

**Blackengorge - Prelude - Empty Mansion - Scene #2 - Rats!**

Sep 1, 2010

...continues from [Scene #1](#)

**Synopsis**

*The 30th Day of Alturiak in the Year of the Sudden Journey*

Zero and Tradden have successfully infiltrated an old mansion overrun by goblins, but at some cost. The pair are now barricaded in the mansion with an angry drake laying in wait outside.

**Scene Length**

This scene starts on Sunday 11 July 2010 and is expected to be completed by the end of Sunday 18 July 2010. Players are expected to be able to post at least twice a day.

Me: *It's been nearly twelve hours now since Zero managed to barricade the entrances to the house. Both Zero and Tradden have managed fitful sleep, and although feel refreshed are not sure if opening the door to the mansion is a good idea.* Jul 11, 2010

*Leaving the goblin corpses to rot in the kitchen might not have been the best of ideas, though, they're really starting to smell.*

*As the pair start contemplating their next move, there's a strange \*think\* from the far side of the room.*

The.brainbuster@googlewave.com: Sat on a chair, contemplating, Zero looked up very, very slowly. Jul 11, 2010

"What was that?" he asked, not really wanting to know the answer.

Matt: "Wha?" came the muffled response from Tradden, his mouth half full of the makeshift bandage he was applying to one arm. Jul 11, 2010

Tying-off a knot, Tradden levered himself out of the ancient chair and walked hesitantly towards the general area where the noise had seemed to come from.

Hesitating halfway across the floor Tradden drew the swords usually slung over his back, mindful of the fact that the Drake which had so nearly done for him before might have found a way back in. Inching forwards with blades at the ready, Tradden went to investigate.

"Erm," he half-whispered over his shoulder, without taking his eyes off the various bits of ominous darkness ahead, "I am kind of new at this really Zero, but I believe the phrase here is 'Cover me?'"

[?] Are we using the original map on the other wave for this, or is it the case that any maps/initiative blocks don't get posted until combat begins?

Me: Sometimes we'd use a map, but usually it's only for the combats. Jul 12, 2010

The.brainbuster@googlewave.com: Zero sighed and drew his crossbow. He advanced slowly, keeping a prudent 10 feet between him and Tradden. Jul 12, 2010

Me and Random: *Another dull \*think\* echoed around the room. In the gloomy darkness it was hard to see anything and the sound was difficult to trace due to the many echoes. However, Zero and Tradden both strained their ears...* Jul 12, 2010

[Zero's Perception Check: **1d20+6: 13**  
[Tradden's Perception Check: **1d20+2: 11**

*The noise definitely seemed to be coming from the South of the room, somewhere near the front door, or the large heavy rug nearby. Close to this, in the kitchen area, were the goblin corpses. One of these held the key to the noise.*

Me: Note that what I'll normally do is allow enough time for all players to respond before I take their actions and move on. Usually I'll give around 12 hours or so for this. If people have done this quicker, then I'll try to be quick too. Jul 12, 2010

Matt and Random: "Oh, here's a thought... hang on..."  
Tradden sheathed his swords and removed the torch from his newly acquired adventurers pack. Not used to using it, he fumbled around clumsily lighting it. Re-drawing his short sword he turned to towards the south of the room, holding the torch up as high as he could.  
"Now ... lets see if that is better..."  
[Perception check if needed: **1d20+2: 18**

Me: *With the light of the torch burning it became easier to see the southern portion of the room.* [Torch: radius of 5 squares, bright light for 1 hour] Jul 12, 2010

*Tradden, holding the torch aloft, kept still and calm, waiting for the noise to repeat.*

*After just a few moments, there it was again, the dull \*think\*. This time, in the light, Tradden spotted a barely perceivable rise and fall in the rug in front of him, somewhere in the centre, in time with the noise.*

Matt: Tradden felt his pulse rise and the pounding of his heart seemed to echo around the room. "Sweet Corellon!" he whispered to himself.  
"Hmm...", he gulped, "Could be something under there - a trap door or something." A thought hit him - "Could be a good citizen tied up by the Goblins". And then another, "Of course, it could just as easily be a nasty. A drake even..."  
"Any thoughts Zero?"

The.brainbuster@googlewave.com and me: "Thoughts?" replied Zero. "Hmm. How about I wish I was enjoying a five course meal at the Plucked Duck in Deepingwald instead of being stuck in a cabin in the middle of nowhere with a bloodthirsty drake outside, the lovely scent of rotting goblin making me want to vomit and some *thing* banging on the cellar door presumably wanting to have me for its dinner!" Jul 12, 2010

Matt, me and Random: "Ah - The Plucked Duck - they do a good Freestyle Barndance every other week", said Tradden, characteristically being easily distracted, but savvy enough not to take his eye off the rug. "But I take your point. OK, I am going to run over, grab the corner of the rug and try pull it off. If there is anything underneath or some foul drake-spawn bursts out, you do your shooty thing". Jul 12, 2010

Tradden sheaths his sword and places the torch on the floor, suitably out of the way of the intended rug pull. He then darts over to the corner of the rug, grabs it with both hands & pulls it north, away from Zero and the torch.


The.brainbuster@googlewave.com: Zero frowned and readied his crossbow. Jul 12, 2010


Me: *Tradden pulled away the rug in style, a great draft causing the torch to flicker momentarily. Luckily it didn't go out. Both men stood for some time choking a little in the dust thrown up into the air.* Jul 12, 2010

*As the dust finally settled the room became still once more. On the bare wooden floor where the rug once sat was a large trapdoor recessed to form a level plane. A complicated looking handle with a strange flat lock was fitted on the side nearest the main door.*

*The thunks seemed to have stopped.*


Matt: Clearing his throat and wiping the remnants of a thousand aidless day's dust away from his face, Tradden surveyed the area of floor revealed by the rug. Buoyed by the fact that there was Jul 12, 2010

 Matt: Cleaning his throat and wiping the remnants of a thousand, almost day's dust away from his face, Tradden surveyed the area of floor revealed by the rug. Emboldened by the fact that there was no obvious and immediate danger, he dropped the corner of the rug and jogged over to the trap door, standing next to it. Drawing his short sword again in one hand he bent down and checked to see if it was indeed locked.  
"No point making assumptions - you never know..."

 The.brainbuster@googlewave.com: Zero looked in curiosity at the lock. He liked locks. He enjoyed the challenge of defeating them. The ca-click of the mechanism yielding to his skill was the sweet sound of success. Jul 12, 2010

He then ambled over the the first goblin and, holding his nose, checked it for a key.


 Me: [Neither of the goblins hold a key.] Jul 12, 2010

 Me and Random: *Tradden bent over the trapdoor and grabbed the handle in one hand. He gave it a slight pull - there was no give in the door, but there was a small \*click\*.* Jul 12, 2010

[Trap Attack: **1d20+4: 21** vs Tradden's Reflex (14)]

*A surging pain ran up Tradden's arm accompanied by an eerie blue and crackling light.*

[Electricity Damage: **2d4: 5**]


 Me: Traps, you see. Now traps may be common, so you need to have a way of detecting and disarming them. You might need someone with good thievery skills for that! Jul 12, 2010


When you encounter something that looks a little fishy then the best thing to do is let me know via your descriptions that your character wishes to examine the fishy thing and make a perception check (if it's not perception, I'll edit it). In this case, if Zero or Tradden had made the perception check I would have let you guys know that it appears that the lock is trapped. This is when the Thievery skill kicks in. Now that the trap has fired, it might be safe or it might have reset - a perception check would probably be needed again, even though you know there's a trap there.

#### Disable Trap

Make a Thievery check to prevent a trap from triggering. You need to be aware of a trap to try to disable it. Make a Perception check to find a hidden trap.


- **Disable Trap:** Standard action in combat or part of a skill challenge.
- **DC:** Differs per trap. You get a +2 bonus to the check if you use thieves' tools.
- **Delay Trap:** You get a +5 bonus to the check if you try to delay a trap, rather than disable it.
- **Success:** You disable or delay the trap. Disabling a trap makes it harmless until it resets. Delaying a trap makes the trapped area safe for passage until the end of your next turn.
- **Fail by 4 or Less:** Nothing happens. You can try again as a new action.
- **Fail by 5 or More:** You trigger the trap.


 Matt: Tradden tucked his slightly singed arm under the armpit of his other arm and wheeled around on one foot, stamping the pain away with the other. Jul 12, 2010  
"Tsssss - One for you I think...." he hissed, fighting back tears.

 The.brainbuster@googlewave.com and Random: Zero whipped around at the sound. "Are you, okay?" he asked. Jul 12, 2010

He then examined the trapdoor closely, very aptly named it seemed.

Thievery: **1d20+8: 23**

 Me: *Without touching the handle or locking mechanism, Zero spent a few moments carefully examining the trapdoor, looking for any obvious signs for a triggering mechanism. He spied it - hidden quite carefully just underneath the handle - a small button connected to some sort of small crystal.* Jul 13, 2010

 Me: Looks like Zero has spotted the trap - you could have used Perception for this instead of Thievery should you so wish (you didn't really say what you were wanting to do, apart from examining the trap, above). Jul 13, 2010


Now you have to decide if you want to try to disarm the trap. It's basically a "1d20" roll plus your Thievery skill, plus an extra +2 if you have some thieves tools. You're trying to get higher than the DC (Difficulty Class) of the trap, which in this case (and I normally wouldn't share this) is 20. If you get 16-19, you don't set off the trap, but you don't disarm it either. If you get 15 or less, you'll set off the trap. 20 or more and the trap is disabled.


You'd probably want to put some flavour text around the action, for example:

*Zero bent down and carefully eased the button to one side with one of his tools.*

[Disarm Trap: "1d20+8+2"]

 Me: You could always let the lumpy fighter prod it with his shortsword again, though. Jul 13, 2010

 Matt: "Lumpy"? Jul 13, 2010  
Stupid's DM's - Check the Profile. He is a waify, gawky, clumsy teenage idiot, but he resents the term "Lumpy", unless it has a meaning I am hitherto unaware of! :-)


 The.brainbuster@googlewave.com and Random: Zero lay on his stomach for a moment, squinting closely at the lock. Jul 13, 2010


"A-ha!" he finally exclaimed. "There you are. Nice work."


He kept mumbling to himself whilst he fished in his pocket and withdrew a small leather pouch. He untied the cord and rolled it open on the floor. Inside were various delicate tools, bearing an array of shaped heads.

His fingers danced back and forth before finally seizing the one best suited for the task at hand. Then he lay down again, cleared his throat, shook his sleeves free of his wrists and carefully tinkered with the dangerous mechanism.

Thievery to disarm the trap: **1d20+8+2: 21**

 Me: *With a soft click, the button extended. For a moment Zero lay still waiting for any adverse reaction, but fortunately nothing happened. Brushing himself down, Zero stood up, pleased with his work.* Jul 13, 2010

 Matt: Still shaking his reddened fingers to cool them down, Tradden made his feelings on next steps known. "Well, my Thief Freund, you are down there - you open it..." Jul 13, 2010

 The.brainbuster@googlewave.com: Zero looked up at Tradden. He would have argued, but the swordsman was clearly still angry from the sting of the trap and unfortunately he had just done away with the only thing he could have used to stay the man's hand. Jul 13, 2010

He let out a long, weary sigh, packed his tools away and grabbed the trapdoor's handle.

"Pearls before swine," he whispered.

Then he opened the trapdoor

Me: Zero tugged on the handle but to no avail - the door stayed firmly shut. It looked as though the trap has been deactivated, but the lock hadn't been picked.

Jul 13, 2010

Me: You need to pick the lock if you don't have the key, or bash through the door. To pick a lock, it's similar to Disabling Traps, with a Thievery roll with +2 bonus if you have the thieves' tools. To bash through a door, it's a Strength check (i.e., "1d20" plus your Strength bonus) as you have to do enough damage to destroy the lock.

Jul 13, 2010

#### Open Lock

Make a Thievery check to pick a lock.

**Open Lock:** Standard action in combat or part of a skill challenge.

**DC:** 20 for a standard lock at Heroic Tier. You get a +2 bonus to the check if you use thieves' tools.

**Success:** You pick the lock.

**Failure:** You can try again as a new action.

#### Bash Door

**Doors:** Opening a door takes a minor action, or a standard action if the door is stuck and requires a Strength check. A door might be locked, or it could have a window in it that provides superior cover to anyone firing through it.

break down wooden door - DC16

break down barred door - DC20

break down stone or iron door - DC25

break down adamantite door - DC29

break through force portal - DC38

The.brainbuster@googlewave.com and Random: (Whoops! I forgot about that.)

Jul 13, 2010

OK. Thievery. Wait, sorry, I put the skill check in then went to check my character sheet and realised I'd got a +8 to thievery I hadn't put in.

Thievery: **1d20+8+2: 29**

Matt: Tradden, despite his whiter-than-white goody two shoes approach to all things was nevertheless clearly impressed by Zero's skill - clearly the rogue's dexterity with fine instruments was at least comparable with old Mr Ironfoot, the artificer and Tradden's old Dwarven neighbour.

Jul 13, 2010

With a begrudging grunt Tradden took a step towards the trap door, pulling out his longsword and taking a few practice swings as he did so.

[Assuming Zero has had success]

"Right then - here we go".

Waiting for Zero to stand up again, Tradden opened the trapdoor...

Me: There are also options to listen at doors should you so wish. It's just a perception check, and the difficulty is based on what's the other side of the door - if there are monsters bashing about it's easy; if monsters are there and are being very quiet lying in wait it's hard.

Jul 13, 2010

Me: The door creaked open slowly and revealed a rickety wooden ladder leading down into darkness. A stale odour, although not as bad as the rotting corpses, permeated up from below.

Jul 13, 2010

The.brainbuster@googlewave.com: Zero's face soured.

Jul 13, 2010

"Delightful," he said.

He took a coin and dropped it down the hole, listening for its eventual landing.

Matt and Random: "Phew - Delightful indeed!" Tradden agreed.

Jul 13, 2010

Picking up the Torch with his free hand from where it still lay burning, Tradden carefully walked over to the edge of the hole, holding the flickering light source aloft to see if any more could be seen down below.

[Perception check if needed: **1d20+2: 4**]

Me: It didn't take long for the coin to fall to a solid surface - a clear ring after only a couple of seconds. Zero guessed at ten feet or so down. As Tradden brought the torch to bear it became more obvious - the ladder reached about five feet down, and then a drop of another five feet or so to a hewn-stone floor, covered in a light layer of dust and filth.

Jul 13, 2010

Matt, me and Random: Tradden bent down, holding the torch closer to the hole to try and better understand what the passageway might have been used for in the original house design. Was it a wine cellar, typical of such fine houses, or was it a way out, underneath the gardens and away from the angry Drake outside?

Jul 14, 2010

[History check: **1d20+2: 12**]

Tradden thought carefully about the style of the house - houses such as this often had wine cellars, but not secured underneath a trap door - they were more likely to have a proper entry via a staircase. However, it was often the case that bolt holes would be created for people to leave their houses in times of panic to a secure area some distance from the house.

Me: I'm not sure **Streetwise** is the skill to roll here - "When in a settlement - a village, a town, or a city - make a Streetwise check to find out what's going on, who the movers and shakers are, where to get what you need (and how to get there), and where not to go."

Jul 14, 2010

**Perception** is to spot or hear something that is hard to find - "Make a Perception check to notice clues, detect secret doors, spot imminent dangers, find traps, follow tracks, listen for sounds behind a closed door, or locate hidden objects."

It's not even an **Insight** roll - "Whenever you use Insight, you're making a best guess as to what you think a motive or attitude is or how truthful a target is being. Insight is not an exact science or a supernatural power; it represents your ability to get a sense of how a person is behaving."

The closest skill for what you're trying to look for is **History** - "You have picked up knowledge related to the history of a region and beyond, including the chronological record of significant events and an explanation of their causes. This includes information pertaining to royalty and other leaders, wars, legends, significant personalities, laws, customs, traditions, and memorable events."

In this case you're looking for historical information on the houses were built in this area - similar to how we'd think about how Victorian houses were built in a particular manner. I've altered the roll above and added an appropriate description.

Matt: Ok - All makes sense!

Jul 14, 2010


Matt: "Hmmm." Said, Tradden, still intently staring into the semi-darkness below, trying to pick out any shapes of note in the flickering light that the torch afforded. "I can't imagine the Goblins came in this way and then locked the door behind them, especially given that they locked the door behind them. This kind of passageway is suggestive of a way out to my mind".

Jul 14, 2010

Still kneeling, he turned his head towards the concerned-looking Zero, flashing him a mischievous grin.


"Only one way to find out!"

Not waiting for a response from the be-cloaked rogue, Tradden tossed the torch down the hole, sheathed his weapon and swung himself down onto the ladder. Nimble clambering down the first five feet of rungs, Tradden's height allowed him to easily drop the last 5 feet to the floor. Picking up the torch again and drawing his short sword, more suited to close confines, he looked around and waited to see if Zero would follow...

 Me: *The ladder creaks somewhat as Tradden heads down, but holds firm. The landing is soft on the ground, and the torch reveals a passageway, about five feet wide leading off straight to the west, disappearing into inky blackness after about 25 feet.* Jul 14, 2010 ▼

 The.brainbuster@googlewave.com: Zero's bearded face intruded into the square of light above. Jul 14, 2010 ▼


"Anything hostile down there?" he queried.

 Matt, me and Random: "Nothing with teeth leaping at me so far", replied Tradden. "Get yourself down here though", he added as an afterthought, suddenly aware of the fact that he was on his own. Jul 14, 2010 ▼

He looked around to see if there were any other light sources, such as unlit torches on the wall. He also looked to see if there had been any sign of previous use of the passage - tracks and the like.

[Tradden - Perception check. **1d20+2: 3**]


*Tradden looked around and accidentally stared straight into the flames of the torch - all he could see were dancing sparks before his eyes.*

 The.brainbuster@googlewave.com, me and Random: Zero clambered down the ladder. *He'd almost got halfway down when there was an ominous creak followed by a snap as the ladder gave way.* Jul 14, 2010 ▼

[Dexterity Check: **1d20+3: 16**]

*Quickly he managed to slide the rest of the way down, landing unceremoniously, but unhurt. He dusted himself off and tried to regain his composure, before taking out a torch from his kit and lighting it on Tradden's.*

"Bless you," he said.


 Me and Random: *The passageway disappeared into the inky darkness to the east, it's end beyond the reach of the torches. The smell had eased a little, and there was no sign of the previous \*thunking\*. However, the dirty floor felt soft and squishy in certain areas, and the adventurers trod carefully.* Jul 14, 2010 ▼

[Zero Nature Check: **1d20+1: 19**]

[Tradden Nature Check: **1d20+2: 4**]


*Zero turned to Tradden, his face illuminated by the bright glare of the torches. He flashed a wicked grin and nodded downwards at the floor.*

*"Rats' poo!" he said, "And big ones at that."*


 Me: I've done a few skill checks for you in the latest posts - let me know if you'd rather do these yourself. If you don't think the spoken/action text fits in with your character, then just edit as you see fit (although the general theme has to remain, of course!). Jul 14, 2010 ▼


 Matt: Makes sense to me - might be the best way to keep the pace going? Jul 14, 2010 ▼

 The.brainbuster@googlewave.com: I agree. Jul 14, 2010 ▼

 Matt: Tradden clenched his teeth. *"Nice. Ah well, better than Drakes I dare say - lets see where this leads..."* Jul 14, 2010 ▼

*Tradden lead the way down the hallway, torch in one hand, small sword in the other hand, ready for anything. "Anyway, bad smell or no, its only a few little rats..."*

 Me: *The passageway kept straight for a good twenty or thirty yards, the floor covered in sticky mess in places. The pair picked their trail carefully, avoiding the major mounds. The torchlight in front then hit a bare wall and flickering shadows showed a turning off to the right, its destination hidden.* Jul 14, 2010 ▼

 Matt: *"No going back I guess",* said Tradden, turning the corner without hesitation and edging down the new passageway. Jul 14, 2010 ▼

 Me: *Following the sharp turning the passageway headed north, again into blackness. However, a sturdy wooden door nestled snugly into the wall on the left in front of Tradden.* Jul 14, 2010 ▼

 Matt: *"Right - been here before - no mini-lightning shocks for me this time!"* Tradden held up his torch to better allow Zero a good look at the doorway, and made a mock flourish with his sword in the door's direction. Jul 14, 2010 ▼

 The.brainbuster@googlewave.com, me and Random: Zero rolled his eyes and took out his thieves tools. "Would you mind awfully, Zero?" he muttered. "No no, I'd be delighted." Jul 14, 2010 ▼

He inspected the door closely.

[Perception Check: **1d20+6: 21**]

*The door was large, wooden, well-made, and sturdy. Zero held his ear close to the door, but couldn't hear anything on the other side. Judging by the stout lock, he'd need a little time to get it open.*

He reported this to Tradden. "Want to keep going to map the place out or see what's inside?" he asked

 Matt: Tradden cleared his throat. Jul 14, 2010 ▼

*"Well, we have come this far. Sorry, but I am afraid you may have to show off your lockpicking skills again." Tradden held up his sword as if to hold out his palm, whilst closing his eyes and smiled, "No, don't be modest - I can see you are not that type",* he laughed.


 The.brainbuster@googlewave.com, me and Random: Zero chuckled. Jul 15, 2010 ▼

"Just be ready to whack whatever might jump out, eh?"

He examined the lock for traps.

Thievery: **1d20+8+2: 20**




*A thorough inspection of the door and lock revealed no hidden traps or wards to Zero. However, the door did seem firmly locked and shut. Enough of the keyhole was visible to peer through - the locking mechanism seemed to be within Zero's capabilities to pick.*


 Matt and Random: Flexing what passed for muscles on his otherwise fairly slim physique, a thought occurred to Tradden. Without waiting for Zero to get out his tools he took a run at the door, aiming the sole of his sturdy leather boot at the place where the lock mechanism would be. Jul 15, 2010 ▼


[Bash attempt: Strength check **1d20+4: 11**]

(Just because we havent tried this yet!)

 Me and Matt: *Tradden's foot slammed into the wooden door, which showed not the slightest sign of moving. Having been soundly stopped in mid kick, Tradden slowly arced back on his standing foot, landing on his backside in the filth on the floor. Through the shock, and of course the pain radiating through his lower leg, Tradden saw the door still looming over him.* Jul 15, 2010 ▼

-  Matt: Secretly I actually wanted that to happen!  
The developing relationship between young, impetuous, impulsive (and increasingly, comedy relief) Tradden and cool, slick, accomplished Zero essentially required, no- demanded, it! Jul 15, 2010
-  The.brainbuster@googlewave.com: 'Cool, slick, accomplished Zero'?! He'd love that. Jul 15, 2010
-  Matt: I know.:-) Jul 15, 2010

 Matt: Tradden picked himself up, holding up his arms and trying to crane his neck around to see exactly how badly his designer pantaloons had been affected by the foul slime covering the floor. Having seen the full extent of the damage, he made a note to himself not to look again until he had escaped the damn cellar and could attend Feversham & Son on the highstreet ("Tailors for the distinguished gentlemen about town").  
"Right, okay ... fine ...erm... you do it your way." he muttered in Zero's direction. Jul 15, 2010

 The.brainbuster@googlewave.com, me and Random: Zero passed his torch to Tradden. Jul 15, 2010

"Thank you," he said, as his companion held it up, giving him some light to work by.


Then he went to work on the lock.


Thievery: **1d20+8+2: 19**

After a few moments Zero heard the satisfying click of another mechanism yielding to his skill.


 Matt: Tradden passed the torch back to Zero. Jul 15, 2010

"What chances a quick and easy passage out to sweet, sweet daylight on the otherside?"  
Typical of the boy, Tradden didn't wait for Zero to reply and swung the door open...


 Me: Tradden pushed the door inwards and the glare of the torches revealed a fairly small room, about 10 feet square. Interestingly, this room's floor was devoid of the filth encountered in the passageway, although the pair spotted a large bundle of something wrapped in rope in the corner. Jul 15, 2010

 Matt and Random: Disappointed but unsurprised at the same time as to the lack of streaming sunlight, Tradden stepped inside, looking around intently on the basis that if this was a dead end then if there were anything nasty around, there would be no further for it to go. Jul 15, 2010


[?] Are there any exits, windows, doors etc...?  
[Assuming no nasties leap for Tradden, he also looks at the bundle more intently to try and get a better idea of what it is: Perception check **1d20+2: 11**]

 Me: There were no exits in the room, and the only light was from the flickering torches Zero and Tradden held. As Tradden looked more closely at the rope-tied bundle he noticed it belonged to a stout figure, bound well around it's body and with a gag across it's mouth. Jul 15, 2010

Propped up in the other far corner of the room was a short haft of a warhammer leaning against a steel edged wooden shield.


 Matt: Working on the assumption that dead or alive its never nice to have a gag in ones mouth, Tradden walked over and removed the gag with his free hand, holding the torch aloft so as to take an even better look at the figure. Jul 15, 2010

Mark: "Gah! Non-goblins! Always a bonus methinks. My thanks Longshanks! Now a hand with these ropes and I'll be sure to buy you a tankard next time we happen on an inn!" said a thankful Khalin with gusto. Jul 15, 2010

 Matt: Tradden was unsure about the "Longshanks" remark, and for a brief second considered putting the gag back. Jul 15, 2010

But - having spent a lot of time around Dwarfs he got the distinct impression that it was essentially a term of endearment and he seemed like an amiable old character. That said, he went about cutting the ropes.

Mark: Khalin scrambled to his feet, trying to muster a little dignity after his misadventure. He scurried quickly to the wall to retrieve his trusty hammer and shield... "Ah a fine hammer is a part of a warlord's arm! HAIL AND WELL MET! Khalin's the name, clobberin's the game! ...er, of goblins that is HAHAHA!!!" boomed the dwarf. "At your service it appears!" Jul 15, 2010

 Matt: "Nice to meet you also Masterdwarf", said Tradden, who then gestured towards the bearded figure stood behind him, "My companion here is Mr Zero Uhlit, and apart from telling you that he is a mean shot with a crossbow and an even meaner lock-pick I can tell you little else, for we are of recent acquaintance ourselves. And I, I am Tradden Aversword, agile in blade, agile mind, and I too am at your service." Jul 15, 2010


They all agreed afterwards that the flourish with which Tradden then executed his bow was most exquisite, and that it was a shame that it was ruined by the large section of flattened rat faeces which fell to the earth with a "splurt" just as he had reached the end and was holding the bow in a near-crouch.  
Unperturbed, Tradden suggested their next course of action.  
"Well, unless either of you gents have any further business here, can I suggest we leave in civilised fashion - via the front door? Khalin, if thine arms are numbed through being tied back, we may have the perfect therapy for you to get them back into shape - there is a nasty, angry drake outside who Zero and I have a score with which to settle, should you be willing to assist?"  
Tradden turned back towards the door as he spoke, wiping off bits of brown goo from his elbows as he did so. "Heh - at least we didnt run into any rats!"

 Me and Random: [Passive Perception, Zero: 16] Jul 15, 2010

As if on cue, Zero picked up a keen shrieking sound from further down the corridor. He listened for a moment, trying to pick up other cues - the biggest of which was that it was getting closer.

[Nature Check, Zero: **1d20+1: 9**]  
[Perception Check, Zero: **1d20+6: 17**]


He wasn't too sure about what the noise was, but he was sure that there was more than one of them!


 The.brainbuster@googlewave.com: Zero backed away from the doorway and hastily drew his crossbow. Jul 15, 2010

"Would this be a good time to mention that I really dislike rats?" he said.


Mark and Random: "Ha! I like you Mister Nothing! Though what IS that thing beneath your nose sir! I can teach you a thing or two about facial hair!" Khalin gives Zero a hearty slap on the back and a playful chortle, then charges towards the sounds with a fearsome cry! Jul 15, 2010


[Perception check, Khalin, plus Combat Leader?: **1d20+2: 9**]

 The.brainbuster@googlewave.com: "Ow," said Zero, rearranging his spine and shoulder blades. Jul 15, 2010

 Matt: "Come on!" urged a grinning Tradden as he pushed past Zero, giving him another freindly slap to the back as he did so. Jul 15, 2010

With one hand holding the torch and the other holding his short sword, Tradden chased after Khalin.


 The.brainbuster@googlewave.com: "Nothing like proceeding with caution, is there?" Zero quipped to himself before slipping out of the room in pursuit of his comrades, crossbow at the ready. Jul 15, 2010

 Me and Random: Before the new comrades could cross the threshold of the door back to the passageway the shrieking grew louder, and a rushing wind swept towards them. Jul 16, 2010

A swirling mass of small black shapes dived through the door and swirled in a maelstrom around the room, tugging at clothes, and nipping faces with their sharp claws and tiny feet. As the mass grew louder the comrades knew they were in trouble.

[Nature Check, Khalin - **1d20+1: 10**] - failure!  
[Nature Check, Tradden - **1d20+2: 20**] - success!  
[Nature Check, Zero - **1d20+1: 11**] - failure!

Tradden knew that around these parts groups of bats swarmed around victims and drew their blood - often leaving a man dry.


 Me: Gentlemen - Initiative, Please. Note that you all have a +2 bonus to your initiative due to Khalin's "Combat Leader" feat as a Warlord. Jul 16, 2010


 Matt: Here, or do we set up an Initiative Block as before? Jul 16, 2010

 Me, Random and 2 others: **INITIATIVE BLOCK** Jul 18, 2010


01) [20] Zero - **1d20+3+2: 20** - HP 16/25  
02) [17] Khalin - **1d20+1+2: 17**  
03) [16] Bat Swarm - **1d20+6: 16** -  $3+11+6+8+1+5+8=42$  damage - **defeated**  
04) [13] Tradden - **1d20+4: 13** - HP 21/26


...Encounter COMPLETE...


 Me: Do people want me to do everyone's initiative roll, or do you prefer doing your own (understandably)? Jul 16, 2010

 Matt: My view is that it makes sense for you to do it - it removes any delay prior to a fight, and we can crack on. If anyone thinks you have missed something (like you forgot to include Khalin's +2 bonus) they can always re-roll & substitute whilst informing you/the group. Jul 16, 2010


As a middle-ground I suppose you could implement a time-based policy. I.e. you roll your own but if no roll within 3,6,12 hours you do it for them, but I prefer my first thought.

 Me: OK, I'll pre-roll for this one and if people don't like it then please shout and we'll try another method. Jul 16, 2010

 The.brainbuster@googlewave.com: That's good with me. Jul 16, 2010

 Matt: FIX FIX I say! lol Jul 16, 2010

Is the idea to use the Fights+ App for all fights, or just selected ones?


 Me: You're in a 10' x 10' room with a swarm of bats around you. Not much need for a map in this case! :) Jul 16, 2010


Will only use it when necessary, or when it makes it much less confusing.

If there's only one monster and no particular terrain advantage anywhere it's likely we won't use one. If there are multiple monsters, or 'things' within the battle area, we'll use a map.

Plus, I don't have one handy at work I can upload!

 Matt: Fair enough. Jul 16, 2010  
\*Dusts off imagination\*


 Mark: Fine by me too. I'm unlikely to get on before 4pm each day, but usually try recheck mid and late evening. Hold on, shouldn't this be in the OOC thread! Erk! Jul 16, 2010

 The.brainbuster@googlewave.com, me and Random: Zero takes advantage of his position and lets loose a bolt at the swarm. Jul 16, 2010

Sneak attack: **1d20+5+2: 19** - hits!

The bolt streaks through the cloud of dark wings, puncturing leather and tearing them down from the air.


[Damage: **1d6+3+2d6: 11**]

 Mark, me and Random: Khalin let out a yell as he smashed his shield into the swarm... Jul 16, 2010

[Furious smash: **1d20+5: 24**]  
+3 power bonus to Tradden on his next attack

Khalin slammed his shield into the morass of bats, trying to push them back and clear space for Tradden to make his move.

[Damage: 3]


 Me and Random: The bats continued their shrieking and circled the companions, their claws finding purchase and fangs biting a will. Jul 16, 2010


[Bite Attack **1d20+6: 16** vs Zero's AC (13)]  
[Bite Attack **1d20+6: 15** vs Tradden's AC(17)]  
[Bite Attack **1d20+6: 12** vs Khalin's AC(18)]

Bats latched onto to Zero's clothing, arms, and face piching and biting.

[Damage: **1d6+3: 9**]

The bats clung on to Zero, sucking his blood.

 The.brainbuster@googlewave.com: "Aargghhh!" Zero cried, flailing in panic, covered in biting, leathery devils. Jul 16, 2010

 Matt, me and Random: Always thinking, Tradden tried to remember something he once heard about bats that might help the group - he tried a short, sharp yell to see if he could disrupt or distract them. Jul 17, 2010

[Nature check: **1d20+2: 16**]

The bats seemed oblivious to the yells, circling tighter and tighter and ripping with their claws.

Not giving up just yet, it was not lost on Tradden that he held in his hands not only a short sword, but another weapon that might be even more effective against this foe!

[Dual Strike against the swarm: (including Furious Smash Bonus)

To Hit:

Shortsword: **1d20+8+3: 15** - hits!

Flaming Torch: **1d20+5+3: 17** - hits!

Assuming success:

Damage:


Shortsword: **1d6+2+3: 6**

Flaming Torch: **1d4+2+3: 8** in addition to +1 fire damage unless saves]

"Have some of this!" He yelled, confidently.

[Bat Swarm Save: **1d20: 2**] - failure!

As Tradden swung the torch round in an arc it set leathery wings and furry bodies on fire, leaving trails of flame spinning round in the vortex.


 The.brainbuster@googlewave.com, me and Random: Zero, oblivious to all else, dropped his crossbow and started swinging his sword wildly, trying to rid himself of the leeching bats that had clung onto him [Continuing Damage: 5 - save ends] Jul 17, 2010 ▾

Basic attack: **1d20+4: 15** - hits!

Assuming success: **1d6+1: 5**

Zero swings wildly, slicing through various wings of the onslaught.

[Save vs Ongoing Bat Damage: **1d20: 13**] - success!

 Me: Rules Alert! Jul 17, 2010 ▾  
A swarm of bats has a special attack, in this case if they manage to hit they'll cling on and start sucking blood. What this means is that you'll take 5 points of damage every round until you make a save. You take damage before you make a save, so you will take the five damage on your next round, but then you get to save to stop taking the damage next round. Zero took the damage above, but then made the save after his attack, so won't take it next round (unless the bats attack and hit again, that is!).

 Me: Khalin - taking care not to step into the path of Tradden's flailing torch - clawed at the bats attacking Zero. Jul 17, 2010 ▾

"Be strong, Mister Nothing! The vermin shall be defeated!" he blustered, while frantically trying to remember whether his tunnel-dwelling background offered any solutions to bat attacks!

[Dungeoneering check: **1d20+2: 19**]

Khalin remembered faintly of a time his family's home had been infested with bats and they had been expunged with blasts of water, but unfortunately he didn't see any to hand.

 Mark, me and Random: Heartened that Zero appeared to freeing himself of the bats, Khalin flailed at the swarm again, swinging his warhammer at the cloud of vermin this time. "Give me greenies any day! Have at you you flying monsters!" Jul 18, 2010 ▾

[Attack with Warhammer: **1d20+3+5: 25**] - hits!

[Damage: **1d10+3: 8**]


A vast sweep through the bats with Khalin's hammer results in the swarm swirling out through the door and up the passageway away from the house. Several bats are left twitching, singed and limping on the floor. A couple hang loosely from Zero's hair.


 Me: [Encounter Over] Jul 18, 2010 ▾


The whirlwind of shrieking has abated and quiet returns to the basement.


[You can now continue exploring, if you so wish.]

 Matt: [Am happy to!] Jul 18, 2010 ▾

 Matt: Tradden looked like he had thoroughly enjoyed repulsing the bat swarm. Jul 18, 2010 ▾  
"Well, that went better than the last time we had a scrap, eh Zero?" He turned to the Dwarven Warlord, "Your presence was glad appreciated sir - I only wish you had been there when a Drake was taking chunks out of myself and Mr Uhlit here", he continued. "Although, how did you arrive at your previous predicament of being tied up in a cellar" he asked the Dwarf.


 Mark: "Er... yes... well, seems a couple of greenies caught me napping, er... [muttering annoyedly] not sure how that happened..." Khalin quickly regained his composure and changed the subject: "...And your presence is greatly appreciated also, friends! Now, a drake you say? I saw no wurm before. Now that's a beastie I'd like to test my trusty hammer on!" The young dwarf gazed into the middle distance with a dreamy look in his eyes. Jul 18, 2010 ▾

 The.brainbuster@googlewave.com: Zero brushed himself down madly. When he realised there were no more little vampires on him, he examined his shredded shirt. He looked like he was going to cry. Jul 18, 2010 ▾

 Matt: Tradden noted the obvious grief on Zero's face as he held up shred after shred of shirt, "Not to worry my friend - I am a keen follower of fashion and clothes, and if I am not mistaken that is a Hebbleweaver Brothers 25 Bronze special - easily replaceable!", he said cheerfully, his youth and inexperience blinding him to the horrific lack of tact in the comment, be it true or not. Jul 18, 2010 ▾

 Me: It would now make sense for both Zero and Tradden to spend healing surges. Jul 18, 2010 ▾

 Matt: Thought they had to be triggered somehow? Can they just be used whenever when not in a combat situation? Jul 18, 2010 ▾



 Me: You can use them after any short rest. To answer Nick's point, a healing surge is the base on which all healing takes place. If another character uses a power on you (like a cleric healing) you spend a healing surge (as well as getting additional hp). Each healing surge gives you 1/4 of your total hp back. You have around half a dozen or so (depending on your class) surges to spend. Jul 19, 2010 ▾

You can only spend one in combat per encounter (through the Second Wind power), but you can spend as many as you like after a short rest.

 The.brainbuster@googlewave.com: What's a healing surge? Jul 18, 2010 ▾


 Mark: Khalin sits down and starts singing about gold. Jul 18, 2010 ▾

 Mark: K'nain sits down and starts singing about gold... Jul 18, 2010 ▾

  The.brainbuster@googlewave.com and me: Zero whispered to Tradden. "I don't think this one's playing with a full deck." Jul 19, 2010 ▾


Healing surge [regains 6 hp - now 22/25 hp].  
Healing surge [regains 6 hp - now 25/25 hp].


4 healing surges left today.

 Matt: "*He is a Dwarf - Gold is very important to them.*" Replied Tradden, diplomatically, but the look on his face betrayed the fact that he clearly agreed with Zero. Jul 19, 2010 ▾

Healing surge [Tradden now 26/26 HP]

 Me: Continued in [Scene #3](#). Jul 19, 2010 ▾


 The.brainbuster@googlewave.com: I like the way we do this in chapters. I feel like I'm in an old-time serial! Jul 19, 2010 ▾

 Me: I guess it helps in a number of ways. It ensures we don't have too many posts so that the Wave doesn't slow down. It also allows us to concentrate on just the two or three events within that Wave. The synopsis helps us remember what's happened, and what we're just about to do. Jul 19, 2010 ▾

It reminds me of the old Buster Crabbe Flash Gordon serials, which I loved. Not sure you'll be able to get the extravagant cliffhangers every scene, though! Or as much spandex.

 The.brainbuster@googlewave.com: LOL. Zero tried to maintain his grip, but the earth was too soggy. His fingers slipped and he plunged from the cliff TO HIS DEATH!!! Jul 19, 2010 ▾

<tune in next week>

 Me: The best thing about those was the fact that you saw them plunge to their death at the end of one serial, but at the start of the next they rewrote 'history' as they were saved before they plunged. Great! Jul 19, 2010 ▾

Mark: Next on BBC2, it's the Open University - Professor Andrew Gill presents theories on omnipotent immortal Emperors ....who live in sheds ...with sharp pointy teeth. Jul 19, 2010 ▾

Tags: 

Next wave 