

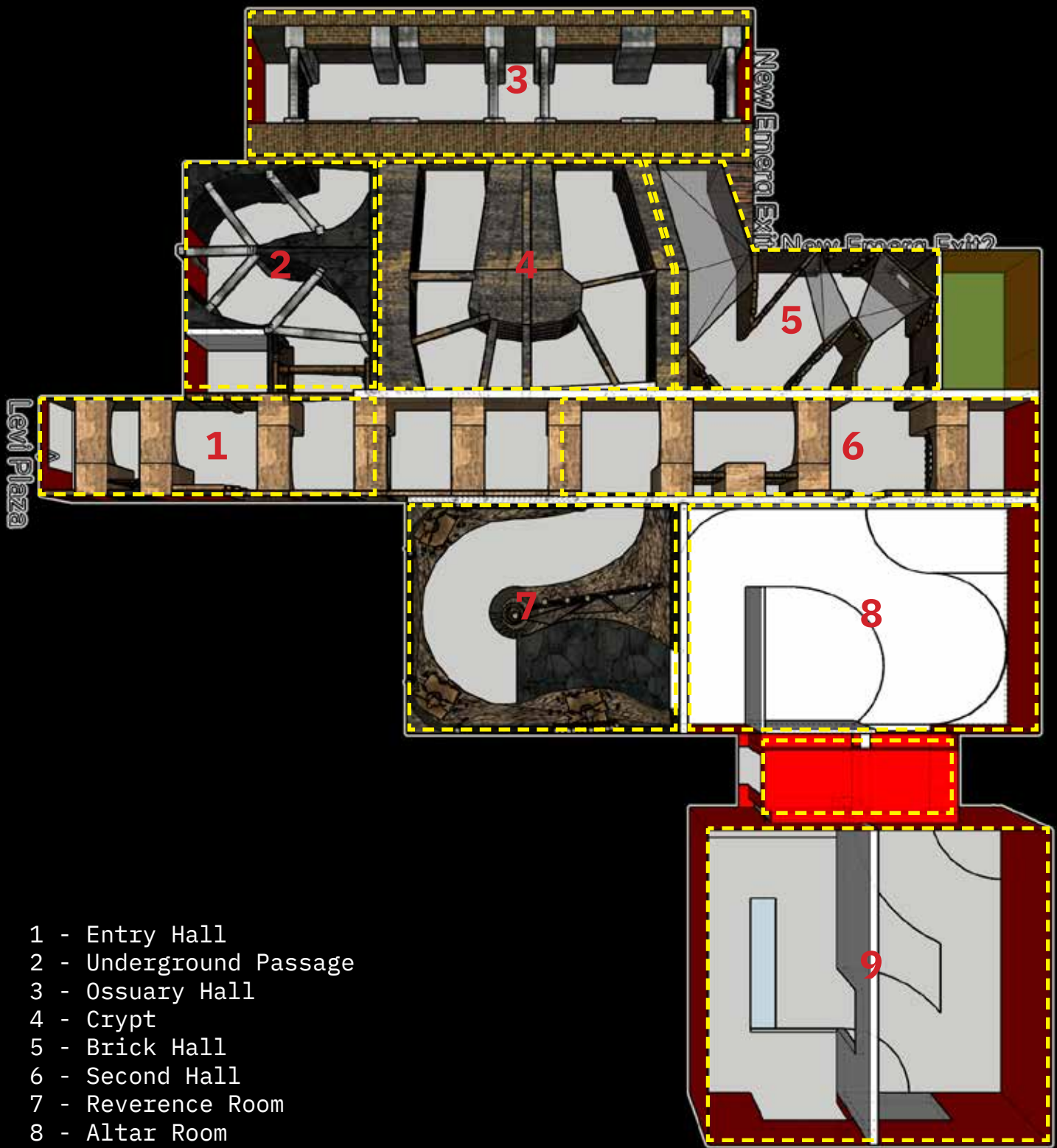


16-Jul-18
Rough

Extending below the bustling streets of the City of Lights the Paris Catacombs are believed to house the remains of over six million people. Disinterred from cemeteries and discarded in an unused mine at a time when Paris suffered from a shortage of cemetery space, the remains have been forgotten and have become merely decoration in a growing tourist attraction.

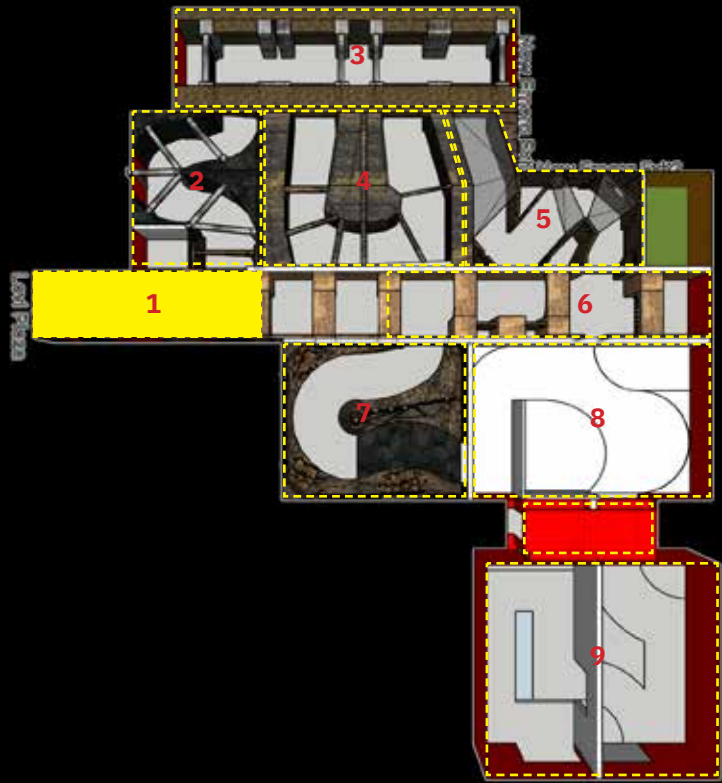
But even today the dead still outnumber the living in Paris three to one. Forgotten, discarded and left to rot below the streets. Until now. The mysterious members of the cult *Les Oiseaux Noir* seek to right this historic wrong, and help the dead reclaim their city.

The City of Lights will soon go dark.



- 1 - Entry Hall
- 2 - Underground Passage
- 3 - Ossuary Hall
- 4 - Crypt
- 5 - Brick Hall
- 6 - Second Hall
- 7 - Reverence Room
- 8 - Altar Room
- 9 - Dead Alive

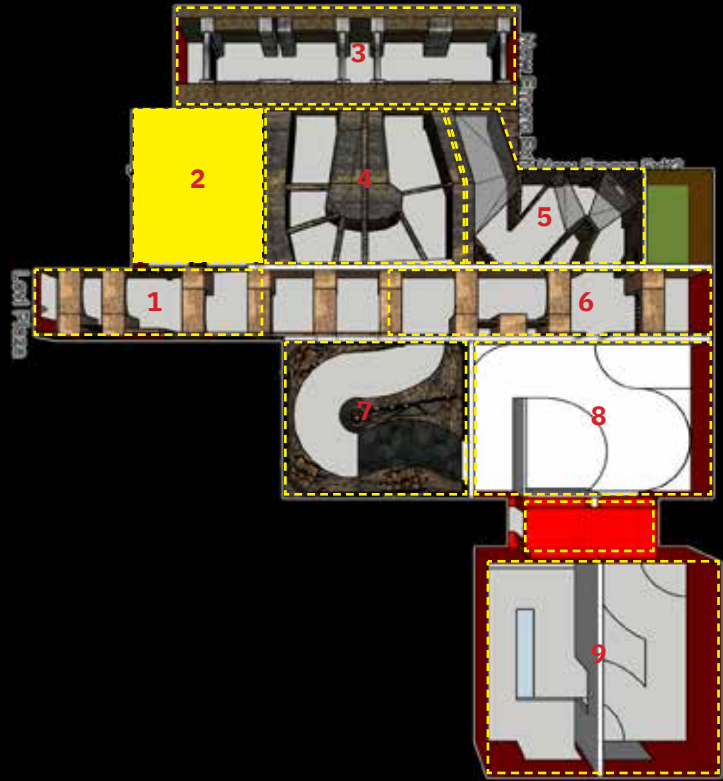
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The entry hall is newer and clean, intended for tourists to the catacombs. Signs on the wall outline rules and warnings. Rails are provided for access. But a gate blocks access deeper into the catacombs. An infinite room makes it seem as though the hall continues forever. A second of the brick wall is broken open however, and a dark passageway is marked with the cult's symbol.



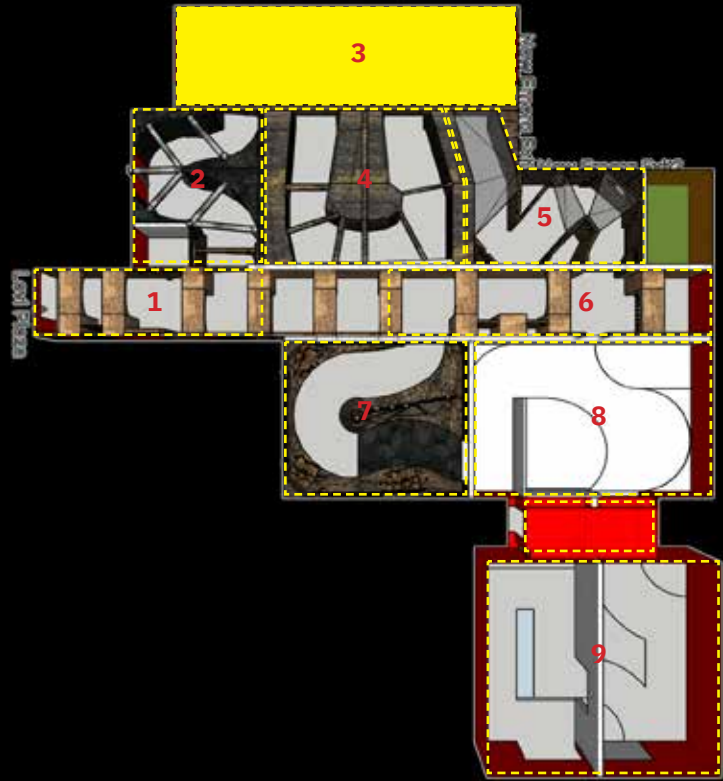
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The underground passage is a rough, stone, tight, cramped space connecting the more public entry hall and the older ossuary hall. Accessed by a bricked-over doorway that has been smashed open, guests travel through the near pitch-darkness to access the older areas of the catacombs. Following the path of the cultists.



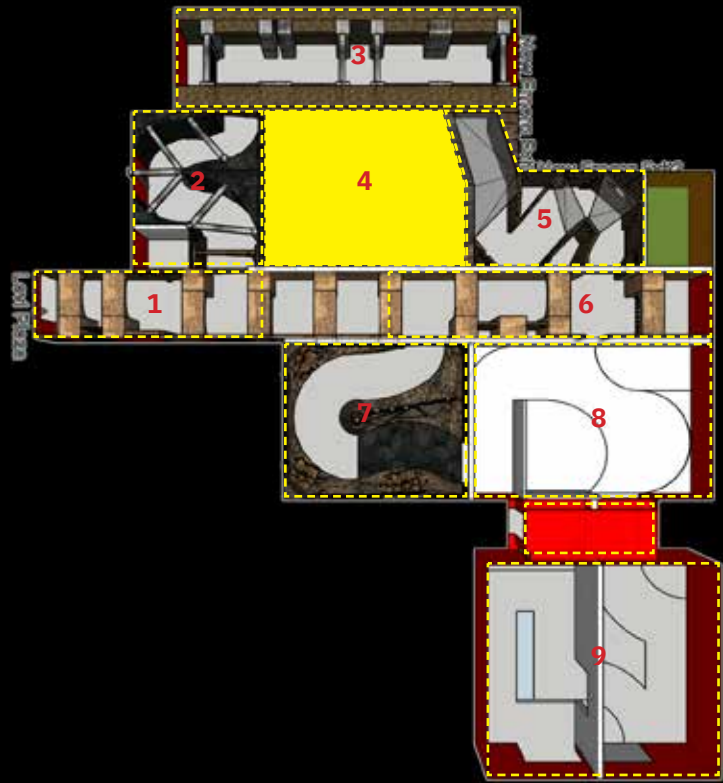
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The ossuary hall is a much older pathway of the catacombs, with bone and skulls carefully stacked along its walls. Metal gates block the passage at the centre and ends of the hall, but guests can see even larger piles of bones just beyond the gates.



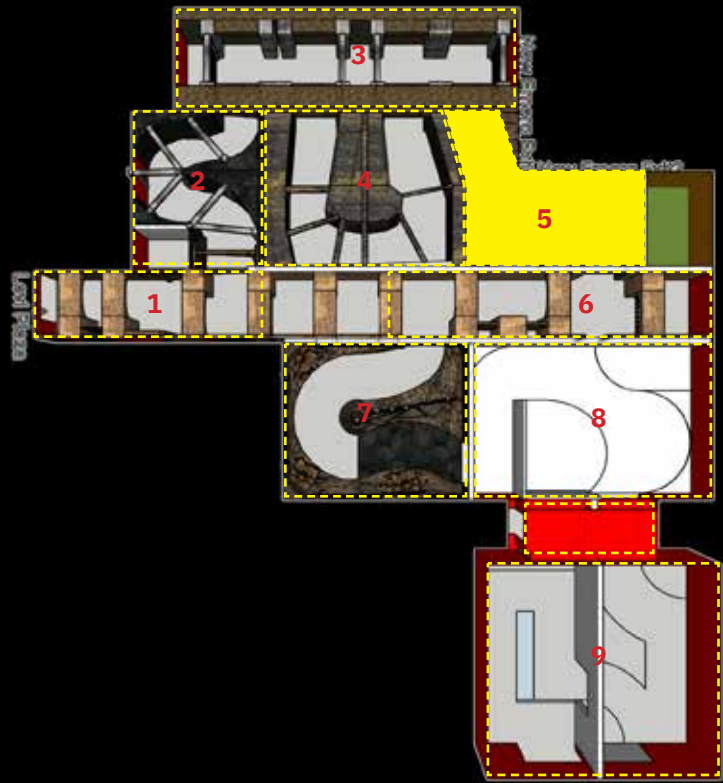
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The Crypt is a tight, cramped space with stacks of remains on stone shelves flanking the walls. Guests wind through the cold stone room, eerie and quiet. But not all the remains are content to stay silent.



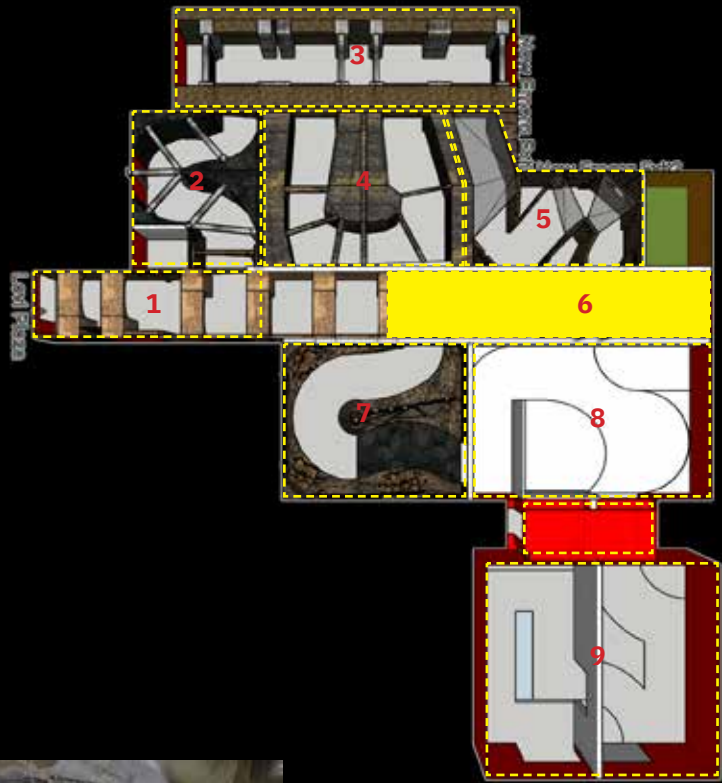
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The brick hall is again an older area of the catacombs. It would be a larger room with heavy stone walls, but brick encasements have been constructed jutting out from the walls. Missing parts of these walls reveal remains of people that had been trapped and bricked in. Now that the walls are crumbling, their remains are free again.



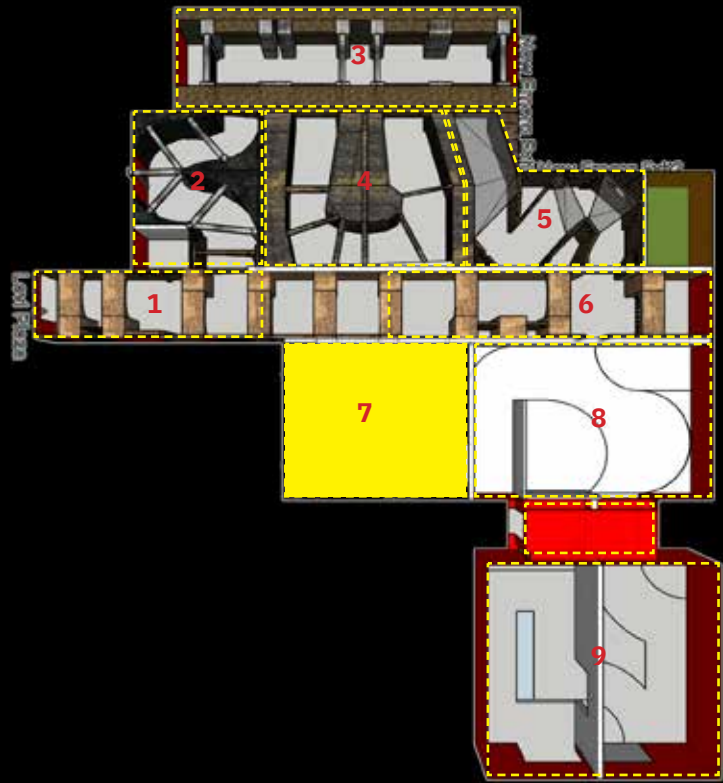
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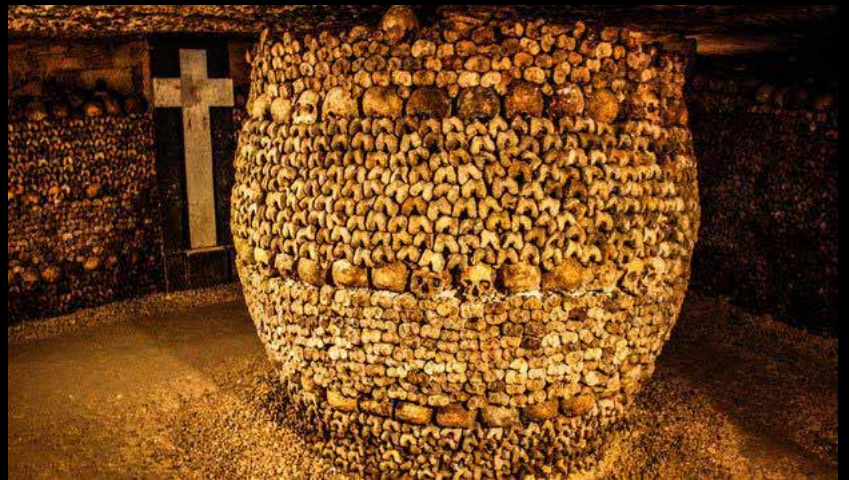
This second hallway of the catacombs are similar to the entry hall, but much older. Similar metal gates block the ends of the room, with arching stonework overhead. It is a short distance from the brick hall to the reverence room, but an infinite hall again makes the room seem much longer.



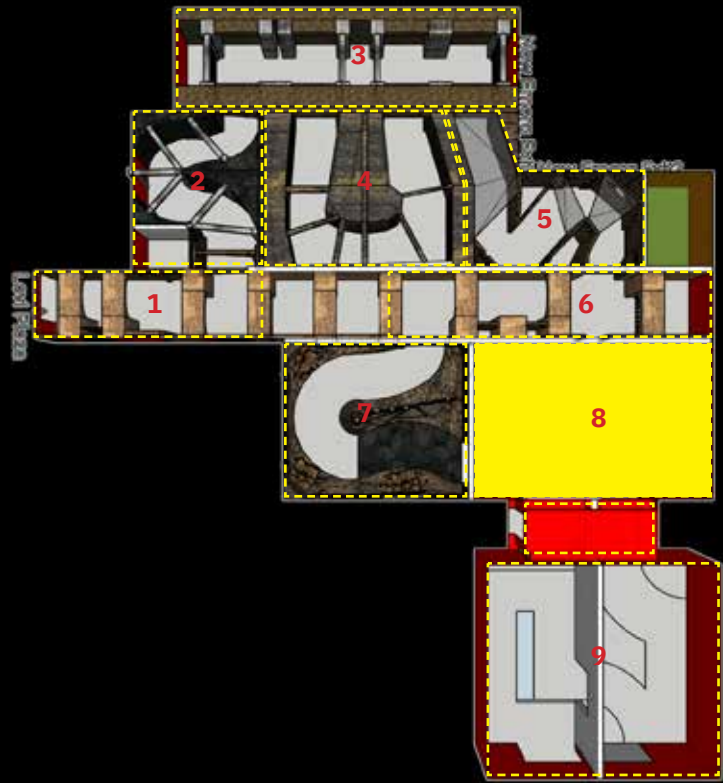
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This room is part of the oldest sections of the catacombs. Remains line the walls, and create a massive pillar in the centre of the room. Iron pikes jut out of the pile of remains on the ground, skulls still remaining atop them. In the corners of the room are ancient hooded skeletons. Clearly placed in a reverent manner befitting their previous importance. While the shrouds and remains themselves have not been touched in hundreds of years, new candles and offerings litter the area around them. Here our guests see the gods the cultists are worshipping and hope to return to life. The room is rocky, dark and very old. A ramp leads out of this room to the next.



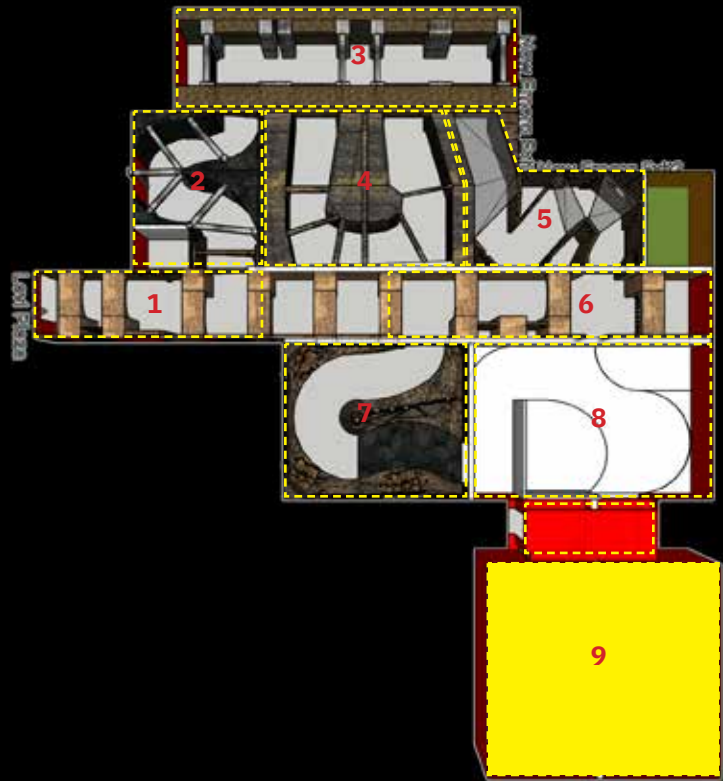
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The penultimate room. Guests finally enough the cult members. They have a captive they are sacrificing to complete the ritual and wake the dead. The room is similar to the last, with stacked bone, pillars of remains, and stoney walls. The priest of the cult is standing on one raised platform across from another cultist with the sacrifice. As guests pass through, the sacrifice is completed, and the exit of the room erupts in light and smoke. Lights below the raised floor shine through cracks in the floor. The ritual is complete, and guests pass through the threshold into a whole new world.



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The final room of the house. Guests loop around tunnels similar to those seen before, but now the dead are awakening. Lights set into the eyes of the stacked skulls glow, and costumed actors blend in as remains before animating. The dead have been raised and now look to take over the city above.

