

# Grace Home for Lost Children

an orphanage and setting for a *Little Fears* game

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I love Little Fears. What follows is a little setting and adventure for a Little Fears game. It started as a quick game for Halloween but has rapidly grown well beyond that. The ideas flowed fast and furiously over the coming weeks. Indeed, two other Little Fears settings would come out of that, giving one for the 70's, one in the 80's, and the last covering the 90's. While I use HBLF I think this could be converted to LFNE without too much trouble.

Keep up-to-date on my public releases by visiting the [rpg stash page](#). Links to all pdfs are there.

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## **The Abandoned Children**

The adventure takes place during the 1970's, in an orphanage run by a fictitious order of nuns. The location is a major city on the east coast of the United States, which city is up to you. I should say that I am not Catholic and this is a work of fiction. As with all fiction it will depart from what the real world is like. At the time of making this I find no trace of an order called the "Sisters of Divine Servitude", this order is one I have made up. I make no claim that any of this is representative of real world orphans, orphanages, nuns, priests, or any other a group. It is a product of my own twisted little mind. That said, I hope you have as much fun playing as I had imagining this world of fantasy horror.

## **The 1970's**

For this story the present is August 18<sup>th</sup> 1975, but what was it like then? The following is based on my own experiences of the 1970's. I will say that if you didn't experience the 70's as a child it is hard to communicate the feeling of that decade for a child. The adults were experiencing an "awakening" as the long standing social roles which bound them were challenged. The revolution of the 60's was beginning to have wide spreading ripples affecting everyone in the 70's. Before then, you were born, grew up with your family, got a job, got married, and had your own children so the whole cycle could start again. Now there was the question of if it had to be that way. More and more people started to step outside of that very restricted existence. First in small ways, then in much bigger ways.

Jobless rates soared, divorce rates increased, it seemed there were more children of "broken homes" than not. The single, working mother based family became the norm. While many families went on as they had in past decades, the children of many other families saw their parents split up as one or both parents went off looking for "something better" and the normal life dissolved into a nightmare which never ended. For these children the overwhelming despair came from a sense of abandonment. Their fathers abandoned them, their mothers abandoned them, society abandoned them and then made them feel like outcasts for being part of the newly dubbed "broken home" paradigm. Now, with the heavy shit out of the way, lets talk about another major difference between 1975 and 2013, the technology.

There is next to no technology, at least not in the terms we think of today. The personal computer is in its infancy and fewer than 1 person in 10,000 has a personal computer. And those that do can't do much with them yet. Telephones are operated by turning a wheel with your finger. There are no cell phones. If you want to make a call when not at home you have to find a pay phone and give it twenty cent for a local call. Music is sold on vinyl disks, called records, and only in brick and mortar stores. People listened to radio more often than when in their cars. Stores still sell black and white televisions. For most, there is no cable TV, no satellite TV, no TiVo, and families have only one television which gets, on average, three stations. Their TV has no remote control, one has to get up and walk over to the TV to change the channel or volume. The world is very different.

Children spend their time on different pursuits. They don't play video games. They play games of imagination, sometimes alone and sometimes with other children. Games of cops and robbers and tea parties occupy a child's free time. Additionally, they ride bicycles, play card games, "hangout" with other children, walk and run in any nearby wooded areas. However, the one thing that never changes, children in all times and all places, know the fear of the dark places and those things which go "bump" in the night. There are always the little fears.

## The Orphanage

The Grace Home for Lost Children is one of the last operating orphanages in the country. It is owned and operated by the Catholic Church and run by the Sisters of Divine Servitude.



### History

Erected in 1802 by the Hawks family, the building was originally a school. However, it was poorly managed and closed due to a lack of students willing to attend. Shortly after the school closed the property was leased to the state for use as a hospital. Within a few years it became the local asylum for the insane. In 1863 the owner, Julius R. Hawks, died. In accordance with his will the property was given to the Catholic Church. Due to the Civil War, there was an increase in the orphan population, so the Church turned this place into an orphanage. Grace Home opened in the fall of 1864.

In those early days the orphanage ran at full capacity, and then some. Almost three-hundred orphans lived there with about twenty nuns to watch over them. Much has changed since that time.

### Now

In the present, August 18<sup>th</sup> 1975, the orphanage is on it's last legs. Over the past twenty years the industrial orphanages that dominated the late 19<sup>th</sup> century and the early 20<sup>th</sup> have been phased out in favor of other methods such as small group homes and foster care. Grace Home is a dinosaur and its days are numbered but it will surly out last other places like it. As those other orphanages or facilities are closed, the children in those places are sent elsewhere. Sometimes that means Grace Home. The stay could be short or long but the regularity of children coming and going is one of the facts of the

place. All this change leads the children to speculate on what they see happening. As they never have all the information the conclusions they arrive at are often incorrect and, due to their hard lives, dark.

The days of housing three-hundred orphans are in the past for Grace Home. Currently, the orphanage only has thirty-one children in the fifty-four beds found in the dormitories on the second floor. In the past these dorms would have housed three times as many children utilizing bunk beds. The third floor has been totally closed down since 1968. While they do happen, long term stays here are uncommon. Many of the children sent here stay less than a year.

## **The Look and Feel**

This place looks old. Not in the sense that it is falling apart but in the sense that it was made in another era and that shows. It is a bit tattered, but in fair enough repair for a building over one-hundred-seventy years old. There is a solidity about the building that is not felt in the contemporary structures of the 70's. Plastic and chrome were the rage in the 70's and plastic has a feel that is less impressive than that of the fine old wood paneling used in many parts of the orphanage. The walls are often dark panels of wood or plaster over lath or sometimes plaster over brick, as in the basement. Most of the floors are hardwood or tile. The windows are numerous and large, both wide and tall. Every room with an outside wall will have windows. This is true even in the basement, but those windows will be much smaller than the ones found on the upper floors. Hot water radiators provide heat, every major room has at least one radiator. All this wood and stone lend an extra solidity to the building.

There is also a feeling of sadness about this place. At night, that gives way to despair and dread. The dark halls of the orphanage are menacing. One can often hear sounds echo down those lonely halls in the night. The adults say it's just the pipes knocking. Overall, children do not often feel happiness here. What they do feel is a droning, unceasing, exercise that alternates between monotony and terror.

## **The Staff**

The children are guided and cared for by the orphanage's staff. As Grace Home is owned and operated by the Catholic Church, everyone working there is either a member of the Church or an employee. An order of nuns runs the orphanage for the Church. The head sister, referred to as Mother Superior of Grace Home, is in charge and the head of this order of nuns, called the Sisters of Divine Servitude, a small and obscure group of Ursuline nuns. The other staff members are laypeople who work for the Church and, in that respect, report to the Mother Superior. Finally, there is the priest, Father Sweeney. He is not a member of the staff and only comes in to perform daily mass. He will generally not be around more than an hour or so a day, apart from time spent in mass and/or confessional. The rest of the time he can be found at his church, located a couple of blocks away.

### **The Sisters of Divine Servitude**

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There are fourteen sisters including the Mother Superior in this order, only nine of which are at the orphanage. The sisters of this order are strict and largely joyless. Without exception, every sister in the order is educated in some way. This commonly includes training for careers such as nurses, teachers, librarians, historians, and other scholars. It could be said that these women are well educated for the time and place in which they find themselves. To the dismay of the children, the nuns have a way of walking about Grace Home that gives the impression that they are floating rather than walking. This illusion is only accentuated by the fact that they wear clothing which totally hides their legs and feet under voluminous black skirts. On top of that, children rarely hear a nuns' footsteps.

Mother Superior, Sister Edna Callihan, 58 years old. Newly appointed to the role of Mother Superior, sister Edna is a very pragmatic woman. She brooks no attitude from the children or anyone else. Her organization and administrative skills are excellent. Most of her day is spent in her office, taking care of the day to day business of Grace Home. The children sent to her for discipline are approached in the same no nonsense way she looks at anything else. She is direct with them and punishments are scaled in accordance to what they have done. While she may seem harsh, she is simply practical.

Sister Betty, 72 years old. She is the main librarian and as such the vast majority of her efforts are spent in the library. Having been in Grace Home for over forty years, she knows every book there and who has which books. She has a weakness for the bookish children while the rest are, in her opinion, a waste of time that must be watched closely. To those children, she is a terror and quick with the ruler. She has been known to take a bright child under her wing and get them working in the library in place of chore duty. In greeting a new child she will often open with, "Do you read child?"

Sister Bonnie, 33 years old. A trained nurse. Sister Bonnie took her final vows only last year. She has a soft heart and is liked by most of the children. Quick to praise a good child, she is also quick to call down a child mistreating another. Sister Bonnie is also the only sister able to touch type. She is trying to get typing added to the vocational training. The main obstacle is money for the typewriters.

Sister Delores, 62 years old. Sister Delores spends a great deal of time in the chapel. She is often found there even late at night. While not often speaking, when she does it is with a thick and difficult to identify eastern European accent. Children find it hard to move when she glares, pointing a gnarled finger at them, and utters a hissing "You! Come here child." One eye is white from corneal scarring.

Sister Elaine, 51 years old. A trained teacher and a mathematical wonder, sister Elaine can do complex calculations in her head. She also manages the accounting books for Grace Home, a tedious activity she dislikes but performs because she is told to do it. Her hearing is failing.

Sister Evelyn, 38 years old. The night ward, sister Evelyn sleeps between 2pm and 10pm so that she can be awake at night. During most of the night she can be found on the second floor at the ward station. She has spent most of her adult life in academic pursuits, reading about history and philosophy. Had she been born a man she would have had a PhD by now. Outwardly, she seems to be distant and often off somewhere in her own head.

Sister Florence, 55 years old. Sister Florence came to the calling late in life. She was a seamstress for fifteen years before becoming a nun. She generally teaches the girls vocational training. Imparting her expertise with sewing has helped many of the young girls passing through Grace Home. While hard spoken, she will favorably take to the girls that listen and try hard.

Sister Gloria, 41 years old. A trained teacher, speaking four languages, sister Gloria is fascinated by foreign languages and cultures. Given the chance, she talks too much. It seems to be a nervous reaction to social situations. She also loves astronomy and can be talked into taking some of the children out on the third floor balcony to look at the stars with a small telescope. This very special event is one of the few things that can get a child out after 9pm without risking punishment. It also makes her favor highly sought after by many of the children, even if they don't like astronomy.

Sister Helen, 44 years old. A trained nurse, sister Helen served in the United States Army Nurse Corps during the Korean war, she was barely twenty at the time. Soon after returning to the United States, Helen Long started down the path to becoming a nun. She has devoted her life to healing children which she has ample opportunity to do with the orphans coming to Grace Home. Many of these children are sick or have some malady requiring treatment. Finally, she has an intense dislike for bullies. This is an attitude she works hard to keep under control.

## Other Staff Members

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The only other staff member to live on the grounds is Mr. Kane, the handyman and vocational teacher for the boys. His apartment is in the basement and for the most part no one else goes down there. There are five other staff members, none of which live on Grace Home grounds. Mrs. Griffin runs the kitchen and is assisted by Sarah and Kathy. There are two housekeepers, Lisa and Anna, who take care of cleaning and laundry. They are assisted by the children, all of whom have daily chores of cleaning assigned by the sisters which is meant to help keep the the orphanage in order.

Mr. Kane, 42 years old. The groundskeeper, handyman, and vocational teacher for the boys. Kane is also a widower, his wife having died five years ago. His world fell apart then and if not for the Church, he would be on the street now. Kane has been living and working here for the past four years. His room in the basement is a place no one else goes to. A small black and white TV, the only one in the orphanage, and an ice chest provide all his entertainment needs. He still drinks too much but it is less than it was the year after his wife died. Working with the children gives him hope, even if he is distant and gruff with them. Mr. Kane was a civil engineer before his wife died.

Mrs. Griffin, 44 years old. The title of Head Cook is a bit misleading. Mrs. Griffin does everything in regard to the kitchen, meal plans, inventory, meal preparation, cleaning, scheduling and administrative duties. She has worked at Grace Home for the past eighteen years and lives only a few blocks away. Fridays are her big day as all the food for Saturday and Sunday has to be prepared and stored. She is there, at least part of the day, seven days a week.

Assistant Cooks, Sarah and Kathy, 27 and 24 years old. At least one of them is there everyday of the week. Both are always there on Fridays, as that is a big day, with Mondays and Thursdays often seeing both assistants. Cooking, cleaning, or serving, they do what Mrs. Griffin tells them to do.

Housekeepers, Lisa and Anna, 26 and 30 years old. They are there every weekday from 9am to 6pm with an hour for lunch. All the cleaning that happens outside the kitchen and the convent is done by these two women. They do get several children assigned to them for chore duty two hours a day and that helps. After years of doing this, neither Lisa nor Anna has much patience with the orphans. So they are both quick to admonish the children.

## Non-Staff

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Father Sweeney, 53 years old. Father Todd Sweeney has devoted the past thirty-six years to the Church and been a priest for twenty-two of those years. Over the past year he has found himself asking uncomfortable questions of himself and God. Part of him wonders if he is still on the right path, is this life he leads still part of God's plan? In short, he is experiencing doubt. All of his free time is spent contemplating the past, the future, and what God wants of him.

## The Children

As of this morning's census, thirty-one children, thirteen boys and eighteen girls, live in Grace Home. They are between the ages of six and fourteen. The PC's are new, having arrived together on the bus just after noon today. They are about to experience Grace Home for the first time together.

Boys		Girls	
Michael Penford, 6	Matthew Hilmon, 10	Jennifer Smith, 6, sister to Robert	Lisa, Miller, 10
Christopher Mont, 6	Joseph Cambel, 11	Amy Gardener, 6	Nicole, Hannigan, 10
Jason Smith, 7, no relation to Robert	Kevin DuPont, 13	Melissa Kelly, 7	Jessica Brown, 10
David Taylor, 7	Eric Langdon, 14	Michelle Kelly, 7, twin of Melissa	Elizabeth Harris, 10
James Hilmon, 7 brother of Matthew		Kimberly Jonhson, 7	Amy Folk, 11
John Fawlk, 8		Lisa Jones, 8	Rebecca Wilson, 11
Robert Smith, 8, brother to Jennifer		Angela Knight, 9	Kelly Williams, 12
Brian Tillman, 8		Heather O'Hare, 9	Mary Clark, 13
Michael McGrady, 9		Stephanie Langdon, 9, sister of Eric	Amanda White, 13

These children don't have many of the “comforts” the average child has. They are not free to roam as other children are. They do not get much in the way of sweets or sodas or snack foods. Toys are rare, beyond what the orphanage has on hand. Which includes several packs of playing cards, a set of checkers, and a few incomplete board games, some building blocks, lincoln logs and whatever else can be had from donations. Personal possessions are minimal and could be taken by older children. In the end, these children have to rely more on their imagination to have fun.

## A Day in the Life

For the children, days are long and mostly unchanging. Everything is regimented by the sisters, with the help of the large grandfather clock, called Grandfather, found in the second floor hall just outside the library. What little free time the children have is not used for play. The sisters encourage the children to read or contemplate what God wants of them. As a result the children are always looking for an excuse to play and that often happens during chore time. Children caught playing when they should be working will often get a ruler across their hands or worse, sent to the Mother Superior's office. Head counts are taken several times a day. An outline of daily events follows:

### Monday to Friday

- Wake at 6am, the sisters are ruthless about this. When Grandfather strikes six a sister will walk the main hall, outside of the dorms, ringing a handheld bell. After a full lap of the main hall, any child still in bed gets prodded. Each sister has a her own method, some more extreme than others. The harshest being a swat from the yard stick.
- Bathe and dress
- Breakfast, often oatmeal with raisins and milk.
- Morning Mass at 8am, with getting the kids in and out of the chapel, this takes less than an hour.
- Classes until noon. These are the typical school classes with the sisters teaching. With the exception of the young children, these classes are segregated by gender, all male or all female.
- Lunch, often soup and a sandwich with water or juice to drink.
- Classes until 3pm. Children ten or more years old take vocational classes. As with other classes, these classes are also segregated by gender. The girls learn sewing and cooking from



sister Florence. The boys learn to work with tools, taught to them by Mr. Kane.

- Chores, the children do many of the menial tasks to assist the housekeepers. The older children that do well in vocational training will be working on things that make the orphanage income.
- A free hour, the children are encouraged to use this time to better themselves.
- Dinner at 7pm, an entree, a grain, and two vegetables with water or juice to drink.
- A free hour, the children are encouraged to use this time to better themselves.
- Bed by 9pm
- Lights out at 9:15pm

## **Saturday**

- Wake by 8am, the sisters are ruthless about this. Most children will wake before 8am because they are use to doing so. Any child waking before is allowed to have some free time until 8am. But no child is allowed to sleep past 8am and the bell ringing happens at that time.
- Bathe and dress
- Breakfast, biscuits, fruit, and milk.
- Morning Mass at 9am, with getting the kids in and out of the chapel, this takes less than an hour.
- Chores, the children do many of the menial tasks to assist the housekeepers. The older children that do well in vocational training will be working on things that make the orphanage income.
- Lunch, often soup and a sandwich with water or juice to drink.
- Chores, the children do many of the menial tasks to assist the housekeepers. The older children that do well in vocational training will be working on things that make the orphanage income.
- Two hours of free time. Often a child that is being punished will lose this free time and have to perform some frivolous, menial task. On favorable days, the children will be allowed time in the backyard under the watchful eye of at least two sisters. This time will not extend beyond sundown.
- Dinner at 7pm, an entree, a grain, and two vegetables with water or juice to drink.
- A free hour, the children are encouraged to use this time to better themselves.
- Bed by 9pm
- Lights out at 9:15pm

## **Sunday**

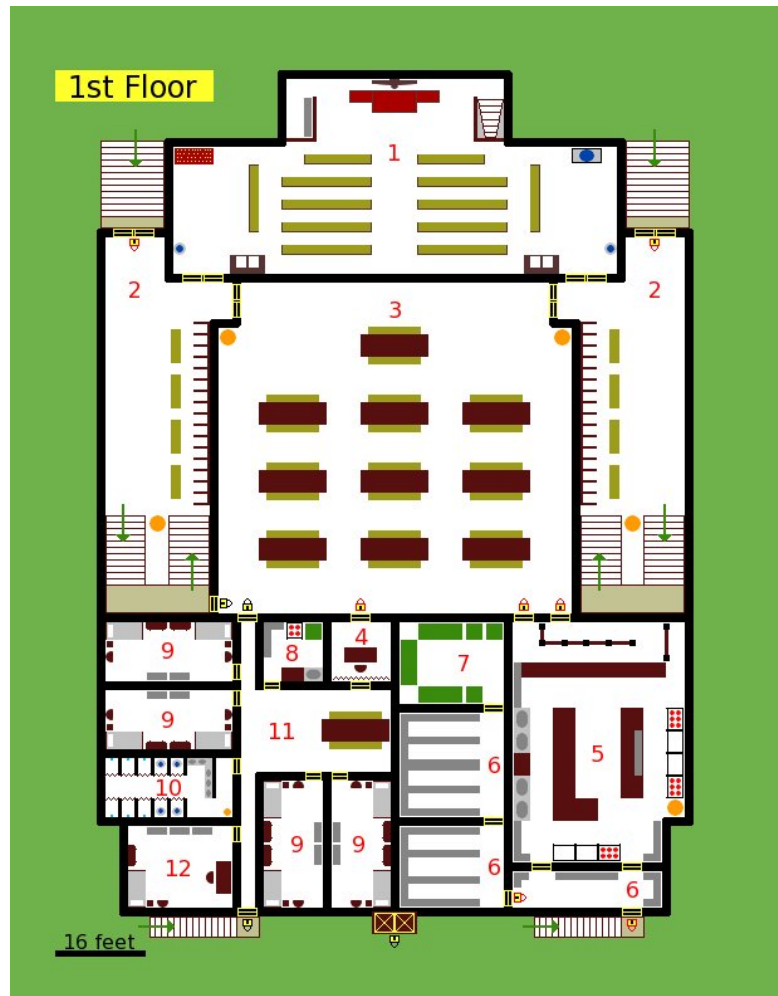
- Wake at 6am, the same as Monday to Friday.
- Bathe and dress
- Breakfast, cold cereal and milk.
- Sunday Mass at 8am, with getting the kids in and out of the chapel, this takes an hour.
- Bible study.
- Lunch at noon, a sandwich with water.
- Bible study.
- Dinner at 7pm, a sandwich with juice to drink.
- A free hour.
- Bed by 9pm
- Lights out at 9:15pm

## First Floor

The main things on the first floor are the chapel, convent, kitchen, and dining hall. The convent is out of bounds to anyone not a nun. The main door to the convent is just off the dining hall and is always locked. The orphans can't help but spin tales of what lay beyond that black door. Also, the most dreaded room in the orphanage, Mother Superior's office, is just off the dining hall. Locked doors are noted with padlocks, black ones are always locked, red ones are locked at some times (often at night) and unlocked the rest of the time.

### 1 – Chapel

The chapel matches the building, being dark, rich wood panels and cool, solid stone. It's beautiful yet disturbing at the same time. Just about everything any Catholic church has in it is here, pews, an altar table, a massive crucifix, a baptismal font, a lectern, confessionals, votive candles, etc. Father Sweeney performs mass here daily and attendance is mandatory for all children. There is a stairwell that leads to a basement storage room, which is locked. Two sets of double doors, located next to the confessionals, lead out to the two entry halls. Next to each set of doors is an ornate font for holy water. Sister Delores is often here, kneeling before of the altar and praying.



### 2 – Entry Hall/Mud Room

There are two entry halls, which are virtually identical mirror images of one another. The walls are dark wood panels and each hall has coat racks and benches along the inner wall. These are for the children to use, as such they are filled with hats, coats, scarfs, gloves, and galoshes. This cold weather clothing is well worn as the children must go out during the cold or wet weather often enough. Closer inspection shows the clothing to have been patched multiple times. Each entry hall has three sets of wide double doors and a stairwell. One set of glass and wood doors opens to the outside, one set of solid wood doors leads to the chapel, and the last set of glass and wood doors allows entry to the dining hall. The wooden stairs lead up to the second floor. Set on the wall of the stairwell's landing are large tapestries which depict the martyrdom of saints. Each stairwell has a different image. (see Fig A, and Fig B) These landings, like the ones between the 2<sup>nd</sup> and 3<sup>rd</sup> floors, also have access to the fire escapes mounted outside. Waste bins are next to each staircase.

### **3 – Dining Hall**

This large room is located in the center of the first floor. Ten massive, sturdy, simple, wooden tables take up most of the floor space. Each table has two long wooden benches for seating. Three of its four walls are wood panel while the fourth is plaster. Two sets of double doors lead to the two entry halls and the plaster wall between them sports a chilling fresco. (see Fig C) There are five other doors, two lead to the kitchen and are used by the children as they lineup to get meals. The middle door is often open, especially during mealtimes, and leads to the Mother Superior's office. The door next to that is always locked. All that the children know is that sisters are the only ones seen to enter or exit that door. Speculation is rampant and the sisters frown upon it. The last door is also locked at all times and rumor says it leads to the basement but no child is allowed down there. Children questioning the sisters about these doors are told to mind their own business.

### **4 – Mother Superior's Office**

This small office is where the Mother Superior works and where the children go for discipline. Dark wood panels line the walls and a large and imposing wooden desk and chair, used by the Mother Superior, take up much of the room's floorspace. But what truly dominates this room is the tapestry hanging on the wall behind her desk. (see Fig D) The tapestry hides another door leading to the convent's common room. This is the door Mother Superior uses to enter and leave the convent. The effect being that the children only see her enter and leave the office by the door to the dining hall. To them, she seems to live in the office, sitting behind that desk. In the morning, she comes out of the office, opening the door to the dining hall to keep an eye on the children. After the evening meal, the children see her enter the office and close the door.

A small strongbox in one of the desk drawers holds petty cash, most often less than forty dollars and some change. The desk also holds *the* key ring and any door in the orphanage can be open with one of the keys on that ring. The ring is huge and has about fifty keys on it, only thirty of which are used and none are marked or labeled. These are not the only keys, at least for some of the locks. As example, every sister has a key to the convent door, Mrs. Griffin has keys to the kitchen and food storage areas, Mr. Kane has a key to the basement door in the dining hall, and Father Sweeney has a key to the chapel storeroom. Unless the Mother Superior is in the office, the door to the dining hall is closed and locked.

### **5 – Kitchen**

The kitchen is large and moderately well equipped. With multiple stoves, stacked ovens, and two large industrial mixers, the staff could make meals for several hundred people. While that is not currently necessary, all the kitchen's equipment is still well maintained and clean. The serving counter is located by the doors leading to the dining hall. Heated compartments keep the food warm and a glass partition keeps unwanted hands out of the food while Sarah or Kathy serve the children as they file past. Mrs. Griffin runs a tight kitchen and while the food may not be liked by the children, it is the best that can be done with what is at hand. She also makes sure the children get one dessert a week, often a bit of cake or pie with Thursday dinner. Other meals rarely have a dessert, exceptions being some holiday meals.

### **6 – Kitchen Supplies / Food Storage**

These rooms are filled with shelves which contain all the supplies, canned goods, and dry goods used by the kitchen. The room directly off the kitchen holds supplies, pots, pans, cleaners and other non-food items. The next room is for dry goods and the last room is where the canned goods are. There is

enough food stored in these rooms to feed the children for months.

## **7 – Cold Storage**

Three refrigerators and three large freezers fill this room. The floor is tiled and the walls are simple wood slats. A single naked bulb hangs from the ceiling. Its light is harsh. All the food requiring cold storage is kept here. Mr. Kane often has to work on one of these appliances to keep it running. It is not uncommon for them to breakdown. The drain located in the center of the tile floor helps with the mess that comes from a refrigerator or freezer defrosting.

## **8 – Convent Kitchen**

A simple kitchen with a tiled floor and plaster walls, a few refrigerator magnets with inspiring bible quotes are the only decoration. The sisters use it exclusively, taking turns preparing the meals. Only their meals are made here and as such they do not take part in any meals made in the main kitchen. All the food and equipment they need to operate the kitchen is here. There is a waste bin under the sink.

## **9 – Sisters' Cell**

These rooms are where the sisters, two in each room, live and sleep when not working with the children. The space is spartan and modest. Each sister has a simple bed, a chair, a small table, a wardrobe, and a shelf. The only other decoration is a crucifix. Personal effects are minimal and generally restricted to a few books and some photos of family and friends.

## **10 – Convent Baths**

The bathroom and showers used by the sisters can be found here. This is the only room in the convent with a mirror. Plain white, vinyl curtains separate each stall and provide some privacy for the occupant. The walls and floors are tile. There are drains set at various points in the floor to allow easier cleaning. A waste bin is near the entrance.

## **11 – Convent Common Room**

The sisters have their meals here. Some will relax here when they have free time, most often by reading a book or listening to the radio. One of the two radios in the orphanage is located in this room. The Mother Superior is not fond of the radio and will quickly speak up if the air waves carry in something she does not approve of. As a result, it spends much of its time on the gentle AM stations or news stations as most FM stations are too offensive.

## **12 – Mother Superior's Cell**

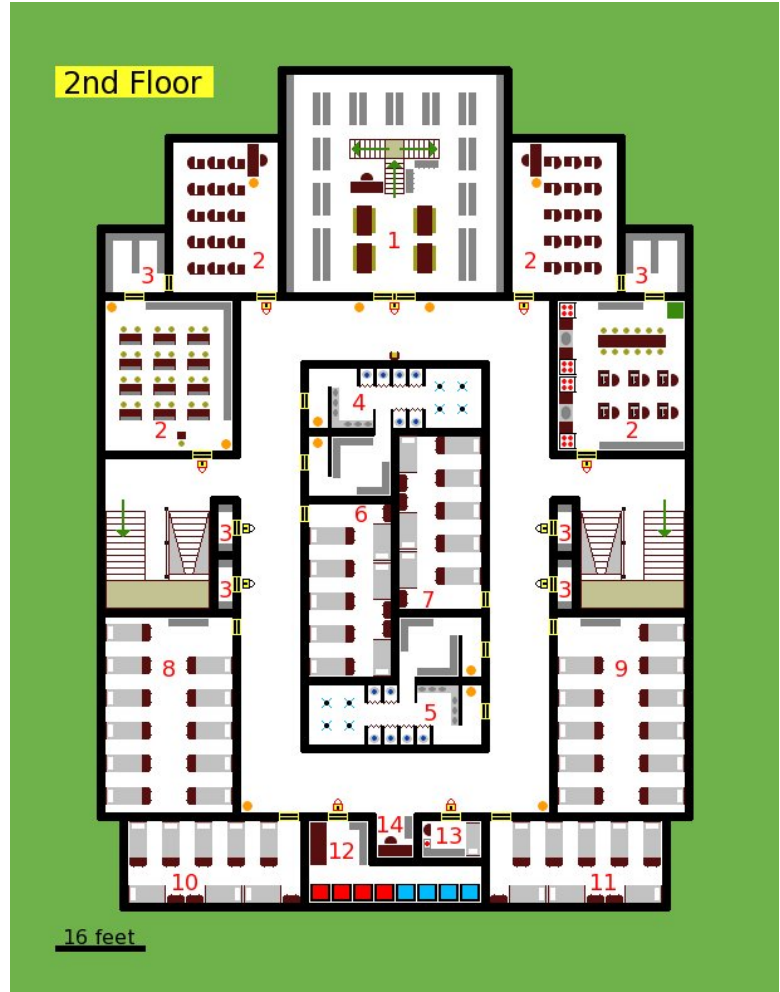
When not in her office or taking meals with the other sisters, the Mother Superior is here. This is where she sleeps, relaxes, and works. Her room contains a bed, a chair, a wardrobe, a small table, a few shelves, and a work desk which she uses for work not related to the orphanage's business as well as her personal business. Her journal is in the bottom drawer of the desk.

## Second Floor

A great deal of the children's time is spent on the second floor, between the dorms, the classrooms, and the library. One of the dominating features of the second floor is the grandfather clock. Located just outside the library, this clock chimes the hour loudly enough to be heard on both the first and third floors. Locked doors are noted with padlocks, black ones are always locked, red ones are locked at some times (often at night) and unlocked the rest of the time.

### 1 – Library, lower level

The library is a massive two level space filled with bookshelves and the books that occupy them. A central staircase leads up to the second level. The room is all wood, dark and rich, from the wall paneling to the shelves to the staircase to the tables and benches. The card catalog is next to the stairs, opposite the librarian's desk. Sister Betty is often found here, when she is not off shelving books, sitting at her desk by the stairs. As far as the books go, this is a well stocked library and Sister Betty will encourage children that show a desire to read. She also needs the assistance of someone to help her get the books to the upper level for shelving as she is not as young as she once was.



### 2 – Classroom

There are four classrooms. Two are traditional school classrooms, with blackboards, chalk, and desks. These seat about fifteen students each and are used for most of the normal school classes. The library is used for overflow and can hold another dozen children. The other two classrooms are for vocational training. One for the boys, in which they learn how to use tools. Basic appliance repair, carpentry, plumbing, and wiring are taught by Mr. Kane. The other one, being for the girls, teaches cooking, sewing, sewing machines, knitting, and other types of needle work. Sister Florence is often teaching this class. Additionally, any girl that shows interest is encouraged to take up the habit and is given special classes to aid her in that endeavor. The vocational classes are also income generators for the orphanage. The children practice by repairing donated or found appliances and clothing. These items are then sold to make some money for Grace Home. Additionally, all the repairs of the orphanage's equipment and the children's clothing are handled in these classes as well. It should be noted that, with the exception of the very young children, these classes are segregated by gender, all male or all female.

### 3 – Storage Room

There are six different storage rooms on the second floor. The two larger rooms, by the classrooms, are used to store class related material and items to be repaired in the vocational classes. Of the four smaller storage rooms, one holds cleaning supplies, rags, squeegees, mops, buckets, brooms, and other such items. Another holds bathroom supplies, toilet paper, paper towels, soaps, bath towels and washcloths. The other two are for bed linens and some miscellaneous items.

### 4 – Boys' Locker Room/Baths

Two doors lead into this space, one to the locker room and the other to the bathroom. Waste bins are found near the entrances. All the facilities required for maintaining the boys' hygiene can be found here. Sinks, counters, toilets and showers, all in porcelain and tile. Large mirrors hang over the sinks. The children are expected to conduct themselves well, get in and out with haste, and accomplish the required tasks of personal hygiene.

### 5 – Girls' Locker Room/Baths

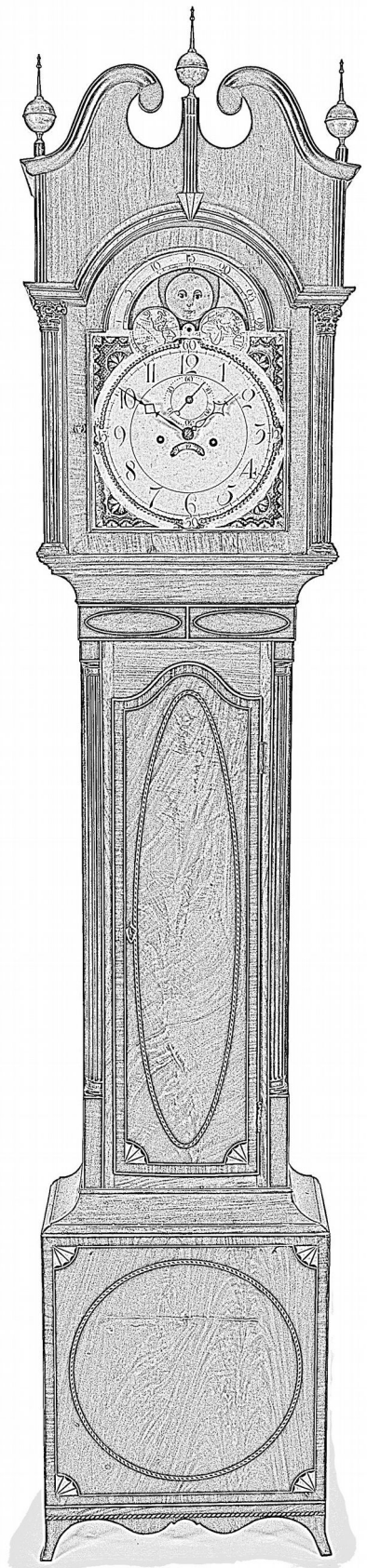
Two doors lead into this space, one to the locker room and the other to the bathroom. Waste bins are found near the entrances. All the facilities required for maintaining the girls' hygiene can be found here. Sinks, counters, toilets and showers, all in porcelain and tile. Large mirrors hang over the sinks. The children are expected to conduct themselves well, get in and out with haste, and accomplish the required tasks of personal hygiene.

### 6 – Young Boys' Dormitory

This dormitory is used by boys age 8 and under. Each of the eight beds has a dresser at its foot which is used for clothing and personal items. There are no locks, so, no privacy and no where to secure personal items. Each child is responsible for making their own bed and keeping their dresser in order. The sisters inspect these areas daily and punish any child that fails to maintain their space correctly.

### 7 – Young Girls' Dormitory

This dormitory is used by girls age 8 and under. Each of the eight beds has a dresser at its foot which is used for clothing and personal items. There are no locks, so, no privacy and no where to secure personal items. Each child is responsible for making their own bed and keeping their dresser in order. The sisters inspect these areas daily and punish any child that fails to maintain their space correctly.



## **8 – Middle Boys' Dormitory**

This dormitory is used by boys age 9 to 11. Each of the eleven beds has a dresser at its foot which is used for clothing and personal items. There are no locks, so, no privacy and no where to secure personal items. Each child is responsible for making their own bed and keeping their dresser in order. The sisters inspect these areas daily and punish any child that fails to maintain their space correctly.

## **9 – Middle Girls' Dormitory**

This dormitory is used by girls age 9 to 11. Each of the eleven beds has a dresser at its foot which is used for clothing and personal items. There are no locks, so, no privacy and no where to secure personal items. Each child is responsible for making their own bed and keeping their dresser in order. The sisters inspect these areas daily and punish any child that fails to maintain their space correctly.

## **10 – Older Boys' Dormitory**

This dormitory is used by boys age 12 and over. Each of the eight beds has a dresser at its foot which is used for clothing and personal items. There are no locks, so, no privacy and no where to secure personal items. Each child is responsible for making their own bed and keeping their dresser in order. The sisters inspect these areas daily and punish any child that fails to maintain their space correctly.

## **11 – Older Girls' Dormitory**

This dormitory is used by girls age 12 and over. Each of the eight beds has a dresser at its foot which is used for clothing and personal items. There are no locks, so, no privacy and no where to secure personal items. Each child is responsible for making their own bed and keeping their dresser in order. The sisters inspect these areas daily and punish any child that fails to maintain their space correctly.

## **12 – Laundry**

This is one of the few rooms with an outside wall that lacks windows. The large ones were bricked up and replaced with small, high set windows to accommodate the several large commercial washers and dryers found here. Detergent, bleach, laundry carts, and a folding table are also here. When the gas powered dryers are running it can get unbearably hot even with the tiny windows open.

## **13 – Infirmary**

Sister Helen and sister Bonnie are certified nurses. The infirmary can handle the needs of common injuries or illnesses. So, cuts, bruises, sprains, minor illness, and the like can easily be cared for. All manner of medical supplies are stored here, bandages, antiseptic, gauze, splints, slings, sutures, thermometers, a few antibiotics, aspirin, electrolyte solution, even a blood pressure cuff and a stethoscope. There is even a bed, used to isolate a sick child if necessary.

## **14 – Ward Station**

The night ward, most often sister Evelyn, can be found here after lights out. Sister Evelyn may spend half the night at this desk, reading. The rest of the time she is walking the halls or taking care of other business. From time to time some other sister will take over if sister Evelyn is unable to perform this duty. The main purpose of the night ward is making sure the children do not wander about and get into some mischief. Hence, the ward station is located closest to the older children. Finally, all the common toys are stored here, in a locked cabinet. Children may request to use them during free time.



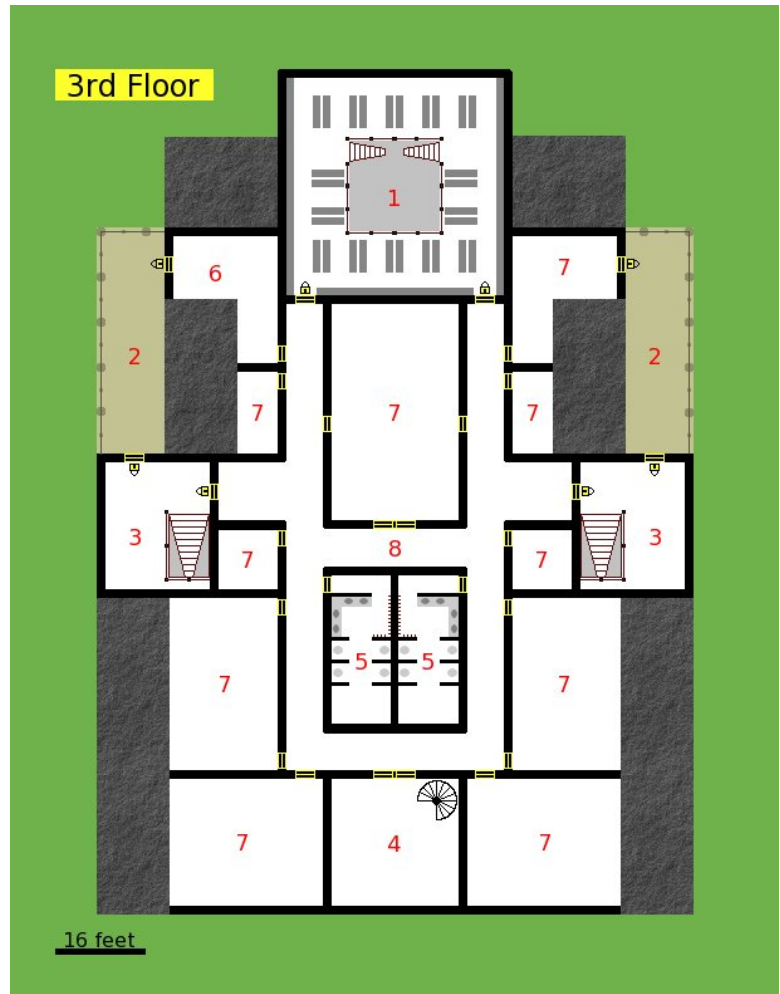
## Third Floor

Most of this floor has been closed off for years. It is not lit, nor is it heated. All the inner shutters and drapes are closed so even in the day it is nearly pitch black in every room and hallway. The floors and rooms are musty, damp, and dusty. Cobwebs are everywhere. Locked doors are noted with padlocks, black ones are always locked, red ones are locked at some times (often at night) and unlocked the rest of the time.

### 1 – Library, upper level

The library is a massive two level space filled with bookshelves and the books that occupy them. The upper level has an open area with railing that looks down on the lower level common area (where the tables are). Sister Betty is generally on the lower level but will get up here if she suspects mischief is afoot. She makes mental note of which children are up here and will take note if they are gone too long.

Just as with the lower level the room is all wood, dark and rich, from the wall paneling to the shelves to the staircase. Finally, there is a locked bookcase for special books. Books that are very old or hard to find are stored here. The special shelf is located in the center of the inner wall bookshelf. This section of the shelf is out of the sunlight and covered with a solid wooden shutter which creaks loudly when opened. The key is in sister Betty's care. Also on the inner wall are two strong, solid, locked doors leading to the third floor's main hallway.



### 2 – Open Air Balcony

There are two large balcony areas. A stone balustrade covers two sides of the balcony and is the only thing protecting one from the thirty foot drop. Seen as dangerous for unattended children, they are currently locked. Sister Gloria has been known to take children up in small groups for very special stargazing events. There is a telescope just for these occasions.

### 3 – Stairwell

There are two stairwells leading to the third floor. This space is used as a convenient storage area, many folding chairs and tables are located here. Also, other things that are not used all the time but often enough that they don't get stored in a harder to reach location. So there are many stacks of boxes



and tarp covered objects here. Children are often told to bring something down from or move something up to one of the stairwells. The doors to the other sections of the third floor are locked. These two stairwells and the upper level of the library are the only areas on the third level open to the children on a regular basis.

#### **4 – Tower, lower level**

Someone has been here much more often than in any other area of the locked third floor. A wrought iron spiral staircase leads up to the tower's upper level. The room is mostly empty with the exception of an easel and a small stand with paints on it. A covered canvas on the easel shows a very disturbing, yet incomplete, painting.

#### **5 – Bathrooms**

These bathrooms do not function, the water has been cutoff. There is a faint smell of rat musk in the air. One of the shower areas has the long dead, near mummified, remains of some furry creature upon its floor.

#### **6 – Storage Room**

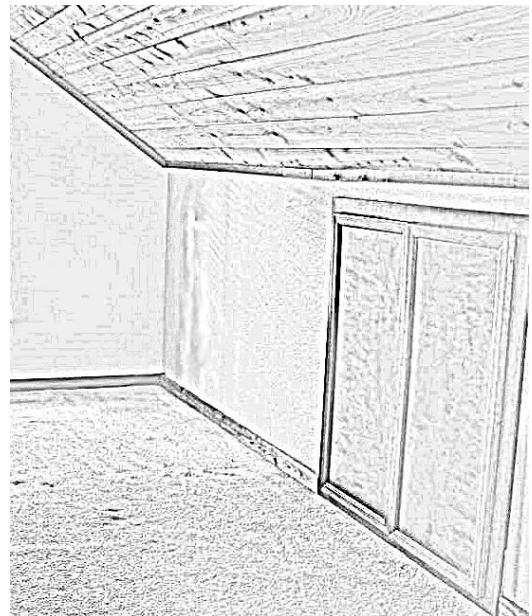
This is a storage room, like any of the others but with two differences. First, the telescope that sister Gloria uses is kept here when not needed. Second one of the two gable dormer windows here is unlocked. It would not be impossible for a child to reach, open, and enter by this window from the balcony (area #2) next to this room. Once inside, the child would have access to most of the third floor.

#### **7 – Storage Room**

When the third floor was closed down it became a storage area. Every room has something different in it. Stacks of boxes, furnisher covered by tarps, and a wide array of odds-and-ends. Many of these rooms have a slanted wall due to the slope of the roof. Gable dormer windows are common in these rooms with slanted walls. Also common, are storage compartments under the eaves with a small door leading into them.

#### **8 – Main Hall**

The floor of the hall is covered in dust. Faint tracks can be seen where the dust was disturbed. The tracks lead back toward the tower (area #4). There is a smell of animal musk in the air. Dark corners conceal the source of the occasional skittering sound.



## Fourth Floor, Attic

This floor is exclusively storage space.

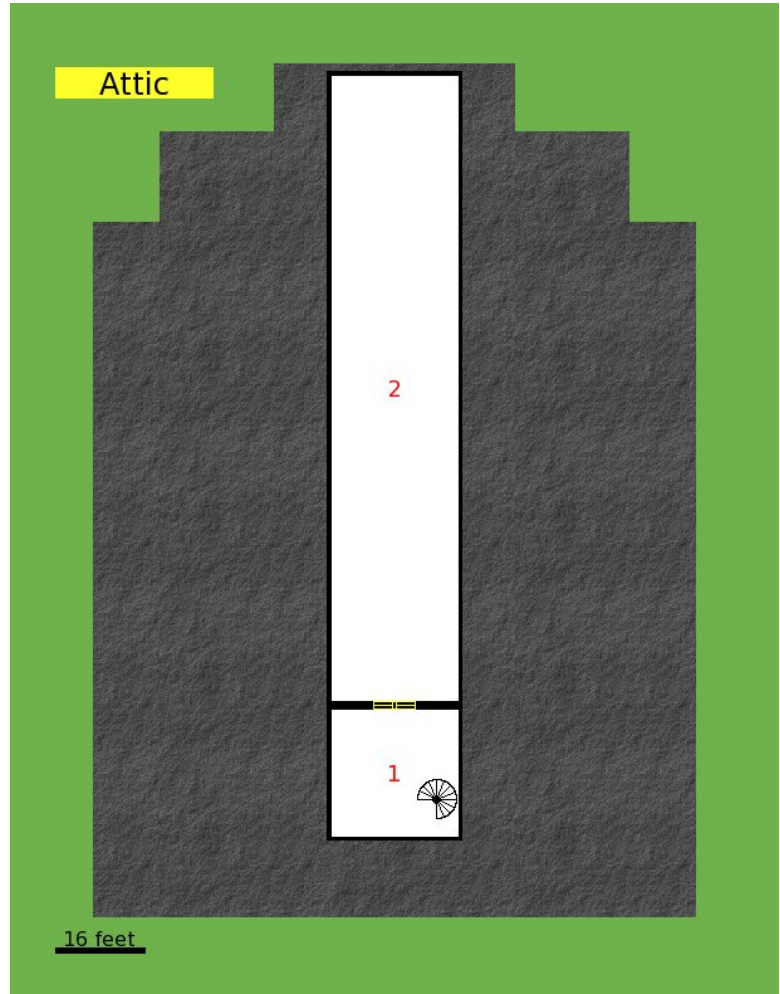
### 1 – Tower, upper level

Long ago there were bells here. Now it's storage and bird space. Pigeons roost in the rafters. A beautiful wrought iron spiral staircase leads down to the tower's lower level. There is a fair amount of empty space in this room. And the ceiling is easily fifteen feet high.

There is a trapdoor in the floor in front of the double doors leading to the main attic storage area. While it has been nailed closed it use to open into the third floor hallway. It was used to get larger items into the storage space via tack and pulley.

### 2 – Storage Room

This space runs almost the full length of the building. The ceiling slopes down with the roof. Ranging from about eight feet, in the center, to about four feet, at the outer edge. The walls have several access panels that lead to under eave storage compartments which are about four feet deep and full of stuff.



Two skylights are set in the ceiling. While both are closed, they are not locked. Their shutters are drawn so the light coming in is minimal.

Lots of boxes and chairs and other small furnishings are found here. Most of the items are covered by drop cloths. The smell of rat droppings and musty dampness are thick in the air. The floorboards creak and a few are weak enough to collapse under the weight of an adult. Noises are commonly heard behind the walls, scratching , scuttling noises.

## Basement

Children are not allowed in the basement for any reason. The walls are plaster covered brick and the floors are concrete. Locked doors are noted with padlocks, black ones are always locked, red ones are locked at some times (often at night) and unlocked the rest of the time.

### 1 – Chapel Storage

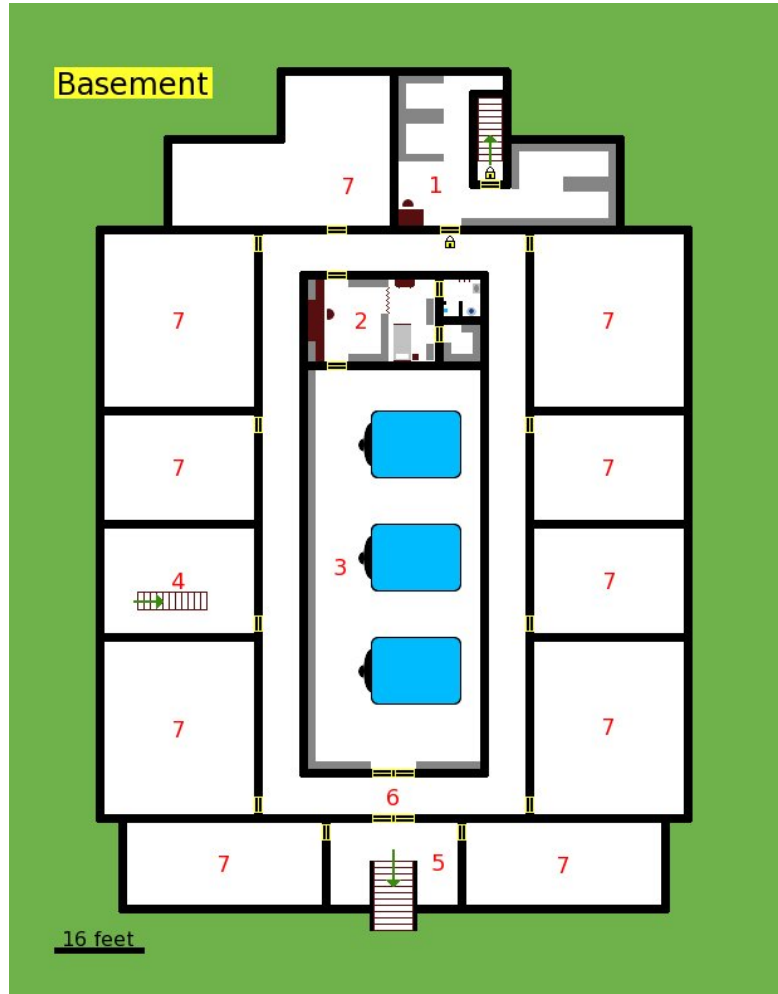
Everything the chapel needs but isn't currently using is stored here. Candles, incense, communion wafers, wine, and all manner of other items are found here. Father Sweeney has a desk here for times he needs to do something. There is a bottle of liquor in the bottom drawer, under some papers. It is only there for emergencies but those seem to be happening more often than one may think they should. The bottle is already half empty.

### 2 – Handyman's Room

Rather than one room, this is a set of rooms used as a living space by Mr. Kane. The suite includes a workroom, bedroom, bathroom, and a storage room. The workroom has a large work desk with a radio and a small black and white TV. A 1940's electric mini ice chest is under the bench. It is well stocked with beer. Under the bench, on the other end, is a large wooden box where Mr. Kane puts any items he confiscates from the children. While he most often eats what Mrs. Griffin makes, there is a hotplate on the workbench which he uses to heat soup. A brown curtain separates the workroom from his bedroom. This bedroom is simple with a single bed, a dresser, a small table and a few shelves. A windup alarm clock sits next to a lamp on the table by the bed. The bathroom is basic, having only a shower, toilet, and sink. The storage room holds clothing and some of his personal belongings. Many nights Mr. Kane can be found watching TV and rather intoxicated.

### 3 – Boiler Room

Three large boilers dominate this room. They were updated twenty years ago to operate on heating oil rather than a coal-fire furnace. During the winter two boilers are running, the rest of the year only one runs. Since closing the third floor all three boilers have not been needed. The boilers supply all the heat and hot water Grace Home uses. Finally, shelves lining two walls are used for all manner of tools and spare parts. Repaired appliances are stored here until they can be moved out for sell.



#### **4 – Basement Access Room**

Stairs lead up the the dining hall. This room holds things that are needed more often. A great many boxes of decorations are stored here, including christmas, thanksgiving, and July fourth themed items. Anytime such things are needed, Mr. Kane brings them up to the dining hall. One of the windows is unlocked and could be opened from the outside.

#### **5 – Old Coal Chute Room**

This was storage for coal back when the boilers were heated by a coal furnace. Now lawn tools are stored here. This includes rakes, shears, shovels, a lawn mower, and other lawn tools. The stairs lead up to storm doors, which are locked most of the time. Next to the stairs is an opening that was used to access the coal chute. The steel shutter covering it can be opened, allowing access to the basement for someone small enough to wiggle in via the ten inch hole.

#### **6 – Main Hall**

Lit only by two bare bulbs, this is an oppressive hallway. The first bulb is in the bend by the handyman's room and the other in the opposite bend by the old coal room. This leaves a great deal of the hall in shadow. Mr. Kane leaves these lights on until he goes to bed.

#### **7 – Storage Room**

Every room has something different in it. Stacks of boxes, furnisher covered by tarps, and a wide array of odds-and-ends. There are layers of dust covering everything in these rooms. All the windows are locked and obscured by grime.

## Adventures

Grace Home for Lost Children could be a setting for multiple adventures. These being for the same children or different children, as you like. What follows is only the first, *Alyssa's Playroom*.

### What is Alyssa's Playroom?

Alyssa's Playroom is a place in Closetland built by the ghost of Alyssa and a beast of the shadows. Children are being lured there and trapped. Here is how it came to be and what is going on there now.

#### The Bait

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Little Timmy loves books. Those that know him think he is a sweet boy. From the moment he arrived at Grace Home he has rarely spoken, keeping his small face pressed to one book or another. Recently, he found a new book. An old book. A special book. A diary written by a very lonely child. Two days later, little Timmy is gone. Vanished. The nuns say he ran away. But the children know better.

#### The Hook

---

Timothy Anderson (Little Timmy), age 10, was on the bus with the PC's when they came to Grace Home. From the moment they saw him it was easy to tell that this boy has been beaten by other children most of his life. Being very small for his age, he is seen as an easy target by some bullies. That first day, on the bus, he had a black eye and tape over a cut on his forehead. His palms were scraped badly from catching himself after being pushed down on asphalt. He is shy but will talk to anyone if they are nice to him. Otherwise, he remains silent and reads.

One week after arriving Timmy finds a book in the upper level of the library. It was sticking out from under one of the locked doors along the back wall. Two days later, or rather two nights later, Timmy gets up in the night and sneaks out. Lisa Jones, also sneaking around in the night, sees him go up the stairs to the third floor. By the time she gets there he is gone. Sounds and movement in the darkness spook her. She runs back to bed so fast she almost gets caught by sister Evelyn.

The nuns have informed the police, but they have counted this as just another runaway. It has happen many times before. As they say, Grace Home is locked at night but it's not a prison. Indeed, a determined child can get out. While the doors and windows are locked, the fire escape is required by law to be accessible. While the nuns are vigilant they are human as well. As is always the case, the police filled out a report and filed paperwork. Little Timmy is now a statistic.

That old book Timmy found was on his bed. Lisa wants to investigate the third floor but doesn't want to do it alone. Something is not right up there.

#### How It Happened

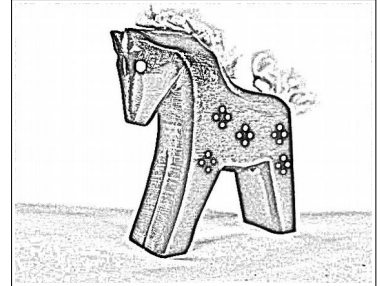
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The ghost of another lonely child has lured Timmy into Closetland. The diary holds many mundane entries and a few fantastic ones detailing the adventures of a little girl named Alyssa and her magical horse, Colt. Colt is a wonderful fire-engine-red, four inch tall, wooden horse with a white yarn mane and tail. When Alyssa needs him, Colt comes to life and takes the little girl away from danger and off to a magic land of tea parties with cookies and beautiful far away places and the handsome prince who

always greets her with a smile. The last few entries tell how Alyssa lost Colt and fell into despair. During these entries the “shadow” taunts her with chilling messages from Colt. In the final entry Alyssa vows to break into the third floor because the “shadow” tells her Colt is there and he is very scared and alone. The last line in her diary is,

Colt has always been there for me so I'm gonna be there for him!

Alyssa was at Grace Home in the winter of 1969. Colt was her special toy, a wooden horse carved for her by her father, a firefighter nicknamed Colt. Not long afterward, he died in a fire and Alyssa's mother was hospitalized for hysteria. Alyssa was sent to Grace Home. It was suppose to be a short stay, until her mother recovered, but Alyssa would never go home.



The creatures of Closetland have long enjoyed Grace Home as it is a nexus of troubled children. Alyssa was one of the few children that fought the despair. Colt gave her hope and pleasure, two things that Closetland dislikes in a child. Unless, of course, they get the chance to rip it all away. That's just what one little shadow beast did. He took Colt and then taunted Alyssa with tales, whispered in the dark, of the horrors Colt was being subjected to. On a dark and stormy night it lead her up to the newly sealed off third floor with the promise of getting Colt back. All night long the shadow beast played with Alyssa on the third floor. Her terror was a treat for all of Closetland! But the little shadow beast was new and pushed the girl too hard. In the blackest hour before dawn her terror took her out on the balcony, from which she fell. The next morning, her shattered body was found in the courtyard.

Having broken its toy, Alyssa, the shadow beast dropped the now useless little wooden horse by the attic skylight, the place from which it had watched Alyssa die. Now, Alyssa's ghost walks the third floor forever searching for Colt. As time passed, her ghost became stronger. When she was strong enough to be noticed by the living the shadow beast returned, looking to redeem itself for the lost of Alyssa. It had a new plan for the girl and it began with getting the ghost to Closetland. Over time the ghost of Alyssa became very lonely and she, with the shadow beast's help, created a playroom in Closetland. These years of despair and loneliness twisted the little girl's ghost into something horrid. She just wants the pain to end, so anyone that she gets in her playroom she will keep there to play with and distract her from her suffering. This plays directly into the plan that the shadow beast came up with, using Alyssa to lure more children into Closetland. Which is just what happened to Timmy.

Finding and reading her diary, Alyssa's words and stories captured Timmy's heart and imagination. He began to feel close to her. That connection allowed Alyssa to touch his dreams and she called to him. Asking him to help her find Colt, she lured him to the third floor. The shadow beast was happy and in its glee decided to have some fun. It chased Timmy a bit, then Alyssa “rescued” him by opening the playroom's door. He entered and now he is trapped in Alyssa's playroom in Closetland. As much as she likes having Timmy she wants more company and will try to lure other children in. Anyone that reads her diary is in danger of hearing her call. She will try to get them to the third floor, at night.

The fact that this is new to her will mean that she makes mistakes. With more than one captive she may not notice when one makes a break for it. The shadow beast visits the playroom at times and will hinder escape when it is there.

Those trapped in the playroom will have tea parties with Alyssa. They will also have to take part in the fruitless search for Colt, there is an unending supply of shadowy forest paths and dark, cold, hills to search. All of them within the playroom. The shadow beast helps by providing terror at the appropriate times. Other activities are possible as well, basically any game a little girl may like to play. Whatever the game, it will be darkly twisted just as Alyssa's ghost is.

## **The Resolution**

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I subscribe to the philosophy that the last page is written by the players. So, if they come up with a good resolution, go with it! It will always be more satisfying for them if they feel like the end was something they came up with. Whenever possible, let them own it.

That said, here are a few ways to end things.

- Sacrifice someone. Once in the playroom someone stays behind to hold Alyssa's attention while everyone else escapes. This will not stop Alyssa from taking other children.
- Find Colt and return him to Alyssa. This will remind her of who she was and break the shadow beast's hold on her. The playroom crumbles and the children can escape. Alyssa gets peace.
- Close the playroom's door. Alyssa's diary is her link to this world. If it is destroyed she will not be able to lure other children into Closetland. At least not for a long while.
- Find Colt and for the child that believes, the horse will come to life and carry them all out of Closetland. Because Colt is her horse, this includes Alyssa.

## **Other Adventure Ideas**

There is room for any number of adventures to take place in Grace Home. What follows are a collection of ideas that may spark an adventure idea for you. These are currently incomplete but I may flesh them out later.

### **What's in the attic?**

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Children tell stories and one of them says that there is a room on the upper floor that was a nursery from the old days. It is full of cribs, dozens and dozens and dozens...maybe hundreds! And those cribs have ghost babies in them. All the babies that died here over the years. They all cry in the dark of the night. The ones that cry the loudest are the dozen that Old Lady Grant threw out the tower window one dark and stormy night.

### **What's in the basement?**

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“That mean old man took my baseball and I want it back!” Mr. Kane takes things from the boys. Basically, anything distracting a child from class can and will be confiscated. He has a box in his room, in the basement, where he keeps these things. There are a dozen different stuffed animals, baseballs, pocket knives, marbles, jacks, yo-yos, army men, and so on. Sometimes he gives the item back after a few days, but only if the child “shapes up.”

### **Why is Grandfather so creepy?**

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The grandfather clock in the second floor hallway, called Grandfather, has an ominous feel about it. In the dark of the night some say they hear sounds, scratching sounds, coming from behind the clock's door. Others claim to have seen light inside it.

### What was that sound?

Lisa Jones is a bright eight year old girl. Some of the sisters say too bright. She has been caught out after lights out twice in the last few months and is suspected of having been out more than that. Sister Evelyn has taken a special interest in this young girl and her nocturnal activities. So far, she has been unable to catch the girl doing more than roaming the halls. Should they continue, Lisa's activities will get her into serious trouble with the nuns.

Lisa knows a great deal more about Grace Home than most other children. She has not been able to get into the basement but the third floor has a way in and she knows it. She has been through the unlocked gable dormer window in the telescope storage room. The rooms are all dark and scary so she doesn't explore much. If she could just get a light of some kind. She tried matches, but they are hard to get and don't shed enough light or last long enough to be of much use. She still has a box with eleven wooden matches in it.

### You call this art therapy?

Someone, an adult, has been touched by Closetland. But who and why? The lower tower (area #4 on the third floor) has an easel, paints, and paintings in it. The paintings are twisted images of pain and anguish. There are tracks in the dust of the main hallway going to and leading from this room.

### What's with that kid?

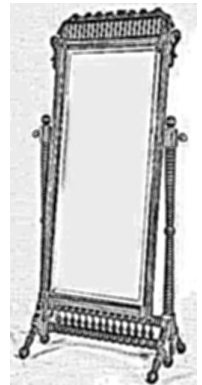
Another bus came today and four new arrivals joined Grace Home. Soon it is apparent that these children are not like other children. Something is wrong with them. Very very wrong with them. These kids serve Closetland and they want nothing more than to spread the love.

### That's not an improvement?

There have been a rash of adoptions. Three in the last month. Most children don't get adopted after the age of two so this is odd. What's even stranger, is that it looks like the same couple adopting the children. These people make Gomez and Morticia look normal. The nuns don't seem to notice this yet every child does. But, who listens to children?

### Who is the fairest of them all?

One of the storage rooms on the third floor has a large, beautiful, antique mirror covered by a cloth. In 1923 the mirror came to Grace Home with a young woman who wanted to be a nun. She was not really of the type to be a nun but the type to fantasize about being a nun. The romantic story of the broken hearted girl running away to the convent appealed to her. She was toying with that in real life. Her young lover felt wronged by her flight and came after her. Finding her in the care of nuns and thinking of taking the habit was the final indignity. For what she had done and was doing the young lover came to her in the night and murdered her beneath the soft pale glow of the full moon. Her deeds, the murder, the moon, and the mirror trapped her soul behind the glass where it has stayed until this very day. Given the chance she will take a beautiful girl child into the mirror and use her to escape the mirror's prison.





## Artwork

**Figure A**

This tapestry is a reproduction of a famous work of art by Palma Giovane depicting the martyrdom of Saint Lawrence. It hangs on the wall over the midpoint landing of the left entry hall's stairwell. Anyone taking the stairs to the second floor has to walk by this fifteen foot wide, eight foot tall image.



**Figure B**

A reproduction of a famous work of art showing the martyrdom of Saint Justina. The original was created by Paolo Veronese in the 16<sup>th</sup> century. This tapestry hangs in the right entry hall's stairwell, on the wall over the landing. It measures over twelve feet wide and almost ten feet high.





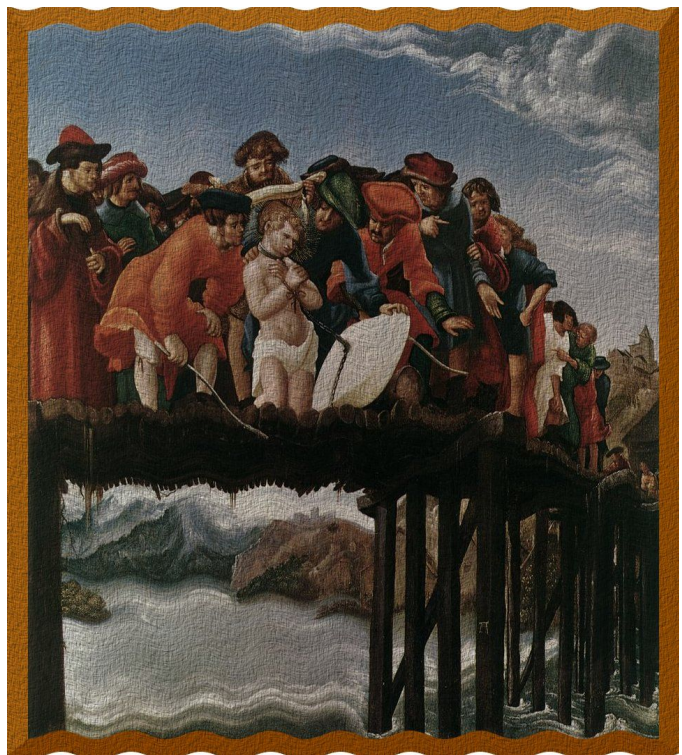
### Figure C

This masterwork reproduction is a fresco based on a painting called “The Christian Martyrs' Last Prayer” by the French artist Jean-Leon Gerome. Painted over thirty years ago, it is found in the dining hall. It runs, floor to ceiling, on a twenty foot section of the wall between the two main entrances.



### Figure D

This tapestry is a scene showing the martyrdom of Saint Florian and is another reproduction of famous artwork. The original painting, by Albrecht Altdorfer, is on display in the Galleria degli Uffizi, Florence, Italy. Measuring eight feet by nine feet, the tapestry covers the far wall of the Mother Superior's office. Many a child has stared at this image and imagined feeling like Saint Florian as they face the Mother Superior, almost feeling the millstone's weight and seeing the water below. Knowing what is going to happen next and knowing that you cannot avoid it.



## Addendum

So, since the release of *Grace Home for Lost Children* I have had requests for a little more information, in particular, more about *Alyssa's Playroom*. As it stands, I don't spell out a great deal of details regarding what would be experienced by players in this section of Closetland and that's done on purpose. The story is expressed in broad strokes so the Storyteller can personalize it, indeed, must personalize it to some extent. However, I realize that method doesn't work for everyone. Some GM's may be new to Little Fears and others may not have the time to do the extra work. I'd like to offer a bit more for them as well as any that are just curious about how things could go. While I'm not going to change what was already done, what I will do is share some of my notes used as we played out *Alyssa's Playroom*. Think of it as potentially inspirational material.

My view of the Playroom is a nightmarish version of Alice in Wonderland. Gardens, overgrown with weeds, thorny vines, and grabbing creepers. Stone lined paths snake through it with a few patches of gargantuan mushroom sprinkled along the ways.

Surrounding the gardens are deep and foreboding forests upon rolling hills. Unfriendly eyes shine in the deep shadows beneath the trees and the unsettling silence is broken only by the sway of the trees in rare gusts of hot wind and the occasional growls of unseen beasts. Going far enough, reveals a rocky shore licked by blood red waves of a rough and rolling sea. Beyond the horizon, the sea falls away into an abyss of nothingness. A perpetual waterfall into the void.

One section of the garden has a three sided ruin of a massive room having rough stone walls and a black and white checkerboard tile floor. More thorny vines of blood red roses creep up the walls. A long warped wooden table covered in mismatched tea sets along with a variety chairs and stools set around the table dominates the "room". Its ceiling is open to the sky. A sky of murky light and horizon-spanning banks of dark, yet psychedelic, multi-colored clouds writhing and flowing with constant motion like ink poured in water. Random flashes of lighting silently arc from cloud bank to cloud bank. Drifting at various distances against this Heavy Metal sky, creatures like great malformed nightmarish whales covered in short squirming tentacles and swathed in clouds of dark birdlike shapes wheeling and banking about ride the breeze. A hot breeze that brings both an earthy, damp, vaguely rotten smell along with an out of place soft whale song. The sound being eerie, yet beautiful.

This is the backdrop for Alyssa's games. Some of her favorite games include hopscotch and jump-rope however, nothing compares to the daily tea party! The children she brings here are coerced into playing her games. Always, the shadow beast is close by, sometimes watching the "fun" and even helping to motivate the slow-to-play child with fears dredged up from centuries of experience that come from tormenting and frightening children.

Should Colt be returned to Alyssa the Playroom will shudder and crumble. Everyone must flee or face oblivion as this pocket of Closetland is unmade. Alyssa will find peace with Colt.

And that is all for now. Thank you all, these interactions have been a source of enjoyment for me. I do hope you find this late addition useful. Happy Halloween!

WRG, October 2017

## Maps

The following maps detail Grace Home for Lost Children. Some areas have two versions of maps. One is uncensored, having everything on it, and is for use by the GM. The other has sections of the map blanked out. These maps are for the PC's and shows the areas they will know from the start of the game. There are areas of the orphanage that are out of bounds to all the children. Unless a child breaks in or sneaks in, they will have no knowledge of what is in the forbidden areas. Both the attic and basement will be totally unknown to the PC's. Meanwhile, all areas of the second floor are known.

Shown below is a legend detailing the meaning of symbols used on the floor maps.

1 – Stove with burners and oven

2 – Stacked ovens

3 – Refrigerator / freezer

4 – Sink

5 – Dryer, clothing

6 – Washer, clothing

7 – Bed

8 – Dresser

9 – Table / desk / counter

10 – Pew / bench

11 – Shelf / bookcase

12 – Chair

13 – Work desk with stools

14 – Sewing machine

15 – School desk

16 – Grandfather clock

17 – Stairs, going up

18 – Stairs, going down

19 – Stairs, spiral

20 – Railing

21 – Overlook / landing

22 – Door



1



9



17



24



2



10



18



25



3



11



12



26



4



12



19



27



5



13



20



28



6



14



21



29



7



15



22



8



16



23

23 – Waste bin

24 – Bathroom stall with curtain

25 – Shower stall with curtain

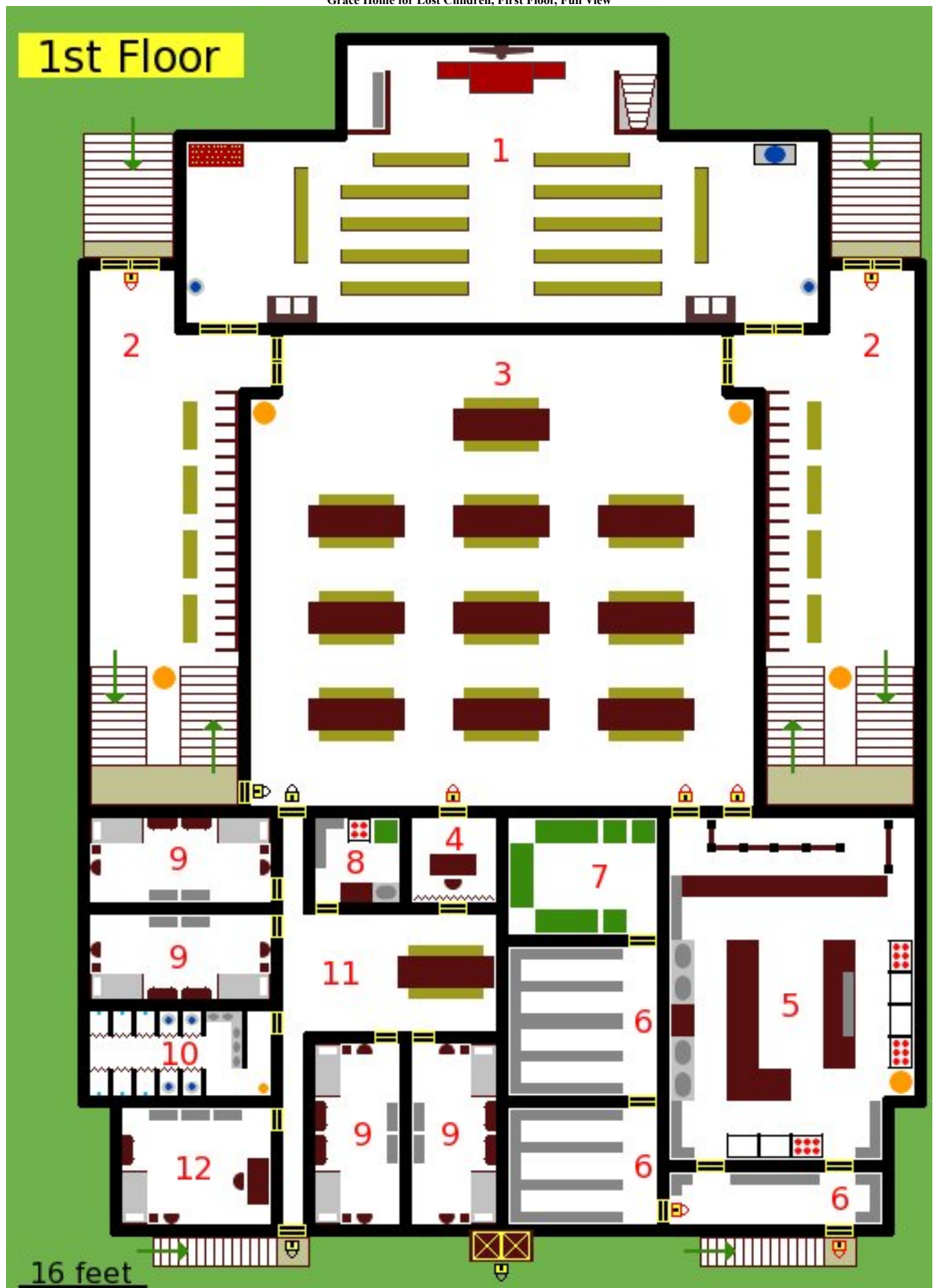
26 – Shower pillar

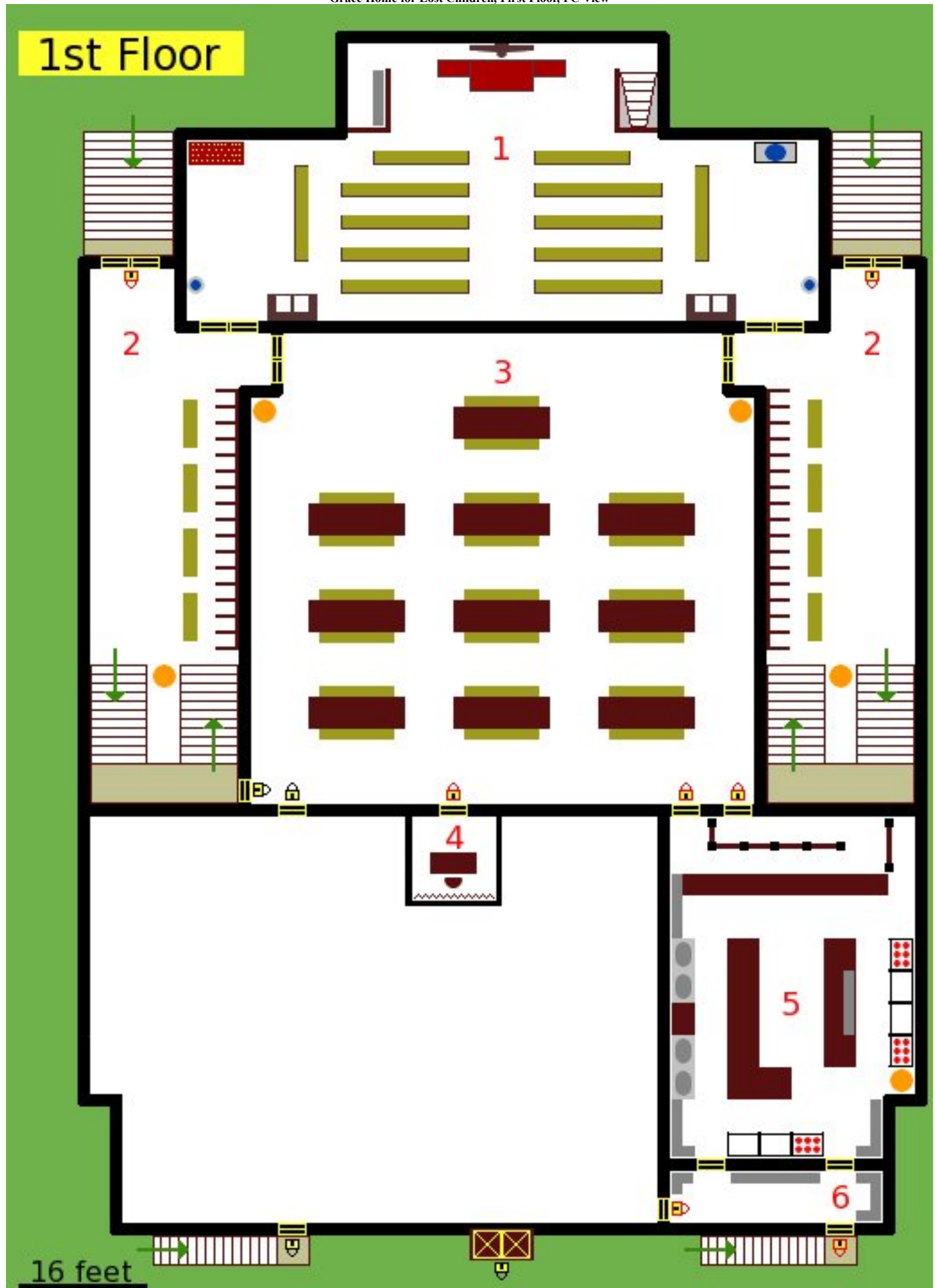
27 – Card catalog

28 – Votive candles

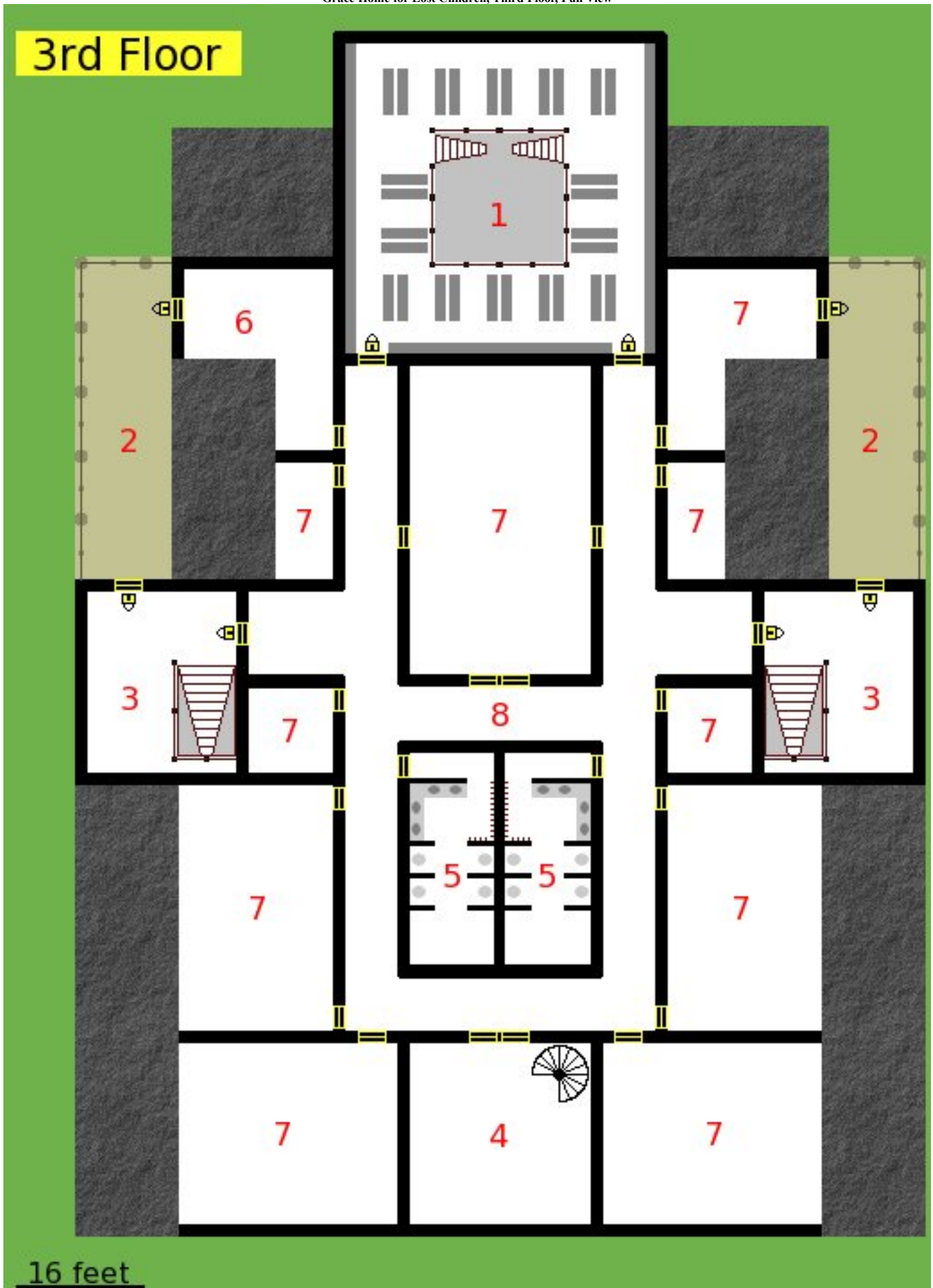
29 – Confessional



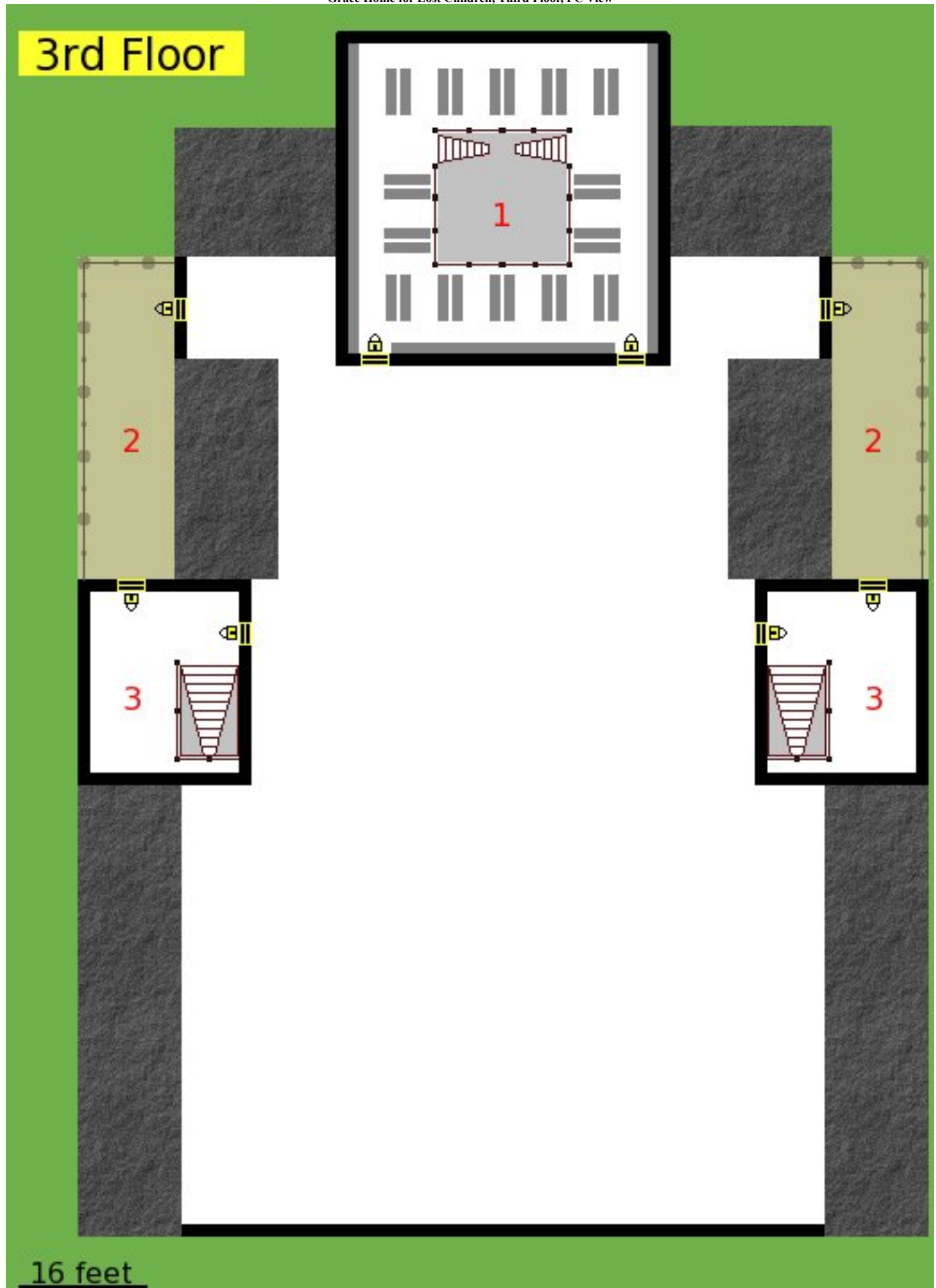


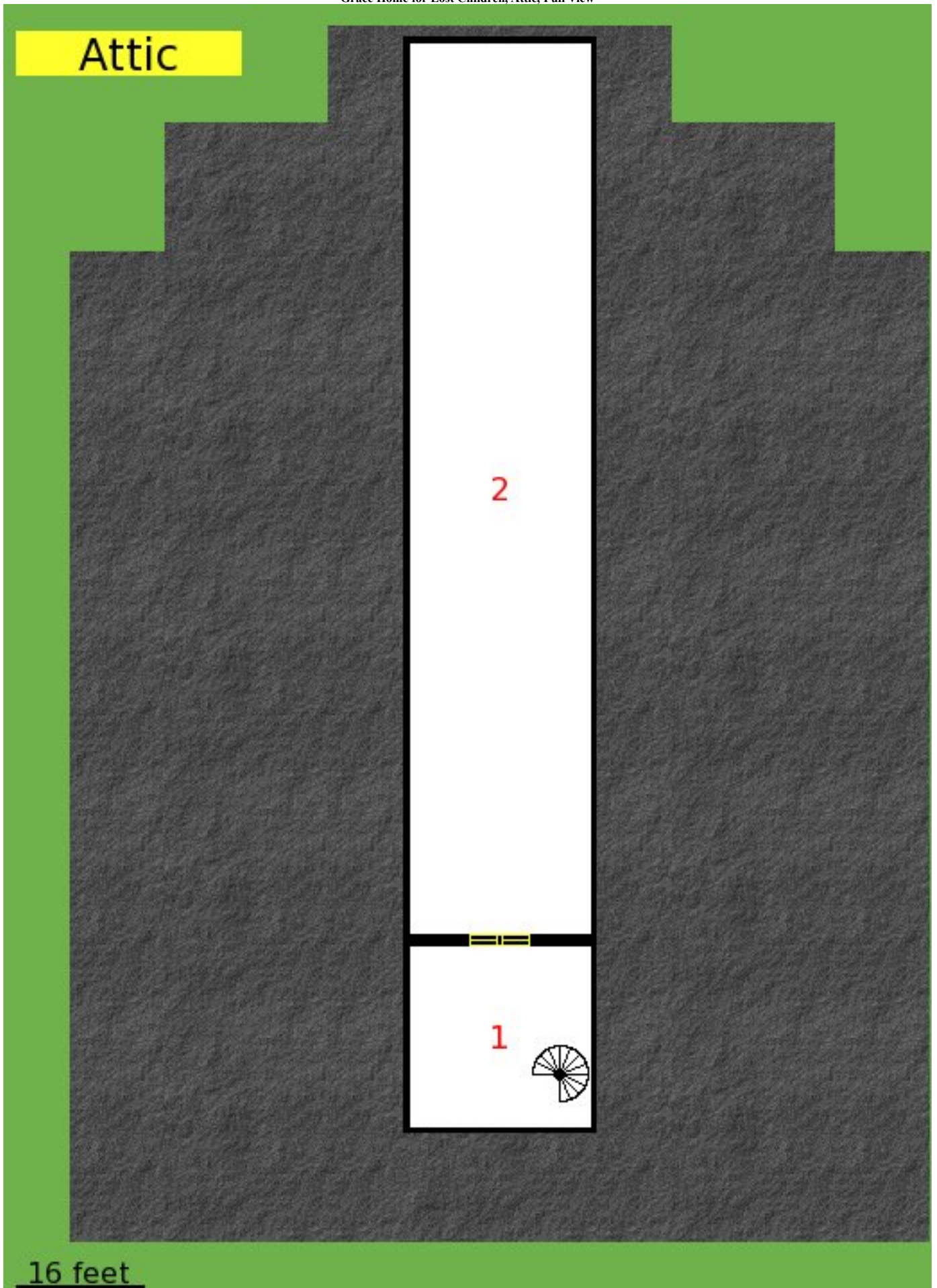


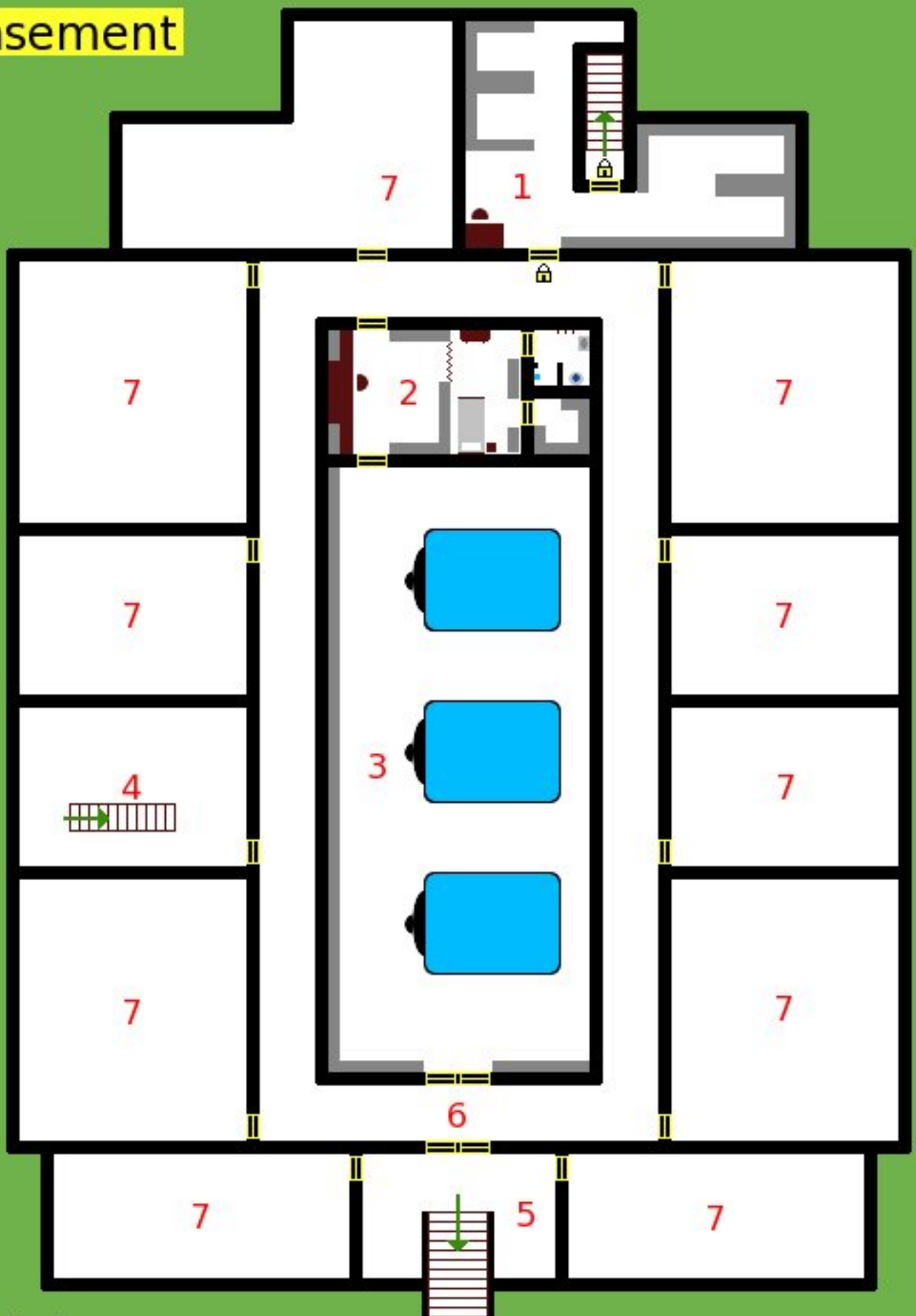












16 feet