



INCENDIARY CHILD

Hook. A street in town is found to be on fire, locals running in fear or working to douse the flames. Kneeling in the street is a young girl in a pretty but scorch-marked dress, the tips of her fingers blackened. She weeps with a petted lip, pleading for her mother, but with a look of exhausted resignation. If approached, large shredded black wings appear ethereally on her back, fanning the blaze on the surrounding buildings. She will reach out her hands desperate for aid, but at the same time will warn the party to step no closer lest *the fire within suffocate all*. A concerned local might run to pick her up and carry her to safety, but will evaporate in tendrils of ash on approach, this serving only to spike the intensity of the fires. Seeing this, other locals might try to attack the girl from range, this beginning a small riot as others who know the child fight to protect her. **How will the party save the girl and town?**

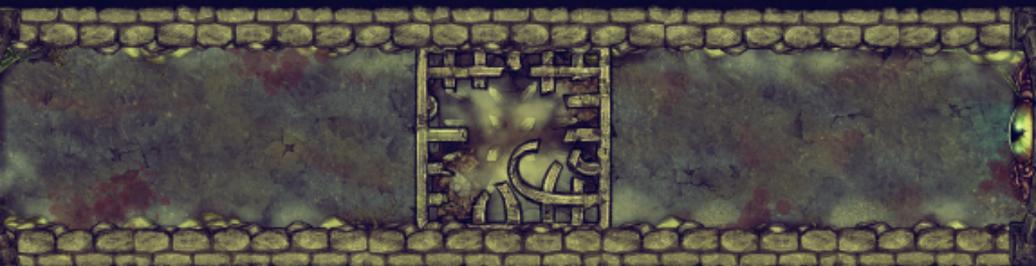


Conflict. Conscious or not, tendrils of shadow might snake out from her torso, painfully wrapping themselves around anyone attacking her, preserving her as host to a dark creature intent on destruction, this creature perhaps called forth by a local person or presence known to the party. If the creature is exorcised from the girl, it will defend itself whilst seeking to escape, perhaps by raising the girl to a height and dropping her as a means of distraction. The fire in the buildings will continue to rage, someone or something within needing saved, and the buildings themselves might begin to collapse onto the street, choking black smoke limiting visibility.

Resolution. If the creature survives or escapes, it will look for another host. If the girl survives, she will have no memory of her time as host to the creature, but might suddenly remember her mother having been knocked unconscious inside a nearby building. Any fights amongst the local populace will die down if all is made clear that the girl had been possessed, and conveying thanks, might look to the party to investigate how this situation came about.

Twist. The person or presence that summoned this dark creature, whether by dint of compulsion or demonic intent, might look upon this experiment as a success, learning from any mistakes that may have been made, noting the party's involvement in how the scenario unfolded. In seeking another host for any further dark creatures, one in the party who was wounded during the altercation might begin to be drawn towards darkness, a tether within forming unknown in the coming days.





EYE KNOW IT'S NOT RIGHT

Hook. At the end of a corridor, a great eye can be seen carved and woven into the warm stone above a door. As it gazes down towards the party at the other end, fungal goo coating the walls can be seen to be shifting back and forth as though breathing. A spiked pit stands in the middle of the corridor, a foul mist rising from it, and from which a crunching sound emanates each time the party moves or speaks. The pit must be crossed in order for the party to reach the other side. It is free to turn back and try another route, but if it chooses to continue down this corridor, the eye will appear to fill with fungal liquid as though shedding a tear, the liquid forming an ooze which then moves towards the party. The goo on the walls slides down and joins with the ooze as it passes, the eye looking away like it can't watch what might be about to happen. **How will the party reach the other side safely?**



Conflict. The ooze-like substance grows in size as the goo from the walls seeps into it, and the ooze seemingly wishes the party to be pushed down into the spiked pit. The surface of the pit itself appears to shimmer slightly, small droplets of goo seemingly floating at the top, and this may be due to an acidic, gelatinous substance filling the pit. The eye is of a huge, poisonous creature taken captive years ago and nailed to the outside walls of the corridor, its face squashed against the other end of the corridor with only one of its eyes exposed, the door leading into its mouth, the creature forced against its will to watch as unsuspecting victims suffer at the hands of its poisonous ooze or by falling into its mouth and digested.

Resolution. The party may be able to fight off the ooze and gelatinous substance in the pit and reach the other door safely, but if it spots the trap awaiting it through the door, it will need to fight its way back the way it came. If it does so successfully, the creature may weep once again, except this time through joy.

Twist. A low wailing sound might be heard occasionally, and the party might deduce from the eye's movements and also the sound of slight movement around the walls, that the eye is of a large captive creature. The goo which slides off the walls might also dislodge some bricks, revealing the creature and signs of it having been nailed or fixed around the corridor, the wailing suggestive of a plea for help. If the party helps it escape its restraints, it will bolt off but may prove helpful to the party down the line when least expected. Whoever restrained the creature, however, will be displeased that it has been released.

