
 Mark, me and Random: "Quick we need to take out these three before they summon reinforcements!" hissed Khalin as he quickly scurried towards the first goblin. The dwarf spied a couple of goblins with what looked like bows or slings waiting in the gloom beyond, and headed towards one of the pillars, intent on taking cover behind it. May 12 ▼



As he moved over the floor between the pillars he realised his mistake too late, the floor disappeared below him as a stone-coloured canvas gave way beneath his weight.

[False Floor Pit Trap: **1d20+6: 21** vs Khalin's Reflex(13)] - hits!
[Damage: **1d10: 2**] and [**Prone**]

He couldn't swing his weight around to avoid the trap and fell ten feet, crunching on the floor below. As Khalin shook his head, squirming and movement caught his eye under the canvas that had fallen with him, and a swarm of rats skittered towards him.


Goblin laughter echoed down the corridor.



 Me: A cry of another goblin echoed around the corridors, and a snicker and splatter of feet running around corners came to the ears of the party. May 14 ▼
[Goblin Warrior #02 Moves]

  Me, Random and Matt: In response to the first goblin, another appeared from around the corner in the southern corridor. This one was armed with a small crossbow, and fired a black shafted bolt the length of the corridor, over the pit, and into the party. May 13 ▼
[Goblin Sharpshooter #01 Hand Crossbow: **1d20+9-2: 10** vs Tradden's AC(19)] - misses!



Tradden managed to dodge to the side as the bolt clinked against the wall and skidded onto the stairs.

"Hey!" exclaimed the young fighter, with annoyance.



 Me: The collapse of the stone-coloured canvas caused a wind, the torches flickering in their sconces, casting delicate shadows across the chamber. Dust floated freely in the air, swept along by the passage of the wind. May 13 ▼
Distances were deceptive in the light, and the echoing sounds of goblin mirth added to the sense of foreboding. What seemed like distant moaning reverberated in the stone walls and floors.

  Neil, me and Random: Kireth quickly moved down the steps, allowing the others to move past him more easily. May 13 ▼
The annoyance that had just taken a pot-shot at Tradden should go first he decided. Waving his staff in an arc he caught the creatures eye and stared deep, deep into its soul.
[Nightmare Eruption vs Goblin Sharpshooter #01's Will: **1d20+6-2: 23**] - hits!
[Damage: **1d8+5: 13**]



The goblin holding the crossbow stared back into Kireth's eyes defiantly, then after a moment of locked vision it began to scream, it's piercing shriek echoing off the walls. Its knees buckled and it struggled to stand as the flickering shadows of the torchlight consumed its mind as fleeting ghosts for a moment.

  Nick, me and Random: Zero knelt and braced his crossbow on his arm. He loosed a bolt down the hall at the beleaguered sharpshooter. May 13 ▼
[Sly Flourish vs Goblin Sharpshooter #01: **1d20+8: 24**] - hits!
[Damage: **1d6+4+1+2d8: 17**]



The bolt thudded into the goblin as it stood agape, still trying to shake the effects of the mage's attack, gouts of blood spurted from the wound and it howled in pain, barely able to stand.

  Me and Random: Another goblin appeared in the corridor to the south, crossbow already loaded and pointing towards the party. With a brief glance, it fired into the bulk of the party, with the young fighter Tradden in the line of fire. May 14 ▼
[Goblin Sharpshooter #02: **1d20+9: 20** vs Tradden's AC(19)] - hits!
[Damage: **1d6+2: 3**]

This time the bolt struck the fighter, rather than glancing off the wall.

  Me and Random: Rats sniffed and crawled over each other in the bottom of the pit, oozing out in a swarm under the fallen canvas and turned towards Khalin. Sharp teeth and whip-like tails became a ravenous, screeching horde in an instant as they sought flesh to satiate their appetite. May 16 ▼
[Swarm of Teeth: **1d20+6+2: 10** vs Khalin's AC(20)] - misses!

Khalin shuffled as best he could towards the corner of the pit, still prone on the floor, fending off the rats with his warhammer.

  Matt, me and Random: With a grunt Tradden pulled the bolt out of his shoulder, where it had caused an annoying fleshwound, and tossed it towards Zero as he set off down the stairs. May 14 ▼
"One for your collection Z..."

Moving as fast as he could, he traced the areas of the corridor he thought were safe, using the areas used by the Goblin when it had backed off, and was soon face to face with the sniggering greenskin, who he barrelled into.

"That...."



[Charge vs Goblin Warrior #01: **1d20+11+1: 25**] - hits!
[Damage: **1d8+7: 12**] and [**Marked**]

"...Hurt!"



The young fighter had considered pulling his friend out of the pit he now found himself in, but at the same time he knew that Khalin would want him to stem the tide that may yet spew forth from the southern corridor. If the goblins were dead, that would make an assist to the Dwarf easier, or at least Zero or Khalin might be in a better position to help if Tradden could tie up the greenskins.

  Me and Random: The goblin snarled at the warrior, backpeddaling quickly [Mobile Ranged Attack] and hurling its spear at Tradden. May 14 ▼
[Mobile Ranged Attack: **1d20+6: 20** vs Tradden's AC(19)] - hits!
[Damage: **1d8+2: 8**]

The goblin snickered as it pulled another short spear from around it's back, and scuttled off to the east.

  Me and Random: Khalin struggled on the floor trying to keep the rats away from his flesh. May 16 ▼
[Rat Swarm: Aura]
[Swarm of Teeth: **1d20+6: 10** vs Khalin's AC(20)] - misses!

He managed to fend them off for now with the shaft of his hammer.

  Mark, me and Random: Khalin wasn't sure what was more painful, the heavy fall into the pit, or the ignominy of not looking before he leapt, so to speak. Still, though he was sure he'd cop some stick later (should there be a later for the party) now wasn't the time for navel gazing. May 14 ▼

Having fought off the vermin's initial attacks, the dwarf scrambled to his feet

[Move action to recover from prone]


There looked to be no easy way of trapping the rats under the canvas again, so Khalin opted for the straightforward approach - with luck any rats he didn't hit might be scared off.

[Dungeoneering check: **1d20+3: 10**] - failure!

"Gaaarr!" he growled, sweeping his hammer down onto the pile of rats...

[Warhammer vs Rat Swarm: **1d20+6: 16**] - hits!
[Damage: **1d10+5: 15** reduced to **7** damage]


Hitting the rats was fairly easy, but getting a good strike on them was difficult as they squirmed and wriggled around like a swirling dervish. Khalin could swear he'd landed a good contact, but that rats parted before his blow. [Half damage from melee attacks]

 Me and Random: The first notice Kireth had of the goblin was skittering footsteps coming around the east corridor. As he turned round quickly, a spell forming on his lips, he knew he was already too late, and spent the little time he had to brace himself. The goblin rushed headlong into him. May 16 ▼

[Goblin Warrior #02 Bull Rush: **1d20+4+1: 14** vs Kireth's Fortitude(12)] - hits!
[Kireth Saving Throw vs Push: **1d20: 6**] - failure!


The goblin hit Kireth with quite a force and the mage tumbled head over heels into the pit alongside Khalin.

[Damage: **1d10: 5**]

 Me and Random: One of the crossbow-laden goblins took a swift shot at Tradden, before sprinting off to the east. May 16 ▼


[Goblin Sharpshooter #01: **1d20+6: 16** vs Tradden's AC(19)] - misses!

The arrow flew wide, but as Tradden looked back up, the goblin was gone.

 Me and Random: The rats swarmed around their new victim, running over his cloak and trying to find ways to sink their teeth into Kireth's flesh. May 14 ▼

[Rat Swarm: Aura]
[Swarm of Teeth: **1d20+6: 17** vs Kireth's AC(16)] - hits!
[Damage: **1d6+3: 8**] and [Ongoing **3** damage (Save Ends)]

Tiny pricks of pain covered Kireth's legs as the rats found a way in.

 Neil and me: Kireth climbed to his feet, shaking his arms and robes furiously as he did so in an attempt to dislodge any vermin that may be on him. May 15 ▼

This 'journey' was not going anywhere near the way he had envisioned it. All too frequently now the mage was finding he was coming up short of the mark he expected of himself. He despised these failings and he was furious, once again, with himself.

"RAAAAAARRRR" he roared throwing an outstretched staff at the rats

[Magic Missile vs Rat Swarm: Damage **2+4+1: 7**] - automatic hit!


As Kireth raised his staff the rats took the opportunity to lead at his exposed armpits, looking for anything to get their teeth into.

[Rat Swarm Attack of Opportunity]
[Swarm of Teeth: **1d20+6: 13** vs Kireth's AC(16)] - misses!

Kireth saw the leap, though, and thrust the staff out in protection in front of him, deflecting them away for the moment.

He then took a moment to try to brush off the rats nipping at his legs.

[Save vs Ongoing Damage: **1d20: 11**] - success!


 Nick, me and Random: Zero took a bead on the sharpshooter at the far end of the southern corridor and let fly. May 16 ▼

[Gloaming Cut vs Goblin Sharpshooter #02: **1d20+8+2: 19**] - hits!
[Damage: **1d6+1+2d8: 16**]

Before the bolt had reached its target, he stole into the shadows.


[Stealth Check - Hide: **1d20+12: 30**] - success!

The bolt slammed into the goblin's shoulder, spraying blood over the corridor walls. [Bloodied]

 Me and Random: The goblin sharpshooter hissed as it tugged at the bolt in its shoulder for a moment, before composing itself and pointing its hand crossbow at Tradden and pulling the trigger. May 16 ▼


[Goblin Sharpshooter #02 Hand Crossbow: **1d20+6: 7** vs Tradden's AC(19)] - critical miss!


The goblin found it hard to hold the crossbow steady with its damaged shoulder and the bolt sailed harmlessly by. It limped off to the east, beyond sight around the corner, leaving a trail of blood behind.

 Me and Random: The rats continued to writhe and swarm around the pit, covering Kireth and Khalin in a living blanket. Their sharpest teeth, however, seemed to be saved for the dwarf. May 16 ▼

[Swarm of Teeth: **1d20+6: 15** vs Khalin's AC(20)] - misses!

But the dwarf was resolute - the rats weren't getting through his defences if he could help it.

 Me: The skittering of the goblins' feet echoed around the corridors mixed with the incessant chattering of the rats. The noise was unsettling, both in nature and the fact that it was getting louder. If there were further creatures lurking around then it wouldn't be long before they took notice! May 16 ▼

 Matt, me and Random: His original opponent having disappeared, Tradden set off to follow the obvious trail of blood. May 17 ▼

He checked himself almost immediately - from the trail of blood leading away from the spot of the initial exchange of blows, the creature was obviously hurt, bleeding and could therefore wait. There were other pressing matters, notably those now evidenced by the chittering and screams coming from behind him...

Turning he moved back the way he had come, and launched himself at the Goblin now standing over Khalin.

It was only then that he saw the full horror of the swarm of rats beneath him - they squealed, clawed and jumped about, some of them nearly bouncing out of the pit in their berserk lust for blood. Either the potential for more goblins to start spilling forth from the other corridors, the situation was clearly desperate, and in Tradden's (admittedly short) experience, that called for desperate action...

With a Dwarven war-cry he waved his longsword, Narcissus, in a figure of eight formation, flecks of ice shimmering into the air from the blade as it did .

[Sweeping Slash vs Goblin's Reflex: **1d20+11: 15**] - hits!
[Tradden attempts to **Push** Goblin 1 square]

The flourish was just a feint, though and Tradden shoulder barged the goblin, trying to knock it into the pit.


[Goblin Warrior #01 Save vs Push: **1d20: 18**] - success!

The goblin was too canny to fall for Tradden's simple trick however, and dodged to the side. This just opened the door for the young fighter to strike with his other weapon.

[Secondary Attack vs Goblin Warrior #01: **1d20+10: 30**] - critical hit!
[Damage: **2d6+7: 19**] and [**Marked**]

With a huge sweeping blow Tradden sliced a vicious cut into the goblin's abdomen, spraying blood onto those below in the pit. [Bloodied]


"I don't know where you are Zero, but I could do with a hand here!"

 **Me and Random:** *The first goblin warrior, who had snuck off to the southeast earlier in the encounter, suddenly reappeared from the eastern corridor gargling incoherently and brandishing its spear in a threatening manner. It charged straight at Tradden who was busy with the other goblin.*

May 18 ▼

[Goblin Warrior #01 Charge: **1d20+6+2+1: 25** vs Tradden's AC(19)] - hits!
[Damage: **1d8+2: 9**]


The spear rammed home, catching Tradden along his arm.

 **Me:** *Rats continued to thrash and swarm around Khalin's legs, trying to find their way past his scale greaves and to his juicy, dwarven flesh.*

May 17 ▼

[Rat Swarm: Aura]
[Swarm of Teeth: **1d20+6: 14** vs Khalin's AC(20)] - misses!


But there was no way past Khalin's guard.

 **Mark, me and Random:** *"Fancy meeting you here!" yelled Khalin deadpan at Kireth's form which had tumbled into the pit after him. He frantically fought against the horde of vermin threatening to engulf the pair. So far he'd fought the little blighters off, but they were relentless and if he wasn't able to scare them off soon they'd eventually break through his guard and armour. Perhaps a gout of flame might force the horde to reconsider whether the adventurers would be a good snack - he willed his bronze bracers into action...*

May 17 ▼

[Minor: Flame Bracers daily power]
[Shielded assault vs Rats: **1d20+6: 8**] - misses!
[+2 to AC for self and adjacent allies]


The bracers didn't fire as Khalin wildly swung the hammer. The rats simply parted like a sea before him and avoided his blow.

 **Me and Random:** *The goblin warrior at the edge of the pit maintained its balance even with the whirling onslaught of Tradden's blades. It snarled at the cut across its stomach and thrust its spear through the fighter's defences.*

May 18 ▼

[Goblin Warrior #02 Spear: **1d20+6+2: 10** vs Tradden's AC(19)] - misses!


However, Tradden was waiting for the thrust, and dodged it easily.

 **Me and Random:** *One of the goblins holding a crossbow, dripping with blood and shaking profusely appeared in the corridor to the east. With an unsteady arm it raised its weapon, and pulled the trigger.*

May 18 ▼

[Goblin Sharpshooter #01 Hand Crossbow: **1d20+9: 28** vs Tradden's AC(19)] - hits!
[Damage: **1d6+4: 10**]


The bolt took Tradden unawares, his attention focused on the two melee combatants around him, and pierced the back of his leg. [Bloodied]

 **Me and Random:** *Most of the rats were congregated around Khalin's legs, trying to find purchase in the cracks of his armour. However, some still ran around the folds of Kireth's robes, nipping and biting where they could.*

May 18 ▼

[Rat Swarm: Aura]
[Swarm of Teeth: **1d20+6: 24** vs Kireth's AC(16+2)] - hits!
[Damage: **1d6+3: 8**] and [Ongoing **3** damage (Save Ends)]

Tiny pricks of pain covered Kireth's legs as the rats found a way in.

 **Me and Random:** *Kireth pulled his robes closely about him and summoned his energies as best he could.*

May 18 ▼

[Kireth spends Healing Surge and regains **7** hp]

He then lithely leapt for the northern wall of the pit, and scampered up with previously unseen grace.

[Kireth Athletics - Climb: **1d20+1: 17**] - success!


As the wizard grabbed for the top of the ledge, though, the rats took one last bite.

[Swarm of Teeth AoO: **1d20+6: 12** vs Kireth's AC(16+2)] - misses!

Swinging his legs up before they could make contact, Kireth got himself out of the pit and attempted to kick off the remaining couple of rats attached to his cloak.

[Save vs Ongoing Damage: **1d20: 9**] - failure!

The rats remained firmly attached to the hem!

 **Nick, me and Random:** *From the shadowy corridor, Zero took a shot at the goblin warrior attacking Tradden.*


May 18 ▼

[Gloaming Cut vs Goblin Warrior #02: **1d20+8-2+2: 22**] - hits!
[Damage: **1d6+1+2d8: 13**]

The goblin took the bolt in its back, and fell at Tradden's feet.

He then crept to the other side, hoping to draw a bead on the other creature he could hear cursing his friend.

[Stealth: **1d20+12: 32**] - critical success!

 **Me:** *The other goblin shamshooter, that had headed off into the lower eastern area didn't reappear.*

May 18 ▼

Me and Random:

With only one food source left within the pit, the rats concentrated their incessant urge for flesh on Khalin, who so far had managed to fend them off admirably.

May 18

[Swarm of Teeth: 1d20+6: 14 vs Khalin's AC(20+2)] - misses!

Somehow he managed to stop them yet again.

Matt, me and Random:

Stung by the recent previous attacks from various quarters, Tradden took a deep breath. He was taking a hammering, but he had a job to do, and that was it. Right now he felt he needed to better his position to minimise the potential for attacks on Kireth and Khalin, both still exposed to further attacks from goblin and vermin. The face-down form of the goblin behind him was evidence that the elusive shadow that was Zero needed no looking after right now.

May 18

The young fighter fainted to his left - the Goblin in front of him hissed in triumph and lashed out with its weapon! Tradden was already moving however, and effortlessly fell into a barrel-roll underneath the greenskin's arm, before emerging behind it. [Pass Forward as move action]. He used the opportunity to strike quickly whilst it's back was party turned!

[Surprising Stab vs Goblin Warrior #01's Reflex: 1d20+11: 30] - hits!

[Damage: 4] and [Marked] and [Grants Combat Advantage]

[Secondary Attack: 1d20+10+2: 17] - hits!

[Damage: 2d6+4: 11]

The second attack opened a deep slash on the goblin's forearm, which dripped with blood. [Bloodied]

Me and Random:

The goblin steadied itself after Tradden's attack and whirled around to face the young fighter. It thrust out its spear in anger.

May 18

[Goblin Warrior #01 Spear: 1d20+6: 9 vs Tradden's AC(19)] - misses!

But Tradden managed to dodge out of the way.

Me and Random:

Rats continued to thrash and swarm around Khalin's legs, trying to find their way past his scale greaves and to his juicy, dwarven flesh.

May 19

[Rat Swarm: Aura]

[Swarm of Teeth: 1d20+6: 9 vs Khalin's AC(20+2)] - misses!

But there was no way past Khalin's guard.

Mark, me and Random:

Khalin was mightily surprised to see Kireth suddenly spring out of the pit with surprising grace. "Perhaps he was more athletic than we gave him credit for," thought the dwarf, still gamely fighting off the incessant wave of furry attackers. "Well, if he can do it..." the warlord mused to himself...

May 19

[Athletics - Climb: 1d20+9: 16] - success!

The dwarf shrugged off the vermin and hurled himself at the ledge above, grabbing a handhold on the pit wall and scrambling up and over, rats falling this way and that.

The rats continued to attempt to bite and scratch as Khalin heaved himself up.

[Rat Swarm AoO: 1d20+6: 26 vs Khalin's AC(20+2)] - critical hit!

[Damage: 1d6+3: 9] and [Ongoing 3 damage (Save Ends)]

Finally the rats made their way inside Khalin's defences as the dwarf busied himself with the climb. Some of the rats clung on to the leather straps of his armour, and made the climb with him.

He dragged himself over the edge and quickly got to his feet to survey the scene above.

"Tradden, save some for me!" he yelled, his spirits lifting quickly now he was into the fray again.

[Minor action: Inspiring word: Tradden spends healing surge and regains 1d6+11: 17 hp]

A goblin warrior stood before Tradden, just within reach. "Right, sonny, you're first!" grinned the dwarf as he swung his hammer at the greenskin...

[Warhammer vs Goblin Warrior #01: 1d20+6+2: 19] - hits!

[Damage: 1d10+5: 10] plus [Flame damage: 1d6: 1]

This time the warlord's bronze bracers responded, and a gout of flame sprang from his arms, down the shaft of his hammer and engulfed the hapless goblin.

Me, Random and Matt:

There were two goblins remaining, but only one could be seen. It raised its crossbow at the closest intruder and fired another black shafted bolt.

May 19

[Goblin Sharpshooter #01 Hand Crossbow: 1d20+6: 10 vs Tradden's AC(19)] - misses!

But the bolt flew wide and skittered down the western passageway.

Tradden's gaze locked on the now frail looking crossbow wielding Goblin, and his eyes narrowed.

"You're next..."

Me:

Kireth continued to pluck rats from the folds of his robe and cast them into the pit.

May 19

[Ongoing 3 damage]

Neil, me and Random:

Where the hell were the little blighters coming from? It seemed like for every rat he shook loose two more crawled out from a fold in his robe.

May 19

Yet again weary from his wounds Kireth cursed the frailty of this body. There must more he can do to better what nature had deemed to give him, there just must be.

He shot a quick glance down the corridor at the remaining goblin. The others would no doubt deal with him, just as he had better deal with the vermin upon his person but, just to assist, he threw down a little aid.

[Magic Missile vs Goblin Sharpshooter #01: Damage 2+4+1: 7] - automatic hit!

The bolt sped down the corridor, illuminating the walls as it did so, slamming into it's target. The goblin staggered backwards from the force. Dropping its crossbow, it looked down at its scorched chest just before its knees buckled and it fell to join the weapon on the floor.

[Save vs Ongoing Damage: 1d20: 17] - success!

Kireth, however, barely even noticed this as he continued to shake rats from his person, backing off towards the corner of the chamber, long after the last creature had fallen and scuttled away.


Nick, me and Random:

Zero crept to the end of the passage, lurking in the gloom and keeping his eyes open for the last remaining goblin.

May 19

[Stealth Check: 1d20+12: 15] - success!

He kept his crossbow raised, ready for any movement. [Ready Action]




Me and Random: *The remaining goblin suddenly appeared in the southern corridor, sprinting towards the party as quickly as its little legs could carry it, heedless of the consequences. It didn't raise its weapon, simply charged onward as best it could.*

May 19 ▼

Zero, with his hand crossbow ready, took his time, letting the greenskin get closer and closer until he had a good shot. Readied, he let fly.

[Zero Readied Action]
[Zero Sly Flourish vs Goblin Sharpshooter #02: **1d20+8+2: 16**] - hits!
[Damage: **1d6+5+2d8: 15**]

The bolt caught the goblin straight through the neck. It kept moving forwards for some time, trying breathlessly to shout, but all that came was a bloody wheeze, before it dropped to the floor in a pool of its own blood.




Me and Random: *The rats in the pit, released from their enclosure by the ruined canvas covering, swarmed up the pit walls chasing the dwarf that they hungered. No sooner had they reached the top of the pit they spied their victim and as one headed towards Khalin's ankles.*

May 19 ▼

[Swarm of Teeth: **1d20+6: 17** vs Khalin's AC(20)] - misses!

Khalin swatted them aside with his boots.



Matt, me and Random: The rats continued to pour out of the put towards Khalin, a dark, shrieking wave spilling over the edge of the stonework.

May 20 ▼

One of the larger rats had huddled down in amongst the furore of the swarm, but took its chance to leap at the face of the Dwarf as his attentions were focused on kicking some of its smaller comrades aside.

However, the rat was caught in mid air by a gloved fist wrapped around a shortsword, and with a satisfying "*Squelch*", Tradden punched it back into the pit.


Now side by side with Khalin, the young fighter adopted a defensive position, ready to stand and fight as long as was needed to beat back the chittering horde.

"Glad you could join us - you Dwarves are far too eager to get below ground you know...."

With that he slashed his longer sword at the ever encroaching brown tide.

[Charge vs Rat Swarm: **1d20+11+1: 27**] - hits!
[Damage: **1d8+7: 15**] (cold damage) and **[Marked]**

Near-black ichor was mixed with silvery ice as the frost blade carved through the vermin.



Me and Random: *The rats squirmed around Khalin's boots, nipping and biting where they could.*

May 20 ▼


[Ongoing **3** damage]

Their focus seemed to have switched to the young fighter now, though. they spared one last thrust at the dwarf's armour.

[Rat Swarm: Aura]
[Swarm of Teeth: **1d20+6-2: 5** vs Khalin's AC(20)] - critical miss!

Tradden had been ready for the rats' incessant appetite, already trying to attract them to his own sword. While some of them had turned to bare their teeth at the young fighter, the rest had their furry backs turned, concentrating on Khalin. He took the opportunity to take a swipe at them.

[Tradden Combat Challenge vs Rat Swarm: **1d20+11: 30**] - hits!
[Damage: **1d8+7: 11**] (cold damage)



Me and Random: Khalin was relieved Tradden had attracted the rats' attention, and continued to whack his hammer down amongst their number...

May 20 ▼

[Warhammer vs Rat Swarm: **1d20+6: 12**] - misses!

...but with their attention focused on Tradden, there weren't as many to hit amongst Khalin's legs and his hammer merely struck the stone floor.

Before throwing a yell towards Kireth and Zero, "Good work fellows! That's all the greenskins for now!"

[Minor action: Inspiring word: Kireth spends healing surge and regains **1d6+7: 13** hp]

[Save vs Ongoing Damage: **1d20: 19**] - success!

Khalin shook the last vestiges of the rats from his boots.



Neil and me: The last goblin was downed and... 'By the Gods, more rats?'

May 21 ▼

"I really, really, am quite sick of you" cursed Kireth as he hurled yet more magic at the ever irritating vermin

[Magic Missile vs Rat Swarm: Damage **2+4+1: 7**] - automatic hit!

The missile burst amongst the rats, tearing the remaining creatures apart with a devastating boom!




Me: [...Combat Encounter Complete...]

May 21 ▼


Khalin gains a level to Level 4

Khalin spends 2 healing surges (7 remaining)
Kireth spends 2 healing surges (4 remaining)
Tradden spends 2 healing surges (7 remaining)



Me: *With the skittering and screeching of the rats gone, the chamber returned to silence, broken only by the occasional intake of breath from the party, or the infrequent low moans that echoed around the ruins,*

May 21 ▼




Matt, me and Random: Tradden was still alert, expecting more enemies to tumble forth from any direction. Perhaps they yet would, but so far so good.

May 21 ▼

"What IS that moaning sound?" he said aloud.

[Perception Check: **1d20+3: 20**]

The moans were difficult to distinguish - partly imagination running wild in the flickering torchlight of a subterranean chamber, partly a combination of wind sweeping through the passages and minor earth movements grating the stone walls, and partly something else.



Me and Random: *The first to react from the group was Zero. With a low hiss, he ordered the group to remain still and silent, a serious look on his face. Most of the party were too astonished at his forthright actions to disobey and let the rogue step out from the shadows and start to inspect each room.*

May 22 ▼

[Zero Perception Check: **1d20+7: 17**]

He slowly moved around the chamber, testing the floor and stopping now and again to study walls and columns with care, sniffing the air and wrinkling his nose.

He moved from the central chamber southwards, towards where the goblins had come from, inspecting their beds with some trepidation but finding nothing of value. The door to the southwest he quickly checked and listened against...

[Zero Perception Check: 1d20+7: 25]

...before moving eastwards, following the blood trails through the open door, into a storage area full of crates and barrels. Most seemed to be filled with slowly rotting foodstuff or ironmongery of one kind or another.

The corridor moved back to the north through a thick, but faded, tapestry hanging from the ceiling, and he paused for a moment again near the doors to the east...

[Zero Perception Check: 1d20+7: 15]




...before returning to the central chamber and inspecting the goblin corpses.

Zero had a look of satisfaction on his face, that there weren't any further traps or surprises in the area, mixed with an air of disappointment of finding nothing of intrinsic worth.

"Well," he started in a low tone, a broad grin beginning to sprout across his face with a job well done, "it seems the smell of unwashed bodies extends out to the west, though I can't hear much that way. To the east I'm sure I can hear banging every now and again. There's nothing to hear at the door to the southwest."

He turned his attention to Khalin, blowing his hands to keep them warm against the growing cold and numbness.

"There don't seem to be any further traps around here, but keep your guard. Which way?"



Mark, me and Random: Khalin seemed almost distracted, before puffing his chest out. The dwarf almost seemed to have a glow about him.



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"We've been caught unprepared in our last two battles. I vow that we will not make that mistake again!" he announced determinedly (Kireth and Tradden exchanged glances, the human silently mouthing the word, "We?" with a shrug to the mage), before apparently registering Zero's question.

"Good work my friend," he nodded. "We need to find Gilmoril, if he's here. That would suggest finding out what's behind those doors - investigating the banging."

[Dungeoneering check: 1d20+3: 4] - critical failure!

The warlord was very familiar with dwarven catacombs, but this goblinoid hive seemed to have him perplexed.



Me and Random: The group agreed to head through the door to the east on Khalin's suggestion, and Zero led the way.

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The door looked sturdy, a wooden affair with bands of dull bronze running along the top and bottom sections. Zero carefully laid his ear against the boards and motioned for silence.

[Zero Perception Check: 1d20+7: 9]

He turned back to the group and shrugged.

"The noises appear to have stopped," he said.



He looked carefully at the handle before using it, measuring it carefully with his eye. There was no keyhole, and the rogue couldn't spy any locking mechanism, but there was no sense in being careless.

[Zero Thievery Check - Detect Traps: 1d20+9: 12]

Zero shrugged once more and put his hand on the handle and turned.

His body shook for a moment as if caught by some unseen power, and he put his hand to his throat as he began to choke.

He then turned back to the group, smiling and winking and pushed the door open with a flourish.



Me and Random: Beyond the door a set of shallow steps led downwards into a corridor for some twenty feet, lit by small torches casting flickers of light across the passageway. The light was good enough to see comfortably by, and the group could see the passageway stretching forwards from the bottom of the stairs.

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Dust floated freely in the air, more so than in the previous room, and the smell of earth and mud permeated the senses. From somewhere further up the corridor floated the muted babble of goblin voices, every now and then escalating into guttural shouts, as though they were arguing.



The room was still cold, unnaturally so, and the group shivered before Zero started to lead the way carefully down the stairs.

[Khalin Perception Check: 1d20+2: 6]

[Kireth Perception Check: 1d20+1: 7]

[Tradden Perception Check: 1d20+4: 10]

[Zero Perception Check: 1d20+7: 8]



Me and Random: At the bottom of the stairs the group, led by Zero, kept moving slowly forwards, the goblinoid voices becoming louder. Stifling a cough from the floating motes of dust Zero suddenly stopped, Kireth almost bumping into the back of him.

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His arm reached out for the wall to his left and he started to retrace his steps very slowly, regardless of Kireth and Khalin behind him. The mage and dwarf bustled back before Zero stepped on them, trying to be as quiet as they could.

Zero then paced forwards again, his hand tracing the wall. Kireth started to follow once more, but stopped in his tracks as Zero reversed.



[Zero Perception Check: 1d20+7: 25]

The rogue whirled away to look at the far wall to the south, raising his hand crossbow in a flash. He held it level for a few moments, before lowering it slowly.

"There's an archway over there," he whispered. "Look."

The group looked across to the southern wall where a small opening led downwards into pitch black darkness.

"Keep your eye on it for a moment," he continued in a hushed tone, and continued to study the northern wall.



Me and Random: As Zero moved his hands nimbly over the stonework the group strained to listen to the goblin noises further up the corridor. It seemed as though they argument had died down a little, and the voices were trailing off. After a few moments there was a loud chink, as though someone were striking stone. Not so long after it was followed by another, and the dust in the air began to swirl and coalesce.

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[Khalin Endurance Check: 1d20+14: 25] - success!

[Kireth Endurance Check: 1d20+2: 3] - critical failure!

[Tradden Endurance Check: 1d20+7: 12] - success!

[Zero Endurance Check: 1d20+2: 8] - failure!


The dust was too much for Kireth, who started to cough uncontrollably. Tradden and Khalin went quickly to his aid, clapping him on the back to try to stem the noise.

The dust was too much for Kireth, who started to cough uncontrollably. Tradden and Khalin went quickly to his aid, slapping him on the back to try to stem the noise.

The banging and chinking stopped for a moment, and Khalin, much to the annoyance of Kireth, clasped his hand over the mage's mouth.

There was an audible click from the northern wall and a muted grate of stone as a concealed door started to swing open. Zero turned towards the party with a beaming smile.

"Secret door!" he stated with pleasure, as though none of the others knew what it was, then realised that the goblins in the room beyond might have heard.

 Me, Random and Matt: Zero crept forwards quickly, motioning the others to follow.

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- [Khalin Stealth Check: 1d20+3: 19]
- [Kireth Stealth Check: 1d20+3: 6]
- [Tradden Stealth Check: 1d20+4: 12]
- [Zero Stealth Check: 1d20+12: 18]

The room at the end of the corridor looked like a disaster area. Here and there, remnants of the original floor stood like short towers protruding from a depression. Narrow wooden planks connected the patches of original floor, and a few goblins toiled in the room, attacking the floor and walls with shovels and picks. Two small drakes, no bigger than a halfling, appeared to stand guard.

As the group surveyed the area, Kireth let out one last cough and the goblins and drakes turned to face the party.

Tradden had already locked his gaze on one of the Drakes, and didn't take his eyes off it as he spoke, even though his comment was directed at Kireth. He held out a small paper bag to the mage.

"Celestia gave me some special cough sweets. Wish I had remembered that before really..."

 Me: [...continued in [Chapter #06, Scene #03...](#)]

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