

THE MAD MAN'S MIND BY PAIGE ALLAN, DARCY BLACK, AND SEBASTIAN SHARMA

PLACES- D8

- 1; Loss; This room is an empty expanse, dark and plain, with only a window that shows what Red is seeing through a foggy lens.
 2; Anger; This room is hardly a room - it more closely resembles an entire enraged town, rioting and protesting in the streets.
 3; Paranoia; The characters appear in a sunlit pathway. Everything is calm. But, as they stand there, they realise that there is no life in this place, save for them and the plants. And that though there is no wind, there is movement behind the bushes.
 4; Delirium; This room is an exact replica of Red's old favourite bar, with dim lighting, a old piano in the corner, and old creaky barstools. It is lively and filled with people.

- 5; Excitement; This room is the old carnival and travelling circus from Red's hometown. Animals and stunt artists fly around in a beautiful display. Games and snack stands surround everyone.
 6; Hope; Mud smeared windows allow only dim light into this new room: a greenhouse. Wilted flowers and brittle shrubs peek out from half-shattered flower pots, and shards of pottery and dirt are smudged across the floor.
 7; Passion; Slashed canvases and spilled paint coat the creaking wooden floors of this new room: an art studio. It looks like someone or something destroyed every piece of art in here, then left. Even after all this time, the room still smells of fresh paint.
 8; Dreams; This space resembles a beautiful art gallery, filled with Red's paintings. People pensively stroll, taking in his art.

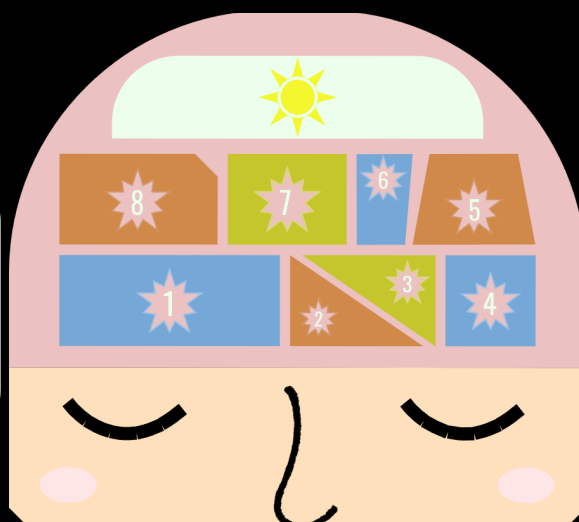
NPC TABLE-

- Amily Aarons; Found in the Anger room, Amily is an old activist that often butted heads with Red in his workplace.
 Kevin King; Found in the Paranoia room, Kevin is a terrible past boss of Red's.
 John Jenkins; John was the bartender at Red's favourite club, and at the eerily similar copy in the Delirium room.
 Suzie Smith; Found in the Excitement room, Suzie works as a long forgotten carnival ringleader from Red's childhood.
 Henry Hughes; Found in the Passion room, Mr. Hughes taught Red's childhood art class, a dream that he can no longer reach.
 Lucy Love- Found in the Dreams room, Lucy Love is an avid admirer of Red's artwork. However, while she loves the art, she cannot stand the man himself.



GAMEPLAY-

- > Each player plays as a creative version of Red, inspired by his multiple personality disorder. - each should be a spellcasting class.
- > Travel; 'Mood swings' can cause the party to move from room to room. Roll a D8 to move rooms.



ENEMY TABLE- D6

1. Angry rioter (easy) - A fierce-looking woman shakes her fists at the characters, promising that they'll burn in Hell.
2. Corrupted hound (medium) - A mangy black dog bares its teeth and snarls threateningly.
3. Bar brawler (easy) - A burly man with a shaggy beard lurches around the space, yelling drunkenly at the players.
4. Clown (hard) - A clown cackles maniacally at the players, bright red lips and glaringly white cheeks contorting as he snickers.
5. Poisonous plant (easy) - A bright purple flower speckled with orange and yellow spots waves gently in the breeze, a sweet scent flowing from it to the players.
6. Bats (medium) - The sound of flapping wings fills the players ears as a shifting black cloud of bats rounds the corner.

FINAL BATTLE-

Players must fight an embodiment of Red's psychosis chosen by the GM
 Battle space is unlabeled (top of map.) It is a spacious, dark void.

