



Entering or crossing through town, screams and cries are heard, smoke billowing in the streets as a fire rages. Someone or something known to the party might be trapped in a collapsing building, the populace for some reason stopping anyone from entering or escaping. Whoever, or whatever, caused the fire might still be lurking or might be seeking escape. The fire will need to be doused in case it spreads.





Entering a dark corridor, the party will spot right away, at the end of the corridor, a huge eye above a door. Between the party and the eye lies an open spiked pit, its steel grate cover broken. Any time something moves in the corridor, the eye blinks, an arcane darkness descending until the eye opens once more. Whenever the eye is closed, those who have fallen into the pit before might rise, one at a time.

