

Reavers on the Seas of Fate - Session Summary 05/30/2010

Due to computer problems, one session summary was lost, so the first part of this is an abbreviated summary of the 5/16/2010 session. Our heroes are:

- Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick)
- Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (Kevin)
- Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris)
- Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul)
- Samaritha, the book-readin' half-elf Cyphermage who's sweet on Serpent (NPC)

Betrayal, Part 2

As *Sindawe*, *Serpent*, and *Tommy* are fighting wererats in the Boneyard (see last session), *Wogan* and *Samaritha* the novice Cyphermage take a trip to the Cypher Lodge to research more information about the serpent cult. They find some relevant books on ancient sacred geometry, but are attacked in the library by a shadow! They manage to defend themselves against it, but after it is dispelled, the nasty voodoo-using necromancer that works for *Elias Tammerhawk* (head of the Cypher Lodge) appears on the library balcony. "De bossman want all of you dead. Come to *Glapion*, little ones. He will make your end quick." He gestures, and another shadow appears and flits towards the pair. *Wogan* and *Samaritha* flee from the shadow out of the Cypher Lodge and manage to get away after a running fight in the streets of Riddleport. They end up headed back towards the Gold Goblin.

As they near the Goblin, they pass by a group of gendarmes. They initially bluff their way by (they don't know about the trouble the rest of the group had, but no one likes talking to cops). After they pass, one of the gendarmes thinks he recognized the pair and the squad begins to follow them. In the meantime *Sindawe*, *Serpent*, and *Tommy* had snuck up to observe the Goblin from an alley. They see the gendarmes following *Wogan* and *Samaritha* and as they pass their hiding place, whisper for the two of them to come meet up with the rest of the party at the Dead Duck Inn in the Rotgut District. They wait to ambush the pursuing gendarmes but as they approach one spots *Serpent* and calls out,

“Hey, that's one of them!” The whole squad immediately aims and lets loose a volley of musket fire at the Ulfen druid; he dives behind some rain barrels in the alley to avoid being shot. The party deals quickly with the gendarmes, knocking out or killing most of them. One of the gendarmes blows a whistle to summon more, although Sindawe then punches the whistle deep into the gendarme's throat. He flees, making strangled tweeting noises. Sindawe and Serpent split before more gendarmes come, but Tommy sneaks into the Gold Goblin to talk to *Saul Vancaskerkin*, their employer, about this betrayal.

Dead Ducks

At the Dead Duck, Wogan and Samaritha meet back up with Serpent and Wogan, and request the back room from *Ball-less Bill* the bartender. They are shortly joined by *Salvadora Beckett*, the God Squad member they had worked with before (the God Squad is a clandestine anti-cult group within the gendarmes). Salvadora says that the city's gendarmes have orders to hunt the characters down and kill them on sight.

While the group chews over this news, Tommy returns, having talked to Saul. He found the man drinking himself into a grief-stricken stupor in his study. According to Saul, after the party left the big crime lord meeting, *Clegg Zincher* brought up a motion to have the group of player characters killed. Surprisingly, everyone including *Shorafa Pamodae* voted in favor of the measure, except for *Overlord Croamarcky* himself, who abstained but didn't overrule the crime lords. (Saul didn't get a vote.) The motion was carried and Saul was told to send the characters into the wererat ambush arranged by the crime lord *Ziphras* at the Boneyard. Serpent reminds everyone he believes that Tammerhawk had charmed Clegg Zincher, and that Tammerhawk must be behind the order to have the characters killed. Tommy relates that Saul says he's happy they're alive and says they need to get out of town; he hopes the heat will be off and they can come back eventually, but right now if he's seen with them, they'll kill Saul and everyone else in his organization. Some of the party are not impressed with Saul's concern for them.

Tommy also tells of an encounter he had spied on between the crazy slattern Iesha and the drunken boor Bojask. Apparently Iesha wanted some dream spider venom for personal use, and shamelessly told Bojask “You know, when a girls' got some of that

stuff in her, she is so relaxed she doesn't care *what* happens to her..." Tommy only stayed to watch for twenty minutes.

As the heroes talk, Samaritha is deciphering the tomes from the Cypher Lodge library. She discovers that apparently something about the sacred geometry of the Cyphergate points to the top of the Riddleport Light, a lighthouse that has been recently rebuilt on the edge of Riddleport. Interestingly, Tammerhawk is the one that had it rebuilt. It had been in the care of the fiend-summoning sorcerer *Gebediah Crix*, who turned up dead right before the party came to town. Samaritha believes that Tammerhawk is trying to activate the Cyphergate using an ancient artifact in the Riddleport Light. She's not sure what activating the gate will do, but possibly will open into some horrible hell dimension. The artifact is the head of an idol of Ydersius, the serpent god. It was separated from the body of the idol in a place called Viperwall.

Samaritha tells that Ydersius was originally a civilized god but became insane and evil after his head was chopped off by an Azlanti hero. She believes that they are attempting to leverage sympathetic magic by similarly separating the holy idol's head and bringing it here to fuel their ritual with the chaotic tension it holds. She thinks this can be stopped if the heroes can bring back the idol's body and reunite it with the head.

Unfortunately Viperwall is far away and it is an ancient castle surrounded by clouds of poisonous gas. The characters immediately start planning to go there. They plan to catch a ship to Magnimar and travel up the river from there.

You Do What?

The heroes sneak to the docks at night, avoiding gendarmes and *Boss Croat's* men, including *Karl the Kraken*, who are patrolling the docks looking for the characters. They get passage as crew on the *Flying Cloud*, a ship helmed by *Captain Creesy*. Captain Creesy is trying to break a sailing speed record in getting to Magnimar. He is always needing good crew, as the average sailor hand regards someone who sails around for no specific purpose like trade or piracy to be of questionable mental capacity and possibly a sexual deviant as well.

Samaritha uses a hat of disguise to disguise herself as a man for the trip. She overplays the machismo just a bit, with Tommy egging her on. The trip goes smoothly

except for one storm and an encounter with an aquatic troll which clambers over the side in the dead of night. The characters dispatch it, although Captain Creesy is adamant that they not use fire on his ship, and that complicates the process.

The characters spend a few days in Magnimar shopping and sightseeing. They get a few magic items and quite a few cool nonmagical items as well. Samaritha is restive and wants to leave immediately; Tommy remembers that she is from Magnimar and speculates that she owes someone money.

After that, the characters take a long upriver barge trip inland on the Yondabakari River, which borders the northern edge of Mushfens. They pass through a number of boring provincial villages and take on a group of goblins paddling down the river in a washtub. They appear to be towing a bloated cow corpse. They start taking bets as to who can shoot the most goblins; everyone opens up with their weapons of choice and Tommy ends up winning, though not before one goblin playing possum manages to board the barge when Sindawe decides searching a goblin bathtub for treasure might be anything other than sanity-scarring.

Serpent gets Suspicious

Serpent has been thinking all along how suspicious it is that Samaritha suddenly came up with all this information about Ydersius and Viperwall. The characters had been asking her to do research for weeks at least and she had never told them any of this before. Serpent pulls the other characters aside to discuss his suspicions. The party had already previously checked her for any sort of spells or illusions, but that doesn't rule out blackmail, or being a doppelganger, or several other ways she could have been replaced or forced to betray the group.

Serpent asks Wogan to use a *comprehend languages* spell and take a look at the books Samaritha has brought up the river with her.

Wogan does as Serpent asks. He asks Samaritha if he can look at the books she brought and uses his magic to read the ancient languages the books are written in. He verifies that the book on sacred geometry looks like it is pointing at the Riddleport Light. The book says something vague about the jaws of the serpent. He also finds out that apparently the cultists can bring serpentmen from some alternate dimension or

something; his nonexistent Knowledge skills don't really provide him stunning amounts of insight into the whole thing. He does not, however, find any information to back up Samaritha's claim about recovering the body of the idol. He doesn't find anything to directly contradict it, either, though.

The Crazy Trapper

The group finally arrives at Nybor, a farming and fishing village on the shore of Ember Lake. Nybor is a strange little town; many of its inhabitants are half-breeds of some sort or another and there seem to be a very large number of interracial couples. The half-orc innkeeper has a half-elf wife, and a half-ogre comes in before the night is over.

Tommy talks to the innkeeper about Viperwall. The locals think only someone insane would go there but the innkeeper says there is a trapper who would be the only one crazy enough to lead someone there. To find the trapper you go down the trail leading south out of town. *Melinda*, the bartender's wife, gives the party directions to the trapper's shack.

Serpent and Wogan go out to Ember Lake at night to observe the strange glowing patterns of the phosphorescent salamanders called charig that live therein.

The next morning, the heroes go down the trail and find a halfling-sized shack with various hides hanging outside it. Sindawe and Tommy notice a crocodile head surface at the edge of the lake 15 feet away.

Sindawe calls out, "Hello to the shack, we're looking for the trapper!"

There is no response.

The heroes begin to back away, but the crocodile head follows them. Serpent takes a good look at it. The crocodile is moving weirdly, like maybe someone has a taxidermied crocodile and is hiding under it.

Serpent calls to the dead crocodile, "We're not here to hurt you; you can come out from under the crocodile."

The mouth of the croc opens and a gnomish face looks out. The gnome has brick red skin, green hair, and hot pink eyes. "OK, you got me," he says.

He introduces himself as *Nilbog*, and claims he's called that because he's the opposite of a goblin. Sindawe talks to the confusing gnome, explaining where the group wants to go. Nilbog wants to know why we would want to go to Viperwall.

Sindawe spins a tale on the spot, claiming that he wants the Viperwall Extract to heal the Prince of Neuronia.

Wogan is confused, "I didn't even remember the prince of Neuronia. Did we go to Neuronia?" Tommy stomps on his foot.

Nilbog claims he has been within spitting distance of Viperwall. "What have you got to pay with?" he asks. "Any of you a wizard? I could use a weapon enchanted." Although the group does have a wizard (Samaritha), no one in the group enchants weapons. The gnome quickly gets distracted talking about his weapon (a gnomish hook hammer whose two ends apparently have names and distinct personalities, *Gobstopper* the hammer and *Mister Gibtastic* the hook) and drops the subject of payment.

Shopping

The group goes to the general store to get outfitted for a swamp trip. We need boots that won't get sucked off by the mud. On the way, Nilbog claims the swamp has a lot of frog men. Serpent has heard of boggards, a species of evil frog men with long sticky tongues.

A tiefling gentleman runs the store. He looks panicked at the sight of Nilbog in his establishment, but this doesn't stop him from selling us lots of equipment. We buy wader boots, insect repellent (gator grease), big bags of goose feathers, one candle each, an eye scooping spoon, and 200 feet of rope. Nilbog's shopping list seems a little insane but we don't argue with it, other than Sindawe briefly quibbling over the eye-scooping spoon. We agree to meet at Nilbog's shack the next day.

After Nilbog leaves, Sindawe asks the shopkeeper, "How likely are we to wake up with him feasting on our brains?" The shopkeeper is evasive in his answer.

On the way out Sindawe notices some 8-year old children at play and walks over and gives them the goblin weapons he had earlier recovered.

Samaritha seems shocked, "You're giving them weapons?"

Serpent says, “I’m surprised they don’t already have them. In my homeland, children that age would have had their own weapons for years already.”

Killing Time

That evening, we conference on the books that Wogan looked at, but arrive at no clear conclusions. Tommy gives the books back to Samaritha, but threatens her if she should betray us. Samaritha seems to have no idea why Tommy would be threatening her.

Inspired by Nybor’s mixed populace, Samaritha chats with Serpent a while about mixed-race couples, asking him his opinion. He allows that it’s fine as long as both parties are consenting and at least somewhat compatible. Not like those crazy wizards forcing owls to mate with bears and stuff. He seems oblivious to what Samaritha is implying about herself and Serpent (Serpent is human and Samaritha is a half-elf).

Time To Go

Sindawe awakens very, very early in the morning with a gnome face two inches from his own. “Hey it’s time to go!” the gnome says. Sindawe swipes at the gnome but Nilbog dodges.

Nilbog says, “I was waiting for you but 4:30 came and went.”

“Morning to a sailor is 6:00,” says Sindawe but he gets up anyway and begins to rouse the others. It’s cold. Luckily Sindawe has coffee.

When we get to the lake, Nilbog has a boat and is loading it up. “We’re going to be going through *King Krung’s* territory” We ask and find out King Krung is a boggard god-king. The gnome is accompanied today by a raccoon chained under the bench on the bow that hisses at the characters with alarming frequency.

Tommy finds a box in the stern of the boat that seems to be moving, but he doesn’t ask about it. As we travel, Nilbog sings the whole way. his song is filled with crazy lyrics about being a trapper. A sample verse:

*I can catch a helpless animal,
Skin it with my bare hands.*

*I wake up muddy,
And I go to bed bloody,
'Cause I'm a trappin' man.*

A Magnamarian patrol goes by on the shore. The patrolmen are some of the same guys we met while traveling upriver and we wave to them. They wave back.

We get across the lake and Nilbog camouflages the boat. The raccoon hisses angrily. Nilbog talks Tommy into opening the box on the boat, and Tommy finds out it's stuffed full of white rabbits. He's not sure why, but figures they might make good bait for something.

Slogging Through the Swamp

“Watch your step,” says the gnome. “I call this the carrion swamp ‘cause there's lots of carrion.” And, apparently, the boggards like to set traps. As a trapper Nilbog appears to consider this a personal affront.

As we travel, Tommy finds a spear trap, and we go around it. Then there's a rolling rock trap with a tripwire. Nilbog tries to disarm the trap in place. The party moves out of the path of the trap. A big boulder falls and goes splat in the mud where the party had been standing. “Whoops!” says Nilbog.

Later, Serpent spots a goblin snake, a demented creature with the head of a goblin and body of snake. It seems to be taunting the party. Tommy sees there's a tripwire in front of the snake, made of razorwire, and that charging the snake would result in a good clotheslining. Tommy cuts the wire and the snake runs. Wogan sends an icicle burst after it.

Nilbog yells, “Them's good eatin!” and fires a shortbow at it, hitting it and leaving his arrow in it. The snake dives into a hole and is gone. Nilbog curses his luck; the party isn't so sure.

Frogmen

We push through some trees and hear something coming from ahead - splashing around and talking. Serpent casts *shillelagh*, Samaritha casts *mage armor*, and Wogan starts summoning something. Sindawe and Tommy sneak forward.

Ahead, there are five big froglike boggards loading some stuff into a boat. One of them looks a bit meaner than the others and carries a greatsword.

We burst through the trees and attack. Samaritha casts a spell and Sindawe throws a javelin, but both miss. Wogan summons a dog, but it gets cleaved in two by the lead boggard's sword.

Then Samaritha shoots a coruscating ray at the lead boggard and he grows visibly weaker; his greatsword slumps just as Serpent rushes him and slams him with his shillelagh. Sindawe runs up as well and uses his insane kung-fu on the lead boggard, stunning him. Serpent hits him twice, snapping the boggard's armbones and slamming it between the eyes. The lead boggard falls.

In the meantime Wogan shoots a boggard with his pistol and summons another dog. Two of the boggards make a horrible frightening croaking noise. Tommy and the snake *Saluthra* lose their nerve and flee from the horrible sound, but Wogan calls upon the power of Gozreh to quiet their fear and they quickly rush back to the battle.

Two boggards team up and begin to viciously beat Serpent with morningstars. Sindawe in turn viciously punches one of the boggards on Serpent, hurting it bad. Serpent finishes off the one Sindawe hit and *Saluthra* rushes back into combat, grabbing and crushing the other boggard.

Samaritha telekinetically punches one boggard. Nilbog lays into another with his hammer. Tommy gets in a sneak attack and finishes off the one that Nilbog was fighting.

Wogan icicles the last boggard, it turns and dives into the water and starts to swim away. Sindawe tells Wogan, "Summon a snorkel of dolphins to gang-rape it!" Wogan just looks at Sindawe as if he has grown a third head.

Nilbog dives into the mire after the boggard. Serpent encourages *Saluthra* to leave the boggard it has crushed and go after the one in the water. *Saluthra* slides into the water and grabs the last boggard, crushing the life out of it. "Kill stealer!" protests Nilbog.

We grab the canoe. In it, there's a chest in poor condition. The chest contains a boar head, a bunch of ivory statuettes, a pair of golden goblets, and a stone cat's head. Serpent identifies the breed of the carved cat's head as a manx. The leader's greatsword is shiny and well-polished. We take the canoe. It becomes useful getting across the small pond.

Nilbog's Last Laugh

Our guide stops. “Viperwall's just over there, here's what you wanna do. Follow that trail to a crossroads. Stop at the crossroads and count to 60. Then turn left, go down a hill, to the left is a big thistle patch, don't go into that. Keep going and soon you'll come upon a sneezy gas. It kinda makes you sneeze before it kills you.”

As he wanders off singing about how the brain of an antelope tastes like cantaloupe, Wogan says “I liked that guy. He was crazy.”

Tommy muses, “How much did we agree to pay him, anyway?”

Sindawe answers, “I don't think we ever actually agreed to pay him.”

At the crossroads, there are lots of boggard tracks, but the least amount to the left. We see a cairn and a skull atop it. Serpent goes to examine the skull, and suddenly the whole party gets captured by magical *snares*. The snares bang us around, but we land unharmed in massive piles of goose feathers. The same goose feathers we had purchased at Nilbog's insistence back in town.

Nilbog appears once more, laughing at us. “I'll invoice you when you get back to town,” he says, and disappears once more. Tommy slips out of his noose and lets everyone else down.

Mama Watanna

The party travels on towards Viperwall, and comes upon a boat in a tree. A light comes down from a hole in the boat, and we approach although Tommy stays back. A rope comes down from the hole.

Serpent calls up, “Hello?”

“Come on up, chillun, don't be afraid.” comes a matronly voice.

We climb up and meet *Mama Watanna*, an old woman dressed as a voodoo priestess and a pet snake. Wogan examines her religious trappings but doesn't know much about them. Sindawe makes kava coffee for her.

She asks what we're doing here. We tell her the truth. She says that Viperwall is dangerous, but has been worse since the "shadow man" came, and that the place is filled with spirits from "de otha side." The PCs guess that this shadow man is Glapion, who attacked Wogan and Samaritha back in Riddleport. She decides to help us, and paints skulls on our faces in white paint that lets us touch the spirits.

Serpent asks the old woman about the serpent god Ydersius. She says there are spirits that are at peace with what they are and some that aren't. It was once more peaceful.

"So what happened to it?" Serpent asks.

"Some man fightin' wit it." she shrugs. She tells them that spirits are powerful but men are powerful too.

Tommy shows her the ivory statuettes we found earlier, and she says they are relics used to worship by the men who once lived in Viperwall. We thank her for all her help and move on.

Viperwall

We approach Viperwall. Embossed with great stone serpents, the brooding ruin is surrounded by a greenish haze of poisonous gas which leaks steadily from fanged sculptures in its walls.

Thanks to a *delay poison* wand we are not affected by the poison gas. Wogan theorizes that as long as the *delay poison* is in effect we will be fine, and the gas should be gone from our system by the time the spell wears off, so it won't affect us later.

Tommy approaches and looks in through the bent portcullis at the front gate. Inside there is a riot of plants, unaffected by the poison mist. It looks like it was once filled with cultivated gardens. We all go in.

The Viperwall Garden

We wander through the castle's unkempt garden and find a koi pond; surprisingly it seems clean and still has fish in it. Sindawe wades into the pond and searches with his feet to avoid washing of his face paint. He finds an ivory statuette in the silt like the ones we already have. He searches and finds 2 more statues.

As we circle our way up the ziggurat, we find some beneficial berries on a bush and harvest 18 of them. Serpent eats one and gets a point of healing, Samaritha eats another. Tommy finds a secret door on the castle's keep. Just as we are investigating the door, we hear the crack and crunch of something large approaching. We duck into the secret door, into a room full of rotting cloth. Tommy peeks out the door and sees something like an ogre approaching, but it seems to be covered with a thick fungal growth. We close the door quickly and quietly.

Inside Viperwall

Wogan roots through the cloth and finds seven bronze animal masks – a lion, crocodile, ram, jackal, hawk, ox, and snake. The walls have engravings of bald priests donning animal masks as part of worship. We all try on masks.

We go down some stairs. They take several turns before they come to a blank stone wall. Tommy checks the wall and finds a pivoting secret door. On the other side is a square room with a pink pedestal in the center. The pedestal has a golden bowl on it with some brackish water in it. Tommy discovers a pressure plate under the bowl. He looks around and finds holes in one wall. A trap! The other characters retreat and Tommy disables the pressure plate. He gets the bowl. He pours the water out and discovers that there are 13 ancient gold coins under the water. He takes the coins and the bowl.

Outside the room is a corridor. We go down the corridor and Sindawe narrowly dodges a scything blade trap. We find a dead end. Searching the dead end reveals a secret door that goes outside.

Down another corridor we come to an arch. Tommy searches it and finds a trap. If we go into the room ahead, a big stone block will seal us in. Tommy disables the trap, but we still don't trust it. Wogan *summons* a pony and sends it in. There is a big stone chest

inside the room. As the pony clomps over to the chest the wall grinds closed. We leap back.

Tommy manages to reset the stone block and Sindawe goes in to check out the chest. There is a crack in the wall big enough to let in some of the green gas. The stone block grinds closed again. Sindawe pries the chest open. Inside is a clay tablet. Tommy manages to reset the block again and Sindawe brings the tablet out. Samaritha determines the tablet is a scroll of *undetectable alignment*.

At this point we don't have any other corridors to explore so we search for secret doors for a bit. We find one in the gold bowl room. Behind the secret door is another big room with some bronze tools. There are a couple big centipedes but we quickly kill them. Samaritha thinks the room seems artificially arranged. Moving some bricks around reveal another secret door in the unfinished wall. Sindawe swivels it open to reveal a passageway beyond.

In the passage, a scythe trap attacks Saluthra, but just scratches her.

We come to an astronomy room, paintings of stars adorn the walls and some glittering gemstones are also embedded in the walls. Tommy appraises the gems while Wogan studies the walls. He recognizes the serpent constellation. He compares the stars as indicated on the wall to the current night sky and determines that the stars will be in this position within a week or two. One of the gems is magical, and iridescent. Wogan determines it is a clear spindle *ioun stone*.

Wogan pries out the stone from the wall as Samaritha shouts "NO!" and then the floor drops out from beneath us. We go down a chute and get dumped in a big heap in a rectangular room.

There are five sphinx statues in the room with huge tall heads in the room. Wogan detects magic but the statues are not magical. Tommy checks the room for traps. No traps, but the two sphinxes on the end move aside on rollers. Sindawe moves a female sphinx. The mouths of the sphinxes snap open and a green gas fills the room. We are unaffected thanks to the *delay poison* spells still in effect. There is a door behind the sphinx. We determine there is another door behind the male sphinx. We go through the door behind the male sphinx. On the other side is a small square room with another hidden door. Behind that door is a room with a floor covered with green slime. There are

several stone vials in the slime. Sindawe touches the slime with a javelin and it starts to dissolve. Serpent convinces Samaritha to levitate the stone vials out of the slime. One is magical. We use create water to wash it off. The vial has runes on it that say "*potion of darkvision.*"

Beyond is a fountain room full of mist and fountains. We cross through it.

Shadow Attack

In the next room there is a pair of double doors, a fountain with a big lion in it and a barred double door.

As we explore, a shadow underneath the lion statue suddenly comes out and grabs Sindawe, draining his strength. Serpent attacks the shadow twice with his staff. The ghost paint seems to work, and Serpent is able to do full damage to the shadow. Wogan runs to heal Sindawe's lost strength.

Sindawe strikes the shadow twice with his fists and Samaritha fires off a *scorching ray* but misses. The shadow tries to fly through Sindawe but he dodges and the shadow flies into the corner. Wogan wings it with a pistol. Sindawe runs, jumps, and punches it. Tommy slings a rock into it. The shadow swoops at Sindawe and drains him again. Serpent runs up and smacks it once. Wogan moves over and finishes it off with his blunderbuss. It was quite a tough shadow.

We go down a side corridor and find a small room with a pylon on a larger pedestal. The pylon is marble and covered with tiny runes. Samaritha says it is the Book of Gray Waters. It contains rituals for extending life, and for laying the dead to rest.

The hallway ends in a barred double door and a staircase down. Serpent has to move the bar, as Sindawe is no longer strong thanks to the shadow. We come into a large room. The room has chalk drawings of stick figures on the walls and a shaft in the ceiling. The floor is loamy earth with mounds here and there. Serpent examines the chalk drawings and determines they show some sort of dancing series of motions with some sort of device. Sindawe feels motion from beneath the ground. We move to the exit and now Serpent and Wogan feel it too. A huge slithering abomination comes heaving up from beneath the earth. We slam and bar the doors. The abomination slams against the doors. We flee down the nearby set of stairs...