlimited magic points
* Messing with perceptions of anyone in the asylum

**The Llogoir takes notice (41)**

Aware of everything on grounds and does weird stuff:

* Hulking patient ambush: ‘What do you know?’
* Shallow pool water: overlarge thing slips away
* Weakness and chills (CON roll, -5). OK next day.
* Pushed from behind (DEX, or 1d4)
* Same depiction: chalk on floor, in book, on wall in blood (reptilian thing, many eyes) 0/1d2 SAN
* Photos/compasses don’t work

Central Admin Building (39)

* Antiseptic odour, freshly mopped floors
* All windows: grillwork
* Listless gowned patients
* Severe-looking clerk shows them to Berger’s office
* SH: half ear chewed/torn

Dr. Berger (39-40)

* Stern, unfriendly, late 30s: lab coat, clipboard
* Large desk, full file cabinets, framed certificates,
* Large painting (detailed, gruesome): dragon mauling St. George, eviscerated horse
* Salem news photo: younger Berger + smiling older man (Berger takes over asylum from Shine)
* Larry Croswell: excitable, J Ward
* No visits allowed: law /medicine /intimidate /persuade roll to gain access

Visiting Larry Croswell (40/41)

* Travel thru wards F, G, H, I to get to J
* Psychology: patients afraid of orderlies
* Progressively worse further in (sobbing, screams, laughter / pee,poo vs antiseptic smells / doors become heavier / patients: many have scars, missing fingers, even hands, limbs / figure in cell : raw, weeping eye sockets / staff explanation: ‘injury or self mutilation’)
* SH: long puffy scar starting at wrist of orderly. See this regularly.
* SAN (0/1d2) to visit J Ward

**Larry Croswell** (cell J 12) **(41)**

* Guards watchful. Larry seems afraid of them
* Wrongness. Like prison. Patients afraid of staff
* Asked to leave Danvers, put in J Ward instead
* Friend: Andrew MacBride (H Ward) – nuts, but knows what’s really going on
* Berger’s threat ‘In for quite an extreme experience when the sky prepares to welcome the new moon’
* Berger won’t allow discharge at all – no recourse
* New moon just a few days away (if PCs check)

**Intimidation outside the asylum**

Minions deter PCs(sequential) **(45)**

* SH: notice: being followed, person slips away
* INT: it’s an asylum staff member
* Deny involvement, then veiled threats: Let things be / Stay away if u know what’s good for you
* Midnight call (static/pops), def. presence there
* Car: slashed tyres, many-eyed dragon in blood

Llogoir deters PCs

* Jerk steering wheel-drive auto or 1d6
* Falling newspaper bundle
* Basement pipes loosened, flooding. No evidence
* Loud noise >>> push down stairs STR or 1d4
* POW: feeling-watched. Person-Psychology: about to attack. Walks away, is a simpleton. Clueless.

**Research and Rumination**

Players need clues, ok to move them around.

* Peabody Institute of Danvers (local library)
* Danvers Historical Society
* Town Hall, Danvers Herald
* Phillips Library, Salem news – Dr Shine

The Asylum (42)

* Land belonged to Judge John Hawthorne, lead magistrate of Salem Witch Trials, never repented/Asylum: dark reputation soon after founding: deaths/Original superintendent died: stair fall. Dr Shine took over & things improved
* **Handout 3**

Doctor Shine (43)

* 4 factoids (the cool guy – fact 4 leads to his papers)
* **Handout 4**

Shines papers (44)

* **Handout 5**

Dr Berger (44)

* 4 factoids (deterioration during 10 yrs at Danvers)

Judge John Hawthorne (44)

* 4 factoids (Moved from Salem to Hawthorne Hill and removed disc. From even-handed to witch trials maniac)

**A visit from Andy MacBride (48)**

* Looms over bed, gives speech
* Released to stop interference, but doing own thing/Something terrible at hospital, always been there, a power living in walls, halls, gardens/Dr Berger will sacrifice Larry to it next dark of the moon/Not much time!
* Vanishes into the night
* Later murdered. **Handout 6** (paper: next day)
* More info speaking to police / newspaper editorial office

**Busting out Larry Croswell (48)**

* Players may not wait for the ceremony
* 10’ high spiked wall, patrolled by orderlies
* Can roleplay here (e.g. bribe)
* Doors usu strong, locked (hard STR)
* Staff often have keys on them
* Tool sheds & med cabinets: handy stuff (tools etc)
* If caught: beaten & taken to Berger, imprisoned
* Give opportunities for rescue / escape
* Authorities & press more likely to accept Berger’s version of events if things go pear-shaped

**The Dark of the Moon (49)**

* Players may take action at any time. This is the sequence of events if there’s no interruption.
* Yard patrols recalled for ceremony
* Midnight: torchlit procession to amphitheatre
* Weird blue /green torch flames
* SH: Participants all from asylum / Larry Croswell brought out strapped to gurney, wheeled to centre / Berger leads the throng, face an unholy mask of zeal.
* Participants in semicircle facing gurney / reservoir
* Berger: long invocation, unknown language
* Gives signal, celebrants descend on Larry (1d2/rnd)
* Orgy of violence: Larry is the focus but celebrants also harm one another. Yucky imagery but read the room.
* Berger spectates: clapping, laughing maniacally
* SAN: (1 / 1d4)
* Intervening players are attacked
* Unearthly blue-grey glow from reservoir (SH for those in melee)
* Llogoir emerges (0/1d8), basking in the depravity
* Larry killed, orgy ends after a while.
* Participants straggle back to asylum

**The Llogoir**

* Can’t be killed.
* When bored or injured, it dematerialises
* If ceremony interrupted, starts vortex attack
* Four rounds of thrumming / swirling lines in air
* Luck roll or engaged in combat by celebrant
* Bonus die for clever ideas
* 1d100 dam: 10 yards radius from centre
* DEX roll to avoid being knocked prone
* Some celebrants run, some die. Ampitheatre destroyed. Large sinkhole fills with water.
* Berger lives, but best to not reveal this

**Aftermath:**

* Croswell sacrificed if no intervention from players
* Earthquake reported in newspapers
* Newspaper story: Berger is being feted for a revolutionary new psychiatric treatment in Danvers Hospital: even the most dangerous patients become totally placid and pleasant. The reason, of course, is entirely sinister.

Rewards: + or - 1d8 for saving/ not saving Larry Croswell, + or - 1d6 for ongoing Llogoir threat. +1d8: killing Berger or exposing his practices