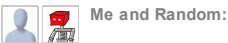


Synopsis
The 17th Day of Ches in the Year of the Sudden Journey
With spirits high and adventure on the wind the group have set out eastwards on the old road towards the gate in the gorge wall, with their final destination being a burial site off to the east. Going had been fairly easy as they have approached the ruins of the old road gate, but they were attacked by a giant wyrm. They managed to dispatch the creature, but as the rains and darkness fell they have had to seek out shelter, spying an abandoned shack in some woods. It had appeared their luck had turned, but unfortunately that is not the case as a pack of wolves descend upon the party.

- [Khâlin Grundokri](#) - 3rd Level Male Dwarven Warlord
- [Kireth Majere](#) - 3rd Level Male Half-Elven Wizard
- [Tradden Aversward](#) - 3rd Level Male Human Fighter
- [Zero Uhlit](#) - 3rd Level Male Human Rogue
- Rindall Blacktout - 3rd Level Male Dwarven Paladin of Moradin (NPC)

Scene Length
This scene starts on Tuesday 22 February 2011 and is expected to be completed by the end of Monday 28 February 2011. Players are expected to be able to post at least once a day.



INITIATIVE BLOCK

Round #06
Combat Encounter Completed

- 01) [29] Kireth - **1d20+7+2: 29** - HP 30/31 (8 temp hp)
02) [28] Vicious Dire Wolf - **1d20+8: 28**
04) [23] Zero - **1d20+4+2: 23** - HP 35/35 (8 temp hp)
06) [15] Shadow Wolf - **1d20+5: 15**
07) [13] Rindall - **1d20+1+2: 13** - HP 41/41
08) [11] Tradden - **1d20+3+2: 11** - HP 26/38 (8 temp hp) (+2 defences until end of next turn)
09) [09] Khalin - **1d20+2+2: 9** - HP 31/36 (8 temp hp) (+2 defences until end of next turn)

Removed from Play
~~03) [23] Wolf Packmates - 1d20+4: 23~~
Wolf Packmate #01 - Dmg: 10=10
Wolf Packmate #02 - Dmg: 11=11
Wolf Packmate #03 - Dmg: 7=7 (Marked by Rindall)
Wolf Packmate #04 - Dmg: 6=6 (Marked by Rindall)
Wolf Packmate #05 - Dmg: 6=6 (Marked by Rindall)
Wolf Packmate #06 - Dmg: 13=13
~~05) [22] Dire Wolves - 1d20+7: 22~~
Dire Wolf #01 - Dmg: 25+16+16+30=87 (Bloodied) (Restrained) (Marked by Tradden)
Dire Wolf #02 - Dmg: 12+21+16+24=73 (Marked by Rindall) (Dazed) (-2 to AC) (Bloodied)



















BATTLE MAP





FEATURES OF THE AREA

All squares that contain a small triangle in the bottom left hand corner are marked as difficult terrain.

Illumination: Darkness (unless characters provide light).
Furnishings: All squares containing items from off-furnishing (barrels or otherwise) are treated as difficult terrain, and cost 2 movement.

Furnishings: All squares containing some form of furnishing (broken or otherwise) are treated as difficult terrain, and cost 2 movement. They can provide cover and concealment.		
	Neil: With a wave of his hand a small light came into existance about a meter away from the door of the hut. The light quickly grew at it's masters behest, throwing light in every direction. The shadows, now created, in the tree line danced menacingly as the wolves could be seen, much clearer now, pacing, ready to spring.	Feb 22 ▼
"On your feet" snapped the mage, rousing his companions "we have... company".		
	Me: <i>Bleary-eyed, the rest of Kireth's companions began to rise.</i>	Feb 22 ▼
[Khalin, Rindall, and Tradden are Prone and Surprised]		
	Me: <i>The largest of the wolves, in the treeline to the south of the shack, howled balefully and then growled menacingly towards the shack. It sent shivers down the spines of those that had just woken.</i>	Feb 22 ▼
As the growl finished several of the wolves from both the north and south of the shack darted for the open entrances all around the building, mouths open showing sharp white fangs and drool flowing freely.		
	Me and Random: <i>The first two wolves headed straight for the door where Kireth stood, barging past and entering the main room.</i>	Feb 22 ▼
Two from the south came through the door, and the others circled around to the un-shuttered windows.		
	The.brainbuster@googlewave.com: Zero, scared out of his wits by the sudden attack, fumbled for his crossbow and peeked out of the doorway to assess the situation.	Feb 22 ▼
"Blood and sand!" he cursed, hankering down into the shadows.		
	Me: <i>The remaining wolves sped out of the treeline, circling the shack and cutting off any escape routes.</i>	Feb 22 ▼
	Me and Random: {Kireth's go - Neil to complete details...}	Feb 22 ▼
{flavour text}		
[Shift: E]		
{flavour text}		
[Shock Sphere centered on Dire Wolf #02] [Shock Sphere vs Dire Wolf #02's Reflex: 1d20+6: 21] - hits! [Damage: 2d6+5: 12] [Shock Sphere vs Wolf Packmate #01's Reflex: 1d20+6: 23] - hits! [Damage: 2d6+5: 10] [Shock Sphere vs Wolf Packmate #02's Reflex: 1d20+6: 13] - misses! [Shock Sphere vs Wolf Packmate #04's Reflex: 1d20+6: 9] - misses! [Shock Sphere vs Wolf Packmate #06's Reflex: 1d20+6: 16] - hits! [Damage: 2d6+5: 13]		
{flavour text - packmate 1 and 6 dead}		
	Me: <i>The largest of the wolves, originally intent on staying at the treeline cautiously moved into the shack and growled at the occupants.</i>	Feb 22 ▼
	Me and Random: <i>As the lightning arcs died down the wolf nearest Kireth turned back to face the wizard and charged towards him with fangs bared.</i>	Feb 22 ▼
[Wolf Packmate #01 Bite: 1d20+6: 11 vs Kireth's AC(14)] - misses!		
But the wizard fended away the bare fangs with the end of his staff.		
	Me: <i>As the heroes looked round another wolf [Wolf Packmate #03] jumped in through the eastern window into the centre of the room.</i>	Feb 22 ▼
	Me and Random: <i>The wolf nearest the southern door shot forward towards the hapless Khalin, grabbing the dwarf with its bared fangs and biting down on his arm as he tried to rise.</i>	Feb 22 ▼
[Wolf Packmate #04 Bite: 1d20+6+2: 15 vs Khalin's AC(12)] - hits! [Damage: 6]		
The wolf took hold and tore through Khalin's tunic.		
	Me and Random: <i>The wolf just outside the southern window bounded in gracefully and charged towards the prone Tradden, muzzle wide ready to strike.</i>	Feb 22 ▼
[Wolf Packmate #05 Bite: 1d20+6+2: 28 vs Tradden's AC(13)] - critical hit! [Damage: 6]		
Its jaws clamped down on Tradden's legs causing the fighter to cry out in pain.		
	The.brainbuster@googlewave.com, me and Random: Zero got himself a nice bead on the savage grey animal attacking Kireth and squeezed the trigger.	Feb 22 ▼
[Sneak attack vs Wolf Packmate #02: 1d20+8+2: 22] - hits! [Damage: 1d6+4+2d8: 11]		
Aiming through the cross-hatched partition Zero picked out the wolf with a direct hit to its rump. Its legs buckled underneath it and the wolf fell instantly. [Dead]		
	Me and Random: <i>A larger wolf burst in through the western window and headed towards the prone Tradden, its huge jaws dripping with saliva and intent on the kill.</i>	Feb 22 ▼
[Dire Wolf #01 Bite: 1d20+10+2: 14 vs Tradden's AC(13)] - hits! [Damage: 3d8+4: 14]		
The bite sank deep into Tradden's legs. [Bloodied]		
	Me and Random: <i>The second large wolf, already in the room, savagely assault Khalin who was still trying to fend off the packmate upon him.</i>	Feb 22 ▼
[Dire Wolf #02 Bite: 1d20+10+2: 30 vs Khalin's AC(12)] - hits! [Damage: 3d8+4: 21]		
Khalin's flesh was torn easily by the huge lupine, and blood poured out onto the floor. [Bloodied]		
	Me: <i>The remaining wolf outside the shack circled around the building, melting into the treeline and waiting. It issued a solitary long howl</i>	Feb 22 ▼

me: The remaining wolf outside the shack circled around the building, melting into the tree line and howling. It issued a solitary long howl.

  Me and Random: Rindall rose quickly [Move Action] and assessed the situation. He didn't have time to make it through the door of the partition, and could see his new companions were in great need. Feb 22 ▼

Grabbing the symbol of Moradin around his neck he uttered a short prayer and searing ribbons of radiance burst down from the ceiling of the shack onto the wolf attacking his kinsman.

[Radiant Delirium vs Dire Wolf #02's Reflex: **1d20+4: 21**] - hits!
[Damage: **3d8+3: 21**] and [**Dazed**] and [-2 to AC]

The ribbons seared into the wolf's fur causing it to yelp in pain. [Bloodied]

Rindall roared across the shack, "Face me!", his symbol glowing with brilliant radiance, turning the wolves' heads.

[Call of Challenge centered on Khalin]

  Matt, me and Random: "By Kord!" screamed Tradden, in pain. Feb 23 ▼

Being woken by the soft, honeylike embrace of the morning sun spilling in over the window frame is nice. Being woken by multiple wolf bites is not. Already blood spurted from two deep bite wounds, and he was still weakened from the fight with the Wym.

"Who was on watch???" he demanded with a vicious, hurt snarl, standing up and grabbing the only sword reasonably in reach, his shortsword. Suddenly the decision to leave his armour laid over his Frost Sword, Narcissus, seemed badly misjudged.

More out of basic survival instinct than anything else he lashed out at the wolves around him.

[Cleave vs Dire Wolf #01: **1d20+9: 14**] - misses!
[Marked]

The surprise and speed of the attack took the young fighter completely unawares however, and the two beasts easily avoided his wild swing, readying themselves to strike again.

"Ulp!" thought Tradden.

  Mark, me and Random: Khalin gritted his teeth. The shock of being suddenly woken by Kireth's shout and then the bites from the beasts fogging him with pain. Feb 24 ▼

"Dammit Kireth, haven't you learnt a ruddy protection spell from those damn books yet?" cursed the dwarf, mindful of the amount of time the mage seemed to spend studying, and trying to deflect his own guilt for not having insisted on more of an effort to try block the doors before they turned in.

The situation was a tactical disaster - the enemy running amok inside the shack. Perhaps if they could get into the bedroom area they might be able to hold the door. The dwarf glanced at his new armour, useless to him at the moment, and reached for his hammer, reassuringly lying right next to him. Now if he could only get to his shield too, but at least he still had the surprise of his magic bracers.

He lashed out at the nearest beast as he rose...

[Free Action: Flame Bracers]
[Warhammer vs Dire Wolf #02: **1d20+6: 22**] - hits!
[Damage: **1d10+5: 12** plus **1d6: 4** fire damage]

Khalin hoped the flames would startle the wolves, and not damage the shack!

"Get into the bedroom area! Rindall, Zero, hold that doorway!" he yelled.

[Action Point]
[Minor Action - Heroic Effort - Khalin gains 6 temporary hit points, allies gain +3 to attack rolls until no longer bloodied]



The flames shot down Khalin's forearms and set the wolf's fur alight. It issued a great yelp as the flames intensified for a moment, and all of the other wolves shrank back from their positions and appeared to look to the largest wolf in the room for instruction.

[All wolves Shift]

As one of the wolves next to Tradden shifted towards the window, the young fighter managed to get in a swing.

[Tradden Marked Opportunity Attack vs Dire Wolf #01: **1d20+9: 14**] - misses!



But the shortsword missed the wolf, slicing just above its ears.

  Matt and Random: As the wolves nearest to him started to inexplicably back off, Tradden had the briefest of opportunities to look around. Feb 23 ▼

Growing up in The Mavens, one of Deepingwald's less salubrious areas, Tradden was well educated in the ways of gangs and how they operate. The smaller wolves were looking to the larger one, typically stood at the back...


[Perception Check: **1d20+3: 4**]



It meant 'something' the fighter was sure, but the fog of his pain, the cries of his companions and the howls of the wolves made it difficult to focus.

  Neil, me and Random: Even in the eyes of an animal, one can often see and read intent. The wolf would come for him. Elven words were spoken and small flames danced over Kireth's fingers, much like a street entertainer might roll a coin over his knuckles. "Rauko o Rutha" Feb 23 ▼

[Hellish Rebuke vs Wolf Packmate #03's Reflex: **1d20+3: 19**] - hits!
[Damage **1d6+2+3: 7**]

It worked, it actually worked. A broad smile spread over the mage's face. The wolf howled as flames licked its hind legs and spread to its torso. Eventually the wolf screamed as the flames took its life. [Dead]

 Me: The largest wolf, so far just a bystander and the battle fled through the southern door at the sight of the flames scouring not just one but two of its pack. It managed to get to the treeline before giving a long low howl. Feb 23 ▼

  Me and Random: As the fire disappeared, leaving only traces of burnt fur in the air, the smaller wolves plucked up the courage to assault the adventurers once more, forgetting Rindall's shouts of challenge in the chaos. Feb 23 ▼

[Wolf Packmate #04 Bite: **1d20+6: 16** vs Khalin's AC(12)] - hits!

As the first wolf's jaws clamped down on Khalin's offhand a searing glow of radiant light surrounded it and with a flash the wolf lay on the floor, dead.


[Rindall Divine Challenge: Wolf Packmate #04 takes **6** damage]

The second wolf tried to bite Tradden at almost the same time...

[Wolf Packmate #05 Bite: **1d20+6: 15** vs Tradden's AC(13)] - hits!

...but the same searing radiance surrounded it, and the creature fell lifeless and limp at Tradden's feet.


[Rindall Divine Challenge: Wolf Packmate #05 takes 6 damage]



Matt: Tradden found a second to hold his shortsword up in front of his face and inspected it carefully.

Feb 23 ▼

"Wow, I didn't know I could do that", he said, somewhat delirious from the sudden loss of blood and the surprise of the attack.




The.brainbuster@googlewave.com, me and Random: Zero peeked around the doorway and sighted the second dire wolf. It was huge, bloodied, yet still very capable of tearing them to pieces.

Feb 24 ▼

[Unbalancing shot vs Dire Wolf #02: 1d20+8+2: 27] - hits!

[Damage: 2d6+4+2d8+3: 24]

The wolf, already dazed from Rindall's searing light, took the bolt in the side of its neck, and with a few gurgles fell like a stone. [Dead]




Me and Random: Although one of its packmates had fallen, the remaining dire wolf seemed emboldened with no sign of fire. It gathered its strength and leapt towards Tradden once more.

Feb 24 ▼

[Dire Wolf #01 Bite: 1d20+10: 28 vs Tradden's AC(13)] - hits!


[Damage: 2d8+4: 14]

The powerful jaws savaged Tradden's arm as he tried to fend the beast off.



Me: The wolf off to the west in the treeline, scampered across the clearing and back into the trees and darkness near the largest of the wolves.

Feb 24 ▼



Me and Random: Rindall grabbed his war pick from the floor and dashed through the door and out into the main area, rushing next to Tradden.

Feb 24 ▼


With an almighty shout to Moradin he struck down with his pick.

[Righteous Smite vs Dire Wolf #01: 1d20+7: 27] - critical hit!

[Damage: 2d8+4+3: 23] plus [1d6: 2 critical damage] and [Restrained] (Save Ends)

[Allies gain 8 temporary hit points]

The pick struck the wolf straight in the chest as it reared up to attack Tradden. Opening a large wound Rindall withdrew the pick in a swift motion leaving a shimmering replica of his weapon held in the wound. The wolf whimpered and seemed unable to move freely.




Matt: Tradden was no coward, but he was no dullard either. All his senses told him that the sensible thing to do here was to retreat. He was badly hurt whereas Rindall now stood next to him, hale and hearty and as if Moradin himself were there. Certainly wolf kind were being smited for fun. So, choosing his moment carefully, Tradden backed off. [Shift]

Feb 24 ▼

Demonstrating that even when nearly down and out there is always chance to show off in style, Tradden then reached out with one foot and hooked his boot under the guard of his frost sword Narcissus, which was still stuck in the floor with his armour draped over the other side of the guard. In one neat action he jinked the sword to one side and flicked it up vertically through the hole in the armour where his head would normally poke out. As the sword reached chest height he caught the grip with his free hand, immediately feeling better for having two weapons again. [Minor Action]

However, he continued his retreat so as to better improve the overall tactical position. He hoped. Zero squeezed against the wall to let him past. [Move as Standard Action]



Mark, me and Random: Khalin was heartened at the way the situation had so quickly changed. With two of the wolves retreating outside from the display of fire, and his comrades making quick work of most of the rest, the fellowship had the upper hand once more. Tradden had wisely taken refuge in the bedroom area - he was in a bad way, and clearly running on adrenaline. Khalin wasn't much better, but grabbed his shield (minor action), and quickly weighed up whether discretion would be the better part of valour for him too.

Feb 24 ▼


No, he was a warlord, and it was his responsibility to lead by example, no matter the risk. Gritting his teeth against the pain from his wounds, he strode purposefully towards the remaining wolf inside the shack. Swinging his hammer in a downward arc, he looked to put the wounded beast out of its misery...

[Warlord's Strike vs Dire Wolf #01: 1d20+6: 21] - hits!

[Damage: 2d10+5: 16]

[Allies gain +2 to damage rolls until end of next turn]

His hammer hit home, but the beast was tough though, and Khalin raised his shield in protection, respecting the danger still present.



Neil, me and Random: For the briefest of moments Kireth's eyes moved from studying Tradden to Khalin and back again. "Hmm" was his thought. It was not a judgement of either, both were as injured as the other, both decisions had merit but with the "hmm" Kireth felt an important moment had just occurred. The smallest beating of wings shapes the future, the mage understood this.


Feb 24 ▼

However, the task at hand.. "Templa Koron"

[Force Orb vs Dire Wolf #01's Reflex: 1d20+6+2: 18] - hits!


[Damage: 2d8+5+2: 16]

The force slammed into the Wolf's hind quarter, knocking its rear out to the side as its jaws snapped at the air in anger.



Me: The largest wolf continued its vigil at the treeline to the south - this time it was silent, without any howls.

Feb 24 ▼



Me and Random: Zero moved quickly across the room [Fleeting Spirit Strike], ducking down behind the makeshift chair in front of the fire and releasing a bolt from his crossbow.

Feb 25 ▼

[Fleeting Spirit Strike]

[Shift 3 squares]

[Hand Crossbow vs Dire Wolf #01: 1d20+8+2: 28] - hits!


[Damage: 2d6+4+2+2d8: 30]

[Shift 3 squares]

As the bolt flew he quickly darted back behind the relative safety of the wooden partition.

The bolt struck the wolf in the ear, settling nearly all of the way up to the fletching. The wolf didn't even have time to whimper before it was dead, and it crashed to the floor. [Dead]

Zero looked down at his new found crossbow, and patted the stock with care.




Me and Random: The shadow wolf darted across the clearing and into the treeline next to the largest wolf. Both looked at each other, almost as if communicating, and then the shadow wolf melted into the shadows of the trees.

Feb 25 ▼


[Shadow Wolf Stealth Check: 1d20+8: 28] - critical success!

[Shadow Wolf is hidden from all players - counter will remain on map where it is, but you won't know where it is or where it has gone until it loses its stealth]




Me: Rindall moved swiftly back into the bedroom area to collect his shield, placing a hand on Tradden's shoulder as he passed. He uttered a soft prayer to Moradin before speaking to

Feb 25 ▼

 the young fighter.

"Hang in there, lad. I'm not sure this is over just yet."

[Lay on Hands: Tradden regains **10+3** hit points]

 Matt: Dwarven god though Moradin may be, he recognised a dwarf friend, and Tradden suddenly felt inspired and invigorated by Rindall's words and his healing touch. The young fighter didn't actually notice it, but the bite wounds he had sustained started to close, and the blood stopped flowing. Feb 25 ▼


His head cleared and he found the clarity in battle that sometimes he was able to tap into, but which sometimes still eluded him. He couldn't quite say how he knew, but his battle-senses told him there were still two wolves out there – outside the shack. If wolf packs were anything like the gangs that roamed the street of The Mavens where he grew up they would be the leader and his second in command – they always sent the others in first!

Maybe these wolves would give up now that the rest of the pack had been decimated, but Tradden had learned that creatures on this cursed continent tended not to give up that easily. That meant there was still work to be done, and as old Mr Ironfoot used to say "Ye *have* to have the reet tools for the reet job laddie!".

As he moved back out of the bedroom [Standard Move] the fighter started barking orders. "Right, everyone back into the bedroom – let's see just how brave these beasties are eh? Lets see if they dare come in and face us there!" He stopped back where his armour lay on the floor and managed to bundle it up. [Minor Action] "I don't know if we will get chance to get our armour back on Khalin, but sure as a Gully Dwarf stinks I ain't leaving it out here!" he said, more quietly, to his companion.

Feeling better for having taken more direct, offensive action again the young fighter felt ... right. He couldn't describe it, but it gave him another mental and physical boost. [Second Wind as a Standard Action: +9 HP & +2 to all Defences until the end of next turn]


Now, where were those wolves...?

 Mark and me: "Glad to see you're looking better," smiled Khalin as the old Tradden emerged from the bedroom area, Moradin had clearly smiled on the young fighter and dwarf-friend. Khalin considered the options. His suggestion of taking refuge in the bed area had been when the party faced the whole pack, not with only a couple of the wolves remaining, they could perhaps be more bold. He marshalled his energies and considered the situation. Feb 25 ▼


Khalin looked to stem the bleeding from his wounds, and began gathering his armour and equipment to store in the bed area.


[Minor Action: Second Wind: 9hp regained. +2 to defences until start of next turn].

"There only look to be two wolves left," Khalin continued thoughtfully. "We could take refuge, or we could try hold the outer doors instead? It might enable us to keep lookout more easily. Kireth, Zero, Rindall, what say you?"

 Neil: "I would say *man the doors in readiness* but, considering the size of the bigger wolf and the fact that this shack is rotten at best, I would not be suprised if he just crashed through any of these walls at any point" Feb 25 ▼

[Delays]

 Me: The large wolf began to circle the building warily, its yellow eyes darting from the southern door to the southern window and back again. At all times it seemed to emit a low growl, as though once more weighing up its opponents and looking for the right opportunity. Feb 25 ▼

 Me: Zero moved cautiously into the middle of the room, trying to keep an eye on both doors and all of the windows at the same time. Feb 28 ▼


 Me: [...Shadow Wolf takes its turn...] Feb 28 ▼

 Me: Rindall moved over to Khalin. Feb 28 ▼

"That was bravely done, kinsman," he uttered, holding Khalin by the shoulder.


[Lay On Hands: Khalin regains **10+3** hit points]

"I can heal once more, but that is all," Rindall declared. "Let us hope I do not need to use it this night."

 Matt: Tradden thought for a moment and then moved slowly against the wall of the bedroom before pushing past his comrades and taking a position so as to be in the likely line of attack should the beasts come in the front door. Mar 1 ▼

The group now effectively formed a circle, all facing outwards and both watching and listening for any movement.


Tradden dropped his armour behind him and readied himself. [Total Defence as Standard Action: +2 to All Defences until end of next turn]

 Mark and Random: Khalin mimicked his comrade's stance, facing the opposite doorway. Hammer and shield at the ready. Mar 3 ▼

[Total Defence as Standard Action: +2 to All Defences until end of next turn]


Khalin scanned the dark woods beyond the door and listened intently for any sound of the remaining predators.

[Perception check: **1d20+1: 3**]

 Neil: "This standoff could go on for some time and, alas, I have no magics to ward them off with. This.." he said pausing "is something I shall look into in the future, should we live that long" Mar 4 ▼

Impatient as he was, the mage knew that breaking rank at such a time was foolish for one of, shall we say a more delicate nature. No, the mage held his stance, tapping the base of his staff against hit boots restlessly.

[Delay]

 Me: The group waited quite a time, huddled in the centre of the shack, but there was no imminent attack. Then, above the sounds of their hoarse panting and shuffling of feet could be heard a long, low howl some distance off. Mar 4 ▼


"I think that was them," stated Rindall. "Moradin preserve us I think they have fled."

"I wouldn't count on the 'flee' part," replied Kireth.

The group waited for a period, but no other sounds or movements reached them, and they visibly relaxed.

 Me: [...Combat Encounter Completed...] Mar 4 ▼

Khalin spends one healing surge
Tradden spends two healing surges

 Me: The group spent a little time trying to reinforce the doors and windows with the broken furniture, and then set up a system of two at watch at all times, before retiring for a restless repose. Mar 4 ▼

With the rigours of the previous day and the efforts during the night the group did not rise until mid-morning of the next day.



Me: [...continued in [Chapter #05, Scene #04...](#)]

Mar 4 ▼

Tags: 

Next w wave ➡