



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. Discovering a trapdoor in the floor of the house they have gone underground and found a restrained Dwarf, Khalin in one of the basement rooms. After surviving a swarm of bats, the new found party continue to explore the tunnels.

- [Khālin Grundokri](#) - 1st Level Dwarven Warlord
- [Tradden Aversward](#) - 1st Level Human Fighter
- [Zero Uhlit](#) - 1st Level Human Rogue

Scene Length
This scene starts on Monday 19 July 2010 and is expected to be completed by the end of Sunday 25 July 2010. Players are expected to be able to post at least twice a day.

Me, Random and Matt:

Jul 26, 2010 ▼

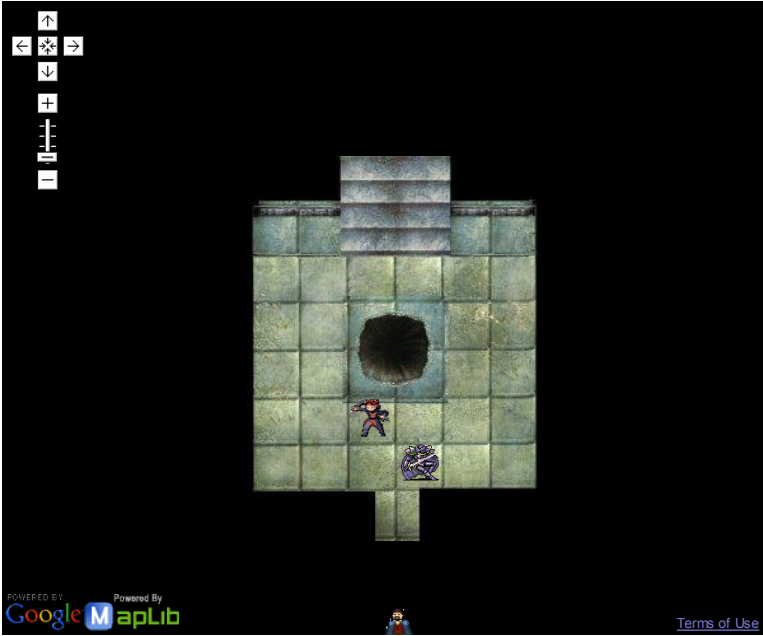
INITIATIVE BLOCK

- 01) [21] Zero - **1d20+3+2: 21** - HP 25/25
02) [20] Giant Rats (Yellow Eyes) - **1d20+3: 20**
Giant Rat #1 — Dmg: 3
Giant Rat #2 — Dmg: 8
Giant Rat #3 — Dmg: 5
Giant Rat #4 — Dmg: 4
03) [14] Tradden - **1d20+2+2: 14** - HP 15/26 - been bitten by Dire Rat
04) [08] Dire Rats (Red Eyes) - **1d20+2: 8**
Dire Rat #1 — Dmg: 13+8+11+12=44 — **dead**
Dire Rat #2 — Dmg: 19+5+4+7+9=44 — **dead**
05) [06] Khalin - **1d20+1+2: 6** - HP 12/26 - been bitten by Dire Rat

COMBAT ENCOUNTER COMPLETE

Me, Matt and Mark:

Jul 26, 2010 ▼



Me and Random: *The sound of the bats had disappeared into the darkness, and judging by the time it had taken them to go they must have flown through an exit nearby.*

[Khalin Perception Check: **1d20+0: 2**]
[Tradden Perception Check: **1d20+2: 8**]
[Zero Perception Check: **1d20+6: 12**]

Jul 19, 2010 ▼

The party dusted themselves down, picked up their scattered gear, and headed back into the passageway.

"I think they went north," stated Zero, still picking bits of singed leather out of his hair.

Matt: "Well," reasoned Tradden, "*The bats must have their own way in and out which is not the trapdoor. Seems to make sense to follow them. May I suggest you and your trusty shield lead on Master Dwarf? I shall gladly follow and no doubt my nimble friend Zero will protect our rear?*"

Tradden moved to one side to let Khalin take point.

Jul 19, 2010 ▼

The.brainbuster@googlewave.com and Random: Zero slipped into the lead before the dwarf could move.


"I know I'm going to regret this," he said, "but this is kind of my forte."

Jul 19, 2010 ▼

Keeping his eyes open, he crept northwards.


"Just get ready to wallop anything that isn't me, would you?"

Stealth **1d20+11: 20**


 Me: *The passageway kept straight and as Zero headed away from Tradden and Khalin and the torchlight dimmed his eyes slowly became adjusted to the dark.* Jul 19, 2010 ▼

It was hard to keep quiet on the mounds of slush underfoot, but Zero tried his best. He noticed that underfoot was becoming more and more watery, as though something was leaking and running slowly down the passageway.


About sixty yards on, with the torchlight well behind him, Zero noticed a change in the draught, and could tell that the passageway opened up into a larger chamber. A steady drip drip echoed around.

 Matt: *"Fair enough"*, said Tradden as Zero headed past. *"In which case, I shall take the rear!"*, he laughed to himself as he held the torch up, ready to follow Zero and Khalin whilst keeping a keen eye and ear for anything that might be following them. Jul 19, 2010 ▼

 Mark: Khalin raised a curious eyebrow in Tradden's direction, shrugged, and followed Zero. Jul 19, 2010 ▼


 The.brainbuster@googlewave.com: Zero halted. "Larger chamber up ahead," he whispered to his companions. "Watch your footing, it's getting wetter." Jul 19, 2010 ▼

He crept forward very cautiously, testing with his toes before committing each foot to the ground. He didn't want to plunge into a well or worse, a pit trap.

 Me: *As Tradden and Khalin came up behind they shed torchlight on the passageway ahead. As Zero had predicted, the passageway opened up into a larger chamber, roughly square, and about 60ft across. In the centre of the chamber was a round pit, about 10ft in diameter, with running water seeping down the walls and dripping into its depths.* Jul 20, 2010 ▼


Directly across at the other side of the chamber was a set of shallow stairs, leading up.

Zero's caution was well founded, however, as just before the entrance to the chamber, the last 10ft or so were missing - with a drop of 20ft or so to sludge and slime below.

 Matt: *"Hmmm"*, said Tradden, after taking a quick view over his shoulder, away from the passage behind them, *"Too big to jump, and I don't fancy a down & up. Any thoughts?"* Jul 20, 2010 ▼

 The.brainbuster@googlewave.com: Zero appraised the athletic Tradden. Jul 20, 2010 ▼

"You can't make a 10 foot jump?" he queried. "Why, I've seen you move like a gazelle."

 Matt and Random: *"Really, you think?"* replied Tradden to Zero. Never one to usually lack confidence, the compliment was all the young fighter needed to impel him into action. *"In which case..."*, he continued, jogging back 10 feet to get a running start, *"watch This!"* Jul 20, 2010 ▼


The run up was quickly taken and Tradden leaped like, well, like a Gazelle, through the air, even managing to twist once for good effect at the pinnacle of the arc, the flickering light of the torch playing up and down the length of the sword occupying his other hand, illuminating the dank walls of the passageway with a gleaming, elongated, rainbow "S" shape throughout his aerial crossing.


[Athletics: **1d20+8: 13**]


[13/5 = 2.6, which equates to 13 feet]

Resisting the urge to land in a roll given the filth on the floor, Tradden nevertheless landed safely and lightly on the other side.

"Easy – next!" he laughed.

 Me: *As Tradden looked back towards his colleagues, beckoning them over the pit, Zero noticed a pair of yellow eyes some way behind Tradden, flickering malevolently in the torchlight. The pair were joined by another, and another, and another. Then two pairs of red eyes moved forwards out of the gloom.* Jul 20, 2010 ▼

 Matt and me: Tradden picked up wholly the wrong end of the metaphorical stick, taking the widening of Zero's eyes to be tacit appreciation of his athletic traversal of the pit. *"Thank you, thank you..."* he exclaimed as he took a flourishing bow, his back still to the oncoming owners of the various pairs of eyes. Jul 20, 2010 ▼


 Mark and Random: "AHA! The game's afoot!" grinned Khalin as he spotted the eyes coming into view. "Stand by Master Tradden! And don't worry Mister Nothing, you won't have to toss me!" Jul 20, 2010 ▼

Backing up for a clear run-up, the stocky dwarf galloped up to the gap and leap!


"GERONIMO!" he yelled with gusto as he arced into the void...


[Athletics **1d20+8: 27**] (Acrobatics bonus +1 if needed on... er... descent)

Showing remarkable grace for ...well, a dwarf ...Khalin executed a perfect landing and quickly brought his hammer and shield up for the impending attack.

 Matt and Random: Standing aside for the Dwarf, who soared past with a leap which belyied his diminutive stature and the amount of steel about his person, Tradden suddenly realised that something was indeed afoot as Khalin adopted a combat stance behind him. Jul 20, 2010 ▼

[Tradden looked around for a bracket or crack in the wall where he could plant his torch and allow his other blade to come into play. Perception check if needed **1d20+2: 16**]


 Me: *A wall sconce on the left hand side at the end of the passageway was perfect for Tradden's torch. He slid it in and then drew his other blade.* Jul 21, 2010 ▼

 The.brainbuster@googlewave.com, me and Random: Zero, feeling even more comfortable on this side of the pit now, raised his crossbow and loosed a bolt at the closest creature. Jul 21, 2010 ▼

Standard attack: **1d20+5+2: 25** - hits!

Damage: **1d6+3: 8**

Zero let fly with his bolt and it thudded straight into one of the giant rats between the eyes, stopping it instantly.

 Me and Random: *The giant rats skittered over the floor, their claws rasping against the stone. With fangs drooling they charged into Khalin and Tradden.* Jul 21, 2010 ▼


[Giant Rat #1: **1d20+6: 8** vs Khalin's AC (18)] - miss!

[Giant Rat #3: **1d20+6: 25** vs Khalin's AC (18)] - hits!

[Giant Rat #4: **1d20+6: 20** vs Tradden's AC (17)] - hits!

Sharp fangs pierced through armour and both Khalin and Tradden succumbed to the rats' bites.

[Damage: 3]


 Matt, me and Random: *"Ouch - damn you!"* cursed Tradden as he lashed out at the only rat within easy reach. Jul 21, 2010 ▼

[Surestrike with Shortsword vs Giant Rat #4: **1d20+10: 16**] - hits!

If successful, damage is **1d6+2: 4**

With an assured strike, Tradden cut down one of the giant rats, stopping it in its tracks.

Tradden moved up next to Khalin, ready to take on the next wave and give himself some more room.




Me and Random: *The two dire rats pondered forwards, mouths salivating. With ferocious snarls they attacked!*

Jul 21, 2010 ▼

[Dire Rat #1: **1d20+4: 23** vs Khalin's AC(18)] - hits!
[Dire Rat #2: **1d20+4: 20** vs Tradden's AC(17)] - hits!

Both rats sank their teeth deep into flesh, causing more pain than either Tradden or Khalin would have thought.

Damage to Khalin: **1d6+2: 5**
Damage to Tradden: **1d6+2: 3**




Mark, me and Random: Khalin yelled in pain, then gritted his teeth and let out a battle cry: "I'm gonna FIX that rat!". The dwarf lunged for the nearest beast, swinging his warhammer into action...

Jul 21, 2010 ▼

[Warhammer attack - Furious Smash vs Giant Rat #1's Fortitude: **1d20+5: 19**] - hits!
[Damage is **3** with +3 modifier to Tradden's next attack and damage against Dire Rat #2]

Khalin swung his hammer with ferocity and crushed the rat's skull against the stone floor. Tradden took heart from his comrade's valour.




The.brainbuster@googlewave.com, me and Random: Zero took careful aim at the remaining Giant Rat circling Tradden, only able to catch glimpses of the vicious creature from his position.

Jul 22, 2010 ▼


[Standard attack vs Giant Rat #3: **1d20+3: 17**] - hits!
[Damage: **1d6+3: 5**]

The bolt flew into the belly of the rat as it reared up to bite Tradden. The force killed it instantly and knocked it head over tail a number of times until it fell with a thud into the central pit.



The.brainbuster@googlewave.com: Zero grinned and chuckled. "Yeah, that was good," he murmured proudly. Unfortunately, he could now only see his two friends. He had confidence in their abilities, but notched another bolt and took aim, just in case another creature dared to poke its head into his line of sight.

Jul 23, 2010 ▼



Matt, me and Random: Taking heart from both Khalin's vigour and the quick deaths of the swarm of the smaller vermin, Tradden attacked the nearest rat with both of his blades.


Jul 23, 2010 ▼

[Dual Strike vs Dire Rat #2:
Longsword to hit: **1d20+7+3: 16** - hits!
Shortsword to hit: **1d20+8+3: 31**] - critical hit!

[Longsword damage: **1d8+2+3: 8**
[Shortsword damage: **1d6+2+3: 11**

Tradden opened a large tear in the flank of the Dire Rat, and blood poured out.

Then, with nimble feet, Tradden shifted to a new position so as to improve the tactical situation of the group.
[Move Action: Shift 1 square NW]




Me and Random: *The two dire rats kept coming fowards and attacking, oblivious to the demise of their vermin cousins.*

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[Dire Rat #1: **1d20+4: 22** vs Khalin's AC(18)] - hits!
[Dire Rat #2: **1d20+4: 22** vs Tradden's AC(17)] - hits!

Both rats sank their teeth deep into flesh, causing more pain than either Tradden or Khalin would have thought.

Damage to Khalin: **1d6+2: 4**
Damage to Tradden: **1d6+2: 7**



Mark, me and Random: "Ignore the pain, Master Tradden!" roared Khalin, gritting his teeth against the sting of his own wounds. "These vermin shall know what it means to task the patience of valiant men of the Isles!"

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[Inspiring word - target Tradden - spend healing surge plus extra **1d6: 4**]


Khalin then turned to face the Dire Rat to his left.

"Now my pretty, you'll find that tasting the blood of dwarfkind comes with consequences!" he taunted, attempting to lure the beast closer to Zero's aim.

Khalin baited the beast, then let out a warcry and struck it with his hammer...
[Attack Dire Rat #1: **1d20+5: 25**] - critical hit!
[Damage: **1d10+3: 13**]

The rat shuddered with the force of the impact of Khalin's blow.

Moving remarkable nimbly for his stout build, Khalin then deftly shifted to the right, trying to lure the rat into Zero's line of fire...




The.brainbuster@googlewave.com, me and Random: Seeing the opening, Zero immediately pulled the trigger, sending a sleek bolt toward the rat.

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[Standard attack vs Dire Rat #2: **1d20+5-2: 16**] - hits!
[Damage: **1d6+3: 5**]

The bolt caught the rat in its rear haunches and stuck there, quivering.



Matt, me and Random: Without pause, Tradden hefted his weapons – feinting with his shortsword he brought his longer blade diagonally down, cleaving clean through one rat and into the other!


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[**Cleave** vs Dire Rat#1: **1d20+7: 17** - hits!
If successful, damage **1d8+6: 8**
Additionally, Dire Rat #2 takes **4** damage
Tradden Target Marks Dire Rat #1 and #2]

Having already obtained the full focus of one rat's attention, Tradden yelled a ferocious Combat Challenge to the other, diverting it's immediate attention away from the bleeding Warlord. It seemed only right to use a war cry the Dwarf would appreciate.

"By Moradin's Hammer!" he cried, waving his blades around for maximum effect.

[Combat Challenge (Immediate Skill) vs Dire Rat #1]

 **Me and Random:** *The first Dire Rat twitched its whiskers for a moment trying to work out which of the tasty comrades to follow.*

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[Intelligence Check: **1d20-4: 2**] - failure!

The dwarf had enraged it more so it chased after Khalin, opening its jaws to sink in its fangs.

[Tradden, Combat Challenge Immediate Interrupt, Basic Attack (Longsword): **1d20+7: 13**] - miss!

Tradden tried to catch the rat as it skittered towards Khalin, but his longsword missed the rat's tail by inches.


Howling with pain, the rat tried to gnaw Khalin to submission.

[Dire Rat #1: **1d20+4-2: 10** vs Khalin's AC(18)] - miss!

[Tradden, Combat Challenge Immediate Interrupt, Basic Attack (Shortsword): **1d20+8: 22**] - hits!

[Damage: **1d6+6: 11**]

As the rat tried to attack Khalin, Tradden stepped in with a swift arc of his shortsword, and caught the rat across its snout.


 **Me and Random:** *The second Dire Rat continued its assault against Tradden, intent on revenge.*

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[Dire Rat #2: **1d20+4: 17** vs Tradden's AC(17)] - hits!

[Damage to Tradden: **1d6+2: 8**]

The rat found purchase in Tradden's legs once more.

 **Mark, me and Random:** Khalin forced a grin as the rat's teeth failed to pierce his dwarven armour this time.

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"You invoke the Soul Forger, Master Tradden? Truly you must be a friend of the dwarves! You must tell me more ...later!"

The bloodied but unbowed warlord gritted his teeth against the pain a moment...

[invoke Second Wind healing surge as minor action] - 6hp regained.

...then refocused on the first rat, swinging his warhammer again.

[Standard attack vs Dire Rat 1: **1d20+5: 12**] - miss!

The dire rat swiftly ducked under Khalin's blow and hissed at him through bared teeth.


 **The.brainbuster@googlewave.com, me and Random:** Zero took aim at the nearest rat (Dire Rat 1) and fired.

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Standard attack: **1d20+5-2: 12** - misses!

"Damn it!" Zero cursed as he fumbled for another bolt.

The rat reared up at the bolt just narrowly missed and then continued to attack the dwarf.

 **Matt, me and Random:** Zero's bolt whistled past without reaching its target, but Tradden was nevertheless heartened by the fact that there were three of them and only two sewer dwellers left.

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"Time to make the odds even better!" he snarled, as he looked to put a permanent end to the nearest rat.


[Dual Strike vs Dire Rat #2:

Longsword to hit: **1d20+7: 9** - miss!

Shortsword to hit: **1d20+8: 15** - hits!

Shortsword damage: **1d6+2: 7** (plus Mark)

Tradden sliced off the whiskers on the right side of the rat's snout, but it just snarled back menacingly.

 **Me and Random:** *The two dire rats both seriously wounded kept coming, striking quickly with snapping jaws at the legs of the dwarf and the fighter.*


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[Dire Rat #1: **1d20+4: 18** vs Khalin's AC(18)] - hits!

[Dire Rat #2: **1d20+4: 8** vs Tradden's AC(17)] - miss!

Khalin's armour did not keep the rat at bay this time.

Damage to Khalin: **1d6+2: 6**

 **Mark, me and Random:** Khalin yelled with pain, but quickly turned the howl into a battlecry, bringing his shield up to bear and swinging his trusty hammer once again at the first rat...

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[Warhammer attack vs Dire Rat #1: **1d20+5: 9**]

The rat easily dodged the hammer blow.

[Khalin spends action point]

The hammer whistled past, but Khalin deftly reversed the move, swinging the hammer back in a neat arc and back at the rat again...

[Warhammer attack vs Dire Rat #1: **1d20+5: 21**] - hits!

[Damage: **1d10+3: 12**]

However, the second caught it unawares and Khalin pinned it to the floor with a devastating strike until it moved no more.

 **The.brainbuster@googlewave.com, me and Random:** Zero smiled at the sight and took a shot at the remaining rat.

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[Standard attack: **1d20+5-2: 21**] - hits!

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


The rat ducked in beneath Tradden's last swing and was ready to strike once more when the bolt caught it midriff. It twitched for a moment, as if surprised, and then collapsed in a heap at Tradden's feet.

 **Me:** [Combat Encounter Complete]

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Khalin - 12/26 hp, 7 healing surges remaining today.

Tradden - 15/26 hp, 4 healing surges remaining today.
Zero - 25/25 hp, 4 healing surges remaining today.


 Me: *Stillness returned to the chamber as the compatriots caught their breath. No-one moved for what seemed an age, until a slight breeze made the ensconced torch flicker and break the reverie.* Jul 26, 2010 ▼

  Me and Random: Jul 26, 2010 ▼


Khalin - Save vs Disease: **1d20: 6** - failure!
Tradden: Save vs Disease: **1d20: 20** - success!


Khalin dropped to his knees and threw up on the floor. Fire coursed through the veins in his legs where he had been bitten by the rat.

[Khalin contracts *Filth Fever* - lose 1 healing surge]

 The.brainbuster@googlewave.com: Zero saw the sturdy dwarf fall. When a dwarf fell, he was seriously sick. Jul 26, 2010 ▼

"That's not so good," he remarked, edging to the lip of the precipice. "Tradden!" he called out, catching his friend's attention. "Be a gent and throw me a line will you?"

 Mark: Khalin rolled onto his backside and took a few deep breaths. "It seems the fell beasts have put a pox upon me," he muttered, taking a few moments to centre himself. But then the warlord mustered a trademark dwarven grin, "Hehe! We dwarves are made of sturdy stuff!" he said, trying his best to summon his strength. Jul 26, 2010 ▼
[Healing Surge: 6hp]

 Matt: The relief at his usually weak constitution having choked back and withstood the effects of the disease on this occasion gave Tradden a warm feeling inside. Jul 26, 2010 ▼
[Healing Surge: +6 HP]

Reaching absentmindedly into his adventurers pack as he both spoke and scanned the room for the source of the zephyrs that must surely mean escape, Tradden produced a sturdy looking length of rope. "Hmmm - *that breeze I can feel must mean we are near a way out. Time to get out of here and get you to a healer Master Dwarf. I would suggest Doc McCarrow down Boulevard West, but knowing Dwarves I suspect you will want to see thine own healer*", he said with a knowing look.

Finishing off a makeshift bridge line using the iron sconces in the wall so Zero could cross safely, Tradden reassured the Warlord in his native tongue.

"In Dwarven" "Rest easy Sir - we shall see thee safe,"


Giving the Warlord a helping hand, Tradden called back to the Rogue now stood contemplating a high-wire crossing, "Come on Zero, give me a hand!", he laughed, grunting at the unexpected weight Khalin and his gleaming armour.




  Me and Random: Jul 26, 2010 ▼

[Khalin Perception Check: **1d20+0: 4**] - failure!
[Tradden Perception Check: **1d20+2: 14**] - failure!
[Zero Perception Check: **1d20+6: 24**] - success! [results in OOC]



 The.brainbuster@googlewave.com: Zero grew suddenly quite grave. He was staring at the pit. Jul 26, 2010 ▼


"I think," he said, "you ought to come back over this side. I can hear something down there."

 Matt: Tradden, his back to the pit, suddenly felt a shivery cold down his back. Without looking around he made his way back to the now abridged crossing, half dragging the still reeling Dwarf with him. Jul 26, 2010 ▼
"We might have to be quicker than we thought Khalin - can you make it back over here?"

   Mark, me and Random: Khalin looked around quickly, apparently attempting to determine which direction might be best to head next... [Dungeoneering **1d20+2: 15**]. Khalin studied the draft against Tradden's torch and sniffed the air. There was definitely cooler and fresher air coming from the direction of the stairs at the other side of the chamber. Jul 27, 2010 ▼

"Yes Master Tradden, I believe I can make the leap again."

  Matt and Random: "Ah - good, we might need it, although the rope I just spanned across is there as a stand by." Jul 27, 2010 ▼
Tradden turned to consider crossing the gap himself, but found that his natural instinct was asserting itself and overriding his more cautious thought out approach...
"I am sure I am going to regret this..." he said, as he drew his shortsword and took down the torch from the scone. Creeping back to the hole in middle of the chamber, he peeked over the edge, using the light of the orange flames to see if there was anything down there...
[Stealth check **1d20+1: 5**]

 Me: *In his nervousness at approaching the pit Tradden kicked some loose stones over the edge. He paused, and then there was a slight groan.* Jul 27, 2010 ▼

As he moved further forwards the flickering torch brought the bottom of the pit, some ten feet down, into view. The crumpled remains of one of the large rats lay on top of a robed man, chained to the walls of the pit by hands and arms and sporting a gag. About an inch from one of his open, non-blinking eyes was the point of one of Zero's bolts, dripping ooze and blood onto the man's face. Behind the gag, the man groaned.

 Me: [Scene Complete - to be continued in [Scene #4](#)] Jul 27, 2010 ▼

Tags: 