

Blood Will Out v2

A scenario of Lovecraftesque by Jaye Foster

Theme

A house of healing that is filled with pain.

Witness

Odetta Ferri is only in her third day working at the Hospital Sant'Antonio Abate in Tolmezzo. Having previously excelled during her training as a surgeon in Napoli, she's come even further North to escape the social pressures of her family and their expectations. Her objective is to heal the sick whilst enjoying an independent life. Her strength is her *calmness under pressure* and her personality trait is *ambitious*.

Other Characters

Efisio Mancini is the Chief of Surgery. Responsible for hiring Ferri, he has boundless energy and enthusiasm, despite his advancing age. He's worked at this hospital his entire career and is well known in the region. His left hand is starting to shake and he has begun to talk frequently about the cruelty of old age.

Janina Vogler is an emergency medicine consultant. From Alto Adige, Italian is her second language after Austrian German. She's taken an immediate dislike to this upstart hotshot surgeon and does not hide it. She runs the underfunded emergency room with brutal efficiency, tolerating no delay in a patient's treatment, no matter the cost to the staff.

Filippo Baresi is a surgical nurse. He's been at the hospital for three years now but has struggled to make friends. Normally competent and focused in theatre, he's been reprimanded for being distracted and deep in thought during surgery.

Liberata de Luca is the sole psychiatrist at the hospital. She works long hours to cover the needs of the hospital as funding cuts have reduced the department to just her. Her office is full of textbooks in dozens of different languages, piled high on the floor.

Location and Era

November, 1978. Hospital Sant'Antonio Abate in Tolmezzo is a old red brick hospital built in the 1860s. Over a century of use and expansion has seen it develop and extend in an organic manner. The main hospital building is surrounded by several newer extensions and sub-buildings forming a maze of corridors and fire doors. The inside is clean and tidy, but the decor is cold and functional. The culture of the hospital is struggling to cope with recent budget cuts and staffing reduction.

Other Locations

The Surgical Department

Located at the heart of the hospital, the department has two theatres, an open plan office and a dedicated recovery ward. It is ordered and controlled but old rooms are in need of repair and the equipment is dated.

The Emergency Room

Filled with a never ending pile of humanity in various states of distress. It's large double doors face the main entrance to the hospital grounds.

The Morgue

Here the dead lay in chilled repose. It is tucked the basement of the hospital and spread out across several low ceilinged room rooms.

The Roof

The hospital's position and height gives it unrivaled views of the mountains, the town and the rivers. In summer the roof serves as an informal staff lounge.

Cards

Sorcery

Victims

Spatiotemporal Distortions

Flashback

Strange Writings

Sample Clues

1. A dozen patients all wake and scream at the same time before returning instantly to sleep.
2. A ward nurse stood in a corridor gently banging their head against a wall.
3. Dried blood spattered all over a wall that was clean minutes ago.
4. An emergency patient that was sent to surgery cannot be found.
5. The hospital is running low on blood.
6. A group of staff coming down from the roof late in the evening.
7. A patient who will not stop bleeding internally during surgery.
8. A pain so deep it feels as if your bones are being hollowed out.
9. A new born child that will not cry.
10. A patient speaking in a language none of the staff understand.
11. A corpse drained of blood lying on a gurney in a dusty corridor.
12. A strange chart amongst a patient's notes.
13. News that the oncology ward lost another three patients today.