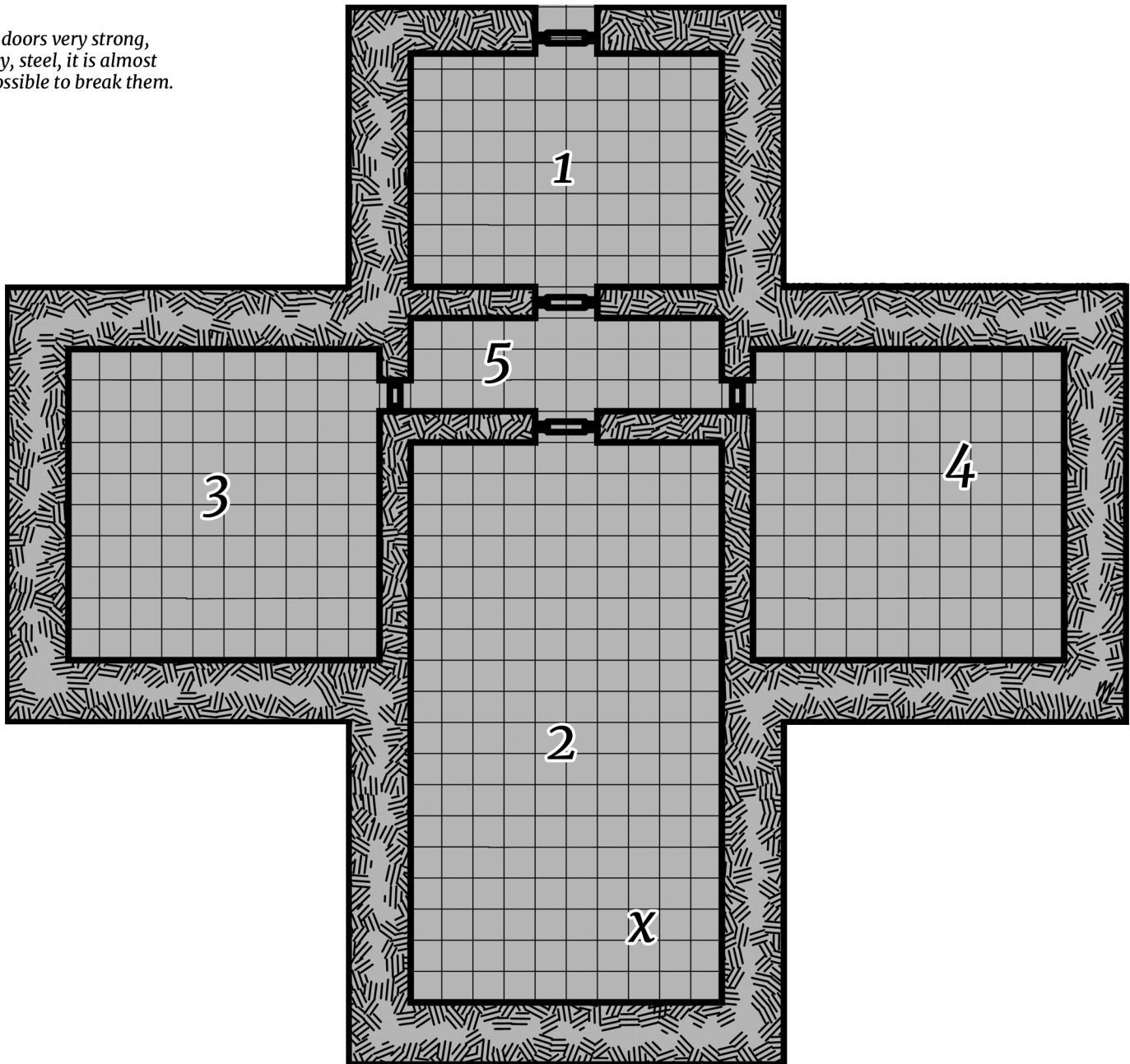


Asylum after massacre

The cruel dictator began to clean countries from opponents. He sent objectionable to psychiatric hospitals with a diagnosis of sluggish schizophrenia. There were more protesters, hospitals were filled to capacity, and in one such riot occurred, which left a hecatomb behind itself. This dungeon has a lot of undead and a ghost of a kitten that appears in the dreams of different people and asks to calm the inhabitants of this place.

- all doors very strong, heavy, steel, it is almost impossible to break them.



X - Under the column lies a 5-year-old mimified girl hugging a kitten, on the kitten there are d6 tears, these tears will give d3 an increase in wisdom or charisma (or similar), making the character more sensitive. A girl hugs a kitten, a woman hugs a girl, on top they are littered with corpses.

1 Shower room. This room was conceived as a shower room, but in reality it is a torture chamber with simple tools and a floor equipped with a drain. Water flows from the sprayers from above and it flows into the sewer. Shackles are walled into the walls.

2. The big camera. It is designed for several dozen humanoids. But it seems that all the furniture except the toilet was removed from here and they simply pushed people like a herring into a barrel. When the regime fell, they lit smoke sticks in the torture chamber. From this smoke the captives received pulmonary edema from which they died in terrible torment. Now the cell is ready to stand up and attack the 3d100 zombies, and 4d12 ghouls. And every hour in the room zombies will rise and go out until you find that there are enough corpses left (there were about 600 people in the cell)

3. Medical offices. They look medically. But in truth, this is a guard room. There were no doctors here at all. Security put on lab coats. They prescribed beatings, cold showers, stigmatization, tranquilizers and work, at their discretion. They also took drugs, drank and slept here. In this room is the main loot, consisting of personal belongings of prisoners, drugs, medications, and weapons of the guards.

4. The office of the boss. An extensive room, which is completely burnt out, nailed in the center by the limbs to the side of the table, is hanging on the burned body of the head physician and first assistant director of this prison.

5. Just a corridor.