

# BENEATH THE BARE HILL

The peaceful little village of Harrison's Ford has two rules; obey the elders, and don't touch Bare Hill. Someone has violated the first rule by violating the second...

## Rumors about the Bare Hill (1d8), each PC gets one:

1. "Harrison trafficked with dark powers before he settled this village."
2. "Kids touch the Bare Hill all the time on dares, but they never climb it."
3. "Animals and birds, even bugs, avoid touching that hill."
4. "Strange how it's just made of dirt but never seems to get worn down."
5. "The elders' rule is that touching the Bare Hill gets you drowned."
6. "Old Nan, the crazy witch, tried to climb the hill and slit her own throat."
7. "Both graveyard and butcher are on the other side of the river by law."
8. "A stranger came by once, said the hill was whispering to him."

## TIMELINE

### 1. Bare Hill Awakens:

On a foggy evening, the Bare Hill (neither grass nor tree grows there, and animals avoid it) collapses.

A sudden rumbling is heard and felt, drawing all eyes to Bare Hill in the northeast. Dust rises from the hill and then suddenly with a roar the center of the hill collapses, sending dirt fountaining high into the sky.

If the PCs climb up the sides of the hill, now crater, they see the following: A deep crater, lower than the hill ever was high, is dominated by a vast black stone structure, the crown of which must have been less than a foot from the surface of Bare Hill.

Four spokes of thin stone connect the crater rim to the top of the structure, and a dark glyph-etched door is clearly visible at the bottom of the structure on the crater's loose dirt floor.

The elders task the PCs with investigating the mysterious structure; if the PCs are locals they are granted arms and equipment from the village's shop (100gp limit).

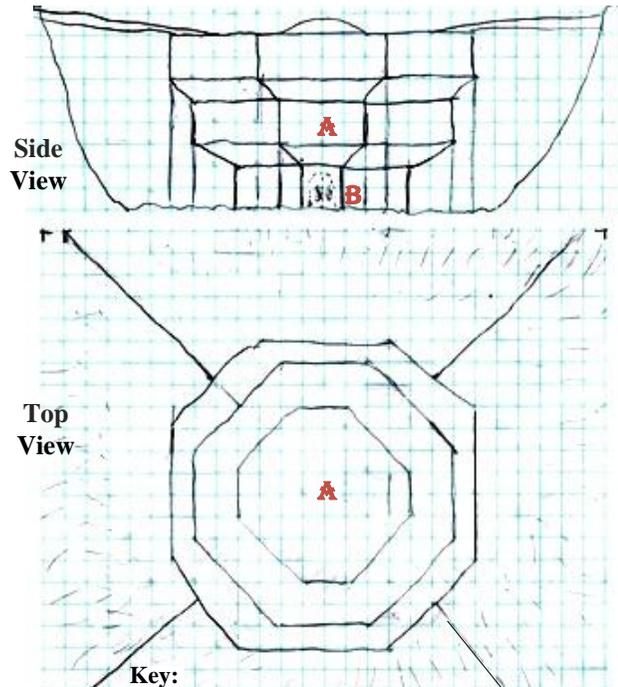
### 2. Black Structure:

The PCs enter the structure from either the door at the bottom or the top, with the prime goal being the room of mystery in the middle. Something unspeakable has broken out, but there are a fair few dangers left behind.

### 3. The Cottage:

Exiting the structure, mists are thick and everyone in the village lies asleep, unawakable. The PCs go to the cottage of the scribe who awoke the Bare Hill's dark structure and confront him. His demonic possessor must be overcome to free the village.

**The Haunted Scribe:** A terrified and pitiful commoner missing a finger, Scribe Jebe has been infected by the sentient altar (E) after bleeding on it. He wants to die. His face ripples as something moves under it, while his stump of a finger shows a black stone growing out of it. If he's attacked and dies, or allowed to suicide, a spiky black stone monstrosity (earth elemental stats) bursts out. Drowning him prevents the monstrosity from emerging.



**A. The Structure** -Carved from a single chunk of black obsidian, this octagonal structure feels polished and oddly cool to the touch.

**B. Doors** -The glyph-etched door is opened with blood; touching it leaves one light-headed as blood pools in touching extremity. Any scratches, etc, bleed towards the door.

**C. First Level** -Four pillars dominate this otherwise unadorned room. Going between the pillars will make any torch smoke and then a round later flare brightly before winking out. Stairs up are enchanted, rapidly ice over if tread upon. A flaring torch nullifies the stairs' icy trap.

**D. Second Level** -Sixteen alcoves line the walls with mummified corpses in fifteen of them. The corpses all animate and attack as slow (10ft-round) zombies if any is touched. Will go back if E is opened.

**E. Sanctum** -Two doors with finger-sized holes in them; one hole is bloody, other dusty. Entry costs a finger in each lock. Damage in upper wall shows something burst out, altar is cracked. The sixteenth corpse lies in a corner, missing a finger.

**F. Third Level** -Two misty guardians hold keys to side rooms (G and H), treat them as ghosts but they are harmed by fire and flee it.

**G. Chambers** -Front room has shut-in abandoned hound, been slashed for blood to enter the structure. Inner room has 500gp worth of onyx.

**H. Storerooms** -Odd paraphernalia and crumbling supplies clutter these places; inner room has hundreds of black Wands of Gentle Repose that animate and attack as a swarm of tiny constructs.

**I. Rooftop** -Polished black, bizarrely free of dirt and covered in shallow glyph lines; stains in one set of glyphs show where to open the spiral staircase down into F. Thin lines leading to roof can support tons.

## QUESTIONS

### Who Did This?

**Scribe Jebe**, a sullen and disrespectful man, began to investigate the Bare Hill legends; he figured out that beneath the hill was something that craved blood. He dug his way in and used his dog's blood to gain entry. His hound will track back to him, and locals will recognize it. He's also the only one awake and active in town.

### What is the Bare Hill Structure?

The black structure was carved out of a single stone long ago, and at its heart was a being that traded power for blood. It was buried long ago and forgotten by most.

### How will the village be awoken?

Destroying the escaped piece of the alter within Jebe will disperse the mists.

