

D&D, Friday, 4/28/17

Shawn & Long

With a loud crashing sound, the mutated giant crashes further into the building towards the corner that Shawn has sought refuge in. Having spotted him, the giant swings one of its mighty fists towards him. Luckily, Shawn managed to duck just in time as the giant's fist careens into and through the walls behind him, opening up that corner. Now prone on the ground, Shawn hears a frightful yelp to his left within the building he had fled from previously. To his dismay he sees the limp form of Long being lifted from the ground by the tenacious serpent beast. The reptile teleports Long into a leather bound bag, and tosses the bag over one shoulder. By this time the giant had decided he would strike again, this time with its mighty wooden club. With a great whoosh, the club comes crashing down towards Shawn. Shawn instinctively dashes out of the club's way and towards his captured comrade. In his haste however he fails to see that the serpent had already anticipated this move and conjured a spell that freezes Shawn mid-stride, followed by the serpent opening his large leather bag and conjuring another spell that sucks Shawn in. You are both trapped within a bag of holding of immense size and fortitude, this section of the bag happens to contain many jail cells. Both Shawn and Long are teleported directly into a stone based jail cell with a thick iron cast door.

So you are aware, the group will simply be seeing Shawn get almost obliterated and then vanish from thin air trying to cross the street.