

The Orphanage

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THE ORPHANAGE

This scenario takes place in Arkham in the 1920s (but could easily be readjusted to any other date or place), more precisely at the Arkham state orphanage where little boys and girls are mysteriously disappearing, the assistant director of the institute **Jennifer Gutenberg** is starting to worry seriously because in spite of the constant reminders to his superior and to the authorities nobody has been interested in the events of the last weeks.

What is really happening is that the director of the Arkham State Orphanage, **Charles Mayers**, helped by a shady guy named **Frank Sinclair**, is kidnapping the children from the orphanage.

Every month, in turn, the children of the orphanage must undergo a medical examination at the Clinical Watanabe Institute and it is on these occasions that **Frank Sinclair** informs Director **Mayers** of the "prey" he wants to buy.

To do all this, **Mayers** uses the barbiturates provided by **Sinclair** – that he can find working as a cleaning man in a small medical clinic – adding them to the boys' dinner to sedate them. At night, taking advantage of the elevator, **Mayers** goes up with a stretcher and picks up one or more sedated children from the beds, taking them under the boiler room; there, there are caves dug by the ghouls – that work for **Sinclair** – where the boys are dismembered, packaged and then sent who knows where ... (to be continued)

The police are not dealing with the matter because the person in charge of the investigation is corrupted by **Frank Sinclair** who with a past as a petty thief has many contacts both between the police and the criminals.

The assistant director **Jennifer Gutenberg** seeks to shed light on the real events and will seek help privately if necessary.

For some players the involvement of the director from the beginning might seem obvious and that's fine, this story does not want to be a complicated element with many facets but rather like an introductory adventure for 1 to 4 players.

The Keeper also requires drawing up a list of names of hypothetical children who live in the institute and therefore popularizing the institute as they prefer, but always remember that children are not the protagonists of the story but only the common thread, if called upon, the children will say that sometimes they heard a squeak of wheels at nights. Obviously if the custodian intends to change elements of the story and make some children more relevant, he is free to do so.

INVOLVING THE INVESTIGATORS

There can be several ways to involve the players, here is a list of suggestions:

- Being part of a private investigative agency that is contacted by **Miss Gutenberg** and will take care of the investigation.
- Be a friend of **Jennifer Gutenberg** who acts as a link between the investigation and the other players.
- One of the players is a policeman who has heard of the events and does not want to pretend nothing has happened but cannot be exposed too directly.
- One of the players is a journalist or has connections with the police and may have heard of the cover-up of the matter.

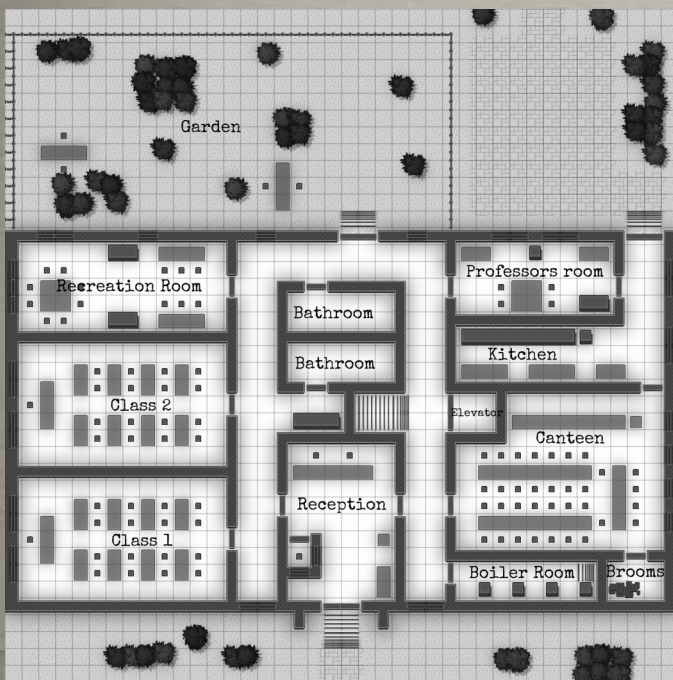
In any case, Jennifer Gutenberg will try to help the players in almost every possible way but without ever wanting to expose herself directly unless they find overwhelming evidence of some shady deal.

ORPHANAGE - BUILDING

The Arkham state orphanage is an old structure of the town that is located in Easttown, more precisely in East Armitage Street, the two-storey building is entirely built in solid concrete and also boasts a rear garden with access to a side street.

The structure can accommodate more than 50 children having 2 classes for lessons, a canteen, 3 bedrooms for childrens and 4 rooms for educators coming from outside.

GROUND FLOOR



RECEPTION

At the reception desk, from 8:00 am to 5:00 pm, you will find Miss **Clara Watson** behind the counter at the end of the hall, while from 9:00 pm to 8:00 am you will find **Jimmy Goodman**, a night guard, inside his station on the left, which controls that no one enters or leaves the structure. The room itself offers a fairly warm decor with a couple of sofas on the right and a small table with some magazines on it, some houseplants have been placed both at the entrance and near the counter at the bottom to liven up the environment.

With successful **spot hidden** roll you notice that a list has just been hung on a magnetic board (a list that contains names of children who must go to a medical examination the next day at 2 pm, there is also the name and address of the clinic)

CLASS 1&2

Thanks to the care and order that distinguishes Miss **Ruth White** the classes are impeccable, the desks are clean and tidy and all the tools and books in perfect condition, the white rooms would be very cold and sterile if it were not for some maps and works of kids adorning the walls.

RECREATION ROOM

The recreation room is a place where children can spend part of their free time playing board games, cards or constructions, the room is taken care of by Mr. **Randolph Ratchet** who always tries to maintain a serene and lively environment to help the children's morale .

GARDEN

At the back of the institute there is a beautiful fenced garden where children can play safely between flower beds and large trees. The garden is equipped with swings, climbing frames, benches and tables. Balls and skipping ropes are also provided.

PROFESSORS ROOM

A small room used for professors that also communicates with the kitchens, is furnished in a sober and tranquil manner, at first glance it looks like a calm and comfortable living room with comfortable sofas and Persian carpets, the walls have an emerald green hue but they are a little darkened by the soot of the wood stove, the professors not usually involved in school activities are usually found here. A place where they can come and relax and read the newspaper or simply chat away from the kids.

KITCHEN

The kingdom of the cook **Maud Goodwin**, this corner room with a tiled floor and exposed brick walls is furnished with best electric stoves and refrigerators to store food, here are all the kitchen utensils that one can expect to find.

CANTEEN

The canteen includes 2 long tables for the boys and a shorter table for the teachers. Food is served from behind a counter towards the north wall and the trays offer generous portions for everyone.

Adjacent to the canteen is a broom closet which is usually used by the school janitor to keep all his cleaning products and junk to carry out repairs.

ELEVATOR

It is an elevator for loading and unloading goods and is used to collect and unload large furniture without using the stairs or in case of emergency to transport sick or injured children from one floor to another, a succesful **Spot Hidden** roll the players will notice some dirt on the floor.

BOILER ROOM

This room is located in the corridor on the east wing of the building, access is usually restricted to staff only but sometimes a child enters to play hide-and-seek, the room is a long warm corridor badly illuminated with 4 water heaters on the south side wall, in this room there is also a stretcher with straps

(with a succesful **Spot Hidden** roll you notice that the wheels of the stretcher are very dirty with dirt).

At the end of this room there is also a large and heavy iron door that leads into the tunnel (to lock pick players need a hard success in **Locksmith** or an extreme success in **Mechanical Repair**), the door key is in the director's office.

FIRST FLOOR



DORMITORY 1-2-3

The dormitories on the first floor are rooms with wooden floors almost completely empty except for the childrens bunk beds, although in some cases some children hang drawings on the wall. The first dormitory is assigned to the girls, the second to the boys while the third - little used - is more a place where sick or punished children end up.

The director could, with some excuse, send his "prey" to sleep in the dormitory 3, which being almost always empty and farther away from indiscreet ears makes it easier to move the kids under the institute .

LOCKER ROOM

In this room the boys have rows of lockers where they can find a clean change and deposit the few possessions - in case they have them -.

DIRECTORS ROOM AND ARCHIVE

This well-furnished and comfortable office is the administrative heart of the orphanage, at the entrance on the left there is a comfortable sofa, while on the right a clothes hanger and the manager's locker, later in the room, on a large carpet there is the director's desk that even with a quick glance it is easy to understand that it is of excellent quality (passing a hard **Spot Hidden** roll the player can see a list of names with one or more of them circled – at Keeper discretion – if one of the players has noticed the list at the entrance he will understand it is the same document but this seems to be a handwritten copy. A test is not needed if the players looks undisturbed), behind the desk an armchair and the wall decorated with certificates and a degree in economics.

Beyond the wall there is a small office that is usually used by the vice director **Jennifer Gutenberg**, the room is much more modest, the desk seems to be one of the cheap ones and the rest of the cubicle is poorly furnished if it were not for 2 archives for accounting at the bottom of the room. A door at the end of the management office connects to the archive, a room totally dedicated to archives that collect the documents of everyone, employees, kids and even the families who have adopted, access to this room is strictly limited to the director and the vice director.

In a locked drawer of the desk, there are the barbiturates (from the Watanabe clinical institute) and also some money for an amount of 250 dollars. After the players have visited the director **Mayers** to ask them their questions if they were too urgent or obvious in their intent, the director will make a call to the Watanabe clinical institute to warn **Frank Sinclair** of the danger and asks to stop for a while to let the things calm down. If, on the other hand, the players have not raised suspects to the director **Mayers**, the latter will receive a phone call from **Frank Sinclair** asking when the next delivery will be, to which the director will reply "Tomorrow night". **(if the players are not noticed and pass a Listen roll the conversation will be heard)**

Having access to the archives you can check all the documents and, based on how much time the players spends here, acquire any type of information on the activities of the orphanage, a disturbing thing that can be found is that many of the disappearances or flight of the children coincide with the evenings of the medical visits days. If you do not know what to look for and without **Library Use** roll it takes days to check all the folders, with a successful **Library Use** roll they half the time, while with a hard or more success it will only take 1/4 of the time.

Checking the accounting of the orphanage it will be enough to pass a normal **Accounting** roll to understand that in addition to the state funds the orphanage is receiving donations even from a private body but it will not be possible to understand who, given that the documents are secreted.

PROFESSOR ROOMS

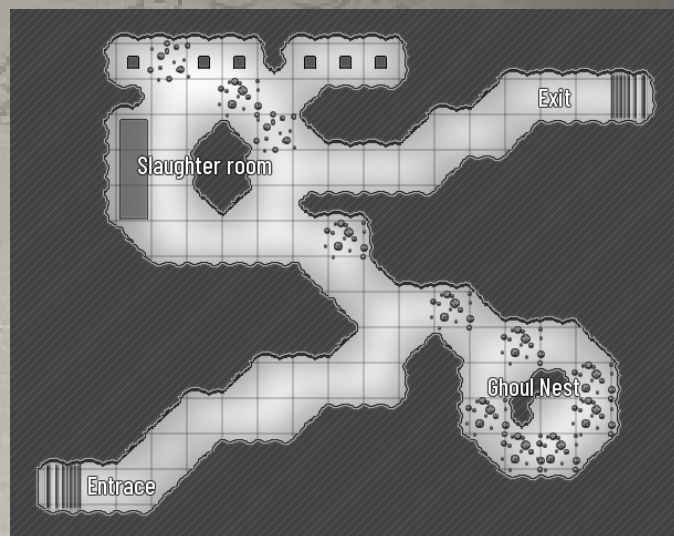
These four rooms are made available to staff that coming from outside the city and does not have an apartment or for logistical reasons, for example **Fred Campbell**, the school janitor lives in the room to the north-west to be always present in the institute to keep it clean and make the small repairs that are required.

The 2 rooms to the south are occupied by Professor **Ruth White** and Professor **Randolph Racht**. The room in the northeast is currently uncluttered (but there are rumors among the professors that a new teacher could soon arrive to help out with the kids).

The rooms per se are quite welcoming, furnished with a heater, a wardrobe for storing your clothes, a comfortable bed and, if necessary, a table with 2 chairs; the wooden floor and walls are covered with a sober cream and brown striped wallpaper.



BASEMENT



TUNNEL

You have access to the tunnel under the school from the iron door in the Boiler room, (**the tunnel is dark and requires a light source to be navigated easily**) it seems to have been dug by expert miners, the entrance includes a concrete descent but soon it ends up on the cold and bare ground, beams have been placed on the sides and the ceiling to give support to the structure, with a successful **Spot Hidden** or **Track** roll players will identify some traces on the ground, a hard roll if the players do not have a light source (if the players they saw the stretcher upstairs they will understand what left the traces). The tunnel continues in the darkness for a few hundred meters until it reaches a crossroads, here the traces divide and another type is added to them, looking at these footprints causes a **SAN o/1d3** roll, they are deformed and strange, of the features of a barefoot human foot but you can easily see a different shape, not entirely human and with claws, the prints come from the right and go to the left, which is the same direction in which the traces of the stretcher go.

From this moment on, the players will feel a strong putrid smell, present throughout the tunnel, other than that 2 Ghouls roam in this cave; usually during the day they sleep in the right section (Ghouls nest) but at night they wander back and forth to the other wing of the tunnel (Slaughter room). The 2 ghouls are not friendly and will attack anyone other than the director **Mayers** or **Frank**. The vision of the Ghouls causes a **SAN o/1d6** roll

A Ghoul can potentially kill a player in a round of attacks so the keeper should balance this match based on how many players there are and how much they are armed.

To the right towards the Ghoul nest there are, beyond a rock wall, fetid sieves scattered on the ground and human remains (mostly bones) that cause a **SAN o/1d3** roll.

On the left towards the slaughtering room players follow the traces left by the stretcher until they reach a much larger part of the cave, which is divided into various sections and alcoves, in one of these alcoves there is a table with cleavers and knives above it, everything it is covered with dried blood and mash of some kind, **SAN 1/1d6**, in a smaller section to the north there are some kids corpses hanging from ropes and quartered like pigs from which their fluids drip into tanks specially placed under their bodies, the scene is gruesome even for those accustomed to the sight of the corpses **SAN 1d3 / 1d6**.

The tracks also continue eastwards and lead to another tunnel – like the one from which the players came – leading to another closed iron door (the key that opens the iron door in the boiler room also opens this one), past this door you arrive in a completely empty warehouse on East Derby Street.

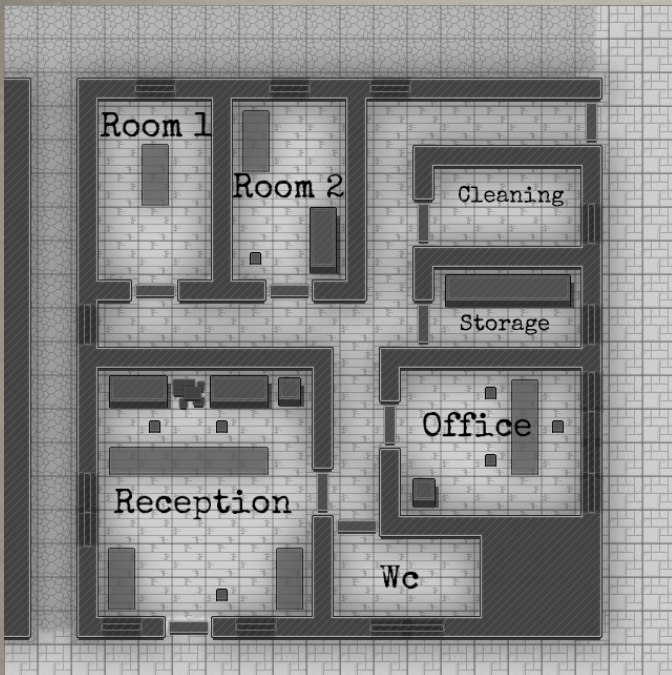
EAST DERBY STREET WAREHOUSE

Coming out of the iron door one arrives in a small closet with empty boxes and chairs stacked in a corner, the only door opens onto what is the actual warehouse, the whole is completely empty if it were not for obvious traces of tires and dirt that make you understand there is a certain coming and going on some occasions. If the players manage to lurk or hide in the surroundings or inside the warehouse they would see a refrigerated van arrive and stop in front of the closet, then **Frank Sinclair** get off and start loading pieces of meat on the back of the van.



WATANABE CLINICAL INSTITUTE

It is Dr. Watanabe's private clinic, located at the intersection of East Water Street a few meters from the Miskatonic river, its clientele is 90% made up of private or state companies that make agreements for mandatory medical examinations. The structure is made of solid brick and all the windows, with the exception of the front windows, have safety bars.



RECEPTION

At the entrance of the clinical institute there is the reception where clients can wait for their turn on the sofas or ask for information from Miss **Nina Mullins** who takes care of phone calls and paperwork.

ROOM 1&2

The clinic has 2 rooms available for visiting patients, one of which (1) is also equipped for some types of more invasive procedures than just visiting.

CLEANING ROOM

This is where **Frank Sinclair** works, who takes care of the cleaning in the whole clinic, the room has a small table with a chair, an armchair and a television to pass the time when there is nothing to do, the rest of the room is occupied from cabinets that contain brooms, rags, detergents and other hygiene materials. Searching his personal locker there are lock picks.

STORAGE ROOM

This room is mostly occupied by cabinets containing medicines, bandages and everything a hospital needs to function properly. **Dr. Watanabe** is the only one to have access to this room.

OFFICE

The office of **Dr. Watanabe**, although usually little used, has a nice modern decor, in fact here **Dr. Watanabe** only spends the time to fix the paperwork or receive some important customer, there is also a glass case closed with several medicines.

(if the players have discovered the barbiturates in the office of the director **Mayers** they will understand that those in the glass case are the same).

THE CONCLUSION

Below there is a set of possible conclusions for this scenario:

- Players might be able to bring enough evidence to get over Sinclair's contact in the police and have the case opened against **Mayers** and **Sinclair**, which would lead to their arrest (in case they were still alive) and **Miss Guternberg** would become the new director. +1d6SAN for stopping the abductions.
- If it is sensed by the players that **Sinclair** is just a pawn then change something in the backstory of the surviving players to reflect their partial success (someone still in circulation is looking for human flesh +5% to Cthulhu Mythos)
- **Mayers** and **Sinclair**, for fear, could never confess who the secret benefactor was.
- If one or more players were to die under the orphanage they would probably become food for Ghouls and never be found.
- In case the players flee from the tunnels these would be cleaned up, collapsed or else in order to make the players look like they are crazy.
- Miss **Gutenberg** would pay what was agreed.

CHARACTERS

Charles Mayers (age 58)

The current director of the orphanage, ambitious and stingy, will try to get rich at the expense of the kids. "If asked about the disappearances he will say that the most problematic children run away even from the best families, will give as little information as possible and will always be vague."

STR:55 CON:50 SIZ:75 DEX:55 APP:50
EDU:75 INT:65 POW:40 SAN:40 HP:12
DB:+1d4 Build:1 MP:8 LCK:25 MOV:5

Skills

Dodge 27% (13/5) **Psychology** 40% (20/8)
Handgun 35% (17/7) **Fast Talk** 70% (35/14)
Law 40% (20/8) **Accounting** 50% (25/10)

Attacks per round: 1

Brawl 25% (12/5) damage 1d3+1d4

Derringer .25 - damage 1d6 - 3y - use per round 1 -
 Bullets 1

Clara Watson (age 28)

He takes care of the acceptance and reception of couples who come in search of a child to be adopted, he also takes the place of the normal secretary receiving calls and organizing the appointments of the kids, she is very helpful but reserved.

STR:50 CON:40 SIZ:55 DEX:60 APP:65
EDU:60 INT:55 POW:40 SAN:40 HP:9
DB:0 Build:0 MP:8 LCK:50 MOV:8

Skills

Charm 50% (25/10) **Dodge** 30% (15/6)

Attacks per round: 1

Brawl 25% (12/5), damage 1d3

Ruth White (age 58)

One of the teachers in the orphanage, she is a woman who demands discipline from the boys, that their appearance is as flawless as their manners, even if she seems hard she cares about her boys.

STR:35 CON:45 SIZ:65 DEX:50 APP:45
EDU:70 INT:70 POW:65 SAN:65 HP:11
DB:0 Build:0 MP:13 LCK:50 MOV:5

Skills

Language 50% (latin 25/5) **Library Use** 60% (30/12)
Psychology 50% (25/5) **History** 60% (30/15)
Intimidate 30% (15/6) **Dodge** 25% (12/5)

Attacks per round: 1

Brawl 25% (12/5), damage 1d3

Randolph Ratchet (age 33)

One of the teachers in the orphanage, he is a young teacher and dreamer who spurs the kids to pursue their dreams and face the day positively.

STR:60 CON:50 SIZ:60 DEX:70 APP:60
EDU:70 INT:75 POW:90 SAN:90 HP:11
DB:0 Build:0 MP:18 LCK:75 MOV:8

Skills

Accounting 40% (20/8)
Charm 60% (30/15) **Law** 50% (25/5)
Psychology 60% (30/15) **Science** 25% (tutte 12/5)
Library Use 40% (20/8) **Dodge** 35% (17/7)

Attacks per round: 1

Brawl 30% (15/6) damage 1d3

Fred Campbell (age 45)

He works as an attendant at the orphanage, he is not very smart but he is a tough man, obviously a faithful employee of the director and he does not like to ask questions or to be asked.

"Fred Campbell has a temper, but if the players manage to make him talk with opposed roll or bribe him, he will say that at night he feels the noise of the elevator running near his room, but as usual he prefers not to ask questions."

STR:70 CON:70 SIZ:65 DEX:60 APP:40
EDU:40 INT:45 POW:30 SAN:30 HP:13
DB:+1d4 Build:1 MP:6 LCK:33 MOV:7

Skills

Dodge 30% (15/6) Intimidate 50% (20/8)
Mech. Repair 50% (25/12) Elec. Repair 50% (25/12)

Attacks per round: 1

Brawl 50% (25/12), damage 1d3+1d4

Jennifer Gutenberg (age 37)

A woman who tries to make a career, wants to find out what is happening to the kids of the institute, not everything she does is out of pure goodness, being however very ambitious, she will try to help the players as she can but she will never want to get directly involved in the matter until to when players will not have overwhelming evidence that they can use.

STR:40 CON:60 SIZ:55 DEX:65 APP:70
EDU:70 INT:75 POW:55 SAN:55 HP:11
DB:0 Build:0 MP:11 FRT:55 MOV:8

Skills

Law 40% (20/8) Accounting 70% (35/14)
Library Use 60% (30/12) Persuade 60% (30/12)
Psychology 50% (25/10) Dodge 32% (16/6)

Attacks per round: 1

Brawl 25% (12/5) damage 1d3

Jimmy Goodman (age 38)

The institute's night watchman knows nothing about the missing children because he spends all night sleeping in the workplace since that is his third job and he can't take it anymore, with 5 dependent children and a crippled wife doesn't know how to make it, it won't be very collaborative with the players for fear of being reported and losing his job.

STR:70 CON:40 SIZ:55 DEX:70 APP:50
EDU:60 INT:55 POW:20 SAN:20 HP:9
DB:+1d4 Build:1 MP:4 LCK:30 MOV:8

Skills

Listen 40% (20/8)
Intimidate 40% (20/8) Spot Hidden 50% (25/10)
Psychology 30% (15/6) Dodge 35% (17/7)

Attacks per round: 1

Brawl 50% (25/10) damage 1d3+1d4
Blackjack – damage 1d8+1d4 – Touch – use per round 1

Maud Goodwin (age 60)

The cook of the orphanage juggles alone among the stoves and takes care of all lunches and dinners at the institute, after years of service in the canteen repudiates the human contact and prefers the solitude of the kitchen.

"If the players will have the chance to talk to Maud she will say that the director is a very dear man, who personally tastes the dishes that are served, both those of the professors and those of the boys, dishes that he wants to be prepared separately."

STR:40 CON:50 SIZ:70 DEX:40 APP:40
EDU:50 INT:65 POW:40 SAN:40 HP:12
DB:0 Build:0 MP:8 FRT:10 MOV:3

Cook 50% (25/10) Dodge 20% (10/4)

Attacks per round: 1

Brawl 25% (12/5) damage 1d3

Dr Haru Watanabe (age 52)

The owner and founder of the Watanabe clinical institute, thanks to state subsidies in agreement with the orphanage is able to bestow free services to visit the boys of the institute, quite shy towards the players does not want to waste much time. He will declare he knows nothing about the disappearances.

STR:45 CON:55 SIZ:50 DEX:65 APP:55
EDU:80 INT:85 POW:70 SAN:70 HP:10
DB:0 Build:0 MP:14 FRT:50 MOV:5

Skills

Brawl 25% (12/5) damage **Charm** 40% (20/8)
 1d3
Medicine 80% (40%/16) **First Aid** 90% (45/18)
Pharmacy 50% (25/10) **Dodge** 32% (16/6)

Attacks per round: 1

Brawl 25% (12/5) damage 1d3

Allie Bailey (age 30)

Dr. Watanabe's young assistant, helps him with his work at the clinic, she has no idea what is happening at the orphanage but she has no respect for Frank since she caught him a couple of times looking around or fiddling with the storage room lock.

STR:40 CON:55 SIZ:60 DEX:65 APP:70
EDU:70 INT:65 POW:65 SAN:65 HP:11
DB:0 Build:0 MP:13 FRT:50 MOV:8

Skills

Brawl 25% (12/5) damage **Charm** 35% (17/7)
 1d3
Medicine 60% (30/12) **First Aid** 70% (35/14)
Chemistry 40% (20/8) **Dodge** 32% (16/6)

Attacks per round: 1

Brawl 25% (12/5) damage 1d3

Frank Sinclair (age 35)

The attendant of the Watanabe clinic, with a petty thieving background, has contacts with corrupt agents and delinquents, made arrangements with director Charles Mayers to sell him kids, every now and then Frank steals barbiturates from the locker in Dr. Watanabe's office to help Mayers sedate the kids and take them out. Frank is also half Ghoul that is starting his ways through to cannibalism, when player will meet him he will always be dressed in the attendant's suit, the sleeves inside the gloves and long trousers so as not to see skin imperfections or changes in the body due to transformation.

STR:65 CON:60 SIZ:60 DEX:75 APP:45
EDU:50 INT:40 POW:35 SAN:35 HP:12
DB:+1d4 Build:1 MP:7 FRT:75 MOV:8

Skills

Mythos 20% (10/4)
Handgun 30% (15/6) **Shotgun** 25% (12/5)
Mech. Repair 30% **Elec. Repair** 30% (15/6)
 (15/6)
Locksmith 50% (25/10) **Fast Talk** 50% (25/10)
Stealth 60% (30/12) **Dodge** 37% (18/7)

Attacks per round: 1

Brawl 50% (25/10) damage 1d3+1d4
Nightstick - damage 1d6+1d4 - Touch - 1 use per round
Revolver .32 - damage 1d8 - 15y - use per round 1 (3) - 6 Bullets
20 Gauge - damage 2d6/1d6/1d3 - 10/20/50y - 1/2 attacks - 2 Bullets

Nina Mullins (age 31)

Secretary of the Watanabe Clinic, she is in charge of accounting and customer reception.

STR:40 **CON:**55 **SIZ:**60 **DEX:**65 **APP:**70
EDU:70 **INT:**65 **POW:**65 **SAN:**65 **HP:**11
DB:0 **Build:**0 **MP:**13 **FRT:**50 **MOV:**8

Skills

Accounting 60% (30/12)

Library Use 50% (25/10) **Dodge** 25% (12/5)

Attacks per round: 1

Brawl 25% (12/5) damage 1d3

Ghoul x2

Two Ghouls live in the tunnels under the orphanage, they respond to the commands of Frank Sinclair and director Charles Mayers, they will attack on sight anyone else approaching, there is no way to reason with them.

STR:80 **CON:**65 **SIZ:**65 **DEX:**65 **APP:**0
EDU:0 **INT:**65 **POW:**65 **SAN:**0 **HP:**13
DB:+1d4 **Build:**1 **MP:**10 **FRT:**0 **MOV:**9

Skills

Listen 70% (35/15)

Stealth 70% (35/15)

Spot **Hidden** 50% **Jump** 75% (37/15)
(25/10)

Climb 85% (42/17)

Dodge 40% (20/8)

Attacks per round: 3

Brawl claws 40% (20/8) damage 1d6+1d4

Bite and Hold damage 1d4 per round

Armor: Firearms inflict half damage; round down

Sanity: 0/1d6 SAN for the sight of a Ghoul

