



**Synopsis**  
*The 29th Day of Alturiak in the Year of the Sudden Journey*  
A spooky mansion, seemingly empty. Two heroes dare to investigate!

**Scene Length**  
This scene starts on Sunday 13 June 2010 and is expected to be completed by the end of Sunday 11 July 2010. Players are expected to be able to post at least twice a day.

Map Test using Fighty+  
**CLOSED**  
When we do a big combat scene we'll use a map like the one below.

When its your turn, simply edit the post with the map in, click on your icon and move it (if you're moving) and put a description of what youre doing in the post.

Note that there is a grid on the map. Each square is 5ft square. To move from one square to another is 1 movement. If you have a speed of 6, you could move 6 squares in your turn. (There's also a lod of other variations, too - we'll try to cover what you can do at a later date, or check out that quick start guide pdf).

The map is useful so you know what is where, and how to use some of your powers.

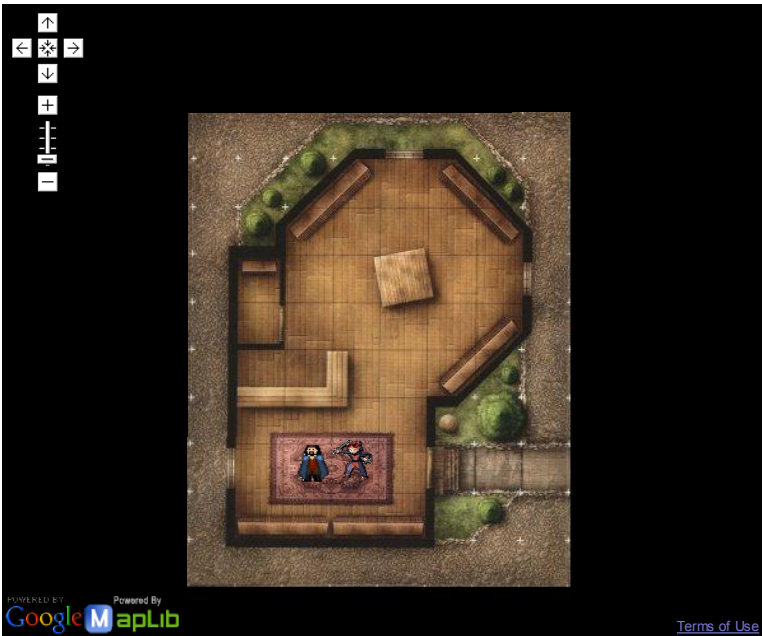
Have a play with the one below.

Please note that the combat below is a lot more complex/chatty than a normal combat will be when we play for real. There are a lot of questions and replies that we will try to avoid during the game to promote readability.

- 01) [10] Goblin #2 - **1d20+7: 10** - Dmg: 11+8+5+6=30 - **dead**
- 02) [17] Tradden - **1d20+2: 17** (HP -6/26) - **down and probably dying (2 failed saves)**
- 03) [16] Goblin #1 - **1d20+7: 16** - Dmg: 14+4+0=27 - **dead**
- 04) [15] Zero - **1d20+3: 15** (HP 5/25) - **bloodied**
- 05) [14] Tiamat, Pet Drake - **1d20+6: 14** - Dmg: 9+10+9=28 - **bloodied**

...waiting for Zero to attempt a Heal...


The Spooky House





The basic premise is to use the map during combat. I'll set out where all the monsters are and move them on their turn. You can move your marker.


To add your marker to the map edit the post (use the down arrow next to the date in the top right hand corner of the message). You should then see a strip of icons. Click once on one of the icons and it will appear on the map - you can then move it to the square you want. Click on it again and modify the marker name to your character name and then click the 'Done' button in the message to end. Hopefully it's really simple and


the map - you can then move it to the square you want. Click on it again and modify the marker name to your character name and then click the Done button in the message to end. Hopefully it's really simple and reliable.

 The.brainbuster@googlewave.com: Gotcha. Ahhhhhh, very cool! Jun 26, 2010 ▾

 The.brainbuster@googlewave.com: Have things moved? Am I supposed to move again? Jul 3, 2010 ▾




 Me: It's only for a test, Nick, so you can play around with it as much as you can. When we do combat we'll take it in turns, so it will be fairly obvious if someone (or thing) has moved, and you'll know it's your turn as I'll highlight it. Jul 3, 2010 ▾

 The.brainbuster@googlewave.com: Right. Zero is sneaking up behind the two baddies and taking a bead on the back of one's head with his crossbow. Jul 3, 2010 ▾

 Me: If you were wanting to sneak up in game you'd need to do a check. Jul 3, 2010 ▾

You'd simply type in [Stealth: "1d20+bonus"] where the +bonus would be your Stealth skill. (Don't use the quotes as I have done, as you want the dice bot to do the roll.) In your case, Stealth is 11, so you'd use "1d20+11". Try it.

The result of the Stealth check may indicate whether or not you have surprise, which always bodes well for a rogue.




   The.brainbuster@googlewave.com, me and Random: OK. Zero tries to sneak up behind one of the baddies. Jul 3, 2010 ▾

Stealth: **1d20+11: 21**


Goblin #1: Perception Check: **1d20+1: 13** vs Zero's Stealth (21)  
Goblin #2: Perception Check: **1d20+1: 7** vs Zero's Stealth (21)


*The goblins seem unaware of Zero's presence.*


You would have both surprise and combat advantage now, which would mean that if you decided to attack with your crossbow in the surprise round you would get +2 to hit, as well as your Rogue's ability for Sneak Attack, which you can add "+2d6" to your damage roll should you hit.

   The.brainbuster@googlewave.com, me and Random: Alrighty. Zero squeezes the trigger and looses a bolt square at the back of Goblin A's neck. Jul 5, 2010 ▾

Attack Goblin #1: **1d20+7: 26** (hits)  
Damage: **1d6+3: 7**  
Sneak Attack: **2d6: 7** 💬


 Me: Any reason why you didn't choose to add the extra "+2d6" for your sneak attack? Jul 4, 2010 ▾



 The.brainbuster@googlewave.com: Give me a break. I'm not used to this thief stuff. Jul 4, 2010 ▾

 Me: Not a problem - that's why we're having a bit of a practice, I guess. It's definitely helping me. If you want to add the Sneak Attack damage (which is probably a good idea, as you can only do Sneak Attack when you have combat advantage, which will now be unlikely) then just add it underneath your main damage above, and I'll update descriptions et al. Jul 4, 2010 ▾

The goblin staggers forwards as the bolt slams into the back of his right shoulder opening a nasty wound that spurts blood instantly [Bloodied]. As it shrieks, it's companion turns to view the commotion, and notices Zero out of the corner of it's eye.

[Initiative]

 Me: We now need to roll for initiative to see who goes first in the next round. At this point I'll add a text box at the top with all of the combatants, and roll initiative ("1d20+bonus") for all of the monsters and put them in order. Roll initiative (i.e., type your character name and do a "1d20+initiative bonus) in the same way. Then order yourself from high to low roll. Jul 3, 2010 ▾

  Me and Random: So, you'd need to make an attack roll vs the Goblin's AC. You already have a +5 to hit with the crossbow, and do "1d6+3" damage. So you'd need to make an attack roll of "1d20+5+2" (the +2 is for the combat advantage of surprise), and do the damage at the same time just in case you hit. With Sneak Attack, I think you can wait to see how much damage you do before you decide if you want to apply the extra "+2d6". Jul 3, 2010 ▾



So, you'd write something like the following (without the quotes so the dice bot can do it's business), and then I'd edit to let you know if you've hit or not.


[Attack Goblin #1: "1d20+7"]  
[Damage: "1d6+3"]



and if you want to apply your Sneak Attack damage add:

[Sneak Attack: "2d6"]


There's also the option of using your Daily Power - Confounding Attack. This would mean you couldn't use it again that day (until you have an extended rest) but would do "2d6+3" damage instead, and would then mean that Goblin #1 would try to attack Goblin #2 (as he's confounded). However, Goblin #1 would have to be stood right next to Goblin #2, which at the moment he isn't.

  Matt: Orko, fresh out of patience with Adam, goes visiting a friend. Opening the door he finds himself face to face with Tiamat the Dragon. Bummer. Nevertheless, the brandishes his Butterknife of Dexterity+1 and strikes the first blow in what will hopefully be a victorious battle against the SuperElite monster, who only has 4k health.... Jul 3, 2010 ▾



 Me: To the delight of everyone, Tiamat wins initiative and incinerates Orko. Much cheering and celebration follow. Jul 3, 2010 ▾

  Matt and Random: Bah. Stupid Orkos. Right, in which case, lets try this proper-like. Jul 3, 2010 ▾

Tradden, bursting in through a window, attacks Tiamat using Spinning Sweep, with the hope that the Dragon will then be prone for the next attack! Strength: **1D20+18: 31** 💬



 Me: When you're attacking with Strength, you use the Strength bonus (in your case +4) not the actual Strength score. Jul 3, 2010 ▾

Take a quick peek at the third page of your PDF character sheet - it lists all the powers and how to use them, including what attack rolls to use.




Matt and Random: Sooooo....  
Athletics: **1d20+8: 9** to try get through the window?  
Then Strength: **1d20+4: 5** for the chance of Spinning Sweep, assuming the entrance is good?

Jul 3, 2010





Matt: Did I really just roll Snakeyes there, or am I doing something wrong! lol Pretty sure Athletics is not right anyway!

Jul 3, 2010




Me: Yep, you really threw double-1s. Good job it's not your turn yet, as we're waiting for you to roll initiative!  
You're a number of squares away from Tiamat, so can go for a 'Charge' on your turn, which basically means you run straight at your target and attack. You get a +1 to hit for that. However, you have some "difficult terrain" between you and the drake - the open window - so that will be the reason for the Athletics check during your charge.  
  
If you manage to get a better initiative than Tiamat, then describe your actions on your turn - add the Athletics roll in square brackets [Athletics: "1d20+x"] and then add your attack roll (with the extra +1 for the charge) and your damage. If you're using both weapons then do them both at the same time - they both get the +1 to hit.  
  
I'll then edit your post to let you know if you pass the athletics, the consequences, whether you hit the drake, and what the damage appears to do to it. Then it'll be the next person's turn.

Jul 4, 2010





Matt: Next bit pending - RL interrupts again! :-)

Jul 4, 2010




Me: Follow the instructions above for Nick/Zero on initiative. Plus note that you'll need an Athletics or Acrobatics check to get through the window as part of your movement for the round.

Jul 3, 2010





Matt: Looking it up now. Cor, Guv - give me a chance!

Jul 3, 2010




Me: Tiamat is just a drake pet of the goblins, though.

Jul 3, 2010





Matt: Ah - my odds just went up by 3%. I like those odds! Bear with me - still trying to get the hang of this.

Jul 3, 2010




Me: No problem. Get your initiative rolled first (edit the initiative block at the top) and then we'll deal with your actions.

Jul 4, 2010





Matt: Bah - seems so obvious now. OK - rolled a 15+2 bonus = 17. Put me second. Just did it, got the result, amended the table then deleted all previous workings out. Hope that is right? See above for my next bit.

Jul 4, 2010



Me: Perfect.

Jul 4, 2010



Me and Random: After noticing Zero, the second goblin emits a piecing shriek, "Kabaztug!", and swiftly draws a wicked blade. He lunges forwards at Zero with lightning speed.  
[Attack: **1d20+5: 16** vs Zero's AC (13)]  
[Damage: **1d6+2: 3**]


Jul 4, 2010

The blade catches Zero off guard, and slices across his arm.



The.brainbuster@googlewave.com: "Aargh!"


Jul 4, 2010



Matt, me and Random: So:  
Out of no where, Tradden Aversward vaults through the window acrobatically, and Charges Tiamat. [Athletics: **1d20+8: 10** - Success]  
Taking a bracing step on the windowsill, he attacks **1d20+5: 18** (hits), damaging the foul beast for **1d8+6: 9**

Jul 4, 2010



The drake recoils at the bite of the longsword, and bares its fangs at Tradden.



Me: Were you going to do a 'Spinning Sweep', or just use a normal attack?



Jul 4, 2010

Two Weapons takes a lot of getting your head round in D&D 4E. Basically all of the two weapon skills mean they allow you to wield two weapons, and you sometimes get a bonus to attack/defence. When you make an attack, you're only attacking with one weapon, and you can choose which one it is (in your case a longsword, or shortsword). However, there are various powers, such as your 'Dual Strike' that allow you to use both at the same time in the same attack round. I'm sure there are more of these powers as you progress in level.




Matt: Ok - Nuff said. I was originally going with SS, but just thought I would now start with a basic attack. Lets just say Tradden uses his Longsword, and use the above roll. (Even tho it was less damage).

Jul 4, 2010





Matt: Just as I continue to wrap my head around all this kind of thing again (and rather look at the rules - that would be too easy), is the Initiative section done once per fight, or every round?

Jul 4, 2010



Me: Once per fight. Although unless some of the other chaps get their characters created and enter the fray to practice you might not need many more rounds to worry about initiative!

Jul 4, 2010





Me and Random: The first goblin looks at the bolt stuck in his shabby armour and swivels round, hissing at Zero. With his blade above his head he charges into the fray to join his colleague, aiming a wicked strike at Zero's chest.

Jul 4, 2010

[Attack: **1d20+5: 21** vs Zero's AC (13)]  
[Damage: **1d6+2: 8**]

The serrated edge cuts into Zero, drawing a thin line across his chest.




The.brainbuster@googlewave.com and me: Zero grimaces and looks panicked. "Why didn't I stay outside the blasted window?" he thinks.

Jul 5, 2010

On reflex, he draws his shortsword and a thought crosses his mind.

Confounding Attack on the unwounded Goblin. (Help me out here please, Jim. I can't understand the damn formula in the character sheet). 




Me: OK - Confounding Attack means that if you hit your target (you've said you want to go for Goblin #2) you do 2[W] damage. What 2[W] means is that you do twice the weapon's normal base damage. You have a shortsword, so instead of "**1d6+3**", you'd do "**2d6+3**" (which is shown at the bottom of the power description. On a successful hit, you also make the target confused, and he'll do a basic melee attack against anything adjacent to him of your choice (which I expect to be Goblin #1). Hopefully that makes sense.



Jul 5, 2010

So, what you need to stick after your description (without the quotes around the dice rolls) would be:

[Confounding Attack on Goblin #2: "1d20+6"]  
[Damage: "2d6+3"]  
[Goblin #2 attacks Goblin #1]

I'll then fill in the results. Hope that makes sense.

 Me and Random: I've added Zero's Sneak Attack (**2d6: 7**) to the first hit with the crossbow bolt. The extra 7 damage has caused the Goblin to become "bloodied". Basically what this means is that the Goblin is now on less than one-half of its hit points. I'll use descriptions in the flavour text to try to show this, but I'll always stick a bloodied pointer in the initiative block. There are no penalties with being bloodied - it's just a way of giving information to the players on the state of a monster. However, some powers act better against bloodied opponents (they'll always say this in the description) and some monsters that have abilities that kick in when they get to bloodied (such as flying into a rage, etc.) Jul 5, 2010 ▼

 The.brainbuster@googlewave.com, me and Random: OK thanks for explaining. That 2W was far from clear. Jul 5, 2010 ▼  
 Right. As we were...

Zero stabs with his shortsword, getting ready to lead then deftly dodge the counter-attack.

[Confounding Attack on Goblin #2: **1d20+6: 15**] - hits!  
[Damage: **2d6+3: 11**]  
[Goblin #2 attacks Goblin #1]

Zero slashes across one of the goblin's eyes and draws blood, blurring the Goblin's vision. With a snarl the Goblin strikes out immediately, but only succeeds in striking his companion.


[Attack: **1d20+5: 21** vs Goblin #1's AC (16)] - hits!  
[Damage: **1d6+2: 4**]

The offended Goblin lets out a howl of pain.



Can I ask you to roll those again, Nick, as the purpose of the practice/test is for you to understand your powers, not get slaughtered. Simply edit your post and remove the ": 7" from each entry - the dice bot should roll again. Jul 5, 2010 ▼

 The.brainbuster@googlewave.com: LOL. OK, done. Jul 5, 2010 ▼


 Me: Looks like the dice are against you today! Critical hit from the gobbo. It's at this point that you might consider using your Second Wind power in your next turn. Basically that would restore 6 hit points, and give you +2 defences for that round. Alternatively you'd better hope the other chaps roll up characters pretty quick and come to the party! Jul 5, 2010 ▼

You can use Second Wind once per encounter (i.e., a combat), and up to 7 times per day at the moment.

 Me and Random: The drake jets forward and snaps at Tradden with a vicious bite. Jul 5, 2010 ▼


[Attack: **1d20+6: 13** vs Tradden's AC (16)] - misses!  
[Damage: **1d10+3: 10**]

Tradden shifts his legs out of the way in a flash and the drake snaps at thin air.

 Me and Random: The second goblin wipes the blood from his eyes and continues the ferocious attack on Zero, swinging his blade with fervour. Jul 5, 2010 ▼

[Attack: **1d20+5: 25** vs Zero's AC (13)] - critical hit!  
[Damage: **1d6+2: 8**]

The blade bites deep, and Zero gasps with pain.

 Matt, me and Random: Tradden's triumphant "whoop" of joy at having injured the Drake is shortlived when he notices two goblins ganging up on an interesting looking fellow he had seen enter the building earlier. Deciding that his luckless fellow human's need was the greater (and knowing the consequences!) Tradden Charges across the room Jul 5, 2010 ▼

Tradden charges off, heedless of the drake snapping at his heels.

[Drake Attack: **1d20+6: 16** vs Tradden's AC(16)]  
[Damage: **1d10+3: 4**]

The drake catches Tradden as he sprints away, but the fighter manages to recover as he heads towards the table, leaping onto the table in an athletic fashion. [Athletics **1d20+8: 23**] - success!

Towering over the two goblins, both having their back to him, Tradden looks to strike both at once with a vicious sweep of both his weapons!

[Dual Strike on Goblin #1: **1d20+10: 24**] - hits!  
[Damage: **1d8+2: 9**]

As the longsword crashes down onto the Goblin it collapses in a heap at Zero's feet and Tradden follows through on the second Goblin with his shortsword.


[Assuming success of 1st hit, 2nd hit against Goblin #2: **1d20+9: 15**] - Misses!  
[Damage **1d6+3: 9**]


The blade falls short, however.

 Me: If you break off combat, then the aggressor you're moving away from gains an 'Opportunity Attack' - basically a free standard melee attack. Jul 5, 2010 ▼

Leaping on the table is good, and because you'd be behind Goblin #1, who is focusing on Zero, you'd be considered to be 'flanking' it, and hence gain combat advantage (a +2 to hit to add to the +1 for the charge), the same wouldn't apply to Goblin #2 (basically, to 'flank' you need to be able to draw a line directly between you and your companion that goes through the monster).

Do you want to move your chap on the map?

 Matt: How appropriate is it for me to move it when there is a condition attached - i.e. Athletics might have failed. Just as a rule of thumb - should we do everything assuming our amazing plans will work & let you tidy if not? I.e. if Tradden had slipped. running into the table corner groin first, would you have moved him back to the edge of the table etc... Jul 5, 2010 ▼

 Me: When we do the game for real we will have a separate OOC (out of character) wave where you could ask questions such as this. It would depend upon the failure of the Jul 5, 2010 ▼



Matt: Do it. Lol  
The rolls are otherwise too good to give up anyway.

Jul 5, 2010 ▼



Great idea btw!

Jul 5, 2010 ▼



Matt: Very kind. Wait until you see my next one:

Jul 5, 2010 ▼

[?] Being quite clearly swashbuckling by nature, having felled one Goblin but failed to despatch the other, Tradden looked for any advantage in the area. Stereotypically his eyes look up - what chance there being a chandelier to swing onto, or even a beam?



Me: We'll see when it's your turn! You might be fending off a drake rather than thinking about swinging from the ceiling.

Jul 5, 2010 ▼



Matt: Oh yeah.

Jul 5, 2010 ▼

Ok - that said, when is the best time to ask such a question? Obviously if I wait for next turn it is dependant upon you being around to have a thinkies about it. Is it too much time-hogging & inappropriate (far too many consonants there but cant be bothered to go back and change) (I think) to do it now so that when next turn comes around you have already dealt with it and I know whether to bother or not?



Me: Best thing to do is use the OOC wave and a Private Reply. Then just add me to the reply. This way you can ask the questions and no-one else will see. Like we're doing now (note the blue box surrounding the top reply of this last bunch of 5).

Jul 5, 2010 ▼



Matt: Ah - so this sub-conversation is private in so much that it is between me & thee?

Jul 5, 2010 ▼



Me: Yes.

Jul 5, 2010 ▼



Matt and me: So, I can say what I REALLY think about you? lol

Jul 5, 2010 ▼

Ok - that all makes sense. Morbo demands more answers:

- 1) Can we set up an OOC now? I am all for getting as real as poss. **Wasn't going to - will wait for start of game.**
- 2) Is there otherwise a PM facility on this ere wavey thing? I.e. if I log, see you are on & want to give you abuse of a personal nature, or perhaps just say "Hi - Y'OK J man", canthat be done or would it be done via a Wave? **No IM as far as I am aware.**

**There's nothing stopping you creating a new wave and adding me to replicate the functionality of an IM, though.**



Matt: Ok - let me try it. Still trying to get a feel for the whole thing.

Jul 5, 2010 ▼



Me: I assumed you meant Dual Strike and not Surestrike above.

Jul 5, 2010 ▼



Matt: Yes indeed. Apologies, this is not my main language.

Jul 5, 2010 ▼



Me: It's probably worth me pointing out a couple of tactical points here. The Fighter (Tradden in this case) has this role of 'Defender' in the party, and as such has powers etc. to help defend the rest of the party. One of the powers is known as 'marking', and is listed on the character sheet as a 'Combat Challenge' power.

Jul 6, 2010 ▼

### Combat Challenge

In combat, it's dangerous to ignore a fighter. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. In addition, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

Tradden has attacked Goblin #2, who could now considered as 'marked' if Tradden calls it out. The best way to do this in game would be to have your character state some insult or challenge in the flavour text with a [Combat Challenge] or [Mark] indicator for me.

We'll assume Tradden has done this during this combat.

If Goblin #2 now attacks Zero, he will do so with a -2 penalty to hit and then Tradden would get a basic melee attack at him straightaway.

### Slides, Pushes, and Pulls

Certain powers or spells during combat allow you to push, pull, or slide an opponent.

- o Pull: When you pull a creature, each square you move it must bring it nearer to you.
- o Push: When you push a creature, each square you move it must place it farther away from you.
- o Slide: When you slide a creature, there's no restriction on the direction you can move it.

At the moment, neither Zero nor Tradden have any powers that can do this, but if they had, they could slide Goblin #2 one square west, which would put the goblin between them whereupon it would be 'flanked' and both Tradden and Zero would then have Combat Advantage and a +2 bonus to hit (Zero would also then be able to use his Sneak Attack, as he hasn't used it on this opponent this encounter).

### Tactical Combat

Because you have a little more time to think with Google Wave, and have the handy map to study, it's worthwhile bearing some of these in mind and using tactics in combat as uch as possible.

Any questions, don't hesitate to ask!



Matt: Makes total sense - its just a case of being aware of the rules I guess. What is the full name & edition of the Handbooks etc... so I can try source some?

Jul 6, 2010 ▼



Me: Dungeons and Dragons 4th Edition Player's Handbook


Jul 6, 2010 ▼

[http://www.amazon.co.uk/Players-Handbook-Rulebook-Dungeons-Dragons/dp/0786948671/ref=sr\\_1\\_1?ie=UTF8&s=books&qid=1278405367&sr=8-1](http://www.amazon.co.uk/Players-Handbook-Rulebook-Dungeons-Dragons/dp/0786948671/ref=sr_1_1?ie=UTF8&s=books&qid=1278405367&sr=8-1)

You could look on eBay for one.

A lot of this info should be in that Quick Start Guide pdf (link given before somewhere).

Jul 7, 2010 ▼

 Me: The other tactical element that I've yet to get my head fully around are '**Action Points**'. The blurb is below from the rulebooks. Basically they allow you to do an extra thing during your turn once per encounter. I believe they are intended to help combat seem more cinematic (as are the powers). We'll probably keep a separate wave, with only one message to keep track of characters' hit points and action points, as it might be hard to remember from day to day.

### Action Points

Your character starts with 1 action point. No more than once per encounter, you can spend an action point to take an extra action, use certain feats, or use paragon path powers. When you spend an action point, it's gone, but you can gain more in two ways: by reaching a milestone or by taking an extended rest. Each time you reach a milestone, you gain an action point. After you take an extended rest, you lose any action points you haven't spent, but you start fresh with 1 action point.

### Earning Action Points


- ◆ You start with 1 action point. (Monsters usually have no action points.)
- ◆ You gain 1 action point when you reach a milestone (when you complete two encounters without stopping for an extended rest).
- ◆ After you take an extended rest (at least 6 hours rest), you lose any unspent action points, but you start fresh with 1 action point.

Most often, you spend an action point to take an extra action during your turn.


### Spend An Action Point: Free Action

- ◆ *During Your Turn:* You can spend an action point only during your turn, but never during a surprise round.
- ◆ *Gain an Extra Action:* You gain an extra action this turn. You decide if the action is a standard action, a move action, or a minor action.
- ◆ *Once per Encounter:* After you spend an action point, you must take a short rest (between encounters) before you can spend another. (Some monsters can spend more than 1 action point per encounter.)

If you spend an action point to take an extra action and are within sight of an allied warlord, the warlord's Commanding Presence grants you a benefit. Instead of taking an extra action when you spend an action point, you can use a paragon path feature or a feat that requires an action point. Whatever you use an action point for, you can spend only 1 per encounter.

 Matt: So, that is different to "Speed" - i.e. I have 6 speed points, which seems to mean that I can move 6 squares in any turn. I take that to mean that in any turn I can:  
1) Move up to 6 squares, terrain allowing.  
2) Use any skills not on "cooldown", daily, at will or encounter.  
3) Use any Action Points in any allowable way, if I have one or more available & a skill to use.


Jul 6, 2010 ▼

 Me: THE MAIN ACTION TYPES

- ◆ **Standard Action:** Standard actions are the core of combat. You can normally take one standard action on your turn. Examples: most attack powers, charging an enemy, using your second wind.
- ◆ **Move Action:** Move actions involve movement from one place to another. You can normally take them only on your turn. Examples: walking, shifting.
- ◆ **Minor Action:** Minor actions are enabling actions, simple actions that usually lead to more exciting actions. You can normally take them only on your turn. Examples: pulling an item from a pouch or a sheath, opening a door or a treasure chest, picking up an item in your space or in an unoccupied square within reach.
- ◆ **Free Action:** Free actions take almost no time or effort. You can take as many free actions as you want during your or another combatant's turn. The DM can restrict the number of free actions in a turn. Examples: speaking a few sentences, dropping a held item, letting go of a grabbed enemy.


Jul 6, 2010 ▼

You can make one of each action during your turn, or trade downwards (do an extra move action instead of a standard action, etc.)


 Me: **ACTIONS ON YOUR TURN**

- ◆ **Your Actions:** You get the following three actions on your turn:
  - Standard action
  - Move action
  - Minor action
- ◆ **Free Actions:** You can take any number of free actions on your turn.
- ◆ **Any Order:** You can take your actions in any order you wish, and you can skip any of them.
- ◆ **Substitute Actions:** You can take a move action or a minor action instead of a standard action, and you can take a minor action instead of a move action.
- ◆ **Extra Action:** You can take an extra action by spending an action point.
- ◆ **Other Combatants' Actions:** Other combatants can take free actions on your turn, and you might take actions that trigger immediate actions or opportunity actions from other combatants.

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 The.brainbuster@googlewave.com: Zero nods his thanks to the swordsman and looks at his bloody arm. "This isn't good," he murmurs. Gritting his teeth, he fights to compose himself.  
Second wind, please! Don't know how to do it!

Jul 6, 2010 ▼


 Me: **Second Wind**  
You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

- Spend a Healing Surge: Spend a healing surge to regain hit points
- +2 Bonus to All Defenses: You gain a +2 bonus to all defenses until the start of your next turn.

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So, basically you regain your Healing Surge Value (1/4 of your max hit points rounded down, so in your case 6 hp) and use up one of your healing surges (you start with 7 every day, so you have 6 left). You have +2 to all defenses (AC, Will, Reflexes, Fortitude) until your next go.

I'll update the initiative block above and move on to the next combatant. Shout if that didn't make sense.


 Me and Random: *After tasting blood from Tradden's legs, the drake quickly moved to follow him, eager to sink his fangs into human flesh once more.*

[Charge Attack: **1d20+7: 27** vs Tradden's AC(16)] - critical hit!  
[Damage: **1d10+3: 13**]

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*Teeth struck home and tore into Tradden's legs, causing him to stumble.*

(Can I have an Athletics check, please?)

 Matt, me and Random: Fighting back the tears and a yelp of pain, Tradden instinctively tries to do what he does best and twist his body so as to try and mitigate the effect of the drake's viciously animal attack. [Athletics **1D20+8: 10**]

Jul 6, 2010 ▼


*Fortunately, Tradden manages to keep his balance on the table.*

 Me and Random: *With the drake coming to the aid of the Goblin, he turns towards the toppling Tradden on the table and aims a vicious swipe at his already bloody legs.*

[Attack: **1d20+5: 21** vs Tradden's AC (16)] - hits!  
[Damage: **1d6+2: 5**]

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*His shortsword catches Tradden with a wicked blow.*

 Matt, me and Random: The ferocity of the attacks against him shock Tradden and sparks something within him, and he feels a second wind coming on

[Second Wind +6hp & +2 Def to all attacks until start of next turn]

Jul 6, 2010 ▼



 Me: You have to use an action (i.e., be conscious) to use a healing surge through a Second Wind, which you can only do once per encounter. There are other powers from other classes that can trigger healing surges in others (like clerics, etc.). Jul 6, 2010 ▼

trigger healing surges in others (like clones, etc.)  
Matt: Thought as much.  
Not looking good for young Tradden then... Jul 6, 2010

Me: Not unless a knight charges in on a white horse. Or Zero goes into overdrive. Jul 6, 2010

Matt: OK - Out of interest, and this is I suppose very much down to you as DM/GM (which?) - Would monsters ignore a person in Traddens state and go for the target that is still a threat? Jul 6, 2010

Me: You'd always ignore downed characters. Jul 7, 2010

Oh, and the unconscious and dying doesn't apply to monsters. Once they reach 0 HP that's it (although there might be one or two exception for things with special regeneration I guess).

The.brainbuster@googlewave.com, me and Random: Zero sees the gutsy swordsman fall. Jul 7, 2010

"Uh oh."

He lashes out at the remaining goblin again.

Standard attack: **1d20+4: 11** - misses!  
Damage: **1d6+1: 4**

Me and Random: The Goblin hissed out at the drake to fall back, and then eyed Zero, throwing his blade from hand to hand. In broken common he rang out a challenge, "No, Tiamat, this one mine, all mine." Jul 7, 2010

[Goblin #2 Attack: **1d20+5: 19** vs Zero's AC (13)] - hits!  
[Damage: **1d6+2: 7**]

*The blade stings across Zero's chest, and the Goblin bares a teathy grin.*

The.brainbuster@googlewave.com, me and Random: Zero smiled confidently. Jul 7, 2010

"Oh, thank god for that," he muttered under his breath.

Once again, he swung his shortsword, hoping to pierce his tenacious enemy's leathery skin.

Standard attack: **1d20+4: 16** - hits!  
Damage: **1d6+1: 5**

*The goblin hisses and tries to catch his breath as Zero slices across his throat. He backs away slowly, trying to motion with his arm towards the drake and to Zero, but no words come forth.*

**The Goblin has backed away (he's on 1 hp!) - by backing away from combat he grants you an Opportunity Attack, so you get a free melee attack. Roll your standard attack and damage.** Jul 7, 2010

Me: The Goblin has backed away (he's on 1 hp!) - by backing away from combat he grants Zero an Opportunity Attack, so you get a free melee attack. Roll your standard attack and damage. Jul 7, 2010

The.brainbuster@googlewave.com, me and Random: "Ha ha!" Jul 7, 2010

Standard attack: **1d20+4: 13** - misses!  
Damage: **1d6+1: 2**

*The goblin retreats faster than Zero can swing his blade and moves away to relative safety.*

Matt, me and Random: Tradden has looked better - he lies on the floor, no signs to actually indicate that he is even still alive bar a virtually imperceivable rise and fall of his chest. Blood continues to ooze at an un-nering rate. Jul 8, 2010

Save vs Death: **1d20+2: 22** - critical success!

*With a cough and a splutter, Tradden opens his eyes. He's alive!*

Me: Wow! Critical success - I'm going to have to look that up now. Jul 8, 2010

From above...

**20 or higher:** Spend a healing surge. When you do so, you are considered to have 0 hit points, and then your healing surge restores hit points as normal. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no healing surges left, your condition doesn't change.

So, basically for Tradden we put him to zero hit points and then apply a healing surge (gains you 6 hit points, to put you on 6). You only have 7 surges left this day. You're now lying on the floor (prone) until your next round - this means that if the drake or goblin were to attack you they would have Combat Advantage (a +2 to hit) and if you try and attack from down there you're at a -2 to hit.

Me: As a team you've basically got a number of options now. Jul 8, 2010


Goblin #2 has retreated to the far side of the room and is in pretty bad shape. I've mentioned he's on 1hp, but you've probably deduced that anyway from the other Goblin. You can leave him alone for now, and hope he's got nothing up his sleeve, or take him out from range.

The drake isn't marked as bloodied, yet, so he looks in reasonable health. He's taken 19 damage so far, so there's another 20 to do at the very least.

- Zero has the following powers still available in this encounter:
- make a Bluff check against Goblin #2 to gain combat advantage (minor action)
  - make a Bluff check against Drake to gain combat advantage (minor action)
  - Riposte Strike
  - Deft Strike
  - Piercing Strike
  - Sly Lunge
  - Standard Attack
  - do something non-combat
- Tradden has the following powers still available in this encounter:





- get up!
- Cleave
- Dual Strike
- Sure Strike
- do something non-combat


 Matt: Yes - I was more than pleasantly surprised by the Crit roll - have some of that! Jul 8, 2010 ▼


Tactics wise, Tradden has a serious grudge against Tiamat, and is unlikely to want to go after the Goblin at this stage in any event. As it is Tradden has no ranged capability anyway, and is going to no doubt concentrate on getting up! As both the swordsman and rogue are in poor health, it seems to make sense to try and take down the Drake asap. If the Gobbo runs for it out of the door/window, so be it - the hunt for the Greenskin could always be a follow on from this encounter I guess.

[?] Is getting up a minor action, or does that essentially equate to my turn? Could I perhaps do an athletics check to "flip up" from prone to standing as a minor action, and then be able to attack? (Assuming that Pesky Drake doesn't floor him again!)


 Me: Getting up from prone is a Move Action, so you can get up and attack (if you're still alive). Jul 8, 2010 ▼

 Matt: Just following up on a comment I made above - do Mobs fight to the death or will they break or try and flee if they can? Is it creature specific if so? Jul 8, 2010 ▼

 Me: I'm afraid that's one of those "it depends". Depends how it's roleplayed out - might be part of the story for them to flee. Also, just because they're monsters doesn't mean they're dumb - if they're outnumbered they might leg it if they think they might live to another day. Jul 8, 2010 ▼

 Matt: Yep, fair enough. Thought that was what you were going to say. Just trying to subliminally influence you. Jul 8, 2010 ▼

*James makes the Drake lay down and sleep. Sleeeeeeeeeep.*


 The.brainbuster@googlewave.com, me and Random: Zero pursues the fleeing goblin, unusually manic. Jul 8, 2010 ▼

"Oh no you don't, you little bastard!"

He swings his sword with a wild cleave.

Charge attack: **1d20+5: 18** - hits!  
Damage: **1d6+1: 6**


*The Goblin goes down under Zero's wild cut.*

 Me and Random: *The drake, unaware of his master's demise, pads over towards the prone Tradden with gleaming intent in his eyes.* Jul 8, 2010 ▼

[Drake Attack: **1d20+9: 29** vs Tradden's AC(18)] - critical hit!  
[Damage: **1d10+3: 13**]

[Harsh. Critical Again!]

*The drake puts an end to Tradden, and spins round to eye Zero with glee.*

 Matt, me and Random: Tradden opens his eyes only to find the Drake snapping towards him. The lights go out again... Jul 8, 2010 ▼


Save vs Death: **1d20+2: 12** - success!

*Go Zero Go! lol*


 The.brainbuster@googlewave.com: Zero looks at the Drake and whimpers. Jul 8, 2010 ▼

"Nice doggy."

(Jim, can I shoot my crossbow then move or do I have to move first then fire?)

 Me: You can take your actions (Standard, Move, Minor, Free) in any order. Jul 8, 2010 ▼


Sheathing (or dropping) your sword and raising your hand crossbow would be a minor action. Some might say it's two minor actions, but I think for battle-hardened adventurers you'd always keep your weapons at the ready. So you'll still be left with your standard (such as an attack) and then your move.


 The.brainbuster@googlewave.com, me and Random: Alrighty. Jul 8, 2010 ▼

Zero raised his crossbow and aimed at the vicious drake.

Standard attack: **1d20+5: 25** - critical hit!  
Damage: **1d6+3: 9**

He pulled the trigger. The bolt took flight and slammed into the drake's side opening a large wound. Zero slipped out of the door as quiet as he could.


 Me: When you do the dice rolls, make sure you leave a space after the "1d20+x" bit (you had a colon), otherwise the dice bot doesn't know what to do. Jul 8, 2010 ▼


 Me and Random: **Stealth check for Zero please...** Jul 9, 2010 ▼


Zero Stealth Check: **1d20+11: 22**


*Drake: Perception Check: **1d20+7: 20** vs Zero's Stealth (22)*

*The drake hisses as he recovers from the bolt's strike, and then looks around for Zero, sniffing the air, and narrowing his eyes. He moves to the south of the building, where Zero last stood.*

 The.brainbuster@googlewave.com and Random: **1d20+11: 22** Jul 8, 2010 ▼

 The.brainbuster@googlewave.com: OK, were any of the windows open? Jul 9, 2010 ▼


 Me: All of the windows and doors were open. Just waiting for Tradden now, to see if he bleeds some more. Jul 9, 2010 ▼

 Matt and Random: Somewhere deep inside his blurred thought process Tradden knew he needed to do *something* - otherwise he was going to be a Drake-Snack...


Jul 9, 2010 ▼

Save vs Death: **1d20+2: 5**

However, Tradden's wounds are many - the last attack from the Drake having really taken its toll. Tradden is suddenly in a wonderful place, full of dancing, singing and brilliant white lights, all a bit hazy around the edges...

 The.brainbuster@googlewave.com: Zero creeps around the rear of the house, ducking low beneath the windows. He picks up a rock along the way.

Jul 9, 2010 ▼

 Me: Can I have another Stealth check, please, with an extra +4?

Jul 9, 2010 ▼

 The.brainbuster@googlewave.com and Random: Stealth: **1d20+15: 27**

Jul 9, 2010 ▼

 Me and Random: *Drake: Perception Check: 1d20+7: 25 vs Zero's Stealth (27)*


Jul 9, 2010 ▼

*The drake sniffs the air and settles near the door, eyeing it cautiously.*


 Matt and Random: Save vs Death: **1d20+2: 11**

Jul 9, 2010 ▼

*This is a nice party - I think I will stay here a while. I wonder if they have punch?*

 The.brainbuster@googlewave.com: Zero peeks in the window and sees the Drake eyeing the door. He weighs the rock in his hand and, praying, lobs it to a spot about 30 feet from the door.

Jul 9, 2010 ▼


 Me: What are you trying to achieve by this? Are you throwing this to the outside of the door from outside?

Jul 9, 2010 ▼

If you're thinking of luring the drake outside and then nipping through the window to rouse Tradden then it's an admirable effort. You'd need a DC15 Heal check (i.e., you need to roll a Heal skill and get 15 or more) to stabilise Tradden, so that he doesn't have to make any more saving throws. He would stay at -6hp, though.

If Tradden hadn't already used his Second Wind in the encounter, you could make a DC10 Heal check to force him to use his Second Wind, whereupon he'd be at 6hp. Unfortunately, that's not an option.

Your best result at the moment (apart from Neil, Liam, or Mark joining in, or Matt throwing another critical on the roll) is to get rid of the drake - no mean feat. You've currently got combat advantage, so your Sneak Attack is available.


 The.brainbuster@googlewave.com: My cunning plan was to lure it outside, sneak in through the window then shut, lock and barricade the door.

Jul 9, 2010 ▼

 Matt: That is indeed a cunning plan!

Jul 9, 2010 ▼

If Tradden can avoid going to the great Dance Hall in the sky in the next few turns, it may work.

 Me and Random: *Watching through the window, Zero saw the drake snap round at the sound of the rock cracking outside the door.*

Jul 9, 2010 ▼

[Insight: **1d20-2: 8**]

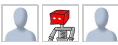
*Slowly and carefully the drake padded towards the door and stepped over the threshold.*

 Matt and Random: Tradden:Save vs Death **1d20+2: 5**

Jul 9, 2010 ▼

*Hey - whats going on through that door? It looks like its even more fun in there - all that brightness!*

*[Tradden moves further towards the light, nearly ready to step over a threshold of his own...]*

 The.brainbuster@googlewave.com, me and Random: Zero, quietly as possible, snuck back in through the window of the house.

Jul 9, 2010 ▼


Stealth: **1d20+11: 27**

His sense told him to get to the door, shut it, lock out the vicious drake. But the swordsman was deathly pale now, his chest rising almost imperceptibly.


Cursing his conscience, Zero knelt beside the fallen fighter and attempted to stabilise him.

*Drake: Perception Check: 1d20+7: 13 vs Zero's Stealth (27)*

*The drake looks around outside, oblivious to the actions inside.*

 Me: OK, to stabilise Tradden you need to make a Heal check against DC15, which in your case is +1, so it's a "1d20+1" check, please.

Jul 9, 2010 ▼

 The.brainbuster@googlewave.com and Random: "Erm..." Zero appraised the man's wounds and did his best to stop the bleeding.

Jul 10, 2010 ▼


Heal: **1d20+1: 5**

 Matt: Lol! Unlucky Nick.

Jul 10, 2010 ▼

 Me: Doesn't seem to be anything to stop you trying again.


Jul 10, 2010 ▼

 Matt and Random: Apart from the very real possibility of Tradden being full-on dead of course. Oh, and an angry Drake piling back into the room! However, first things first!

Jul 10, 2010 ▼

Tradden - Save vs Death: **1d20+2: 11**

Sweet baby Jayzus. He really runs a fine line this young lad, doesn't he?


 The.brainbuster@googlewave.com and Random: Blood squirted over Zero's hands. He started to panic and tried desperately to keep the man alive.

Jul 10, 2010 ▼

Heal: **1d20+1: 14**

 Me: There's no sign of the drake. One last Save, please, and then one last Heal check.


Jul 10, 2010 ▼



Matt and Random: No pressure - I like it!


Jul 10, 2010 ▼

Tradden - Save vs Death: **1d20+2: 11**




Me: Skin of teeth! Now, Heal please.

Jul 10, 2010 ▼



The.brainbuster@googlewave.com and Random: Heal: **1d20+1: 8**

Jul 11, 2010 ▼




Me: OK, there's some other pieces of combat and skills I want to have some practice with, so my assumption is now going to be that Zero manages to stop the bleeding, and then barricades windows and doors to prevent the drake from returning.

Jul 11, 2010 ▼

As you are spending a fair amount of time in the house, we'll assume you get full rest and are now back to maximum hit points and your daily powers return (i.e., you're completely at full strength for everything).

I'll set up a new wave later today (hopefully - off out for most of rest of day) to go onto the next bit. Hopefully one or more of the other chaps will be able to get their characters created and join in.



The.brainbuster@googlewave.com: Cool. Clearly, I am not a doctor!

Jul 11, 2010 ▼

Tags: 

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Next wave ➡