

**Synopsis**  
*The 20th Day of Ches in the Year of the Sudden Journey*  
Descending into the gloom of a long forgotten ruin in the northern forest the party have found a tale of kidnap! A dwarf named Rangrim, from the mainland they believe, has joined them before they descend into the depths of the ruins to rescue his friends, and hopefully the missing elf ranger, Gilmorril. The group encountered resistance in the form of well-disciplined hobgoblins, but with the help of Rangrim dispatched them, and headed further into the complex. A huge automated statue now threatens the group's progress.

- [Khâlin Grundokri](#) - 5th Level Male Dwarven Marshal (Warlord)
- [Kireth Majere](#) - 5th Level Male Half-Elven Arcanist (Wizard)
- [Tradden Aversward](#) - 5th Level Male Human Weaponmaster (Fighter)
- [Zero Uhlit](#) - 5th Level Male Human Scoundrel (Rogue)
- Rangrim Ironnose - 5th Level Male Dwarven Scoundrel (Rogue)

**Scene Length**  
This scene starts on Monday 21 November 2011 and is expected to be completed by the end of Friday 2 December 2011. Players are expected to be able to post at least once a day.



Me and Random:


3:28 am

## INITIATIVE BLOCK

**Round #02**  
**Waiting for [Khalin](#) to take their turn...**

02) [25] Khalin - **1d20+3+2: 25** - HP 46/46  
04) [19] Zero - **1d20+5+2: 19** - HP 37/45  
05) [15] [Giant Warrior Statue](#) - **1d20+7: 15**  
De) [25] Kireth - **1d20+8+2: 25** - HP 40/40  
06) [12] Tradden - **1d20+5+2: 12** - HP 51/51  
De) [22] Rangrim - **1d20+6+2: 22** - HP 53/53

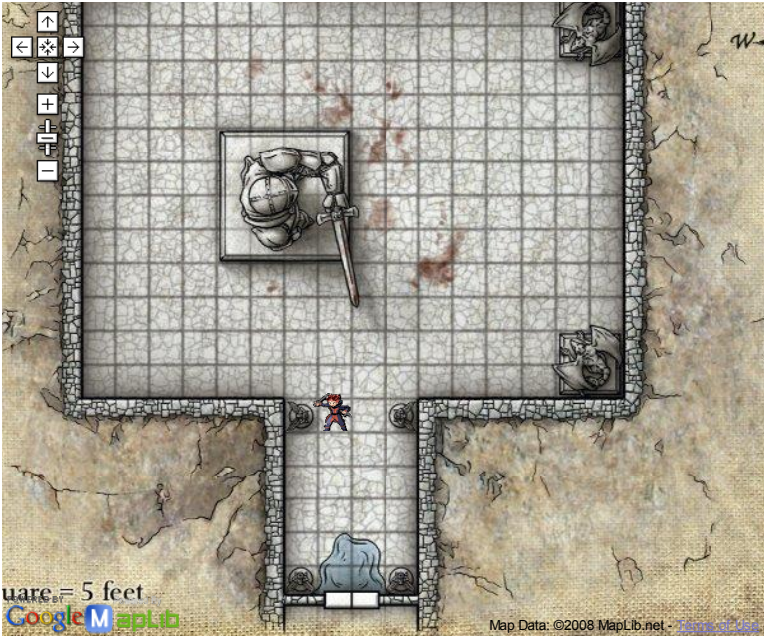
[Removed from Play:](#)



Me, Neil and 3 others:

Nov 23

## BATTLE MAP





Me: **FEATURES OF THE AREA**

Nov 21

**Illumination:** Bright Light (torchlight) cascading down from the vaulted ceiling.  
**Doors:** These are made of wood with banded bronze and are closed (unless otherwise stated).  
**Walls:** The walls are smooth stone, and the floors consist of flagstones with mortar between them (unless otherwise stated).  
**Statues:** As described in the text.



Me and Random: **Giant Warrior Statue**

Nov 21

*The blade swept around clockwise, gathering speed as it came, stretching out a distance from the statue. It missed the western wall and came quickly to **Khalin's** right flank with no time for the dwarf or the rogue to leap out of the way.*



[Giant Warrior Statue Longsword: **1d20+9: 12** vs Khalin's AC(21)] - misses!

[Giant Warrior Statue Longsword: **1d20+9: 21** vs Zero's AC(18+2)] - hits!

[Damage: **1d8+6: 8**] and [Knocked **Prone**]

55% chance to hit Khalin's AC(21) with the blade. The blade swept around clockwise, gathering speed as it came, stretching out a distance from the statue. It missed the western wall and came quickly to **Khalin's** right flank with no time for the dwarf or the rogue to leap out of the way.

**Khalin** managed to raise his shield just in time, ducking under the blade, rolling with the force of the blow. **Zero** was less lucky, however, the blade catching him on the shoulder, buffeting him to the floor.




 Neil and me: **Kireth Majere**

Nov 22 ▾

Kireth was fairly sure he did not want to get hit by that blade. Not the hardest of fellows, it would probably cleave him in two.

"Get to the sides!" he yelled "unless it steps off that dias, there is only so far it can swing that blade" *"And then what if it steps of the Dias?"* he thought pesimistically to himself.

[Delay - until after Statue's turn]

 Mark, me and Random: **Khalin Grundokri**

Nov 22 ▾

Khalin quickly tried to guesstimate the range of the statue's reach. Could he get to the walls...

[Perception check: **1d20+2: 21**] - success!

**Khalin** judged that as long as the sword arm didn't extend much further, then the blade wouldn't be able to reach much further than twenty feet out from the statue's feet.

It seemed clear now that whoever had designed this infernal machine had made sure it could reach to the walls before them and to the right. The group would have to choose their strikes carefully or evade the damn thing.

*"Back for now!"* yelled the warlord, *"we need to pick this thing off with care,"* he mused aloud, all the while backpedalling with as much grace as he could muster, having walked headlong into the trap.

Having found his ground, the dwarf turned to the others. *"If we time it, we could make a run to the left into that space, out of reach of that ruddy sword. We'll have to sprint for it though."* The warlord pointed east. *"Let's hope those dragons aren't animated too,"* he added thoughtfully. *"And all assuming that statue doesn't start walking!"* he finished somewhat breathlessly.

 Me: **Rangrim Ironnose**

Nov 22 ▾


*"Zero, get yourself over here!"* Rangrim bayed, and then waited to see what would happen.

[Delay until end of round]

 Nick and me: **Zero Uhlit**




Nov 22 ▾

"The thought had occurred to me," Zero growled. He picked himself up and scurried back to the others.

 Me: **Giant Warrior Statue**

Nov 23 ▾

The statue's creaking and grinding ceased as it completed its spin, returning to its original posture, and the room became quiet once more.

 Neil, me and Random: **Kireth Majere**

Nov 23 ▾

Kireth sighed. He despised people who stated the obvious but some times a situation just needed vocalising. If for no other reason than to agree they were all on the same page.

*"OK,"* he started, *"so the statue seems to be 'activated' rather than fully animated. Probably either by proximity or pressure on the floor. We should assume the same for the dragons. The likely exit is the one accross the room. How that door opens we have no idea yet. Maybe by destroying the statue but who knows."*




The others looked at him as though he were about to divulge the answer. *"Well, I don't know do I?"* he snapped, as much irritated with himself as he was their questioning eyes. *"I know I'm not going to be the first to try get accross the room."*

Thinking of nothing else to offer at this time he turned his gaze to the smaller statues holding vases. Were the vases part of the statue or were they actually vases?

[Perception Check: **1d20+2: 20**] - success!

*The vases appeared, from this distance, to be a slightly different colour to the rest of the stone. It was impossible to tell for sure, but they didn't seem to be part of the same carving.*

*"Hmm, interesting"* he mused rubbing his chin. *"Those vases might be key. Literally."* He liked what he did there smiling to himself, *"They are not in fitting with the rest of this room. Tradden, why don't you go take a look?"*

 Matt, me and Random: **Tradden Aversward**

3:26 am ▾

Tradden looked at the mage, and then at the statue - silent and motionless now, but that had not been the case a few seconds ago, as Zero could testify.

*"Take a look at the vases."* he mumbled, pushing to the front. *"Right."* With that he readied himself and then launched forward, hoping that speed might give him the drop on the statue. [Run as Move Action x2 = 14 squares]

As **Tradden** skipped across the floor the statue began to start another spin, but the young fighter was past the blades and out of danger before the blade swung around.

Nearly out of breath Tradden stopped next to one of the vases.


[Perception Check: **1d20+4: 11**]

**Kireth** was right, the vases did look a little different to the rest of the stonework of the small statues. As **Tradden** looked closely could see that they were inscribed with arcane symbols, but as to what their intent was he couldn't tell - they were all meaningless squiggles to him.

*The cherubims were disturbing at close quarters; four creatures joined into one in a ghastly fusion. They were bulgingly fat humanoid representations, about five feet tall with short legs with straight feet like the sole of a calf's foot. Four bat-like wings sprouted from their backs, two of them covering their human-like hands and arms which stretched upwards to hold the vases.*

*The bloated stature and wings were not the most disturbing, however, it was the head. Each of the cherubim had four faces - one of a ram looking outwards, one of a goat on the left side, a hobgoblin to the right, and the skull of a man on the rear. They sent shivers down **Tradden's** spine.*

*The statues glistened slightly in the torchlight, as if wet with dew, adding to their eldritch nature.*

 Me: **Rangrim Ironnose**

3:28 am ▾

The dwarf looked at the others huddled in the northern doorway and across the room at **Tradden**. He stubbornly refused to move.

"I'm not stepping anywhere until someone tells me what's going on!" *he demanded.*