

Bell End 2:

Imaginarium of Mr. Moreau

What you think to be real about Pierre Moreau and his career

- Is the depression of Moreau a known fact? A
- Is he seeing an alienist to deal with his problems? B
- Does he have a lot of contact with his local community? C
- Is he a member of a secret society? D
- Has he loaned any parts of his collection to a museum? E
- Has he had any apprentices? F
- Does he keep the sketches for his work? G

You must answer YES to three and only three. Jot down or Circle yes answers.

What weirdness have you heard about the loft of Pierre Moreau?

- Have strange lights been seen? A
- Has there been any suicides nearby? B
- Is there any reports of lunatic behavior from the area? C
- Has strange noises been heard? D
- Has the collection of Moreau been open for public? E
- Has Moreau left his loft in the past two weeks? F
- Does the building have any strange history? G

You must answer YES to three and only three. Jot down or Circle yes answers.

Excluded Playbooks

The Artist

Details

The Set up

An artist and an occultist of small fame called Pierre Moreau has run out of hope and inspiration. He has sent invitations to the characters to arrive at his loft to help him fight his inner demons (so he thinks). When the characters arrive they realize that Moreau is nowhere to be found. The story starts as the characters inspect the center of his collection, the infamous Bell End-painting.

The Backstory

As a struggling artist Pierre Moreau visited a somewhat famous haunted house in Bell End. Suffering through the night there he made sketch for his masterpiece painting. With the fame that the painting brought to him he acquired a collection of esoteric and weird items. Now something that livings in his collection has taken him. The characters have to save him and themselves before the gates of slumber fly open.

Thread

The spirit from the Whitemans' is about to get released by the amount of despair it has managed to cause.

Tragic End

The Parasitic entity from the Imaginarium manages to form a body and escape the premises.

The Unknown

- How are the characters connected to Pierre Moreau?
- What forbidden artifacts has Pierre Moreau managed to collect?
- Why does the entity feed on despair?
- How is funding the work of Moreau and why?
- What is the parasitic entity?
- How can the characters defeat the entity?
- What happened to Pierre Moreau?

Lurking Evil

Imaginarium (Mirage)

The Collection (Breeding Pit)

The Artist's Loft (Prison)

Parasitic Entity (Cannibal)

Linchpin

The Parasitic Entity

Theme

Metamorphosis

Hazards

Imaginarium (Mirage)

Born from the mind of Pierre Moreau the Imaginarium has formed around the loft in another dimension. It is an actual place that can be visited and has begun to bleed through to the reality. It lures the characters to take enter it until it is either dispelled or it engulfs the reality in the loft.

The Collection (Breeding Pit)

Formed from numerous paintings, sketches, clay tablets, statuettes etc. the Collection is a vast hoard of esoteric art. As it exist in the between of the Imaginarium and this world the Parasitic Entity has found a place to live in it. It will try to protect itself by leading the characters away from it but will eventually raise against anyone who threatens it.

The Artist's Loft (Prison)

The entity has taken hold of the Loft turning it piece by piece into Imaginarium. It will grow more and more disturbing over the time until it is fully engulfed by it. It will not let anyone to leave the premises.

The Parasitic Entity (Cannibal)

Strange parasitic entity in another dimension that has grown in power since it was removed from the presence of an angry ghost. It feeds on the feelings of despair and resides in the collection of Moreau shifting from an art piece to art piece. It is trying to escape it prison and to materialize from the Imaginarium but cannot escape until it has fully fed.

Hazards (by type and subtype)

Landscape

Imaginarium (Mirage)

The Collection (Breeding Pit)

The Artist's Loft (Prison)

Weird

The Parasitic Entity (Cannibal)

Hazard Track

The Collection

1. Character gains the feeling that all this is in vain (when inspected for the first time).
2. A strange sound like someone was ripping a fabric can be heard (when Poked Around).
3. Characters witness strange tremors in the corners of the loft (when someone tries to Puzzle Things Out).
4. All characters are burdened with the feeling of failure (when someone uses a Lore move).
5. The Collection acts strangely (when someone uses a Lore move).
6. The Collection lashes out (when the Collection is threatened).
7. The whole collection begins to come alive (an hour after the Collection was threatened, ends if the Parasitic Entity gains form).

Imaginarium

1. The Imaginarium resembles the Moreau's Loft (when first visited).
2. The landscape becomes a bit more unrealistic. Character can hear someone sobbing (an hour after the first visit).
3. The walls of the Dream Loft fall apart revealing an endless ocean. Character can see a strange figures at the corners of his eyes. The sobbing can be heard in the woken world too (two hours after the first visit).
4. The Imaginarium bleed into the waken world making it unrealistic (four hours after the first visit).
5. The Imaginarium and the waken world mix drawing all characters in (five hours after the first visit).

The Artist's Loft (Advances each time someone uses Poke Around unsuccessfully)

1. The windows bang shut.
2. Light flicker.
3. The door closes in silence
4. Shadows seem to gather in the corners like pools of water.
5. The door and the windows vanish.
6. The walls move in.
7. A portal to Imaginarium opens.

The Parasitic Entity (Track advances each hour)

1. Characters feel like they are going to lose (an hour after they arrive to the scene).
2. The Parasitic Entity tries to drive one of the characters in despair.
3. The Parasitic Entity flickers in and out and can almost be seen.
4. Tries to lure the characters into the Imaginarium.
5. A horrible scream like someone dying can be heard.
6. The Parasitic Entity manifests and tries to kill the characters.