

Bell End 3 - Darthfield

The Tragic End: Biribagix takes over the remaining characters and includes them in his little menagerie of investigators.

The Unknown

How did the characters get here?

What is Biribagix up to?

Why were the victims chosen?

Can Biribagix be overcome?

What happened to all the other patients and the staff?

Lurking Evil

Biribagix (megalomaniac), Darthfield Asylum (breeding pit), Henrietta (outcast)

Linchpin: Biribagix

Theme: Ascent

Details

The Set Up

The characters find themselves in an abandoned asylum, with no idea how they got there.

Backstory

After having escaped its cocoon dimension, Biribagix found that it had used much of its power. To gain foothold in the world, it went for the only live human it knew, Henrietta. It had enslaved several people (an author, an explorer and an escaped mental patient), which it uses to build an environment it can thrive in by causing misery in people.

Hazards

Biribagix

An ancient spirit of unknown origins. It was imprisoned in a painting for well over a decade, where it managed to sneak into the art of an artist, using the artist's imagination to build a world of its own where it grew back into its original size and finally escaped into the world. Now, it found itself weak once again, but this time with tools: an author and an explorer it killed in the artist's loft, an escaped mental patient, and an alienist. It still lurks in paintings, this time in the administrator's room's paintings of former administrators.

Darthfield Asylum

The new home of Biribagix, where it has begun to build its own nightmarish world. It has begun to grow a character of its own. It has a tendency to protect the people Biribagix has brought in, but this tendency plays right into Biribagix's pocket as its methods are so far from human experience.

Henrietta

As a teenager, an angry ghost of a young girl took over Henrietta and forced her to kill her employers, the ghost girl's parents. Now, in her early twenties, she has been recently released from the mental hospital, kidnapped by Biribagix's henchmen and brought back to the place where she spent years as a patient. She does her best to conceal her past.

Hazards (by type and subtype)

Landscape

Darthfield Asylum (breeding pit)

Weird

Biribagix (megalomaniac)

Henrietta (outcast)

Hazard Tracks

Biribagix

1. The escaped mental patient tries to shoot the investigator with a broken shotgun (upon first meeting)
2. Investigator finds a story about him- or herself written on the wall (after first reading patient files)
3. The alienist is found in a room dictating incomprehensible nonsense into a microphone that's not connected to anything.
4. The author is writing something on the wall (when entering a large, open room)
5. A sewer line fails and ancient faeces falls on the investigator (when first sitting down to read something important)
6. Biribagix manifests and offers inspiration (when a creative type is alone)
7. The explorer tries to hunt down the investigators (when first trying to leave the building)

Darthfield Asylum

1. A starving, desperate, raving man tries to ambush (when first entering a cell)
2. A rat stares at an investigator (when the group splits)
3. An investigator finds a mention of him- or herself in a patient case totally unknown to them (when reading through patient files)
4. The rat is seen again (even if killed by investigators) (when the same character again splits the group)
5. A door bleeds (when attempting to leave the building)

Henrietta

1. Lies about why she's there (when first asked)
2. Steal a personal item (at first opportunity)
3. Accuses an investigator of something behind their back, using stolen item as proof (when first alone with another investigator)
4. Destroy files about something to mislead (when first reaching an archive)
5. Destroy files about herself (when first finding them)
6. Offers unspecified favors in turn for killing another investigator (when she feels her game is up)