

## **Bell End 4 - Back to the Beginning**

**The Tragic End:** The Villagefolk burn everyone in sight.

### **The Unknown**

After Henrietta has stopped, why do the letters continue?

What is the village hiding?

What happened at the Whiteman house?

### **Lurking Evil**

Henrietta (outcast), Villagefolk (enforcers), Bell End (maze), Ghost of Millicent (sodomasochist)

**Linchpin:** Villagefolk

**Theme:** Beginning of the end

## **Details**

### **The Set Up**

People begin receiving letters accusing them of horrible deeds.

### **Backstory**

Once Henrietta has been seemingly set free from the clutches of Biribagix, she headed back to the village which she feels abandoned her to the hands of the Whitemans and the ghost of their daughter that possessed her. She's out for revenge.

**Hazards****Henrietta**

Henrietta might not have much power, but she does have a plan and she has had time to contemplate on it on his journey to Bell End. She will wreak havoc by causing suspicions within the community. Since the Whiteman's used to gossip a lot, she has something to use.

**Villagefolk**

A very insular, place, the people of Bell End don't want anyone to mess with their routines and privacy. Anything out of the norm is considered evil and should be destroyed. The folk are very faceless and its hard to even differentiate them from each other.

**Bell End**

The village itself seems to work against anyone trying to infer any of its secrets.

**Millicent Whiteman**

Still haunting her parents house, looking for more victims.

## **Hazards (by type and subtype)**

### **Landscape**

Bell End (maze)

### **Townies**

Villagefolk

### **Weird**

Henrietta (outcast)

Millicent (sdomasochist)

## **Hazard Tracks**

### **Henrietta**

1. First letters arrive (beginning of session)
2. A letter arrives (whenever awkward)
3. Tries to lure players into the Whiteman house (when confronted)
4. Tries to out players as the culprit (if accused publicly)

### **Bell End**

1. Someplace is closed unexpectedly (when someone needs to get to a service)
2. Something isn't where it once was (when someone is looking for something important)
3. Shows something that's not important, but seems to be (when someone is on the tail of something)
4. There's an unexpected blockade on the road (when someone needs to get somewhere)
5. Tiles fall from a roof (when trying to hide from the crowd)

### **Villagefolk**

1. Ask for help (when they first learn about the letters)
2. Tell a bunch of rumours (if asked about the letters)
3. Disregard questioners (if asked about the letters again)
4. Tell a bunch of lies (if still asked about the letters)
5. Show that they mean business (when a scapegoat is found)
6. Attack the characters (when the letters just aren't stopping)
7. Attack everything (when the characters can show them they aren't guilty)

### **Ghost of Millicent**

1. Try to subtly catch a character's eye (when they first enter the Whiteman's ruins)
2. Implant suspicions to a impressionable character (when searching the ruins)
3. Implant murderous thoughts to a character (when going down into the basement)
4. Try to lock people in (when enough characters are in the basement)