**The Darkness beneath the Hill**

Place: Providence, Rhode Island, Massachusetts

**Meeting Josh Winscott (10 am)**

* On stairs (basement to kitchen). Tools, debris, boxes.
* Invites for coffee, lights Turkish cigarette, tells them why they’re here
* Hoping to explore them tomorrow. Exhausted today. Invites them. Keep quiet and come equipped.

**Handout 1**: in Athanaeum

**Into the depths**

* Track roll >>> man’s footsteps go west, but disappear after a bit. East: tunnel collapsed
* Ancient remains 200ft west. Rotted clothing and remains of manacles. Biology/Medicine: bones about 150 yrs old. Archaeology/history: manacles/clothes from Colonial era. Spot hidden: tears, bloodstains on clothing
* Spot hidden near South passage: stub of Turkish cigarette

**Entry Hall**

* Ambient light: lichen. Dim but can see
* Intricate carvings. Natural columns 100ft ceiling. Lichen covered, damaged. Archaeology: extremely ancient, predates anything known, more skilful, predominance: serpent motifs. White crescent on forehead of fancy serpents. Abstract, geometric designs, zigzags, spirals near serpents.

**Deeper in**

* Description: damp, stalactites, stalagmites, lichen, fungus on walls, floor loamy, wet, slippery
* Geology: worked structures created over millennia. Oldest: millions. SAN roll (0/1d3)
* Navigate to get back to a particular area
* Moving quickly: DEX roll or trip and fall- 1d3. Hard if not carrying light

**Hall of History**

* Murals: Serpentine civilisation >>> reptile attack (know roll) >>> abandoning surface for underground.
* Know: reptiles = dinosaurs incl pterodactyls carrying serpent ppl away during attacks. SAN (0/1d3)

**The Pitch** (20 ft. drop)

* Jump (1d6/2d6)
* Climb (0/1 or 2d6). Fall halfway or all the way
* Rope (climb with bonus die, 2d6). If pushed, fall and 2d6. If jump, success = half damage)

**Music chamber**

* No lichen, glittering crystal in walls. Pipes and spikes, stone formation in front
* Heads on spikes, stone is chair unsuitable for humans >>> sound comes from preserved heads, runes carved on them. Eyes closed, mouths and throats move with sound. Realise it’s an alien song. SAN (1/1d4)
* Sitting on chair >>> increase volume SAN (0/1)/destroy structure .>>> attract a ghast

**Warrens**

* Stinky: strewn with bones/refuse.
* Some degens protect territory. Flee: badly hurt/gunshot (guns >>> ghast)
* Spot Hidden: wall inscription (handout 2)

**Sinkhole**

* Spot hidden: avoid falling 10 ft (0/1d6)
* Hard chimb to get out (regular if aided, bonus die with rope)
* Ledge skirts sinkhole. If fighting, dex roll to avoid slipping

**The Plantation**

* Strange fungi/lichens, some towering. Warm, moist spray from roof. 2 degenerates tending.
* Degens ignore investigators and keep working. Will defend, but scatter if shit gets real.
* If eating fungi, Luck: harmless specimen on success. If not, CON: after 1d4 hrs (1d5/1d10)

**Father of the temple of secrets**

Dominated by natural column carved into snake. White crescent on forehead. Dark marks (blood), etc

POW: success>>>bestowed vision by Yig. SAN (1/1d4)

**Suspended-animation chamber**

21 pods hang from roof. SAN (0/1d6)

Cutting pods kills serpent ppl inside. Takes minutes, may attract ghast

Flammable contents. If ignited, gas emitted, CON to hold breath: (0/1d4). 2 rounds to get to clean air.

**The Lair of S’syaa H’riss**

* Study/lab: shelves of scrolls, retorts, alembics: Chem.
* Alcove: 3 degenerate infants and a fetal Josh Winscott.
* Carvings all over walls**. Spot hidden** to see gate area: discrete from other carvings. Cthulhu mythos roll to realise it’s a magic portal.
* S’syaa H’riss is either working or sleeping with eyes open. 3 degen assistants sleep when he does. Can **stealth** if sleeping or focused on work (unattended**: luck** roll)
* **Stealth** roll to open alcove door silently
* Brass gong used to summon ghasts (1d10 + 2 rounds)
* Volatile liquids: fire/shot/spilled (3/2/1d6, 1/2/3 yards from explosion). 30% missed shots hit liquids. If **throw**, 1d6 for 3 rounds