

Bell End

The Tragic End: The spirit of Millicent possesses a young girl and tries to murder those who who are in her way

The Unknown

What do the villagers know about Millicent and the Whitemans?

How can the characters stop Millicent?

What is the painting trying to say?

Why is the sheriff trying to stop the characters?

What exactly were the Whitemans doing?

Lurking Evil

Millicent (sodomasochist)

Bell End (maze)

Sheriff Hill (protector)

The Painting (perversity)

Linchpin: Millicent

Theme: Revenge

Details

The Set Up

Two years ago Henrietta took the shotgun on the mantelpiece and shot his employers, Ernest and Florence Whiteman. She was found working calmly in the kitchen, her clothes covered in blood. She was taken to a nearby asylum, where she still remains. The characters are in the now abandoned house, with the reluctant permission of sheriff Hill, trying to figure out why Henrietta did what she did.

Backstory

The Whitemans have been experimenting with dark forces. Henrietta was their latest test subject, but there have been many before her, including their daughter Millicent, who died during one of their early experiments. Millicent has been haunting the house since then, but couldn't find a way to affect the physical world until the Whitemans tried to open up Henrietta's soul to demons. Millicent took advantage of the situation and killed them both. Now she has a better understanding of her new form and has used the last few years to come up with new tricks.

Hazards

Millicent (sodomasochist)

After decades of life as a spirit, Millicent has learned much in the last few days. She is quickly learning how to move things and force her will upon the world of the living. If seen for some reason (she is invisible), she is a slender servant girl, with black eyes. She wants revenge and although the Whitemans died, she is now looking to take her rage out on the whole community, which turned a blind eye on her suffering. She feels some remorse about using Henrietta, who was also a victim.

Bell End (maze)

The villagers are not likely to help in any way. Rather, they'll do their best to give out red herrings and just let the investigators run around in all the wrong directions.

Sheriff Hill (protector)

Sheriff Hill is courteous and professional, but doesn't waste time making sure the characters know he doesn't want them in town. Although he didn't approve of the Whitemans extra-curricular activities, he did his best to protect them from outsiders.

The Painting (perversity)

A painting of Millicent, but not actually possessed by her. Instead, it is possessed by a mischievous spirit, which tries to bring chaos into the world. It can change the picture to communicate with the world, but its capabilities are limited and it never changes when someone is watching.

Hazards (by type and subtype)

Elder

Sheriff Hill (protector)

Landscape

Bell End (maze)

Weird

Millicent (sodomasochist)

The Painting (perversity)

Hazard Tracks

Millicent

1. Raises a small gust of wind (when the Painting is first inspected)
2. Rattles the dishes in the kitchen (after returning from a visit to Henrietta)
3. Shows visuals of the test subjects who have been in the laboratory (when the characters first find the laboratory)
4. Throws an item at the Painting (when the Painting points her out)
5. Tries to take over a child, but fails (when the players first see a child)
6. Takes over a weak child and tries to kill the players (next time players see a weak child)

Bell End (advances each time a villager is asked directly for information)

1. Someone takes a child into her arms and runs away
2. Someone overwhelms the characters with information
3. Someone gives them false information
4. Something isn't where it once was
5. Someplace is closed unexpectedly

Sheriff Hill (advances each time contacted)

1. Makes it clear that the investigators are there because he is allowing them
2. Asks for information about the investigation in exchange for something
3. Demands information about the investigation
4. Tries to buy information from one of the characters
5. Beats up a drunken man as a show of force

The Painting (advances each time its inspected, but only once per visit to the house)

1. Eyes move to point at a clue
2. Hands move to show a sign used in dark rituals
3. Looks angry
4. Points directly to Millicent
5. Makes a rude gesture