
Subject: Important Tidbits - Updated 2.23.2010

Posted by [like_a_god](#) on Sun, 30 Jan 2011 02:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

There are some things that simply don't need their own topic or fit under a larger rubric, this is the place for those things. I've also consolidated the "House Rules and Mechanics" post into this one.

Petrin

Petrin is a mineral found only along the Edge and is a major export for Annanstrand. In its raw form it is similar to sandstone. Once refined it is used in a variety of ways depending upon the types of Petrin each of which have different usage and rarities.

White Petrin

This form of Petrin, which varies from a chalky white to a dull gray, is used to make concrete that is capable of setting underwater. It is the most common form of Petrin and refining it is a fairly simple process.

Black Petrin

Black Petrin is black or dark gray in color and tends to contain intermittent layers of White Petrin within it. When used in the smelting process the resulting metal is highly resistant to rust or corrosion. Refining it requires skilled craftsmanship. Black Petrin is less common than White Petrin and it is generally found deeper.

Living Petrin

Living Petrin is extremely rare. It is often made up of a combination of White and Black Petrin but in a form that resembles the petrified remains of creatures, most often aquatic in nature. Living Petrin gets its name, and much of its value, from those who have come to see it as a delicacy and consume it. Refining of Living Petrin, includes casting 'stone-to-flesh' and a handy saucepan. Of course, there are also collectors that find Living Petrin interesting for more academic reasons.

Drugs

There are at least two drugs/alchemical substances that will be important for the campaign setting. We'll be using the mechanic for drugs and addiction in the Gamemastery Guide and I'll post those mechanical stuff once I've created it.

Motega

This drug gives a mild pleasant high, increases endurance, but makes one a bit 'out of it'. It is used quite a bit by the locals and they are less likely to become addicted to it than outlanders. The drug is ingested through smoking or chew. The plant from which it is derived only grows where certain bird populations are located, basically the leeward side of the islands.

Dirty Ginger

This drug is created by merging Motega and several others plants native to the region. Whether eaten or smoked it produces an intense sense of euphoria and the user loses touch with his surroundings. It is highly addictive and the withdrawal is painful. This drug was created by Isteni settlers and was unknown before their arrival.

Additional Traits

Here some additional and reworked traits that are available for selection.

Accelerated Drinker

You know how to drink a potion efficiently, such as by not using your hands, tossing it in the air and catching it in your mouth, or opening it with your teeth.

Benefit: You may drink a potion as a move action instead of a standard as long as you start your turn with the potion in your hand.

Trait Type: Combat

Source: "Cheliox: Empire of Devils," 18

Heirloom Weapon

You carry a weapon that has been passed down from generation to generation in your family.

Benefit: This heirloom weapon is of masterwork quality (but you pay only the standard cost at character creation). You gain a +1 trait bonus on attack rolls with this specific weapon and are considered proficient with that specific weapon (but not other weapons of that type) even if you do not have the required proficiencies.

Trait Type: Equipment

Source: "Adventurer's Armory:", 30

Additional Weapons

Nihowaha - Martial Weapon, One-Handed Melee Weapon

This is a traditional weapon used by the Motopori. It is a wooden haft studded with shark teeth or volcanic glass. Those not born or raised in the Motopori islands this the Nihowaha is considered an exotic weapon. The weapon is somewhat fragile and upon a natural "1" receives the "Broken" condition. A broken Nihowaha is destroyed if a natural 1 is rolled.

A steel version of the weapon is available and is often carried by the town guard of Annanstrand. This version of the weapon does not suffer the fragility of it's traditional counterpart.

Traditional - Value: 5 gp Small Damage: 1d6 Medium Damage: 1d8 Critical: 19–20/x2 Weight: 2 lbs. Damage Type: S

Steel - Value: 20 gp Small Damage: 1d6 Medium Damage: 1d8 19–20/x2 Weight: 4 lbs. Damage Type: S

Based off of the Terbutje in "Adventurer's Armory", 5

Subject: Re: Important Tidbits - Updated 1.29.2010

Posted by [duhwoo](#) on Mon, 31 Jan 2011 05:15:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

This Motega (not technically a 'drug' -- or manufactured chemical -- per se) is clearly a substance of interest: are there any trade and/or control issues concerning this product? (Especially with respect to the Empire, or even the Akkishen Kingdom?) Is demand for it high in foreign lands? Or the Mats?

Subject: Re: Important Tidbits - Updated 1.29.2010
Posted by [like_a_god](#) on Mon, 31 Jan 2011 14:03:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

"duhwoo" This Motega (not technically a 'drug' -- or manufactured chemical -- per se) is clearly a substance of interest: are there any trade and/or control issues concerning this product? (Especially with respect to the Empire, or even the Akkishen Kingdom?) Is demand for it high in foreign lands? Or the Mats?

Duhwoo,

Let's start with the roleplaying aspects. Both Motega and Dirty Ginger are trade commodities and export of both is regulated (read taxed) by the government in Annanstrand. As one would suspect, both are much cheaper on the islands than they are elsewhere but Dirty Ginger is more in demand due to its highly addictive nature and the fact that it has become fashionable amongst some of the nobility in both the Empire and in Akkishen. Of course, since trade with the Empire is illegal by it's own dictate, there is a good bit of smuggling that takes place to get it from the islands into the courts of the Empire.

Both of the drugs mentioned will mechanically be treated as drugs using the mechanic in the Gamemastery Guide. I'll post the technical specs once they are created.

like_a_god

Subject: Crafting Skill - Updated 2.12.2011
Posted by [like_a_god](#) on Sun, 06 Feb 2011 03:12:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Crafting skill has a very poorly designed mechanic, especially for campaign with little in-game down time. According to RAW, the time it takes to craft a skill is directly tied to its value. This ultimately results in crafting taking a significant amount of time and has some wonky results where crafting one type of poison takes a week where another may take over a year. (Thankfully, the rules for crafting Magic items seems to work just fine.)

My hope is that we can create a simple mechanic that allows the skill to be more useful to our game. I've been discussing this with Tangaroa and Dragonsong a bit (thanks onto both) but I'd like to continue it here in hopes of getting more feedback and ideas. Keep in mind that I'm not looking to turn PC's into crafting powerhouses but I'd like those interested in crafting to be able to actually do it. Hopefully, we can come up with something better. If not, we'll simply revert to RAW.

I think the best solution to the issue is to replace the Crafting mechanic with something that is based on the Difficulty Class and the type of item being produced. Craftsman will still be required to pay 1/3 the items costs in materials. Taking 10 would also still be an option.

Determining the Amount of Time Mechanical Formulation

Time in Days = $5 * DC / \text{Check}$ (Suggested by Tangaroa)

I think this mechanic is a good jumping off point for determining the time it takes to craft something. Using this mechanic a craftsman could craft a flask of acid (DC 15) in a minimum of 5 days, 5 days = $5 \cdot 15 / 15$. Likewise, a more masterful craftsman, one who gets a 20 on his check, would be able to complete the same acid in 3.75 days, 3.75 days = $5 \cdot 15 / 20$. I like this because skill ranks and dice rolls (if you don't take 10) to remain relevant.

Now, moving from this we have some choices to make. For instance, the '5' is an arbitrary number. We could allow it to remain constant for all mundane crafting or we could set it differently depending upon the item crafted. I'm not sure at the moment what the best way to approach this is. Since we're striving for simplicity, I'd hate to have 40 different categories of items but it may make sense categorize items and to say, for instance, that alchemical items are $2 \cdot \text{DC} / \text{Check}$, while armor remains $5 \cdot \text{DC} / \text{Check}$.

Failure Mechanic

Failure is always an option and the mechanic should take it into account. I think the following would work well. I've tried to make it mirror the failure schematic in the original Craft skill.

Step 1: Determine the minimal time it would take to create the item. In the case of Acid it would be 5 days.

Step 2: A failure by 4 results in a loss of 25% of the time it takes to craft the item. As such, the craftsman is assumed to be working on the acid for a total of about 1 day, 6 hours before he messes up. He may not work on crafting another item until this amount of time has been 'spent'.

Step 3: A failure by 5 or more results in 25% of the time lost and 50% of the materials destroyed.

Mechanic in Action

I just wanted to write this out as an example of how I see the mechanic working. Hopefully it'll help flesh things out.

Successful attempt

Beatrice wants her character to craft some acid. The character gathers 1/3 the cost of the materials and sits down to work. Beatrice makes a craft (alchemy) check and gets a total of 17 on her roll. She now knows that she'll need to have her character spend 4 days, 10 hours (= $5 \cdot 15 / 17$, rounding up) in game for crafting that specific item. She can craft 8 hours in her lab, 1 hour at the campfire in the evenings, etc. etc. After that time has elapsed the item is completed.

Unsuccessful attempt

Beatrice wants her character to craft some acid. The character gathers 1/3 the cost of the materials and sits down to work. Beatrice makes a craft (alchemy) check and rolls a 5. She has failed her check and done so drastically. Half of her materials are destroyed. The character then spends 1 day and 6 hours in game working on the acid before something happens and the acid is destroyed. After realizing this the craftsman can retry crafting the item.

Tidbits

I am well aware that there are certain things that will need to be determined once the main schematic has been nailed down. Here are some quick notes:

Reworking Feats & Class Skills

I am aware that there are some feats and class abilities that will need to be reworked. More on this once the main schematic is achieved.

Masterwork or Special Materials

I can see both of these being added into the mechanic but let's get the basic one down first and then decide how to proceed.

Batch Crafting:

Items that are sold in units, such as arrows, will be crafted in units.

Can craftsman craft two identical items, such as two short swords, at the same time and lessen overall time? This was not allowed in the original schematic and may prove to be too unwieldy. Let's get the basic mechanic down first and go from there.

Gathering Materials:

There has already been a question regarding the gathering of materials and whatnot. Most likely this won't be included in the mechanic per se but will be a the result of roleplaying and will take the place of providing 1/3 of the cost of creating the item.

Subject: Re: Crafting Skill

Posted by [Tangaroa](#) on Sun, 06 Feb 2011 20:15:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

As a general rule of thumb, I think do determine the leading coefficient, i.e. the '5' in the example, one could use (DC - 4) as a rule of thumb. So a DC 5 item would date $5-4 = 1$ day, and DC 25 would take $25-4 = 21$ days.

For the more mathematically inclined, this works out to:

Time (Days) = $(DC - 4)(DC)/(Skill\ Check)$

However, some sort of caveat must be in place; the above equation works for armor and swords, but falls through for alchemical items (21 days to make a sunrod?). So one could either devise an arbitrary gp limit that lowers the effective time, or just use 'common sense'. Certain simple alchemical items take 5 days, despite a DC of 25.

Subject: Re: Crafting Skill

Posted by [Dragonsong](#) on Sun, 06 Feb 2011 23:02:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

"Tangaroa" As a general rule of thumb, I think do determine the leading coefficient, i.e. the '5' in the example, one could use (DC - 4) as a rule of thumb. So a DC 5 item would date $5-4 = 1$ day, and DC 25 would take $25-4 = 21$ days.

For the more mathematically inclined, this works out to:

Time (Days) = (DC - 4)(DC)/(Skill Check)

However, some sort of caveat must be in place; the above equation works for armor and swords, but falls through for alchemical items (21 days to make a sunrod?). So one could either devise an arbitrary gp limit that lowers the effective time, or just use 'common sense'. Certain simple alchemical items take 5 days, despite a DC of 25.

In a game where down time is more prevalent I think the DC-4 would work. Given what I know of Like_a_gods GM style I'd rather him ball park it towards the short end of the spectrum.

Subject: Re: Crafting Skill

Posted by [like_a_god](#) on Sat, 12 Feb 2011 22:07:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Alrighty, I've spent the last week mulling things over. Thanks to Dragonsong for giving me feedback and again to Tangaroa for his help in presenting the issue and creating the base formula. The calculations are now done in hours, rather than days so it's easier to keep track of on an ongoing basis. I've decided to base the 'X-factor' on item category in hopes of creating time frames for item creation that seem reasonable. Feel free to look it over and if you have any questions or concerns let me know. I'm sure we'll have to do some tweaking as we actually put things into practice, so consider this a work in progress. At the moment I think that this is a far better system than RAW.

Without further adieu here is the rework!

Reworked Crafting Mechanic

This is a reworking of the crafting mechanic used for the creation of mundane items for campaigns in which downtime is limited. It is a PC centered mechanic in which 'realism' is sacrificed for utility. It is hoped that this mechanic allows PC's to make use of the crafting skill as another viable option to overcome challenges the party might face.

It should be noted that this system will not be used by NPC's or directly influence the campaign world itself. Furthermore, the DM reserves the right to tweak the mechanic, limit access to raw materials or take other actions if the mechanic proves too unwieldy.

General Comments

[list]

[*]Crafting may only take place when the appropriate tools are on hand and circumstances would reasonable permit it.[/*:m]

[*]Crafting requires 1 hour of downtime even if the individual items created require less.[/*:m][list:u]

Determining Crafting Time

The crafting mechanic is built upon the following formula: Hours=X*DC/Check. The process is as follows:

Step 1) Decide which item is to be crafted and its DC.

- Step 2) Determine which category the item falls under and note its 'X-factor'. See "X-Factor Crafting Table" below
- Step 3) If attempting a faster creation, make adjustments to DC according to "Faster Creation"
- Step 4) If making masterwork items apply adjustments detailed in 'Masterwork Items'
- Step 5) Pay 1/3 items value and make a crafting check. This will determine success or failure.
- Step 6) If success, the item will be created at the end of the number of hours indicated by the formula.
- Step 7) If failure, see "Failed Attempt & Retry"

X - Factor Crafting Table

Category	X-Factor
Simple Alchemical Item: Acid	16
Typical Alchemical Item: Alchemist's Fire, Smokestick, or Tindertwig	24
Complex Alchemical Item: Antitoxin, Sunrod, Tanglefoot Bag, Thunderstone	32
Light Armor or Shield	48
Medium Armor or Shield	64
Heavy Amor or Shield	80
Ammunition – Bolts & Arrows (Set of 20)	24
Longbow & Shortbow	32
Composite Longbow or Composite Shortbow	40
Composite Longbow or Composite Shortbow w/ High STR Rating	48
Crossbow	56
Simple Melee or Thrown Weapon	24
Martial Melee or Thrown Weapon	40
Exotic Melee or Thrown Weapon	56
Very Simple Item (Wooden Spoon)	16
Typical Item (Iron Pot)	32
High-Quality Item (Bell)	56
Complex or Superior Item (Lock)	80

Faster Creation

You can choose to create items more quickly. -16 to 'X-factor and +10 to the DC of the item being created. Using this method, items take a minimum of 1 day to craft.

Masterwork Items

Crafting of Masterwork items adds +16 to the 'X-Factor' and +5 to the DC of the item being created.

Failed Attempt & Retry

Step 1) Determine the minimal time it would take to create the item. For instance, Acid it would be 16 hours.

Step 2) A failure results in a loss of 25% of the time it takes to craft the item. If the craft check fails by 5 or more it results in 50% of the base materials being destroyed. In the case of Acid, the craftsman is assumed to be working on the acid for a total of 4 hours before he messes up. He may not work on crafting another item until this amount of time has been 'spent'.

Step 3) After spending the allotted time and additional material cost, if necessary, the craftsman may retry to craft the item again.

Subject: Re: Important Tidbits - Updated 2.17.2010
Posted by [like_a_god](#) on Thu, 17 Feb 2011 18:16:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Updated 2.17.2011

Consolidated this post
Added weapon type to Nihowaha

Subject: Flaming Drinks!
Posted by [Tangaroa](#) on Sun, 27 Feb 2011 10:25:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragons Breath
*1 part high proof rum (75%)
*1 part brandy (40%)
*Dash Cinnamon

Mix and ignite alcohols; sprinkle cinnamon in flames to produce blue sparks.
Cover glass with palm or another glass to extinguish. Use reed (straw) to sip while covered;
uncover to inhale fumes, then finish the rest!

Subject: Next game
Posted by [Damon](#) on Fri, 11 Mar 2011 03:56:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Firstly: I may/probably have my daughter with me.....If there are objections to this I will make an extra effort to find other arrangements for her, however she is well behaved and used to entertaining herself quietly.

Secondly: It seems that we may well be on our way to having a base of operations. Whilst I am very at home in the water there are times it would be nice to have a more stable surface beneath my feet. Not that a volcanic island is all that stable.

Subject: Re: Next game
Posted by [Dragonsong](#) on Fri, 11 Mar 2011 04:10:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

As folks on the big island of Hawaii could tell you right now. as to your daughter i have no objections.

Subject: Re: Next game

Posted by [like_a_god](#) on Fri, 11 Mar 2011 04:39:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Damon,

I don't have any objections with having your daughter present. My only concern is the maturity of the gameplay. As long as what you've seen so far won't cause any sort of issue, I think we should be ok.

like_a_god

Subject: Re: Next game

Posted by [duhwoo](#) on Tue, 22 Mar 2011 23:46:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

How old is this child? There's a playground at the end of the building, and there's often pre-teens running around outside. Also, I've got a PS3, but only 2 games -- and Modern Warfare 2 is definitely NOT for kidz; Oblivion might be OK. Computer has a nice 26" display...

FRITZ

Subject: Re: Next game

Posted by [Tangaroa](#) on Wed, 23 Mar 2011 14:26:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion?

I say go for a movie instead

Subject: Hobbies...

Posted by [Tangaroa](#) on Sat, 09 Apr 2011 15:51:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

So I know that C. Morgan is into his whittling. What other things do your characters do to pass the time, make art, or improve themselves? I know that the more scientific among the group probably mix their hobbies and work. Rhedoc's likes to mix creative chemistry with substance abuse; hours of entertainment there! But he also has a mechanical bent, having some skills as a tinkerer. He's often wandering around fixing bedframes, pots and whatnot.

Subject: Re: Hobbies...

Posted by [acheuli_paige](#) on Sun, 10 Apr 2011 02:02:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Irirangi enjoys spending time outdoors, fishing, foraging, and doing other menial tasks she was assigned as a youngster. She also enjoys reading history, folklore, and religious texts from around the world ... this may have led to some drama in her past ... and in the event of drama she likes to take out her aggression with a good old nihowaha skirmish or perhaps hunting boar.

Subject: Re: Hobbies...

Posted by [Tangaroa](#) on Sun, 10 Apr 2011 13:50:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, Rhedoc isn't interested in fishing (other than some of the waste byproducts) or niowaha sparring, but he'd raise a bushy, slightly burnt eyebrow at the interest in world religions. After all, what has the god emperor ever done but make a bunch of zealous, angry guys who want to beat other people up and take their land or stuff (half the time in the name of progress....)

Subject: Re: Hobbies...

Posted by [Dragonsong](#) on Sun, 10 Apr 2011 15:18:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Talinth main hobby is drawing as evidenced by the numerous sketches in his field journal. Some of which are of his housemates. He has shown a familiarity with numerous games both intellectual and of chance.

Subject: Re: Hobbies...

Posted by [acheuli_paige](#) on Mon, 11 Apr 2011 00:40:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

@Rhedoc - Despite the dubious usefulness of the imperial religion, Irirangi is interested in it for the role it plays in the larger world, compared to other religions, and not necessarily for its own sake. The misuse of religion is certainly another interesting topic.

@ Talinth - Sketches of housemates, eh? That could be amusing.

Subject: Re: Hobbies...

Posted by [duhwoo](#) on Sat, 16 Apr 2011 01:51:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Whittling? Scrimshaw is crafting! A story is told, a song is sung in the surface of the bone! Not busy work for the hands -- but inspired expression for the soul...

Subject: Downtime In Annanstrand

Posted by [like_a_god](#) on Wed, 01 Jun 2011 03:48:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Alrighty,

We've got two weeks to discuss some stuff that probably is better dealt with away from the table. Here are some of the things I'm looking at providing ya.

A list of contents of Run's 'Store'

I'll assume ya guys are taking 20's and going over every nook and cranny of the place. As such, I'll be providing a list of the items found and their approximate values.

The Cost of Repairing and Maintaining the Onyx Key

I'll provide an approximate cost of getting the ship up to par. This should help with planning for future endeavors. I'll also provide details, such as the ships compliment of crew, tonnage and the like. Plus, I hope to offer a ballpark figure of the cost to outfit her per month.

Payment for Excursion to Hoko

So, this little sequence was lost somewhere along the line but I don't think the party ever received payment. As such, each character received 50 gold for their time and the special mission they undertook. (If I'm misremembering this please let me know)

What other sorts of info will you guys be needing and what are ya looking at doing? I'm thinking that we'll have about a week pass in game or something like that.

like_a_god

Subject: Re: Downtime In Annanstrand

Posted by [Dragonsong](#) on Wed, 01 Jun 2011 14:20:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think knowing those those things, so far, will put us where we can figure out our next moves.

I do have one thing to say in regards to the Onyx Key:

Matt has provided us wiht the opportunity to go all Dread Pirate Roberts(Princess Bride), provided our housemate will allow us at some point to crew and sail her.

This seems too good to pass up IMO but how do we capitalize on that reputation is what I want to ask?

Subject: Re: Downtime In Annanstrand

Posted by [duhwoo](#) on Wed, 01 Jun 2011 16:11:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I reckon the Captain will be up early each morning, and down to the docks first thing, looking over the Onyx Key for a few hours every day. He's looking through a professional's eyes, his Profession: Sailor skill is 6. He'll do some basic repairs or maintenance, to the best of his ability (an excellent way to learn the vessel) -- whilst trying to retain the derelict look that has protected the ship over the many months before.

If he can convince others to join him, Morgan will teach basic seamanship skills, in relation to the specific ship. He asks Raylin/"Schlinn" for a letter identifying him (and any others that join him) as a crewman, in case folks on the docks come by asking questions.

When Morgan comes home for lunch each day, he'll try the puzzle (Disable Device = 11). After lunch and a brief siesta, he practices combat skills for at least an hour. For dinner he alternates between eating at home and going out to a pub -- checking out someplace different each time (starting at the Jug and Chuckle).

He'll also shop for a dose of BloodBlock (Adventurer's Armory) at the market.

FRITZ

Subject: Re: Downtime In Annanstrand
Posted by [like_a_god](#) on Wed, 01 Jun 2011 17:36:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Wed, 01 June 2011 10:11
When Morgan comes home for lunch each day, he'll try the puzzle (Disable Device = 11).

Anyone going to assist in this? Morgan can't do it alone ;) [If so, give me your bonus on Disable Device. I'll take the highest bonus and add +2 for each character who has Disable Device and assists. I'll then calculate if and when the party solves the puzzle]

like_a_god

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Thu, 02 Jun 2011 03:22:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

While we have a bit of time to spare.

I would like to consult the libraries of Fethra and other scholars of the other realms about Tieflings, Lammasau(or however those 6 armed leader types are spelled), especially about magical abilities defences etc they may be able to call upon.

I will also research creating, controlling & dismissing portals/ gateways/ teleportation circles such

and as the ones we saw in the water.

I also will begin looking for either a craftsman or magic item creator who can enchant my sword. If possible I would also like to see if a smith can add a Petrin coating to my weapon.

Subject: Re: Downtime In Annanstrand

Posted by [like_a_god](#) on Thu, 02 Jun 2011 03:37:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Guys,

Thanks for the notations.. keep 'em coming. I'm busy with the Wifey this evening but should be able to review the postings and have some additional goodness tomorrow evening for ya.

Love

Your DM

Subject: Re: Downtime In Annanstrand

Posted by [Tangaroa](#) on Fri, 03 Jun 2011 01:48:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

So now and then over the campfire the rest of Morgan's Mariners have seen Rhedoc tinkering with what looks to be the beginnings of a crossbow, made of the finest of woods. As the week passes, the crossbow takes shape, but it's no ordinary crossbow. It's a complicated mess of gears, sliding tracks and boxes that few could puzzle out, but he feels comfortable hefting the light but efficient looking weapon. (4 days)

He makes a 3 potions out of alchemical supplies with the remaining 3 days, all 1st level (assorted), and sells these at the market. (3 two-hour days)

At the market, he will also commission some cold iron and some petrin crossbow bolts (10 of each, should be 2 gp and 1.1 gp), and purchase some regular crossbow bolts (1 gp). He seeks out wizards and tries to obtain the 2nd level spell Detect Thoughts (20 gp).

With his remaining time, he will engage in two primary activities.

First, he will join Captain on his morning excursions and lend his mechanical eye towards the restoration of the ship, in particular strengthening and fireproofing it. He has some training in engineering (+5) and mechanical manipulations (Disable Device +12, Craft(WP) +10, Craft(Alchemy) +16; can raise the craft skills by an additional +5). He lends this same mechanical bent to solving the puzzle which Morgan is working on (Disable +12).

Second, he circulates around the market and temples of the Nightingale, looking for a disaffected, radical minded young acolyte to take up stewardship of the alter. If he successful in obtaining

detect thoughts he will use it in this endeavor. He will try to recruit Irirangi in this endeavor; he figure's she used to be a disaffected, adventure seeking religious type, so she should be able to spot a kindred soul pretty easy. He will point out to her how this will be an excellent opportunity to study other religions, and how having a more static person of religious persuasion, especially one who embraces the god of magic, would be beneficial to their little collective. Failing this, he will go try to sell maintaining the shrine to likely candidates on his own (Bluff +6, Diplomacy +1). He notes to potential candidates how they can have complete control over their shrine, accommodations, and close access to study and converse with magical and fantastic creatures. Very, very close.

Subject: Re: Downtime In Annanstrand

Posted by [like_a_god](#) on Fri, 03 Jun 2011 02:14:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Evening,

First off, let's start with the info I promised at the beginning of this post.

A list of contents of Run's 'Store'

Gems: Within a trunk of stones, marbles and a large collection of broken seashells the party finds 450gp of assorted gemstones.

Tapestries: Unrolling a collection of musty canvases the party finds several tapestries. Most are worthless but one proves to be a valuable, although a bit gaudy. It's worth 1200gp.

Coinage: Throughout your search (in old socks, cracks in the shelves, old mason jars, etc.) the party finds numerous little bungles of shiny goodness. They total 1601gp in value.

The Cost of Repairing and Maintaining the Onyx Key]

The Onyx Key - Ship Specifications

Type: Caravel

Dimensions: 70ft long x 20ft wide

Tonnage: ~140 tons

Number of Masts: 3

Speed: 3mph (at x1 wind speed multiple)

Armament: None

Minimum Crew: 7

Max Capacity: 30

The Onyx Key Repair Costs & Launches

The ship's structure is in pretty good shape. There are several timbers that will need to be shored up or replaced. However, the ship lacks most of its rigging, sails and other components that either deteriorated due to the elements or thievery. The ship can be brought to see worthiness for around 2000gp.

The ship can carry two launches. Launches go for around 500gp each but Leanna found a merchant that will sell the part two for 750gp.

The Onyx Key Cost of Voyaging and Berthing

The cost of outfitting the Onyx Key for a month at sea is 300gp. This price includes all provisions needed to sustain the ship and crew. However, it does not include the cost of any trade cargo or the cost of hiring crew members which make, on average, 10gp per month. Berthing the ship will cost 25gp a month. It is assumed that the majority of the crew takes their meals and lodging shore side.

I'll try to reply to the other sections as I am able :)

like_a_god

Subject: Re: Downtime In Annanstrand
Posted by [like_a_god](#) on Fri, 03 Jun 2011 02:25:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Wed, 01 June 2011 10:11He asks Raylin/"Schlenn" for a letter identifying him (and any others that join him) as a crewman, in case folks on the docks come by asking questions.

Raylin/Shlenn is more than happy to provide such a letter. In fact, she has a law clerk, Tony Quiller, that she retains just for these sorts of things.

like_a_god

Subject: Re: Downtime In Annanstrand
Posted by [like_a_god](#) on Fri, 03 Jun 2011 02:35:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alrighty,

There have been a few questions regarding what may or not be available in town. Whether or not your character actually purchases them will depend upon the funds of the party.

"Duhwoo" He'll also shop for a dose of BloodBlock (Adventurer's Armory) at the market.
AVAILABLE

DragonsongI also will begin looking for either a craftsman or magic item creator who can enchant my sword. If possible I would also like to see if a smith can add a Petrin coating to my weapon.
AVAILABLE

:)

like_a_god

Subject: Character Wealth

Posted by [like_a_god](#) on Fri, 03 Jun 2011 13:06:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good morning!

I wanted to drop a quick note regarding character wealth. It's been brought to my attention by several of you that your characters are not as wealthy as you should be according to the 'Character Wealth per Level' table in the Core Rulebook.

Let me start my reply by stating that simply looking at that table, and disregarding the attached discussion on the pages surrounding it, can lead to a very skewed perspective on character wealth. It is really a useful tool in gear ratios for characters created above first level. However, it is NOT meant to represent solely permanent gear a character has on hand at any one moment.

The table also doesn't in any way attempt to represent rewards that are valuable in game but not monetarily... which is frustrating...

Likewise the table doesn't really reflect what happens at the table in regards to distribution. In most instances I give the party treasure and don't dictate how it is split up. If you feel your character is under geared compared to the rest of the party, that's something that should be discussed by the party.

Having said all of this I am still totally willing to concede that you guys are suffering from a lack of 'spending cash'. Most of your wealth is indeed wrapped up in items or other resources and this is hindering your ability to choose your gear for yourselves. I am taking steps to remedy this, such as the stuff in Run's place, and I will continue to keep it in mind as the game progresses.

Thanks

like_a_god

Subject: Re: Downtime In Annanstrand

Posted by [Tangaroa](#) on Fri, 03 Jun 2011 14:04:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

I won't be making or selling the potions, as we've established I can't ever make a profit on them (explains why my alchemist is 65 and still essentially broke). I will spend the time instead adding a Petrin coating to Tanith's weapon, although I can't add the enchantment.

Subject: Re: Character Wealth

Posted by [Tangaroa](#) on Fri, 03 Jun 2011 14:09:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

nevermind

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Fri, 03 Jun 2011 15:08:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its not like I have the \$\$ to get it enchanted yet. Maybe if I took the lions share of all the cash/goods we found from Run

Subject: Re: Character Wealth
Posted by [Dragonsong](#) on Fri, 03 Jun 2011 15:23:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Umm, you had enough "spare change" to make a MW repeating crossbow so even at half price what 300 GP? Wihtout repaying my character what he loaned you before our last adventure. I didnt have that much "spare change" on my character sheet even if you paid me back what you owed :lol: . All characters are expensive it is not limited to the Alchemist. So lets not try and make it that you are the only person having an issue. As we are not even close to having 21 man crew for 3 duties on board the ship repairs to it that cannot be acheieved through the druids use of wood shape may need to wait.

As several people asked sepcifically for a haversack you can hand it off to one of us if you dont want it.

The only real potential sell items at this point are:

The dagger
nets us 1.15 K

and the staff of healing
nets us 14.8 K

Aryanne could possibly offend the tree spirit and sell the
+1 defending staff she was gifted.
nets us 4.15 K

Subject: Re: Downtime In Annanstrand
Posted by [Tangaroa](#) on Fri, 03 Jun 2011 16:32:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Petrin's cheap to add, right? It only added 10% to the cost of Iriranga's weapon.

Subject: Re: Downtime In Annanstrand
Posted by [like_a_god](#) on Fri, 03 Jun 2011 17:30:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Fri, 03 June 2011 10:32Petrin's cheap to add, right? It only added 10% to the cost of Iriranga's weapon.

Yes, 10% cost of the entire weapon, including the cost of masterwork and any enchantments it may have.

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Fri, 03 Jun 2011 17:35:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea the petrin I know I can get done 38GP. It will be finding the 2K for the +1.

Subject: Re: Character Wealth
Posted by [Dragonsong](#) on Fri, 03 Jun 2011 18:01:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does the group feel like selling any of the above mentioned items? Do we feel like we need to sell items at this point to either acquire more personal gear or for communal purposes (the ship, our home, buisness charters/licences)? If so lets figure out how much we need and if its worth selling to augment what we found.

Subject: Re: Character Wealth
Posted by [Tangaroa](#) on Fri, 03 Jun 2011 23:25:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Perhaps an better alternative would be to secure some sort of short term contract work for Onyx Key with some kind of advanced payment. We still have a number of items from around the shop that remain unidentified or locked as well.

Or piracy. Piracy is always fun.

Rhedoc returns the 7 gp borrowed from Tanith (5 gp for adventuring gear, 2 gp for the inn room.

Subject: Re: Downtime In Annanstrand
Posted by [Damon](#) on Mon, 06 Jun 2011 14:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aariann will be up with the sun breakfast and on to the Onyx Key with Morgan with two shape

wood spells to help with repairs and pick up any sailing knowledge he will impart. (craft wood = 4 sailing = 2) then take a few minutes to look at the spelled section of the hull with Spellcraft = 5 to try and suss out what's causing the detect magic reading. Then mid morning a swim with Bulla and try to pick up any swimming hints from him. On the way back home for lunch will distribute 2 sets of 2d4 good berries to the poor and hungry on the way. After lunch I will spend a few minutes assisting other on the puzzle box (wis = 18) I will then help clean the shop and get to know Raylin arranging the shelves to create a little store front area, work area for Raylin, and storage area (I'll move my stuff out of the room upstairs and down stairs under the stairs) An couple of hours or so before dinner I will jog to the woods and commune with nature. After dinner I will check the bizare for ingrediants for my herbal stuff. Then before sundown try to strike up a conversation with the Dryad on the roof and take care of any plant stuff there.

Undistributed Items and Wealth or who has them and I think are unused.

1= 50gp bloodstone / ?

3= cure light wounds potions / Morgan, Leanna, Talinth

1= bullstrength potion / Erri

2= potions light / 30 min. / Redock, Morgan

Double bladed Dagger +1 Crit. bestows temp hit points to wielder.

Note: Aari and Redock have bussiness lisenses for Annanstrand

Black Rapier Sword / Morgan

Staff of healing 6 charges - 4 used on Bulla/ Aariann

Ring of animal friendship - electric eel / Aariann

Handy Haversack / Redock

Longsword non magical

+1 chain shirt

staff non magical

3= studded leather

3= rapier

2= daggers

Silver Raven figurine Core PG.514

Glass vial inside glass cylinder unguet of timeliness core pg.531

Flask of defolient paste ?

Bandages of rapid recovery ?

Arcane puzzle doll

1= potion water breathing

1= potion Rage

Rope of winds 8 knots

Subject: Re: Downtime In Annanstrand

Posted by [Tangaroa](#) on Mon, 06 Jun 2011 14:05:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

The potion of Bull's Strength was consumed by Iri during the fight.

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Mon, 06 Jun 2011 14:39:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Talinth has the chain shirt +1. And the rope of winds

Subject: Re: Downtime In Annanstrand
Posted by [duhwoo](#) on Mon, 06 Jun 2011 17:02:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Morgan is using the double-bladed dagger (Stan) in a dual-wield config with Ann (the black rapier). Since Stan is a light source, I reckon Morgan doesn't need a potion of Light -- it should go to the other human in the party (Iri) instead. Morgan has his eye on that potion of Rage, though...

Thanks for doing the accounting on this stuff!

For better security of the Onyx Key, Morgan is pushing to get the captain's stateroom ready for occupation ASAP: someone should be living on the ship at night. Morgan will camp out on the 'Key three nights the first week, to establish a presence, until the stateroom is comfortable enough to move into. He'll hang a whistle from the headboard of the rack (bed), and another by the stateroom door, for alerting the dock patrol -- in case intruders appear while he's there.

FRITZ

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Mon, 06 Jun 2011 17:09:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Also, Aryanne remember that using those spells to augment craft skill checks usually adds +10 to the roll. I do not know if Matt will go for that in this instance but I really really hope so!

Assuming it does how much/ and how quickly could the eligible repair work be done using that kind of magic? I know some of it will be straight replacements of the poor quality wood. which the spells we have will not help us with.

Subject: Re: Downtime In Annanstrand
Posted by [Damon](#) on Mon, 06 Jun 2011 18:16:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

The various goods stashed in Runns store come to 3251 gp. How would the party like to divide this?

My two cents worth is we use it first to get the Onyx Key ocean ready, a little of what's left to the household account, and the rest divided evenly. Other thoughts?

Subject: Re: Downtime In Annanstrand
Posted by [Damon](#) on Mon, 06 Jun 2011 18:18:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Matt, was the 50 gp for the adventure give to us at the last meeting with the captain at his house?

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Mon, 06 Jun 2011 18:46:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damon wrote on Mon, 06 June 2011 18:16The various goods stashed in Runns store come to 3251 gp. How would the party like to devide this?

My two cents worth is we us it first to get the Oynx Key ocean ready, a little of what's left to the household account, and the rest devided evenly. Other thoughts?

Honestly as we are nowhere near 21 crew members to run the boat it is less necessary at this time. We may need to look seriously at sharing out that wealth or making an investment into an item we as the group feel like we need either for an individual (does the druid need dragon hide breastplate, does the alchemist need 2000 GP to get a ring of sustenance) Or an item that benefits the party (rope of climbing, sustaining spoon, improving security on the house or the boat)

A quick glance at my character sheet(so glad i keep it on an Excel file) says I am at about 2500 in gear and cash without the rope of winds (price unknown)/(plus the money I have distributed to NPC's that i hope pays off in either information or future crewmen. If you believe in WBL (including consumables used in the past) only 500 GP off what I should be at for 3rd and 3500 off of where 4th should be. BUT we have a staff of healing valued at almost 30,000 a relic weapon(cost unknown) and an unclaimed figurine of wondrous power 3800 GP. To average those into our group funds prolly puts us well beyond 6000 GP at 4th level on a per person average, the staff alone does it. Yes we have a large measure of wealth tied up into a few items which means they will be useful for long stretch of our careers but may mean we have lesser options in other areas unless we want to sell them.

Subject: Re: Downtime In Annanstrand
Posted by [Damon](#) on Mon, 06 Jun 2011 19:23:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Matt, cure critical wounds is a 4th level spell. Does this mean I can't recharge the staff till 7th level when I get 4th level spells?

Subject: Re: Downtime In Annanstrand
Posted by [Damon](#) on Mon, 06 Jun 2011 19:25:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also am I right that only spell casters can use it? I was a little confused about the description, it sounded like only spellcasters able to cast the level of spells contained in the staff can use the staff?

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Mon, 06 Jun 2011 19:28:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Iri will be able to recharge it at lvl 6 as all of those spells are level 3 or lower for her.

staves are spell trigger activation items

Quote:Spell Trigger: Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a special knowledge of spellcasting that an appropriate character would know, and a single word that must be spoken. Spell trigger items can be used by anyone whose class can cast the corresponding spell. This is the case even for a character who can't actually cast spells, such as a 3rd-level paladin. The user must still determine what spell is stored in the item before she can activate it. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

Therefore Aryanne, Iri, and Talinth could all use the staff to cast cure serious wounds. Even though none of us can cast that spell yet. Depending on when you gain access to the particular level of spell that is highest in the staff will determine when you could recharge it: Iri at oracle 6, you at druid 7, me at inquisitor 7

Subject: Re: Downtime In Annanstrand
Posted by [Tangaroa](#) on Mon, 06 Jun 2011 23:46:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rhedoc has 4983 worth of wealth. 2000 of this is the haversack, 380 in unprocessed alchemical minerals (from the cave), 760 in his repeating crossbow and 1436 in potions/poisons/alchemical items (mostly poisons), and 64 gp and 8 sp spending cash. This includes significant "earned interest" from crafting the poisons, potions, alchemical items, and masterwork weapon from raw materials.

Irirangi is at 950.48 gp worth of wealth, including 450.28 in spending cash, matega, pearls and sapphires. Her only item of note is the masterwork cold iron petrin nihowaha, 374 gp.

Subject: Re: Downtime In Annanstrand
Posted by [like_a_god](#) on Mon, 06 Jun 2011 23:49:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Mon, 06 June 2011 17:46This includes significant "earned interest" from crafting the poisons, potions, alchemical items, and masterwork weapon from raw materials.

Umm.. What does that mean?

like_a_god

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Mon, 06 Jun 2011 23:59:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe Iri also has a mithril chain shirt or did we get only one?

Subject: Re: Downtime In Annanstrand
Posted by [Tangaroa](#) on Tue, 07 Jun 2011 00:06:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does she? Paige may not have marked it down on her character sheet, which is what I'm going off of.

If she does, that puts her at 2050.48 gp cumulative.

Subject: Re: Downtime In Annanstrand
Posted by [Tangaroa](#) on Tue, 07 Jun 2011 00:19:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

This means that the raw materials for the crafted items amounts to either 1/3 or 1/2 of the finished product, while I'm listing the cost for finished product. The difference is 682 gp "earned" by crafting my own items, although some of it isn't actually finished yet (some alchemical items, some of the poisons) - that would take about another week.

like_a_god wrote on Mon, 06 June 2011 23:49Tangaroa wrote on Mon, 06 June 2011 17:46This includes significant "earned interest" from crafting the poisons, potions, alchemical items, and masterwork weapon from raw materials.

Umm.. What does that mean?

like_a_god

Subject: Re: Downtime In Annanstrand

Posted by [like_a_god](#) on Tue, 07 Jun 2011 00:21:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Mon, 06 June 2011 18:19 This means that the raw materials for the crafted items amounts to either 1/3 or 1/2 of the finished product, while I'm listing the cost for finished product. The difference is 682 gp "earned" by crafting my own items, although some of it isn't actually finished yet (some alchemical items, some of the poisons) - that would take about another week.

oohhh... okay.

Subject: Re: Downtime In Annanstrand

Posted by [like_a_god](#) on Tue, 07 Jun 2011 01:19:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Time for another postings of replies. Sorry that I haven't gotten to all of this earlier but I've been pondering a few things. When answering something pretty specific, I'll try and quote the question and then provide my answer afterward. (I can only hope there aren't 19,002 more postings before I'm done ;))

Regarding Puzzle Box

The week is almost over by the time the puzzle box yields up it's mysteries. The puzzle box contains 1 solitary ring which after some further work is found to be a Ring of Sustenance. Leanna also appraises the Puzzle Box and believes its worth 1,000 gp.

Status of Ship

I've been trying to take into account the skills and spells at your disposal when it comes to the ship. The cost of repairs given assumes that you are doing as much of the repairs yourselves as possible. It represents supplies, such as sail cloth and rope, that you cannot make yourselves.

Without knowing how much you will actually put into the boat at the moment it's hard to say how long it would take to make it sea worthy. However, for the interests of the game, let's say that it'll take two weeks without any additional help if paid in full. This does not include the time it will take to crew and supply the ship for any voyage.

The Capitan's stateroom (not very stately btw) is in fairly good repair and is inhabitable by midweek.

Dragonsong

I would like to consult the libraries of Fethra and and other scholars of the other realms about Tieflings, Lammasau...

I will also research creating, controlling & dismissing portals/ gateways/ teleportation circles such and as the ones we saw in the water.

Okay. The research allows you to learn the basic traits of the Teiflings and Lammasu. You also gain a generalized understanding of portals and what may give rise to them. [We've already spoken regarding the mechanics of this. Specific info will be available at the table.]

Tangaroa

At the market, he will also commission some cold iron and some petrin crossbow bolts (10 of each, should be 2 gp and 1.1 gp), and purchase some regular crossbow bolts (1 gp). He seeks out wizards and tries to obtain the 2nd level spell Detect Thoughts (20 gp).

The cold iron and petrin are available. The Detect Thoughts spell is not.

TangaroaSecond, he circulates around the market and temples of the Nightingale, looking for a disaffected, radical minded young acolyte to take up stewardship of the alter. If he successful in obtaining detect thoughts he will use it in this endeavor.

This endeavor proves unsuccessful. You don't come across anyone that you believe would be satisfactory and/or pass muster with your housemates [Honestly, I'd rather this take place through RP at the table]

Damon (Wall of text) get to know Raylin arraigning the shelves to create a little store front area, work area for Raylin ... After dinner I will check the bizare for ingrediants for my herbal stuff. Then before sundown try to strike up a conversation with the Dryad on the roof and take care of any plant stuff there.

Aariann finds Raylin isn't much of a conversationalist about herself. However, she is more than willing to talk about art and shows a remarkable understanding of Motopori tattoos (at least for a non-local). Still, you do get a chance to actually observe Raylin and it's pretty clear she has an entire network of individuals in her employ which allows her true identity to remain hidden from the masses. You are able to find your fill of ingredients for your herbal poultices (modified healers kit doses). The dryad is present and is often found tending her garden on the roof. She seems to be in deep mourning and not very talkative.

DamonMatt, was the 50 gp for the adventure give to us at the last meeting with the captain at his house?

Nope. The 50 gp. was for the Hoko excursion. The trip to the edge was for Run. It wasn't a business arrangement. Run's friends helped equip you, with some gold and borrowed equipment, but that's it.

I hope I haven't missed anything... Let me know what else you'd like to discuss.

like_a_god

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Tue, 07 Jun 2011 01:28:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Umm we have a week for the druid to prepare read magic and decipher the words on the magic Matryoshka doll. Provided Damon is willing to do so.

Subject: Re: Downtime In Annanstrand
Posted by [like_a_god](#) on Tue, 07 Jun 2011 01:39:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damon:then take a few minutes to look at the spelled section of the hull with Spellcraft = 5 to try and sus out whats causing the detect magic reading.

Damon, that's actually a Knowledge (Arcana) check.

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Tue, 07 Jun 2011 01:41:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can I try it then if they will point it out to me I have knowledge arcana +10.

Subject: Re: Downtime In Annanstrand
Posted by [like_a_god](#) on Tue, 07 Jun 2011 01:44:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Mon, 06 June 2011 19:41Can I try it then if they will point it out to me I have knowledge arcana +10.

Yeah, especially since you can also use Detect Magic.

The source of the spell is an "Arcane Mark" but you can't read what it says unless you guys also do the Read Magic thing on it.

Subject: Re: Downtime In Annanstrand
Posted by [Damon](#) on Tue, 07 Jun 2011 01:57:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will Read Magic on the doll and boat.

Subject: Re: Downtime In Annanstrand
Posted by [Tangaroa](#) on Tue, 07 Jun 2011 02:13:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

From my reading, despite being an arcanist I don't believe that the alchemist specifically has a spell preparation benefit from a Ring of Sustenance. That is, only a wizard specifically has an 8 hours of rest requirement. Perhaps he functions more like a bard or sorcerer? I wasn't able to find specific clarification, however, so it's gm fiat.

In terms of who in the party benefits from the ring then? Probably the person with highest perception.

Since I didn't find the detect thoughts and remembered I can sell back my old weapons and armor, I would like to return to shopping for a wee bit more, looking for: alchemical allocation, see invisibility, spider climb.

Paige and I were talking this evening about what Iri would do during her down time. She mentioned she would probably circulate amount the Motopori community in Annanstrad, getting to know people and dispensing some curative magics (the implication was free of charge, but you would have to confirm that with her).

Subject: Re: Downtime In Annanstrand
Posted by [like_a_god](#) on Tue, 07 Jun 2011 02:22:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Read Magic reveals the following on the Arcane Doll:

For My Beloved Ekinushka*
Within Each Image Lies The Answer
When Your Old Enough You'll Understand
Then You'll Be Able To Resist

*Ekinushka is an archaic term of endearment used specifically between a mage and an apprentice when they are blood related. Prior to falling out of common vernacular, it was used by the royal mages of the Elor.

--> Once the spell is cast, the outer shell of the doll splits and folds back under it's base. A slightly smaller doll is revealed. The dolls hands are held slightly apart and it appears to be straining against the nothingness in between them. There is an intense look of concentration upon it's face.

--
The Arcane Mark on the boat reads: ONYXKE

Subject: Exotic Weapon for Approval

Posted by [Tangaroa](#) on Tue, 07 Jun 2011 02:25:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I was wondering if the following might be included in the campaign -
Exotic Weapon

(Exotic) Ranged Weapons Flask Thrower

Cost 25

Weight 4 (2 if small)

Dmg as per thrown item

Range 20'

Source: Gnomes of Golarion

Benefit: A flask thrower significantly extends the range of thrown substances that deal splash damage, such as acid, alchemist's fire, or holy water, as well as that of tools such as tanglefoot bags, thunderstones, or caltrops.

Analysis:

This item would increase the range of mundane alchemical items (from 10' to 20'), but wouldn't have any affect on bombs (which are already at 20').

Subject: Re: Downtime In Annanstrand

Posted by [Dragonsong](#) on Tue, 07 Jun 2011 02:28:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

The alchemist may be a corner case, but the inquisitor druid or oracle would for sure qualify. In that case the druid has a smidgen higher perception that I and we both have low-light vision.

Subject: Re: Downtime In Annanstrand

Posted by [acheuli_paige](#) on Fri, 10 Jun 2011 19:41:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Iri spends much of her time in Annanstrand searching out Koroua connections with other outcasts, and those who have chosen to leave, in addition to more traditionalist members of city society. A shaman or elder would make a valuable ally in her attempts to bridge the two societies.

She spends a bit of time helping Rhedoc try to find an acolyte for the god in the basement. You can add my diplomacy (+12) or perhaps charisma (17) to aid.

When not engaged in these noble pursuits, Iri spends some time fishing, or hanging out on the roof with Arianne and the Lady in the tree. She doesn't have much skill working with ships, but a bit of experience crafting canoes, and at the very least enough muscle to be of help in repairing the Black Pearl ... I mean, Onyx Key ...

Subject: Re: Downtime In Annanstrand
Posted by [Dragonsong](#) on Fri, 10 Jun 2011 20:00:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

heheheheheheh!

Subject: Re: Exotic Weapon for Approval
Posted by [duhwoo](#) on Sat, 11 Jun 2011 17:52:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I reckon it would look more like a lacrosse stick than a hobbit's sling staff. I believe loading it would be at least a move action: precariously perching a delicate flask in the basket -- while reducing risk of dropping it -- seems a little like inserting a bolt into a narrow slot and pulling back a high-draw string/cable (reloading a crossbow)...

Subject: Where do we go from here
Posted by [Dragonsong](#) on Sun, 12 Jun 2011 16:16:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

So during the week of repair time we need to decide where we will be heading after our day journeys around the big island and the nearby islands.

As I mentioned at the end of last session I will try and make my apologies for my rudeness to Captain Kren Re. If he desires I will explain the relationship I believe exists between the 6 armed Lamashtu(sp) and the Drow of elven legends/prehistory and that as a long lived race those events are not as many generations back for my kind. Also that my blood runs a bit hotter knowing not so distant relatives the elves as a race failed to adequately deal with are threatening my adoptive home. Also to warn them of the active/ soon to be active portal in the Aru compound. I will also tell them as much as I can from my information gathering at the pit fights about Aki. I can draw a portrait of her Half elf form from our encounter.

As to where we might be able to go.

The temple and the serpentfolk/dragon islands. Yes it is dangerous but there could be both payoff to absolve the debt to our housemate?

Alternatively, do we provision up for "day / island" trips and do some to season our crew but actually port in Wahi, Edgeward, or Peg work local journeys and be prepared to meet up with Captain Kren Re's westward expedition?

Subject: State of the Game

Posted by [like_a_god](#) on Mon, 13 Jun 2011 02:16:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good evening,

I've spent a good part of the day reflecting on the state of the game. Overall, I'm having lots of fun. I also enjoy watching how each of you guys choose to bring to life your characters.

Having said that there are a couple of things I'd like to offer up for conversation.

First, due to the missed sessions, we've tried to move the story forward via the forum. I think this worked well for some characters and endeavors, but for others it proved problematic. For instance, it's easy to pass the time crafting potions, researching info, or fixing the ship but if one wants to actually have interactions with new non-player characters, it proves inadequate.

As such, given that what happened during the last session, do you guys wish to go another week in Annanstrand via the forum, knowing certain things are just going to have to be put off or do we simply pause until the next game?

Secondly, I would like to give each of you as much time as possible to shine at the table. Sadly, I haven't been able to bring this to fruition. I'd like to ask for your help in fostering an environment where it does. There are two things that I think would help me in this endeavor.

First, while I have a rough overarching plot in mind, a lot is determined by the actions, or lack thereof, of your character. Part of my responsibility as a DM is to provide opportunities for your characters to develop or use their talents. However, I try not to force characters down a specific path (unless necessary) and there are times where only player actions can move things forward. Please don't ever hesitate to act at the table or reach out to me if you feel your voice isn't being heard. I understand it's no fun to sit back and just watch as others play.

Secondly, on a related note, I find myself struggling with the crosstalk at the table. Some crosstalk is inevitable, it is a social game after all. However, we've had situations where players provide input when their characters aren't actually taking part in what's going on at the table. Likewise, we've had side conversations that drown out or completely derail what's happening at the table. I'd like to ask that we try to keep these things to a minimum.

Well, I think this wall of text is probably long enough :) So, if you read this far, let me again thank each of you for playing at my table.

like_a_god

Subject: Re: State of the Game

Posted by [Tangaroa](#) on Mon, 13 Jun 2011 18:50:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

I concur with "off-screen" events taking place in the forums and slightly better table etiquette.

When "zoom in" takes place on a specific character, it's nice if that character can act with commentary or distraction. I try no to comment when Morgan goes to the huts, Iri talks to her kinfolk, Talinth to his church, etc and Rhedoc isn't there.

My last home game the gm and player(s) in question simply went into the kitchen during private cut scenes - and others didn't get to participate. It's a bit extreme but it added an interesting dimension to the game.

I would rather not spend another session narrating what happens during the course of the week, unless we intend to do something active - I would like to see some action next game and (gasp) maybe throw a few dice for combat. There are some things I would like to do before the next week that are better done in person, but I'm willing to do them via private communication with the gm.

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Mon, 13 Jun 2011 18:54:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rhedoc has it on good authority that tools to fight the Lamashtu may be found in the temple; moreover there is the immediate need to hinder the efforts of the reptile-folk. He will agitate for proceeding directly to the temple and training the crew on the way.

Subject: Re: Where do we go from here
Posted by [Dragonsong](#) on Tue, 14 Jun 2011 00:42:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

What is the source of your "good authority"? And, what exactly does your source say we are looking for at the temple?

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Tue, 14 Jun 2011 02:48:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good authority is Nightingale - and "things" to help us fight the Lamashtu is what I think is there - be it information or weapons, I don't know which

Subject: Re: State of the Game
Posted by [like_a_god](#) on Tue, 14 Jun 2011 12:50:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good Morning,

Quote:First, due to the missed sessions, we've tried to move the story forward via the forum...

It seems like many of you would like to continue the action on the forum so that we're ready to dive into the next adventure when we return to the table. I'll do my best to facilitate this.

like_a_god

Subject: Re: Where do we go from here
Posted by [Dragonsong](#) on Tue, 14 Jun 2011 14:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

What sign, vision or message did Nightingale give exactly? I place great stake in such portents but do want to know what was transmitted. I only want to know before we run the risk of setting a boat on fire running afoul of a dragon. I personally am not concerned I knew my death was a real possibility when i came to the edge of the world. But, in this instance we have 20ish others that will not be able to flee if we kick the hornets nest.

(+10 Sense Motive)

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Tue, 14 Jun 2011 20:29:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rhedoc: "Uh, listen, I really don't know about this prognostication business, signs and whatnot. I asked her and that's what she told me."

OOC: I may have misinterpreted what Matt said at the table when I asked the little glowing figure. I'm about as good at interpreting signs & portents as my character is... either way Rhedoc is antsy for action, and is a strong proponent of "on the job" training for sailors.

Subject: Re: Where do we go from here
Posted by [Damon](#) on Wed, 15 Jun 2011 01:00:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

A storm with a green crew in open ocean could cut our journey short and I don't know how much

treasure is in Davy Jones Locker. I'm sure that asking around there are persons who have goods that would benefit from a faster than overland trip to the other ports. Aari is fine with shorter trips till we can shake down both ship and crew.

Subject: Re: Where do we go from here
Posted by [duhwoo](#) on Wed, 15 Jun 2011 17:54:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

A shakedown cruise is definitely in order. I reckon half a day at sea, with no destination (and only sailing a few miles from Annanstrand's harbor), will come first -- followed by a day trip to the nearest port.

Morgan is looking at crew assignments: 4 sections come to mind (each section being 4-5 crewman) -- DECK1 & RIG1 work half a sailing day, DECK2 and RIG2 work the other half. Morgan is thinking of putting Ebon (the dwarf) in charge of DECK1, with his friend Karna (the 1/2-orc) and the other two dwarves assigned. Morgan will ask Arianne to lead RIG1, with 3 of the refugees that show a moderate aptitude for rigging assigned to her. Iri should lead DECK2, with whichever 4 refugees that are least suitable for assignment to rigging serving under her. Talinth should take RIG2, with the refugee that shows the highest potential as rigger detailed to him, along with 2 "marginal" candidates for rigger duties. I hope Rhedoc will serve as an observer, taking notes of strengths and weaknesses, as well as personal compatibility issues, among the various teams.

Feedback?

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Wed, 15 Jun 2011 23:10:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Howdy,

Been a busy week so far. However, since it seems your delving into things with the crew, here is some information regarding them:

Ebon - You should be pretty familiar with dwarf Ebon. It's quite clear that the rest of the crew really look up to him.

Karna - The silent half-orc. He seems to know his way around the ship though his lack of speech makes him a poor lookout.

Chad - Young boy who is constantly underfoot trying to absorb as much as he can, whether that's combat stuff or the conduct of a proper sailor.

Tern - Very good for mule work... very little knowledge of sailing.

The rest of the crew, and their sailor abilities.

Roln - Old Dwarf, moderate sailing ability.

Kren - Dwarf, little experience as a sailor but excels at dock work.

Brigit - Human woman, very 'tom-boyish'. Marginal sailor aptitude but enthusiastic.
Madi - Human male, little experience sailing but seems to know his way around knots and excels in rigging.
Bran - Older human male, excellent sailor and jack of all trades.. though evidently master of none.
Harl - Middle aged human male. Experienced dock worker , mainly 'book' knowledge of sailing.
Stien - Middle aged human male. Moderate sailing experience.

I hope I didn't miss anyone.

like_a_god

Subject: Re: Where do we go from here
Posted by [Dragonsong](#) on Wed, 15 Jun 2011 23:13:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

i thought there were 14 or more members of Ebon's "clan"

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Wed, 15 Jun 2011 23:49:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Wed, 15 June 2011 17:13i thought there were 14 or more members of Ebon's "clan"

My notes indicate 7 'brothers', aged 15-30... Here is what I have listed so far for the crew.

Tern
Leanna
Bulla
Ebon
Karna
Chad (or 1/2 member LOL)
Roln
Kren
Brigit
Madi
Bran
Harl
Stien

That's 13 plus the 5 of you for a total of 18 crew so far.

Regardless, I'm totally willing to allow you guys to pick up more crew as long as ya set aside the coinage needed for them. Just let me know how many more you want. No big deal. Also, if you want an NPC with a specific skill set, such as a navigator or whatever, let me know.

like_a_god

Subject: Re: Where do we go from here
Posted by [Dragonson](#) on Thu, 16 Jun 2011 00:04:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

In all fairness we may need to hire a navigator or at least get a sextant, astrolabe, and compass for the skill bonuses to navigation. Hiring a few crewmen may give us a bit more seasoning to get the green ones into shape. Looks as if we'd need at least 3 but I'd rather have 5-6 regular sailors for 3 full watches. A handful of extra sailors and a navigator seem mighty fine.

Also did you ever come up with the costs to make a Roman livewell with Petrin coated brass intake tubes on the boat for either fresh fish or aquatic folks or both?

A 400 gallon tank is not ridiculously large (just about 1.75-2 tons for the tank and the water most of that being water 8lbs per gallon)

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Thu, 16 Jun 2011 03:11:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Navigation is either survival or k(nature) i think - some of us (not me) might be ok at it

Subject: Re: Where do we go from here
Posted by [Damon](#) on Sun, 19 Jun 2011 06:50:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

What is a list of supplies set aboard by Leanne, we may want to augment with some items of our own. Not that I have more than a few silvers to my name at the moment.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Sun, 19 Jun 2011 14:50:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damon wrote on Sun, 19 June 2011 00:50 What is a list of supplies set aboard by Leanne, we may want to augment with some items of our own. Not that I have more than a few silvers to my name at the moment.

Damon and All,

I'll keep the list of equipment/items purchased on the ship abstract. I don't want to turn this into a micromanagement thing. Plus, I'm sure there are tons of specific items I probably wouldn't think to include. However, if you have a specific item in mind, please feel free to ask.

Sails and Rigging

- All Sails and Rigging have been purchased and put into place.
- Extra sailcloth and rope are available for repairs.
- Tools & Kits have been purchased for extra repairs.

Navigational Items

- A compass and mariner's astralabe are on hand.
- Charts for Annanstrand have been purchased.
- A spyglass has been purchased.

Armaments

- 7 Sets of short swords & leather armor are in the weapons locker.

General Ship Items

- There are 14 anchors on hand, 10 stone and 4 steel
- Extra wood, rope and some metal are available for repairs.
- Carpentry toolkit is available for minor repairs.
- All implements needed to run the small 'kitchen' are in place.
- All items for general ship hygiene are in place. (Mops, buckets, wood scrappers, etc.)
- Light sources, such as candles, lanterns, and torches, are available.
- Misc. items of daily life, such as hammocks, linens, etc. are in place.

Landing Craft Items

- There are two Launches aboard.
- Extra oars are on hand for the launches.

Foodstuffs and Cargo

- All items needed for storage of general foodstuffs are in place.
- Specific amount of food and water will depend on length of journey.

Anything else?

like_a_god

Subject: Re: Where do we go from here
Posted by [Dragonsong](#) on Sun, 19 Jun 2011 15:32:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

600 gallon live well and pumps/bellows for Bulla? I know we did some basic calculations via G-talk would be 2 5 by 5 squares and weigh 3 tons with the water.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Sun, 19 Jun 2011 15:58:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Sun, 19 June 2011 09:32600 gallon live well and pumps/bellows for Bulla? I know we did some basic calculations via G-talk would be 2 5 by 5 squares and weigh 3 tons with the water.

:o

Hmmm... Sorry, I must have misunderstood it's usage. I was thinking it was going to be a live well for fish to eat on longer journeys. Hence, the comment I made about the lid. I'm can guarantee that Bulla isn't going to want to be shut into a dark watery inclosure in the hull nor do I think an open 600 gallon tub sloshing around during heavy seas would be a good idea.

However, an enclosed live well (wood lined sealed with with petrin) along with hand bellow pump would be around 80gp.

like_a_god

Subject: Re: Where do we go from here
Posted by [Damon](#) on Sun, 19 Jun 2011 17:31:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will ask Bula, but my feeling is the if we are be-stilled in calm water or in dangerous storm Bula would prefer and in fact be useful in the water to be comfortable in the heat that a calm brings and to rescue crew swept overboard in rough waters. Several knotted ropes could be left trailing in the water during the day watches to facilitate him coming aboard in either case. Morgan, what do we expect the draft when fully loaded to be? (that is to say, how far above the water is the deck. Matt, does the ship have a solid or open railing around the deck? (I prefer a solid as it provides better protection in the event a wave breaks fully over the ship and makes it less likely to be swept overboard.)

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Sun, 19 Jun 2011 17:44:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damon wrote on Sun, 19 June 2011 11:31I will ask Bula, but my feeling is the if we are be-stilled in calm water or in dangerous storm Bula would prefer and in fact be useful in the water to be comfortable in the heat that a calm brings and to rescue crew swept overboard in rough waters. Several knotted ropes could be left trailing in the water during the day watches to facilitate him coming aboard in either case. Morgan, what do we expect the draft when fully loaded to be? (that is to say, how far above the water is the deck. Matt, does the ship have a solid or open railing

around the deck? (I prefer a solid as it provides better protection in the event a wave breaks fully over the ship and makes it less likely to be swept overboard.)

Damon,

The distance from the main deck to the water surface is 10 ft. The castle sections will be 10ft above that.

The railing is solid and is about 3.5 feet high.

The minimum draft of the vessel is 10ft.

Bulla replies that he is more than willing to take on the task of assisting anyone swept overboard.

like_a_god

Subject: Re: Where do we go from here
Posted by [Dragonsong](#) on Sun, 19 Jun 2011 17:59:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Also did you ever come up with the costs to make a Roman livewell with Petrin coated brass intake tubes on the boat for either fresh fish or aquatic folks or both?

Don't see how you could have missed my intent there Matt, but sorry if you did. Also why I never mentioned anything about a lid. To hold 600 gals the tank would only have to be 8*3*3 ft deep making it 4deep 4 wide 8 long with a ladder and a 1 ft bilge boundary all the way around means except in the most terrible of lists we shouldn't have too much slosh out.

I understand about Bulla being useful and he will in every stage of our journey. But what kind of garbage friends are we if we don't provide him with a "bed" he is to be comfortable with. I think it's too dangerous not to mention insulting to not make accommodations so he has to sleep in open water off ship. There is no way we could have an Abe Sapien Tank but a "water bed" seems possible. A second Livewell with a lid but lower slung might also be in the works at some point.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Sun, 19 Jun 2011 18:31:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Sun, 19 June 2011 11:59
Don't see how you could have missed my intent there...

Dragonsong,

No worries. You could also have a lid on it when not in use, so as to lessen the manual labor

needed for bilge pump. :p

Price will still remain the same. :) Just let me now if that's something the party wants.

like_a_god

Subject: Re: Where do we go from here
Posted by [Dragonsong](#) on Sun, 19 Jun 2011 18:39:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have 80 GP on my person, so as it is my Bailiwick I will front the costs including a lid because that sounds nice.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Sun, 19 Jun 2011 18:42:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Sun, 19 June 2011 12:39 I have 80 GP on my person, so as it is my Bailiwick I will front the costs including a lid because that sounds nice.

Alrighty,

Leanna will get it done!

like_a_god

Subject: Re: Where do we go from here
Posted by [Damon](#) on Sun, 19 Jun 2011 21:50:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Matt, does the ship allready have a bilge well? (Designed to keep ballast and loose cargo away from pump intake pipe) and can we floor over the ballast area to keep ballast from shifting and provide more useful storage for non perishables? Too bad we can't do a moon pool for easy rescue and covert escapes lol.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Sun, 19 Jun 2011 22:14:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damon wrote on Sun, 19 June 2011 15:50 Matt, does the ship allready have a bilge well?

(Designed to keep ballast and loose cargo away from pump intake pipe) and can we floor over the ballast area to keep ballast from shifting and provide more useful storage for non perishables? Too bad we can't do a moon pool for easy rescue and covert escapes lol.

Damon,

I hope to provide a layout of the ship soon, modeled after that found in Stormwrack, with tweaks specific to the Onyx Key. The ballast area has already been boarded off from the hold, so you won't have to worry about doing that nor would any additional space be gained for cargo.

As far as bilges go, I haven't looked much at the technology used to pump out sailing vessels such as Caravels. But, according to a quick Google search, it appears they did have a bilge pump system.

Of course, this system is not integrated into the pool that Dragonsong had built for Bulla... It's only meant to get water OUT of the ship... not circulate in fresh seawater.

like_a_god

Subject: Re: Exotic Weapon for Approval
Posted by [like_a_god](#) on Sun, 19 Jun 2011 22:32:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Mon, 06 June 2011 20:25 I was wondering if the following might be included in the campaign -
Exotic Weapon

(Exotic) Ranged Weapons - Flask Thrower ...

I'm having issues finding the original source material. I am curious if the description does indeed mention anything about loading times.

I take it it's another situation where if you build it you can use it without the feat due to your trait? Correct?

like_a_god

Subject: Re: Exotic Weapon for Approval
Posted by [Tangaroa](#) on Sun, 19 Jun 2011 23:44:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alternate racial ability, but yes, that would be the idea.

Subject: Re: Exotic Weapon for Approval
Posted by [Tangaroa](#) on Sun, 19 Jun 2011 23:46:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gnomes of golarion... Which I don't own. I saw it on archives of nethys.

Subject: The Onyx Key
Posted by [like_a_god](#) on Mon, 20 Jun 2011 01:01:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here is a down and dirty layout of the Onyx Key. Please note the descriptors are what the areas are generally used for and can be repurposed as the new owners see fit. Well, within limits anyhow.

like_a_god

File Attachments

1) [Onyx Key.png](#), downloaded 303 times

Subject: Re: Where do we go from here
Posted by [duhwoo](#) on Mon, 20 Jun 2011 01:15:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Morgan will put in extra effort to hire on four good Able Seaman (with letters from their captains), and one decent galley cook (preferably one who has prepared 3 meals a day for 25 people before). The idea is to assign one Able Seaman to each section -- a cadre of experience for crew training.

I don't think it is practical to have 3 full watches, as sailing through the night can be quite hazardous (best left to very experienced crews, specifically navy/military-types). Merchant vessels don't typically do 3 shifts. Anyway, as a very new skipper, Morgan is barely able to manage 4 sections, let alone 6 -- and this crew is just not ready for night sailing (probably never will be). Besides, logistics and support is easier with 4 sections.

Sailing days are split into 2 watches: early watch runs from true midnight to midday, and late watch covers the other 12 hours. Every day at sea, each section will detail one individual, on a rotating basis, to stand alert during their portion of the night -- that way there are two people on watch from sundown to midnight (one from DECK1 and one from RIG1), and two on watch for the other half of the night (DECK2/RIG2). The officers (skipper & 1st Mate, purser & quartermaster), will stand extended watches every 5th day, interleaving with the crew schedule. With everyone's participation, each individual should only work an extended 12-hour period every five days.

Talinth will be asked to serve as first mate. Captain and First Mate typically swap out helmsman duties throughout the course of the day.

Note that Sea Navigation is not the same as land nav -- which uses the Survival skill. I believe Profession(Sailor) would be required for sextant-and-clock navigation. It is common on small-to-medium vessels for the captian to serve as navigator, and Morgan has some limited know-how in this area. Arianne also has Profession(Sailor), so she'll be serving as a second set of eyes for most of Morgan's plots -- thus she'll be the backup navigator.

Rhedoc will be asked to serve as purser, and Leanna is already fulfilling the role of quartermaster. Bulla is a natural for security and damage control, while Chad is obviously ship's boy.

As a starter roster for the crews, Morgan posts the following:

DECK1: Ebon and Able Seaman1, with Karna and Kren.

RIG1: Arianne and Able Seaman2, with Stien and Brigit.

DECK2: Iri and Able Seaman3, with Harl and Tern.

RIG2: Bran and Able Seaman4, with Madi and Roln.

Personnel changes may occur as personality combinations reveal compatibility issues.

Any feedback is welcome...

FRITZ

Subject: Re: Where do we go from here

Posted by [duhwoo](#) on Mon, 20 Jun 2011 01:35:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I forgot about the Bos'n! We need an Able Seaman with at least 5 years experience. Thus, Morgan is looking for 5 Able Seaman, rather than 4 -- and the most difficult to recruit will be a suitable Bos'n!

Bran's description above -- "Older human male, excellent sailor and jack of all trades.. though evidently master of none" -- suggests he would be a very suitable Bos'n, if he's willing. If that works out, Morgan is back to recruiting 4 Able Seaman, plus one newbie (or a swabbie who doesn't have his letter yet...) to replace Bran on RIG2.

Matt, let us know if Bran will be our Bos'n.

FRITZ

Subject: Re: Where do we go from here

Posted by [like_a_god](#) on Mon, 20 Jun 2011 01:57:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Sun, 19 June 2011 19:15Morgan will put in extra effort to hire on four good Able

Seaman (with letters from their captains), and one decent galley cook (preferably one who has prepared 3 meals a day for 25 people before). The idea is to assign one Able Seaman to each section -- a cadre of experience for crew training.

Given the reputation of this craft it's going to be difficult to lure away such men from more stately craft. I'll need a diplomacy check on this (just roll and be honest in what ya get) And, as with most things, money always greases the wheels.

duhwoo wrote on Sun, 19 June 2011 19:15

Note that Sea Navigation is not the same as land nav -- which uses the Survival skill. I believe Profession(Sailor) would be required for sextant-and-clock navigation.

I concur with this... please note I Leanna did NOT provide a sextant. That cost 500gp by itself. However, she was able to get a used Spy Glass, which impressed the hell outta her teacher, and an astrolabe.

Quote:Bran's description above -- "Older human male, excellent sailor and jack of all trades.. though evidently master of none" -- suggests he would be a very suitable Bos'n, if he's willing.

Bran is honored that Morgan would consider him. This coupled with the fact that you guys are saving his ass, makes it a no brainer for him. He will also insist on only getting paid the 10gp per month as his fellow 'brothers'.

like_a_god

Subject: Re: Where do we go from here

Posted by [duhwoo](#) on Mon, 20 Jun 2011 04:28:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

well, I rolled a 7 for recruiting Able Seamen -- with +5, that's a 12. Recruiting a galley cook went much better: 17+5 = 22!

If Morgan notices his normal diplomacy efforts don't seem to be working, he'll try Bluff (a hair better than Diplomacy, at +8) on four of the Able Seaman interviewed, to convince them the Onyx Key's reputation is meant to cover up the ship's true value ("security by obscurity"): I rolled a 2, an 11, a 19, and a 1. With +8 to the rolls, I'll bet the 19+8=27 beats the Sense Motive checks of at least one unsuspecting AS, and the 19 (11+8) has a pretty good chance, too. In fact, the first sailor (where I got a 2+8=10) *might* be a gullible chap (possibly blowing his SM roll and getting below a 10).

On another day, Morgan will try to go after raw recruits: 7+5 again, so a 12 -- but this time on kidz who don't really know what's going on, and hopefully haven't heard of the Onyx Key -- or maybe there's someone who's a little desperate to get out of Annanstrand. Having excelled as rigging himself, Morgan can spend some personal time tutoring a first-timer or two...

Let's hope Bran works out -- Morgan will give Bran full latitude to change the deck and rigger crew

rosters, if he sees fit.

FRITZ

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Mon, 20 Jun 2011 04:34:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't know if this matters in you assignments, but Iri is untrained in sailing but a strong climber. Does that make her more suited to rigging?

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Mon, 20 Jun 2011 04:39:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Also, in lieu of a sextant, can't you use dead reckoning for longitude and noon sun sights for latitude? Wouldn't that be precise enough?

Subject: Re: Where do we go from here
Posted by [duhwoo](#) on Mon, 20 Jun 2011 11:43:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

DR is adequate for day trips, but requires landmarks. Using an astrolabe, one can estimate position while lost at sea.

Morgan believes that while Iri would work well as rigger, she's not ready to *lead* a rigging team -- whereas she can lead a deck team. I'm trying to set up so all 4 Bosun's mates (section leaders) are PCs. However, it is entirely possible a hired Able Seaman is more suitable to answer directly to the Bosun -- I'm just having trouble hiring personnel of Bosun's mate quality...

FRITZ

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Mon, 20 Jun 2011 13:01:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Sun, 19 June 2011 22:39 Also, in lieu of a sextant, can't you use dead reckoning for longitude and noon sun sights for latitude? Wouldn't that be precise enough?

As a side note, I've found some very interesting discussions online regarding the sextant and astrolabe, specifically the mariner's astrolabe. I've become mightily impressed with the specialized

knowledge navigators had to have to navigate over open water given the conditions and the limitations of their equipment.

I was also surprised to learn that while the astrolabe is ancient tech, the sextant is relatively new. But, I shouldn't have been too surprised since it requires mirrors and whatnot.

like_a_god

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Mon, 20 Jun 2011 14:23:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why do you need a landmark for DR? A starting point, yes, and a good timekeeping method, some way to measure speed. I guess I'm confused...
However, I agree a sextant or astrolabe would be way more precise.

Subject: Re: Where do we go from here
Posted by [Damon](#) on Mon, 20 Jun 2011 14:39:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Matt, how about a new cantrip.....know time or first level know position/ location?

Subject: Re: Where do we go from here
Posted by [Dragonson](#) on Mon, 20 Jun 2011 15:06:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is one: Know Direction

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Mon, 20 Jun 2011 15:13:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Heh... Spherical trig on a flat planet. Cylindrical trig? Well, at least its easy to find your horizon.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Tue, 21 Jun 2011 13:01:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Getting back on track here...

duhwoo wrote on Sun, 19 June 2011 22:28 Recruiting a galley cook went much better: 17+5 = 22!

You are indeed able to hire a galley cook. She's Motopori and has a flair for trying unique and new cuisine... which got her canned from her last gig.

Mila - human female - Motopori from the Middle Islands.

Quote:If Morgan notices his normal diplomacy efforts don't seem to be working, he'll try Bluff (a hair better than Diplomacy, at +8) on four of the Able Seaman interviewed, to convince them the Onyx Key's reputation is meant to cover up the ship's true value...

Morgan are able to convince 2 Able Seaman to at least come look at the boat and meet the crew. Both are impressed by the state of the newly repaired craft as well as the organization of goods on ship (large thanks the Leanna's efforts). They are also intrigued by the makeup of the crew.

Both will sign on.

Jain - Half-Elf female from the Akkishen Kingdom.

Loren - Human male, from a 'disgraced' well-to-do Ishenti family.

Quote:On another day, Morgan will try to go after raw recruits:

As mentioned before, when it comes to raw recruits, you guys can assume that you get as many as you wish. Just give me a number.

like_a_god

Subject: Re: Where do we go from here

Posted by [duhwoo](#) on Tue, 21 Jun 2011 18:53:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

WELL THEN, Morgan takes on three recruits, to fill the ship's complement.

With the new adds, and a couple of adjustments, the full complement now looks like this:

OFFICERS:

Captain & First Mate = Morgan & Talinth -- who also fill the 'offices' of Navigator and Helm.
Purser = Rhedoc; Quartermaster = Leanna; Sergeant-at-arms = Bulla; Galley Chef = Mila

CREW:

Bosun = Bran

DECK1: Ebon, in charge of Karna, Kren and Roln;

RIG1: Arianne, in charge of Stien, Brigit and recruit1;

DECK2: Jain, in charge of Harl, Tern, and recruit2;
RIG2: Loren, in charge of Iri, Madi, and recruit3.
Ship's Boy = Chad

I realized I had put a dwarf on RIG2 (dwarves aren't well-suited to rigging), so I switched Iri to rigging and put all the dwarves together on DECK1. I don't want Iri to view it as a demotion -- just a better use of her potential, especially now that there's two experienced Able Seamen for section leaders. Each section also includes either a party member (Iri on RIG2), or someone pretty well-established with our party ("almost" party members) -- Ebon on DECK1, Tern on DECK2. I kinda wanted to switch Arriana to DECK2 and put Jain on RIG1 (although Arriana may have ranks in P(Sailor), I suspect Able Seaman Jain will have more rigging experience), but I prioritized having someone Morgan knows well on each section. That may not work out, so Morgan will keep an eye out in the mornings -- ready to jump in to augment with his excellent rigging abilities, if necessary. (RIG2 has Madi, who's description includes "...excels in rigging".)

With each crew on for half a day, it may look like there's too much slack time -- and while there is usually some time for scrimshaw or card games or naps and the like, there's also plenty of other stuff to do. For example, off-duty crewman will be rotated through KP every day, assisting Mila for an hour or two in the galley -- once a week or so for each swabbie, generally two days after their extended shift (night watch). Every few days Morgan or one of the Able Seaman will give a presentation to the off-duty crew -- there's a lot of training needed!

If a crewman is sick or otherwise unable to perform their duties, an off-duty crewman from the other section will have a long day, working a double. Slackers become very unpopular very quickly. There are myriad other short-term tasks coming up all the time, so during their off-watch time, crewman may be tasked with extra cleaning or repair duties, helping Leanna with inventory, fishing for extra food, even putting on entertainment for the rest. And if there's an attack, everybody is on duty -- one off-duty rigger will augment their counterparts in the rigging, and one off-duty deck hand will assist the on-duty Deck lead. All others will suit up with leather and shortsword from the ship's locker.

That should paint a decent picture of life at sea. Let me know if you have any more ideas or color to share!

FRITZ

Subject: Re: Where do we go from here
Posted by [Dragonsong](#) on Tue, 21 Jun 2011 20:08:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

I feel confident in my ability to be both an able first mate and navigator especially as we get our sea legs back under us. (next level I can add one to my profession sailor increasing my bonus from +4 to +8). I also feel very confident about our crew additions to get us up to trim.

Talinth also asks Captain Morgan to assist him in developing better awareness of concealed enemies after seeing what the tieflings could do with manipulating darkness. As such he wears his

smoked lenses almost constantly and actively blindfolds himself at periods having Captain Morgan come at him in methods he is unprepared for.

Subject: Re: Where do we go from here
Posted by [duhwoo](#) on Tue, 21 Jun 2011 20:55:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doesn't every ship have a helmet that lets you put the blast shield down and "use the force"? This 'fighting blind' thing looks a little like elven silliness -- but Morgan will help out when he can...

FRITZ

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Wed, 22 Jun 2011 00:33:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

At some point during the week Bulla approaches the party and asks if the weaponry on hand is sufficient for the crew, there are currently only 7 sets of equipment. He also notes that while he, much like Tern, prefers to get up close and personal with his enemies, he thinks that some ranged weapons might be beneficial.

He then returns to his duties.

like_a_god

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Wed, 22 Jun 2011 00:39:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fritz and All,

I've got access to a laminator at work. Would someone, thinking Fritz here :p, want to create a simple sheet which would list crew assignments, watches, etc. for the ship. We can then simply write on this with a wet erase marker and change as needed.

I'd do it but I'm working on a bunch of other stuff... like maps and what we'll actually be doing on Saturday.

Thanks be onto Damon for this idea... since he's using something similar for his stuff.

like_a_god

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Wed, 22 Jun 2011 02:48:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Purser report:

I e-mailed a link to everyone of a google document for party accounting, according to me, from last session.

Additional crew, assuming 18 seaman paid at 10 gp/day, means 480 gp/month to outfit and pay crew (This includes paying Bulla and Leanna, but not any PC's or the ships boy)

I actually specified different arms for Leanna to buy, and we have additional gear as treasure. Assuming she buys the short sword and armor in addition to what I specified, the ships locker looks thusly:

Spears 7
Daggers 9
Clubs (Belaying Pins) 25
Staff 1
Longsword 1
Sword, Short 7
Shortbows 7
Rapier 3
Arrows, Common (quivers of 20) 14
Leather Armor, Medium 14
Studded Leather, Medium 3

I got 25 clubs for free, since they cost 0 gold; however, I'm calling them belaying pins and I assume they probably came with the ship. I believe that was pretty standard marine practice (Fritz, you'll have to back me on this)

This brings total ship expenses (1 month operation and all purchases) to 3692 of 4000 gp.

I will investigate the local trade scene. If we circulate between islands, I assume trade between houses and Motopori will be the largest benefit - I don't know if you want to abstract this process or not. The cargo tonnage of the Onxy Key is of import to this question.

As to the arcane puzzle - does the image look like a it has relation to the thematic elements of the different schools? I was thinking some sort of Evocation spell might be appropro. We already know that a 0th level abjuration cantrip (resistance) is useless.

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Wed, 22 Jun 2011 03:10:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh, and there is a question of who can use what - are the sailors experts, warriors, commoners, multiclass or PC levels? Only warriors will be able to use the shortbows, rapiers, swords, and of course commoners almost nothing. Experts can use the simple weapons (daggers, spear, clubs, staff) and light armor.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Wed, 22 Jun 2011 03:28:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Tue, 21 June 2011 21:10Oh, and there is a question of who can use what - are the sailors experts, warriors, commoners, multiclass or PC levels? Only warriors will be able to use the shortbows, rapiers, swords, and of course commoners almost nothing. Experts can use the simple weapons (daggers, spear, clubs, staff) and light armor.

Tangaroa,

I don't want to reveal too much of the NPC stats. However, it's safe to say that most of the general crew are going to be at least expert/warriors, while the Able Seaman are expert/fighter.

So, there shouldn't be an issue with general armaments for most of the NPC's.

Speaking of arms, I apologize if I missed the full discussion on what armaments were to be purchased for the crew. My notes from last session only indicated basic swords and armor for the 7 'brothers'. Regardless, if the party has the money and you guys are willing to purchase more toward the on-board armory, I'm totally fine with that. Most mundane gear should be available.

like_a_god

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Wed, 22 Jun 2011 09:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like a mix of weapons - shortwords works as an option, in case there are any crazy dual wielders amongst the crew, or we get some shields. Spears are good all around. We're light on slashing weapons (sea zombies?) - maybe later we can get the dwarves some waraxes.

So what's any ideas on our first destination?

Subject: Re: Where do we go from here
Posted by [Damon](#) on Wed, 22 Jun 2011 13:17:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Morgan, I think that Jain should be rig 1 crew leader for three reasons 1. Whilst I have knowledge sailing she probably has profesion sailor and is more familiar with mulible masted ships. 2. In the likely event that we are off ship all our crew leaders will still be on board in their normal positions in case of emergency that could be vital. 3. Not having the leader responsibility would facilitate Aari being with Bula in aquatic duties including fishing and aquatic plant gathering to augment our stores.

Also you will probably want to make sure the Boatswain is trained to be second mate, see #2 above as both the captain and second are likely to be off ship at some time.

Leann, what about some harpoons and a bow mounted balista?

More later.

Subject: Re: Where do we go from here
Posted by [Damon](#) on Wed, 22 Jun 2011 13:19:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I meant to say captain and first mate above.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Wed, 22 Jun 2011 13:55:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damon wrote on Wed, 22 June 2011 07:17
Leann, what about some harpoons and a bow mounted balista?

It takes Leanna a moment to realize she's being spoken to... then points out that there is an 'a' at the end of her name :lol:

Anyhow, harpoons are avaiable (DM doesn't have stats)

A balista is an entirely different matter. The Onyx Key was not built to accomodate a ballista. It could be modified, which would take time. There is also the matter of finding the balista itself or have one created.. more time and expense. She is more than willing to put in an order for one that might be availalbe after a journey or to.

She also points out that she isn't aware of anyone on board with the skill to use it (DM will have to look up the weapon proficiency... I don't know it off hand.)

Subject: Re: Where do we go from here

Posted by [Dragonsong](#) on Wed, 22 Jun 2011 14:16:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

PFSRDBallista: A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a 4 penalty on attack rolls when using a ballista, and a Small creature takes a 6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.

A ballista takes up a space 5 feet across.

If you are proficient with heavy crossbows you are proficient with the ballista. You just take the -4/-6 for it being 2/3 size categories larger than you.

Subject: Re: Where do we go from here

Posted by [like_a_god](#) on Wed, 22 Jun 2011 14:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Wed, 22 June 2011 08:16PFSRDBallista: A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a 4 penalty on attack rolls when using a ballista, and a Small creature takes a 6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.

A ballista takes up a space 5 feet across.

If you are proficient with heavy crossbows you are proficient with the ballista. You just take the -4/-6 for it being 2/3 size categories larger than you.

Leanna says "Oh... ok"

:)

like_a_god

Subject: Re: Where do we go from here

Posted by [like_a_god](#) on Wed, 22 Jun 2011 14:34:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Tue, 21 June 2011 12:53WELL THEN, Morgan takes on three recruits, to fill the ship's complement.

All three of these recruits are Motopori from the Middle Islands. Though not related, they are familiar with one another. They are eager for adventure.

Nohea - Human female, extremely well proportioned Motopori. Hard worker

Kei- Human male, slight in build but acrobatic in nature. Strong swimmer

Niele - Human female. Inquisitive and tends to as 'Why?' a LOT.

like_a_god

Subject: Re: Where do we go from here
Posted by [Damon](#) on Wed, 22 Jun 2011 16:22:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does any one on the ship have proficiency with heavy crossbow, I don't, and for moving and aiming can anyone assist to lower the -4?

Subject: Re: Where do we go from here
Posted by [Dragonson](#) on Wed, 22 Jun 2011 16:27:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Everybody else is proficient with all simple weapons so that covers heavy crossbow. The best option to mitigate the penalty is enlarge person to make someone large while firing it reduces the penalty to -2. People could also use aid another, I THINK, to assist with the attacks. Or, Rhedoc or I could cast True Strike and then shoot it :)

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Wed, 22 Jun 2011 16:31:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonson wrote on Wed, 22 June 2011 10:27 Everybody else is proficient with all simple weapons so that covers heavy crossbow. The best option to mitigate the penalty is enlarge person to make someone large while firing it reduces the penalty to -2. People could also use aid another, I THINK, to assist with the attacks. Or, Rhedoc or I could cast True Strike and then shoot it :)

Now, I'm gonna have to read up on the ballista rules.. if you decide to purchase one. I do know that caravels with them had a limited angle of attack due to its mountings and the rigging of ships.

like_a_god

Subject: Re: Where do we go from here
Posted by [Damon](#) on Wed, 22 Jun 2011 18:46:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've been reading up on caraveles and one of the things that made them an outstanding sailing vessel (the Pinta and Nina were probably caravele) is with the square sails on the foremast and mainmast and a Lanteen sail on the Mizzenmast it gave very Rez stable speed and maneuverability. If a Ballista is mounted on the foredeck we would have a firing area of from 5 deg. to 100 and 355 to 260 and ship could rotate to cove much of the rest.

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Wed, 22 Jun 2011 18:51:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Damon wrote on Wed, 22 June 2011 12:46 I've been reading up on caraveles and one of the things that made them an outstanding sailing vessel (the Pinta and Nina were probably caravele) is with the square sails on the foremast and mainmast and a Lanteen sail on the Mizzenmast it gave very Rez stable speed and maneuverability. If a Ballista is mounted on the foredeck we would have a firing area of from 5 deg. to 100 and 355 to 260 and ship could rotate to cove much of the rest.

Damon,

Yep. Just wanted to mention that it's not a 360 degree thing and that there would need to be some coordination depending upon where the target was relative to the ship.

like_a_god

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Thu, 23 Jun 2011 01:52:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pages 81 - 90 of Stormwrack discuss the application of various skills in a marine environment - thought you might be interested, Matt.

Subject: Re: The Onyx Key
Posted by [Tangaroa](#) on Thu, 23 Jun 2011 01:56:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

This looks based off of the Caravel in stormwrack - am I to assume it can handle 120 tons of cargo then (60 without hindrance to speed?)

Subject: Re: The Onyx Key

Posted by [like_a_god](#) on Thu, 23 Jun 2011 02:36:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Wed, 22 June 2011 19:56 This looks based off of the Caravel in stormwrack - am I to assume it can handle 120 tons of cargo then (60 without hindrance to speed?)

Tangaroa,

The stats of the ship were offered in another post, but here is the quick and dirty. Please note that the specifics are actually compiled from a variety of sources, both Pathfinder and real world :)

Type: Caravel

Dimensions: 70ft long x 20ft wide

Tonnage: ~140 tons

Number of Masts: 3

Speed: 3mph (at x1 wind speed multiple)

Armament: None

Minimum Crew: 7

Max Capacity: 30

As for the speed, according to what I'm finding in the Pathfinder material, speed is unaffected by the tonnage carried. Rather, it depends more on the number of crew and also the amount of wind there is to fill the sails. If you find a notation in the Pathfinder material I've overlooked, please let me know.

like_a_god

Subject: Re: Where do we go from here

Posted by [like_a_god](#) on Thu, 23 Jun 2011 02:47:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Wed, 22 June 2011 19:52 Pages 81 - 90 of Stormwrack discuss the application of various skills in a marine environment - thought you might be interested, Matt.

Tangaroa,

Thanks for the notation. I've read it before and it might be time to review some of it for inspiration. Having said that, as I've mentioned before, I haven't adopted a lot of the mechanics presented in Stormwrack. As with all 3.0/3.5 splat books there are some things it does well, and some things it doesn't. Whenever possible, I'm trying to use Pathfinder's DC's and skill descriptions.

like_a_god

Subject: Re: The Onyx Key

Posted by [Tangaroa](#) on Thu, 23 Jun 2011 03:10:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can you refer me to the relevant sources?

Subject: Re: Where do we go from here

Posted by [duhwoo](#) on Thu, 23 Jun 2011 03:14:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have created a ship's roster (see attached), detailing night watch shifts and KP duty. The argument for putting Jain on RIG1 is good -- both Able Seaman on the rigging crews. I imagine Bran would prefer that as well.

Morgan had also considered a Ballista for the ship, with a crew of two: a loader (probably the cook) and a shooter (someone who can cast True Strike). My idea would be to have a potion of Enlarge Person kept nearby, for Mila to enlarge herself to a size suitable to reload the Ballista in one round, up to five times. While she reloads, the shooter casts/infuses True Strike. During the shootin' round, Mila can select and prepare the next bolt -- perhaps smearing flammable tar on it (if Chad is on hand, he can ignite the already loaded bolt right before the shooter fires). Even with a -4 or -6 penalty, the remaining bonus is pretty good! Between the Inquisitor and the Alchemist, I hope splitting 5 True Strikes between them isn't too much hardship. This provides a high rate of fire with a superior chance of hitting -- at least for 5 shots/10 rounds, anyway. Only thing is, a Ballista costs 500 gp...

Raw recruits generally only earn half pay for their first month...aside from Kei, Nohea, and Niele, I would count Tern, Brigit, and Kren as raw, based on their descriptions. That'll save us 30 bucks (once only)!

Good to go for Saturday -- see ya at Noon!

FRITZ

File Attachments

1) [Onyx_Key-roster.xlsx](#), downloaded 129 times

Subject: Re: The Onyx Key

Posted by [like_a_god](#) on Thu, 23 Jun 2011 03:43:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Wed, 22 June 2011 21:10Can you refer me to the relevant sources?

Umm.. okay. Not sure why you need this. But, okay...

The tonnage and dimensions come from a book called "Ship: The Epic Story of Maritime Adventure." The rest of the stats are conglomeration of materials from The Core Rulebook, The Gamemastery Guide, Stormwrack, The Arms and Equipment Guide and various online sources, I

can't remember everything I've read. I've tried to use information in these mechanics which correspond to the ship type and size.

The ships speed is mentioned in Stormwrack but I can't find anything in the Core Rulebook or elsewhere in the materials for Pathfinder. Since I'm leaning toward the narrative description of sea traveling, I'm using the movement offered in the Core Rulebook.

like_a_god

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Thu, 23 Jun 2011 03:44:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Wed, 22 June 2011 21:14

Morgan had also considered a Ballista for the ship, with a crew of two: a loader (probably the cook) and a shooter (someone who can cast True Strike). My idea would be to have a potion of Enlarge Person kept nearby, for Mila to enlarge herself to a size suitable to reload the Ballista in one round, up to five times. While she reloads, the shooter casts/infuses True Strike. During the shootin' round, Mila can select and prepare the next bolt -- perhaps smearing flammable tar on it (if Chad is on hand, he can ignite the already loaded bolt right before the shooter fires). Even with a -4 or -6 penalty, the remaining bonus is pretty good! Between the Inquisitor and the Alchemist, I hope splitting 5 True Strikes between them isn't too much hardship. This provides a high rate of fire with a superior chance of hitting -- at least for 5 shots/10 rounds, anyway.

According to the Core book, the ballista requires a crew of 1 and takes 2 rounds to reload. However, I'm comfortable with a crew of two reducing that to 1 round to reload. I'm also comfortable with one person 'aiding' the shooter to give a +2 aid.

Quote:

Only thing is, a Ballista costs 500 gp...

And time to find/create and install ;)

Quote:

Raw recruits generally only earn half pay for their first month...aside from Kei, Nohea, and Niele, I would count Tern, Brigit, and Kren as raw, based on their descriptions. That'll save us 30 bucks (once only)!

This is fine with them

like_a_god

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Thu, 23 Jun 2011 12:55:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Sun, 12 June 2011 10:16So during the week of repair time we need to decide where we will be heading after our day journeys around the big island and the nearby islands.

I'd like to return to this question :)

like_a_god

Subject: Re: Where do we go from here
Posted by [like_a_god](#) on Thu, 23 Jun 2011 16:49:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Tue, 14 June 2011 14:29Rhedoc: "Uh, listen, I really don't know about this prognostication business, signs and whatnot. I asked her and that's what she told me."

OOC: I may have misinterpreted what Matt said at the table when I asked the little glowing figure. I'm about as good at interpreting signs & portents as my character is... either way Rhedoc is antsy for action, and is a strong proponent of "on the job" training for sailors.

Okay, I've been asked to help clear this up a little. If I was misunderstood, which is possible, I'll try to be a little clearer next time.

In the discussion between Rhedoc and the statue on the alter Rhedoc asked if there might be some information at the temple on Whati that would lead to knowledge about how to deal with the Lamia. To this the figure replied that it was a reasonable place to look for such knowledge.

As a DM, I'm totally find with Rhedoc, as a character, concluding that this was a divine revelation and that Nightangale was directing him to explore the temple. However, I want to make it clear for players that this wasn't a divine intervention sort of thing. She was simply repeating back to Rhedoc a logical, if not entirely useful, answer to his question. There was no promise that knowledge would indeed be found there.

Again, I apologize if I've made a mess of things.

like_a_god

Subject: Re: Flaming Drinks!
Posted by [Tangaroa](#) on Thu, 23 Jun 2011 21:49:00 GMT

Fethra's Kiss

- * 1 tbsp. Bourbon
- * 12 oz. mixed drinking rums
- * 4 oz. high proof (151) rum.
- * 16 ounces of carbonated water
- * 1 tbsp of lemon juice
- * 3 oz. pomegranate syrup
- * 8 oz of fruit juice (mixed)
- * 2 scoops Ice
- * sugar

Mix all ingredients except bourbon and sugar. Mix sugar and bourbon, ignite, and place one ice in container.

Subject: Re: Where do we go from here
Posted by [Tangaroa](#) on Thu, 23 Jun 2011 22:05:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I still say we head towards Whati - we can stop Kanviku, Rekere, and Katura on the way to practice handling of ships and resupply, trade and news.

I have done some personal investigation and have it on good authority that the Imperial ships the Hecktore and the Imperial Coin are already en-route to Whati/Hiwera. I can explain more later, but I fear they may have free reign to act if we delay too much.

Subject: Re: Downtime In Annanstrand
Posted by [Tangaroa](#) on Thu, 23 Jun 2011 22:17:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

like_a_god wrote on Tue, 07 June 2011 02:22Read Magic reveals the following on the Arcane Doll:

For My Beloved Ekinushka*
Within Each Image Lies The Answer
When Your Old Enough You'll Understand
Then You'll Be Able To Resist

*Ekinushka is an archaic term of endearment used specifically between a mage and an apprentice when they are blood related. Prior to falling out of common vernacular, it was used by the royal mages of the Elor.

--> Once the spell is cast, the outer shell of the doll splits and folds back under it's base. A slightly smaller doll is revealed. The dolls hands are held slightly apart and it appears to be straining against the nothingness in between them. There is an intense look of concentration upon it's face.

*What was the first image on the puzzle doll, before read magic was cast?

*The "Nothingness" could be darkness - perhaps a light spell would work? It could be indicative of force - perhaps a mage hand? Concentration - could be summoning something out of the nothingness? Could be trying to hold back chaos or evil - protection versus evil?

Anyone have any other thoughts?

We have all these spells between us; perhaps we could try all of these first?

Subject: Re: Where do we go from here

Posted by [like_a_god](#) on Thu, 23 Jun 2011 22:55:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Thu, 23 June 2011 16:05I still say we head towards Whati - we can stop Kanviku, Rekere, and Katura on the way to practice handling of ships and resupply, trade and news.

I have done some personal investigation and have it on good authority that the Imperial ships the Hecker and the Imperial Coin are already en-route to Whati/Hiwera. I can explain more later, but I fear they may have free reign to act if we delay too much.

:shock: DM HAMMER OF MUTE :shock:

Ok, DM/Player speak time... :p For dramatic effect I'd like to have this information discussed at the table on Saturday. Needless to say that Rhedoc has indeed found out some interesting information during an excursion the night BEFORE we open the game. As such, it won't actually won't be available until then...

As DM I am still working under the impression that the goal, at some point, is to go off to the Temple on Whati. At least that's what I believe was mentioned at the ending of last session.

However, I am open to you guys doing some seafaring, island hopping before going to the temple. I was just trying to garner whether it was a direct route or a few side trips. I should have been a bit more specific in reopening the question.

Subject: Re: Important Tidbits - Updated 2.17.2010
Posted by [Tangaroa](#) on Fri, 24 Jun 2011 02:39:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

The ring of animal friendship - is it limited or does it follow standard rules -

"Ring of Animal Friendship

Aura faint enchantment; CL 3rd

Slot ring; Price 10,800 gp; Weight --

Description

A ring of animal friendship always bears some sort of animal-like design in its craftsmanship. On command, this ring affects an animal as if the wearer had cast charm animal .

Construction

Requirements Forge Ring , charm animal ; Cost 5,400 gp"

This would be any animal - not just the one in the design. And the will save - DC 11 right?

Subject: Re: Important Tidbits - Updated 2.17.2010
Posted by [like_a_god](#) on Fri, 24 Jun 2011 03:52:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Thu, 23 June 2011 20:39The ring of animal friendship - is it limited or does it follow standard rules -

"Ring of Animal Friendship

Aura faint enchantment; CL 3rd

Slot ring; Price 10,800 gp; Weight --

Description

A ring of animal friendship always bears some sort of animal-like design in its craftsmanship. On command, this ring affects an animal as if the wearer had cast charm animal .

Construction

Requirements Forge Ring , charm animal ; Cost 5,400 gp"

This would be any animal - not just the one in the design. And the will save - DC 11 right?

The ring you guys found is more limited than the standard version. As mentioned at the table, it only works on electric eels.

And yes, I believe the DC is 11.

like_a_god

Subject: Walk through of a ship
Posted by [like_a_god](#) on Tue, 28 Jun 2011 12:48:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Guys,

Here is the ship walk through that Damon showed us on Saturday. Just thought ya might like to have the link as a reference.

<http://www.360cities.net/image/diaz-maritime-museum-and-caravel-sailing-ship-mossel-bay>

like_a_god

Subject: Re: Crafting Skill
Posted by [Tangaroa](#) on Sun, 03 Jul 2011 18:05:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would like to petition for a reconsideration of crafting times on ships.

The four hours of work, divide by 2 is clearly meant for camping/outdoors situations, not sitting around for 24 hours on a ship; read the description on p. 549.

It could be said that work in ship's lab is a distracting environment, so one would only get half time. Nevertheless, there are tons of historical examples of carpenters, smiths, sail menders and cooks on a ship. Granted rough or poor weather would be a different matter.

Here's my example scenario, with the cook (level 5 commoner with skill focus, about +10 skill)

"Well, I could only work 2 hours today, being all distracted cause I was on a ship and all. Normally, I'd make 10 gp a week (DC20) sitting around on land, but since I can only work at quarter time, I can only make 2.5 gp a week, or 8 sp/day. Lets see... that's 3 common meals or 8 poor meals. Since there are 22 or 23 of you, I guess about a third of you are eating today. Oh, and only 1 meal today. Aren't you glad you hired me?"

Subject: Re: Crafting Skill
Posted by [like_a_god](#) on Mon, 04 Jul 2011 01:20:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa,

Once again we're running into an issue with the crafting mechanics. /sigh

The information on pages 548-549 deal specifically with the crafting of magic items. According to the mechanics, while adventuring a character may spend up to 4 hours crafting but only nets half that toward the progress of item creation. The same mechanic is used for 'distracting or dangerous environments'. The main thing here, I believe, is that the day isn't dedicated to crafting alone. (Also, note that only 1 magical item may be crafted each day, regardless of time.)

On the other hand, mundane craft skills, such as craft (alchemy) or craft (cooking), say nothing of such limitations other than that the check for an item is made once per week or day. From this I'm assuming an entire day, 8 hours, or a week, made up of 8 hour days, is the duration of time for the check. It doesn't even appear that crafting while adventuring is considered an option.

More /sigh

We've tried to revamp the mundane crafting system to make it more useful, i.e. less time, and to also bring it inline a bit with magic items, i.e. crafting while adventuring. This seems to work off the ship, while adventuring. At least it has so far.

From my perspective crafting on board a ship may be a combination of both dedicated and adventuring conditions. As such, we'll allow for two different timing scenarios, both of which are dependent on sea conditions. Regardless of which one is used neither would allow for the crafter to work more than 8 hours per day.

Scenario 1 - Crafter as passenger (Dedicated Time)

The crafter has no duties to the ship during the day. He may craft up to 8 hours, in two 4 hour blocks, and get full 8 hours of credit toward item creation.

Scenario 2 - Crafter as Crew (As adventuring)

The crafter is part of the crew and has duties, such as watches or whatnot, to the ship. The crafter may spend up to 4 hours crafting per day but only half of that goes toward completion of the item.

Please note that Rhedoc may fall under Scenario 1 on one day and Scenario 2 on another.

I am fully aware that the further we step away from the core rules, as wonky as they are to begin with, the more we're having to make ad hoc rulings regarding the craft skills. It is not an ideal situation and I appreciate your willingness to tweak things as necessary.

like_a_god

Subject: Re: Crafting Skill

Posted by [Tangaroa](#) on Mon, 04 Jul 2011 01:53:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

I apologize again. I hate to sound like a broken record, but the alchemist (or at least, my alchemist) is strongly dependent on crafting. I'm happy with the above compromise. I think has it

stands the character has watch duties once every 3 days... so two days on, one day off works. Barring bad weather, attacks and what not. And I will go with the 5% chance to start a fire on ship.

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [duhwoo](#) on Mon, 04 Jul 2011 07:32:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rhedoc has 3 days free between watches-- and is on watch with Morgan, every 4th evening. Morgan can cut Rhedoc some slack, allowing the gnome to spend watch time in the lab -- as long as the door is open, and Rhedoc remains awake and alert through midnight (when relieved). I believe that with the Captain's largess, Rhedoc can be credited 8 hours of lab time each day at sea -- barring weather or enemy action, of course.

FRITZ

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [like_a_god](#) on Mon, 04 Jul 2011 13:30:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

All,

I'm starting to have grave concerns about the reworked craft skill. My intentional all along has been to make the skill more viable at the table and something that would benefit the party. I'm coming to the conclusion that not only has it failed to benefit the party but it's a distraction that has negatively impacted the game. As such, I feel its time we had a discussion regarding its continued usage.

Before we go further, I do want to acknowledge the fact that Tangaroa is intimately wrapped up in several factors of this discussion. This is mainly because his character has taken the most advantage of it and his actions have helped to illuminate the system's shortcomings. This is in no way meant in any way to be a personal attack.

There are several areas of concern and I'll try to lay these out as best as I am able. I apologize in advance for the wall of text.

First off, what was supposed to be a simple reworking of the crafting skill has turned out to be anything but. We've spend a lot of time discussing crafting, what it is and is not meant to do. Furthermore, the reworked system is repeatedly getting confused with the rules for the crafting of magical items. Part of this is due to the fact that the magical crafting rules where the only clear basis for doing crafting 'on the go'. Regardless, I feel like I'm continually having to reiterate the distinction between the two and I'm still concerned it's one that isn't completely understood. Frankly, I'm getting tired of spending so much time on it.

Secondly, one of the main reasons for doing the rework was to benefit the party. I have not seen a

substantial benefit materialize for the party at the table and, as such, it has me questioning why I'm spending so much time looking on a reworked mechanic. Sure, part of this has to do with party dynamics, but it is what it is. In this regard, I find the rework an utter failure.

Third, the rework has taken something that has always been peripheral, and probably should have remained there, and allowed it to become a major focus. Yes, I suppose I should have seen this coming but, in all honesty, I didn't think it would be a big deal. However, I was wrong. I failed to consider at least two things.

- One, I was under the impression that any decrease in the time it took to craft, however small, would be a boon. I hadn't considered how it might be used by a power player or that there would still be dissatisfaction with the time requirements.

- Secondly, and perhaps the most problematic all things considered, is that while the rework of the system may fix some issues with the RAW (depending on what you think is 'broken'), the Alchemist class throws a wrench into everything. In essence, the Alchemist class has traits that help it overcome some of the challenges in the RAW and make it a viable crafter. However, these traits pose significant difficulties when trying to make an overarching 'rework' of the crafting system. Looking forward, we'd have to return again and again to the crafting system and 'rework' Alchemist class to bring them inline with other classes. I'm not sure it's worth the effort.

Having said all that, we do have some solutions available to us, though I'm sure not everyone will be happy with the options.

1) Revert to RAW mechanics. Yes, I will allow for skill and feat reallocation for everyone who has a craft skill. That's only fair. The Alchemist will retain a significant advantage due to the traits of the class.

2) Convert to the Pathfinder Society in regards to crafting of both mundane and magical items. This basically means all crafting feats are done away with, mundane crafting is as per RAW. Alchemists get 'Extra Bombs' and Wizards get 'Spell focus' instead of scribe scroll. Yes, I will allow for skill and feat reallocation for those who have craft.

3) With some hesitation, I will consider continuing on with the reworked system. The major boon here is that crafting of all sorts will be more rapid than by RAW. However, crafting needs to remain a peripheral activity and cease being a main focus. Furthermore, feats and skills which further manipulate crafting, such as Master Alchemist, will not be available to characters.

There really isn't an ideal fix for this situation... /sigh

like_a_god

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [Tangaroa](#) on Mon, 04 Jul 2011 15:01:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sweet zombie jesus!

As long as this POWER GAMER!!!! (TM) gets to throw lots of alchemist flasks at sweet zombie jesuses without bankrupting his character, this PG doesn't care what rules we use.

I fear that if I present more math it will make this more of an "issue". What the hell... I fear no math! (well, maybe Green's functions; integrating over infinities makes me feel funny).

Current crafting system (at +16 craft alchemy), taking ten it currently takes 1.92 days to craft an alchemist flask, including alchemist class bonuses (swift alchemy).

In the old system, taking 10, it currently takes 1.15 days, including alchemist class abilities.

Thus, on a mathematically level I care not.

So there are other issues you brought up, blah blah. Yep, sounds good.

Lets talk plot!

(Please take liberally with grains of salt. National health association recommends not taking with more then 2.4 gm's of salt daily).

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [like_a_god](#) on Mon, 04 Jul 2011 16:18:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay,

Tangaroa and I have had a long talk regarding the crafting schematics. Since his character was really the main one effected by any change in crafting mechanics, I feel confident in making a decision regarding which mechanic we use.

Starting next session, July 9th, we'll be using the RAW for mundane crafting.

Please note:

- Any items you have crafted will remain at your disposal.
- Those items with in progress will be dealt with on a case by case basis.
- Any characters that have placed ranks in craft skill MAY reallocate them to other skills.*
- Any characters that have craft feats MAY reallocate them.*

*Please let me know if you choose to reallocate.

Crafting on Ship

- Difficulty of crafting depends on weather
- A crafter working on a mundane item may spend the day (8 hours) crafting as long as he has no other duties.
- A crafter working on a magical item may spend an 8 hour day working on the item as long as he has no other duties.

- A crafter working on a magical item may spend 4 hours a day, 2 of which go to item completion, if he has other responsibilities. (As 'Adventuring')

If you have any questions please let me know.

like_a_god

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [Dragonsong](#) on Mon, 04 Jul 2011 16:24:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

But RAW for crafting is a per week check and the result measured in SP for work completed (master alchemist feat at level 5+ and the level 18 alchemist ability as exceptions). So we are still going to the level of granularity of make a roll after 40 hours of "work" which may be more than a week has passed?

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [like_a_god](#) on Mon, 04 Jul 2011 18:41:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Mon, 04 July 2011 10:24 But RAW for crafting is a per week check and the result measured in SP for work completed (master alchemist feat at level 5+ and the level 18 alchemist ability as exceptions). So we are still going to the level of granularity of make a roll after 40 hours of "work" which may be more than a week has passed?

Dragonsong,

You are indeed correct and in cases, say where you've got a week of downtime in the city or on the ship, it seems like a weekly check would be the way to go.

However, please note that there is also the 'Progress by the Day' option presented toward the end of the skill description (Core Rulebook 93). I think that this option would also be viable when you have less than a week to set aside at any given moment. (That is unless I'm reading it wrong.)

like_a_god

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [Dragonsong](#) on Mon, 04 Jul 2011 20:11:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

It is there, but then the check is divided by number of "days" worked so a +16 mod taking 10 gets 26 result for the week. 2.6 GP of the 10 GP for a flask of acid (approx 4 weeks of work to make one) if he works less than a full 40 he gets less than that 20 hrs =1.3 GP of result, 10= .65 GP, and so on.

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [like_a_god](#) on Mon, 04 Jul 2011 22:14:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Mon, 04 July 2011 14:11It is there, but then the check is divided by number of "days" worked so a +16 mod taking 10 gets 26 result for the week. 2.6 GP of the 10 GP for a flask of acid (approx 4 weeks of work to make one) if he works less than a full 40 he gets less than that 20 hrs =1.3 GP of result, 10= .65 GP, and so on.

Dragonsong

Not trying to belabor the point :p But it says 'divided by number of days in the week' I was assuming that means simply divided by 7. I assumed that the result would turn out to be the same whether a crafter takes a 10 on one weekly check or a 10 on a seven daily checks. If it doesn't then that's a huge problem.

[like_a_god](#)

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [Tangaroa](#) on Mon, 04 Jul 2011 23:44:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dragonsong wrote on Mon, 04 July 2011 20:11It is there, but then the check is divided by number of "days" worked so a +16 mod taking 10 gets 26 result for the week. 2.6 GP of the 10 GP for a flask of acid (approx 4 weeks of work to make one) if he works less than a full 40 he gets less than that 20 hrs =1.3 GP of result, 10= .65 GP, and so on.

Eric, just for clarification: from the d20pfsrd:

Quote:If the check succeeds, multiply your check result by the DC. If the result \tilde{A} — the DC equals the price of the item in sp, then you have completed the item. (If the result \tilde{A} — the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \tilde{A} — the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

A flask of acid is DC 15, 10 gp. At a take 10 of 26, this is $26 * 15 = 390$ sp = 39 gp. If you divide by 7, you 5.57 gp a day - two days. I divide by two again as an alchemist (swift alchemy) - 1 day. If I

use the option "add ten rule", I get $26 \times 25 = 650$ -> 65 gp -> 9.28 gp/day -> ~1 day normally, but half a day on account of swift alchemy. With a masterwork alchemist kit and my alchemist "+5 to a crafting skill" ability, I can do this even faster.

As long as you can make the checks, and items are cheap, it's not too bad. Mathematically, simple but expensive items are where the standard mechanic breaks down heinously; masterwork thieves tools, for example, or a masterwork spear. Why does it take longer to make a masterwork spear than a masterwork exotic weapon? Mysteries! Masterwork spear, taking 10 with a +18 and the optional rule takes 4.9 weeks (if it was adamantine... forget about it!). A masterwork hand crossbow... 5.1 weeks. Clearly, something is wrong. But I'm sure you're aware of all these shortcomings. Lord knows we've talked about it enough!

The real problem, from the alchemist's point of view, is crafting weapon blanches, silversheen, and (especially) poisons. To be ridiculously extreme, take Tears of Death poison: DC 22. Say I can reliably hit a DC of 32 - this 70.4 gp/week. Since one dose is 4500 gp this is ~64 weeks, for a one use item. Even with the "Master Alchemist" feat, this would still 6.4 weeks (but at least I would get Int number of doses!). Best to wait until level 18, when I can make it in one round due to class features!

So as long as I'm willing to limit myself to lower level/cheaper poisons, I should be fine. I probably will take master alchemist, but I'm still on the wall. It's a question of if I want to craft or buy poisons or not.

Anyways, this pretty much breaks my declaration to stop talking about the issue, but really, I'm dropping it. See I'm dropping it right now. Watch me drop it so hard! Bonk!

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [Tangaroa](#) on Tue, 05 Jul 2011 12:38:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmmm... Actually masterwork is an entirely separate item... Which makes that not so bad (3 to 7 weeks). So I guess exotic materials and expensive poisons are the only real problem (and if you say exotic materials don't add to an item's price for crafting purposes, it fixes at least that issue)

Subject: spell card generator
Posted by [Dragonson](#) on Sun, 10 Jul 2011 01:21:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://www.thegm.org/perramsSpellbook_d20pfsrd.php

for Damon and anyone else interested in making nice laminated spell cards

Subject: Re: Crafting Skill - Updated 2.12.2011
Posted by [Tangaroa](#) on Mon, 11 Jul 2011 00:03:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Time to craft, traditional method:

$$T = 10 * P / [Diff * R]$$
$$Diff = \{DC, DC + 10\}$$

T = time to complete item (weeks)
Diff = Item difficulty (either difficulty check or difficulty check + 10)
R = Result
P = Price of item (gp)

File Attachments

- 1) [Crafting_Times_Days.pdf](#), downloaded 173 times
 - 2) [Crafting_Times_Weeks.pdf](#), downloaded 163 times
-

Subject: Party Accounting
Posted by [Tangaroa](#) on Sun, 17 Jul 2011 02:37:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

My accounting log may be found here, update 7/16/2011

Party Expense Accounting and Item Log

I hope everything is in order.

It would probably be a good time to split up the accumulated "spare change" - some 8000 in coin and gems.

This figure does not include any wealth from Talinth - I don't know if the wish is to tithe it to his church, send it to his kin, invest it in the ship, use it to pay for the speak with dead, split it among the party, use it to hire a replacement of equal ability, etc.

~Tangaroa.

Subject: Re: Party Accounting
Posted by [Dragonsong](#) on Sun, 17 Jul 2011 02:43:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Talinth has a will: it requests that his sword along with any proof of the Drow in the islands, and copies of his journals (the originals are to be bequeathed to the temple of Fethra in Annanstrand)

be sent back to his homeland. All his remaining worldly goods (after his funeral) are to be disbursed as any surviving housemates of X address in Annanstrand wish.

~DS~

Subject: Odes to the Fallen

Posted by [Tangaroa](#) on Sun, 17 Jul 2011 14:38:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

For Talinth:

Wayward son here fallen at earths fiery lip.
Groaning, shouting, fighting, a last slow breath
Will your mother weep for this brave final trip?
Dark and angry sibling ghosts now your death.

Fethra smiling ever now, her son at ease
Passion was yours, seeking for a new day
Solace you have found on far shores afire.

Sunset falls now on us, dark and cold breeze
But in peaceful gray lands you make your way,
Sing as holy dead a voice that ne'er tires.

Subject: IDENTIFY have we been doing it wrong.

Posted by [Dragonsong](#) on Mon, 18 Jul 2011 21:32:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

So as I was perusing the spell lists I discovered that we may have been doing Identify wrong. It lasts 3 rounds per caster level and works like detect magic with the bonus. Meaning a 5th level caster can identify 5 items with one casting (3 rounds per item). Much less spell slot intensive than I, at least, had been thinking.

Subject: Re: IDENTIFY have we been doing it wrong.

Posted by [Tangaroa](#) on Mon, 18 Jul 2011 23:42:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good to know. So... I can use it on everyday detect magic needs, too? (On those rare occasions

it comes up)

Subject: Re: IDENTIFY have we been doing it wrong.
Posted by [Dragonson](#) on Mon, 18 Jul 2011 23:43:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks like it to me albeit shorter in duration than the normal detect magic.

Subject: Re: IDENTIFY have we been doing it wrong.
Posted by [Tangaroa](#) on Mon, 18 Jul 2011 23:51:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sure, and 1st level - but it's Rhedocs only option for seeing magic (barring a magic item).

Subject: Re: IDENTIFY have we been doing it wrong.
Posted by [like_a_god](#) on Tue, 19 Jul 2011 01:23:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good catch on this one. I didn't realize that it functions like 'Detect Magic' in addition to providing a bonus to spellcraft checks when determining the properties of magic items.

Please remind me if I forget at the table.

like_a_god

Subject: Golems be Tricky, Precious
Posted by [Tangaroa](#) on Tue, 19 Jul 2011 14:09:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are a few things Papa Gnome taught me lo these many years ago that I should have remembered:

Immunity to Magic (Ex)

A golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Certain things ignore this:

conjunction spells such as acid arrow or glitterdust

supernatural abilities such as a sorcerers fire ray, or an alchemists bombs

Damage Reduction (Ex or Su)

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

Now animated objects with hardness... those still make me quiver in my boots.

Rhedoc will attempt to remember these lessons in the future.

Subject: Re: Golems be Tricky, Precious
Posted by [like_a_god](#) on Tue, 19 Jul 2011 17:51:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll take a look at the issues you've brought up. I may have read a little bit too much into the immunity to magic bit and I'll try not to make the same mistakes in the future.

Just to be clear. The alchemist bombs did have an effect on the golem. However, since the bombs dealt fire damage they slowed rather than damaged it. At least that's how I read the entry regarding changed effects. I saw nothing that said that the effect of alchemist bombs were to be handled differently. But, I will review.

One last thing. The golem also has DR which couldn't be overcome by melee attacks since no one had a weapon of the correct material. Please remember that I am NOT allowing magical weapons with a given # of pluses to overcome special material based DR.

like_a_god

Subject: Re: Golems be Tricky, Precious
Posted by [Tangaroa](#) on Tue, 19 Jul 2011 19:39:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmmm... I was in general thinking of what my character can do against constructs in general, the bane of spell casters. And my character has the requisite skill knowledge to know better. However, specifically for flesh golems, I do think that the bombs would have dealt fire damage, in addition to the slow effect.

<http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/rules/golemImmunityVsFireColdElectricEnergySpellsYesOrNo&page=1&source=search#>

"Paizo Employee James Jacobs (Creative Director), Wed, Apr 14, 2010, 01:05 PM
Golems' immunity to magic ONLY extends to effects that normally allow SR checks. A good way to think of this is that if an effect hits a golem and has to roll an SR check, you just assume that the SR check fails to penetrate the golem's SR. Every golem has a few spells that affect it in

unusual ways, and these exceptions automatically get through this phantom SR but have different effects than normal.

Effects that don't get blocked by SR, such as acid arrow, a dragon's breath weapon, or the fire on a flaming sword hurt the golem normally unless it ALSO happens to have resistance or immunity to that teffect (as in the case of the ice golem, which is immune to all cold effects).

For something like a flesh golem, it says ANY magical attack that deals cold, fire, or electricity damage affects the golem in a specific way that's different than the attack's normal (usually damage causing) effect. This applies to ANY magical attack, not just those that have to penetrate SR."

Well, that's what James Jacob says.

As to Demons, devils, liches and other scary things that might be immune to Rhedoc's abilities... Rhedoc is pretty sure they don't exist.

Subject: Making Morgan's Marauders Mightier...
Posted by [Tangaroa](#) on Thu, 21 Jul 2011 02:08:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Regardless of the next incarnation our fifth PC may take, I would like to suggest this group strengthen our ranks.

1) Primarily, I think it would serve our group well to consider Bulla and Tern as peers, or at least junior partners. If they are willing to take the combat risks we are, perhaps diverting more money so that they might improve their armaments (and, perhaps, lot in life) is in order. Right now we provide them with a mere pittance of a wage for risking life and fin.

2) Secondly, there are a variety of potions that I could make for the group to form a "potion library" - if we were willing to set aside a little money as a group.

1st (25 gp in raw materials for caster level 1)

- * Ant Haul
- * Crafter's Fortune
- * Cure Light Wounds
- * Endure Elements
- * Enlarge Person
- * Jump
- * Keen Senses
- * Negate Aroma
- * Reduce Person
- * Touch of the Sea

2nd (150 in raw materials for caster level 3)

- * Aid
- * Barkskin

- * Bear's Endurance
- * Blur
- * Bull's Strength{*]Cat's Grace
- * Cure Moderate Wounds
- * Darkvision
- * Delay Poison
- * Eagle's Splendor
- * Fox's Cunning
- * Invisibility
- * Levitate
- * Owl's Wisdom
- * Protection from Arrows
- * Resist Energy
- * Restoration, Lesser
- * Spider Climb
- * Undetectable Alignment

3rd (375 in raw materials for caster level 5)

- * Cure Serious Wounds
- * Displacement
- * Draconic Reservoir
- * Elemental Aura
- * Fly
- * Gaseous Form
- * Haste
- * Heroism
- * Nondetection
- * Protection from Energy
- * Rage
- * Remove Blindness/Deafness
- * Remove Curse
- * Remove Disease
- * Tongues
- * Water Breathing

(note, I can't actually make the 3rd level ones until next level - and I don't actually know all of these spells yet).

Subject: Wahi

Posted by [Dragonsong](#) on Thu, 21 Jul 2011 04:17:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Whai(stingray)is a Hanumi (mixed blood) my father was from Rekere and is a carpenter. He met my mother while working in Annanstrand during the rainy season 24 years ago. When he returned the following rainy season the Hanumi woman he had come to love had borne his child. Thrilled to have a child and a family he married the woman and took her and the newborn back to his village

on Rekere at the end of the rainy season.

Wahi is the oldest of 4 children by the couple and began journeying to Annanstrand with his father 8 years ago.

Moukos, my father, was an active participant in the rebellion and has some friends that remain throughout the big island and the middle islands from that time. Wahi and his father stay among the groups of traditionalist in exile (the ones Iri met and talked to) in the city as his mother's people are among their numbers.

Wahi has been called to a holy purpose as a protector of sacred objects and people primarily those associated with Matamua from early in his teens being trained in combat styles of both the island peoples and the newcomers and developing his own connection with Matamua to better protect sacred objects / sites and to officiate ceremonial combats if needed, as he is known for being forthright and fair. As Wahi has come into adulthood he has been charged with transporting ceremonial items between the middle islands and semi-traditionalist in Annanstrand, typically such items include properly blessed tattoo implements, family bond items connecting those in Annanstrand with their families back on the middle islands, etc. that are stored at sacred sites in the middle islands to maintain their "purity".

This season however Matamua has sent him into a different direction. No sacred objects were to be guarded instead he was selected to go to the Locathah trading as one of the guards to ensure the safety of the shy aquatic brethren. As the rambunctiousness of the Lua and Aru trading families not to mention other Annanstrand based visitors to the trading have been increasing over the past few years. While on this duty he witnessed a strange group of outlanders along with a mat dweller and an apparent exile arriving on one of his many "uncles" prized Catamaran.

Wahi, upon seeing these late arrivals, received a vision from Matamua who manifests as winged serpent / dragon / large reptile. So fascinated with what Matamua was trying to convey he even approached the female exile during one evening's dances. Although he was not able to glean any information from her, a change did begin occurring within him. His connection to Matamua began to manifest as developing the ability to cast new magics and on occasion growing the claws that Matamua's manifestations often have.

Upon being discharged from his duty at the market and receiving training in how to use his new gifts Wahi has traveled first to his "uncle" to learn who these people are. Then to a village on the north shore of the big island. Where he became embroiled in the duplicities of Rokah, a fisherman by trade and infernal sorcerer in secret. In his 40's established and respected Rokah's new headdress was deserved for his station. It also allowed him to more effectively use the enchantment magics available to him to cause the wife of the local head man to begin an affair with him. He then began to recruit her and several other women in the village to begin meeting in secret while he feigned an injury that prohibited him from leaving with the rest of the men to fish. It was when the head man fell ill (the wife was poisoning him) as a result of Rokah's over eager desire to supplant the head man. Wahi arrived in the town and when he discovered the affair he sought to address the violation of family only to discover an ensorcelled woman and very dangerous sorcerer. It was only by luck that Wahi survived. A situation arose where the chief's wife was asked to endanger herself to try and kill Wahi that the spell was broken and the discovery of the bad influence in the villages midst was revealed. Rokah was able to use magics

to make himself invisible and flee the area with his plans in ruins.

The past week he has been assaulted with both waking dreams and nights filled with images of flying lizards, fire, the raiding serpentfolk, and other strange portents. As well as verification that the magical headdress was not corrupted and bequeathed to him by the local elders Wahi is preparing to begin his searches for this Captain Morgan and his fellow travelers.

Subject: Re: Making Morgan's Marauders Mightier...
Posted by [Dragonson](#) on Thu, 21 Jul 2011 12:40:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

How about you edit the list to what you can do at the moment. For me this would make the decision making process a bit easier.

Subject: Re: Making Morgan's Marauders Mightier...
Posted by [Tangaroa](#) on Thu, 21 Jul 2011 14:28:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think asking for the "short list" is the wrong question, since ultimately I can work towards any of these that we, as a party or individuals, might want:

In the moment, I can brew the following:

1st (25 gp in raw materials for caster level 1)

- * Crafter's Fortune
- * Cure Light Wounds
- * Jump
- * Touch of the Sea

2nd (150 in raw materials for caster level 3)

- * Darkvision
 - * Invisibility
 - * Resist Energy
 - * Spider Climb
-

Subject: Re: Making Morgan's Marauders Mightier...
Posted by [Dragonson](#) on Thu, 21 Jul 2011 16:08:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, because we don't have them at the moment so better to have the actual resources on hand rather than someone make an assumption only to have to reassess a plan because now you have to find a scroll and buy it (not a bad chance but I did fail to find a wand of CLW last time); or we find a caster that you can pay to use his spell book and then deal with the additional expenses

and slowdowns.

To be financially responsible of us the 1st level spells 25*50 potions for 1st level spells = 1250 your price or 2500 market versus 750 market for a wand with 50 charges. If Iri or Aryanne, takes craft wand at 5th level (not that they did) or take craft wand at 7th we can cut those costs down to 375 per wand.

For second level spells 150*50= 7500(15000 market) vs 2250(4500 market).

The huge expense increase is for the fact that non casters can use the potions over the wands but as everybody in our party can access spell lists of one or more sorts and as wands are spell trigger items they appear to be better cash outlays. This OPINION is due to the fact that I disagree with the premise of more heavily using the NPC's. If we HAVE to rely on the NPC's then honestly we need to look at our strategies and have Matt reassess the CR's of the encounters.

The drawbacks:

There is a chance we will not be able to find the wands in the market.

That we have to outlay all the cash at once (A HUGE ADVANTAGE to the potion stockpile)

Bulla Tern, etc cannot make use of the wands (To me, Meh as I, personally, don't want to use the NPC's in combat much)

The wand will only be able to be used by 1-3 of the PC's depending on spell.

A huge advantage for the potions route. You can make a potion with a higher than minimum caster level. IE a potion of CLW caster level 5 that heals 1d8+5 but is more expensive to make (125 GP) so still cheaper than a 2nd level potion.

This advantage exists because we do not have craft wand available to us.

Of course the Infusion discovery allows others to use your infusions rather than them only working for you. Effectively letting you use even formulae with a range of personal (true strike, etc) on others. While limited per day costs us no money and allows us to more broadly use our parties renewable resources. I do however realize that personality wise your character is not inclined to take said discovery.

Subject: Re: Making Morgan's Marauders Mightier...
Posted by [Tangaroa](#) on Thu, 21 Jul 2011 18:16:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alright, perhaps I should have split this into two different conversations.

1) Regarding NPC's: if there is a strong feeling against investing in our NPC's, then yes I do think we need to reassess our strategies. I think last game was probably an exceptionally hard battle; a resource depleted, recently 5th level party going into a CR 9 encounter (as I understand the CR system to work) is a very tough battle. Generally, we have fared more effectively in combat as a group.

In an very tough battle, such as the one we faced, is there a signal to retreat? Does everyone have an escape plan/method?

In battle against high-damage opponents, do we stop to do minor healing or pursue a more aggressive strategy?

How do we know when to stop and when to proceed regarding resource levels?

Whom do we depend upon for high damage output in the group? Fritz's sneak attacks? If so, how do we support him?

Is there someone who is a "tactical lead" group?

Can we form a heavily armored and/or high hitpoint front line (not that Talinth did not serve admirably in that role), or fake it? Summons, for instance, can buy a party some time.

Rhedoc is building towards crowd/battlefield control. Is there some other specific role I could fulfill? Would this be overlapping with Damon too much?

These are things that bear at least a bit of discussion.

2) Magical resources: My offer stands as to the potions. I'm not suggesting we try to replace wands or scrolls, but at least provide us with some additional flexibility.

As a general rule, spontaneous casters make poor crafters unless they have an extremely serendipitous spell selection, primarily because they often have to purchase scrolls for many of the things that a party might want. Of course, having multiple casters in the party partially alleviates this issue.

Regarding the infusion discovery: much of what it does is already covered by potion brewing (especially at lower levels), and I would prefer to spend the discoveries working towards other ends. However, if there is a particularly strong feeling towards Rhedoc taking that and "pulling more weight" in the party magically, he will.

Subject: Re: Making Morgan's Marauders Mightier...

Posted by [Dragonsong](#) on Thu, 21 Jul 2011 19:11:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Thu, 21 July 2011 18:16 Alright, perhaps I should have split this into two different conversations.

As a general rule, spontaneous casters make poor crafters unless they have an extremely serendipitous spell selection, primarily because they often have to purchase scrolls for many of the things that a party might want. Of course, having multiple casters in the party partially

alleviates this issue.

As a general rule arcane casters of all stripes make poor crafters as they are spontaneous (mitigated a smidge by the new favored class options) OR must either find or trade for all of the spells whereas the druid and cleric are top dogs in that regard. But compared to those 2 classes everybody loses on the item creation contest.

I cannot disagree that a small selection of potions being available is a wonderful idea.

The second level ones are where its at for the most part
Darkvision, Invisibility and Resist Energy are all great the hard part is deciding which resist ones to stockpile and of course how many to stockpile

3 of each is 1350 gp
add 3 touch of the sea for another 75

That is about all I would want to spend on consumables. As that is almost the cost of a +1 or Mithril breastplate. And more than a +1 cloak of resistance.

Subject: Re: Making Morgan's Marauders Mightier...
Posted by [like_a_god](#) on Thu, 21 Jul 2011 21:05:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Thu, 21 July 2011 12:16

I think last game was probably an exceptionally hard battle; a resource depleted, recently 5th level party going into a CR 9 encounter (as I understand the CR system to work) is a very tough battle. Generally, we have fared more effectively in combat as a group.

I'd advise you guys against using the Challenge Ratings system as it's presented in the book. The system makes numerous assumptions about a variety of things and due to several factors, including our play style I've had to tweak it significantly. Furthermore, I make no promises that the names of creatures I use at the table directly correlate to those within the Monster Manual.

I appreciate the discussion regarding strategy and I'm reading eagerly to make sure I can counter any strategies you come up with BWAHAHAHA!

I don't plan on entering further into the discussion I just didn't want you working off of a false premise.

like_a_god

Subject: Re: Making Morgan's Marauders Mightier...
Posted by [Tangaroa](#) on Thu, 21 Jul 2011 21:32:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Alright, let me revise the discussion to exclude CR:
Everyone was really tired, we went and fought two really big things that hit hard and killed one of our peers. Normally that doesn't happen.

Subject: outfittin in Port Edgeward
Posted by [duhwoo](#) on Tue, 02 Aug 2011 19:21:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

As soon as the Onyx Key arrives in Port Edgeward, Captain Morgan will inquire about the availability of a Horn of Fog for purchase (2,000gp out of the 10,000 allocated to shipboard goodies). He'll also buy as many Feather Tokens of the "Fan" type as are available. "Bird" and "Anchor" Feather Tokens are of interest as well -- and a couple of "Swan Boat" Feather Tokens might prove extremely valuable, even at 450gp each! An ounce of Sovereign Glue (2,400gp) is bound to come in handy sooner or later. Also, scrolls of "Make Whole" in the ship's locker would allow any sorcerer or oracle to do some ship repair in the midst of battle: can we get 4 of those (150 each)?

Please let me know how many of each of the above goodies are available, Matt. Then we can determine what's left to spend.

These are just the things I came up with -- I'm open to more suggestions in the cool-but-affordable-ship-stuff category. I reckon we can also spend a thousand gp on potion-making supplies, keeping our gnome busy in the lab. For 600 gp in supplies, 2 dozen potions of Endure Elements would allow the entire crew to operate for a day in extreme climate conditions, just in case we encounter a hostile environment in our travels. (It would also require 24 days of lab time, though...) Another 400 gp worth of healing potion materials could be used to prepare a nice infirmary, as well...

FRITZ

Subject: Re: outfittin in Port Edgeward
Posted by [like_a_god](#) on Wed, 03 Aug 2011 14:18:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Duhwoo & All

Made it to S. Dakota! However, I didn't bring my notes for the game with me. I'm having a brain fart and can't remember what the setup was for outfitting the ship. Can someone post that for me?

Also, once we get to our final destination and I have a chance to site down, I'll roll to see what of the this stuff is available.

like_a_god

Subject: Re: outfitting in Port Edgeward
Posted by [Tangaroa](#) on Thu, 04 Aug 2011 02:49:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am dubious about purchasing the sovereign glue, especially since you need 1000 gp in salve of slipperiness just to contain it. I'm sure it has some awesome off the wall uses but I think the money might be better spent.

A wand of Endure elements would be cheaper and go further. Some of the other stuff might go further.

How much of this bounty are we planning on investing in the characters? I think investing more than 20% in the ship might be unwise.

Subject: Re: outfitting in Port Edgeward
Posted by [duhwoo](#) on Fri, 05 Aug 2011 01:29:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good idea on wands instead of potions: Morgan will first determine if a wand of endure elements is available for purchase. Also, a wand of Cure Light Wounds is always a good value. Matt, please let us know if we can purchase both of those wands, for 750gp each.

The Sovereign Glue would be for mast repair, in case we snap one. I reckon "Make Whole" can fill that role more cost-effectively, though -- so we'll forgo the glue. Also skip the Horn of Fog, I guess, since we have a caster who likes "Obscuring Mist". The various Feather Tokens are a high priority, however.

I reckon whatever is left after the above purchases can be distributed to the 7 members of the shore party (including Tern, Bulla, and now Wahi). So, if we can get everything I requested for the ship:

- 2 wands @ 750gp each, or 1,500gp
- 4 x Scrolls of "Make Whole" @ 150 each, or 600gp
- 8 Feather Tokens, totaling 2,300gp:
(4 x "Fan" @ 200gp each; 2 x "Swan Boat" 450gp each; and 2 x "Bird" @ 300gp each)

That's 4,400gp -- leaving 5,600gp to divide by 7 (5 PCs + 2 NPCs): 800gp for each character.

That should be pretty helpful.

FRITZ

Subject: Re: outfittin in Port Edgeward
Posted by [Dragonsong](#) on Fri, 05 Aug 2011 13:34:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

If we cut Fritz's amounts in half we end up with about 2200 GP spent we can increase the stores of those items as we go.

IMHO NPC' gear purchase should fall under the umbrella of Ship expenses rather than party share.

I have a full wand of CLW that I would be happy to contribute to the ships needs, if so desired.

Subject: Re: outfittin in Port Edgeward
Posted by [like_a_god](#) on Fri, 05 Aug 2011 22:57:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Thu, 04 August 2011 19:29 So, if we can get everything I requested for the ship:

- 2 wands @ 750gp each, or 1,500gp
- 4 x Scrolls of "Make Whole" @ 150 each, or 600gp
- 8 Feather Tokens, totaling 2,300gp:
(4 x "Fan" @ 200gp each; 2 x "Swan Boat" 450gp each; and 2 x "Bird" @ 300gp each)

FRITZ

Greetings form ND!

Alright, all the gear in the list above is available for purchase.

like_a_god

Subject: Re: outfittin in Port Edgeward
Posted by [duhwoo](#) on Sat, 06 Aug 2011 18:31:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

I disagree with simply cutting the order in half: we don't know when we'll have access to magic for purchase again. Since we have a wand of CLW, I reckon we only need the wand of Endure Elements now. Also, I'll drop a Swan Boat (we can only lose the ship once, so should only need a rescue vessel once). If I drop the request from 4 to 3 "Fan" Tokens, that brings the order to an

even 3,000gp -- and an even 1,000gp to each shore party member.

I understand the argument for NPCs getting money from a common pool -- but in this case, I view all members of the shore party (PCs and NPCs alike) getting 1,000 GP from the ship's pool. I recommend Bulla get Bracers of Defense for a +1 to his AC (plus they'll look cool), and Tern should get a +1 enhancement to his armor.

FRITZ

Subject: Re: outfittin in Port Edgeward
Posted by [Tangaroa](#) on Fri, 12 Aug 2011 17:33:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Divide by 6 now, so everyone gets 1167.67 gp.

I will use a portion of mine to buy tern a "really big sword" - either a mwk. petrin bastard sword (368.5 gp) or mwk. petrin great sword (385) - his choice. The idea behind a bastard sword being he could eventually pick up the feats to fight one handed with it and add then add a shield to his panoply.

Tern should get nice base armor before he invests in making it magic - what does he wear right now?

I am given to understand that a) the gnome Anna is a sorcerer and b) that the prophecy from the scary lady with no history says that the ship she will be on (her father's ship is doomed). If this understanding is correct, Rhedoc would like to try to acquire a scroll of Teleport and send it to her as a gift in a watertight case - "Use in case of emergencies" - the thought of her sinking along with that ship is terrifying. This would be a 1125 gp scroll + case cost.

Subject: Re: outfittin in Port Edgeward
Posted by [Dragonsong](#) on Fri, 12 Aug 2011 17:59:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Sat, 06 August 2011 18:31 I understand the argument for NPCs getting money from a common pool -- but in this case, I view all members of the shore party (PCs and NPCs alike) getting 1,000 GP from the ship's pool. I recommend Bulla get Bracers of Defense for a +1 to his AC (plus they'll look cool), and Tern should get a +1 enhancement to his armor.

FRITZ

OK let me explain this differently if what you want for them is more than the 20% for ships provisions I agreed to it has to come out of your share. So far I, as a player, have not agreed to more than 20% of the booty to be allocated to the ship. Just as I assume Rhedoc is using his share to buy said teleport scroll. So 10k -20% = 8000 /4 players = 2000 each.

For Bulla we may want to look at the Piecemeal armor options in ultimate combat to find a way to provide more than a +1 AC bonus while minimally hindering his movement.

Subject: Re: outfittin in Port Edgeward
Posted by [Tangaroa](#) on Fri, 12 Aug 2011 18:38:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm ok with the 8000/4 option, too. I will still buy the 'port scroll, the Mwk Weapon, and in addition I can pick up a wand of mage armor and four of oils of magic weapon for bulla - this would be all out of pocket for Rhedoc, which I'm fine with. I believe these purchases would take care of the NPC situation for a bit. I can use magic device on the wand, or I can hand it to the Captain to cast it on Bulla. That way we don't have to get permanent enchantments for any of the NPC's right now (which are expensive), and we can use the wand of mage armor on Ariana as well in her animal form.

Subject: Damon: About the Bow for your druid
Posted by [Dragonsong](#) on Mon, 15 Aug 2011 22:32:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is an archetype in Ultimate Combat for the monk called martial artist and it MIGHT be able to be combined with the zen archer archetype.

Subject: Re: Damon: About the Bow for your druid
Posted by [Tangaroa](#) on Wed, 17 Aug 2011 01:49:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you're thinking of multiclassing for more fighting capability, why not go ranger? You get a point of BAB, good reflex and fortitude saves, the weapons you desire (longbow), and a favored enemy. I might recommend favored enemy(demons). Or even fighter, and get an extra feat and heavy armor proficiency. On a whole, either seem more thematically appropriate then monk.

Or you can always take Martial Weapon Proficiency at level 7, and just keep going druid. Not a terrible choice, either.

Just some thoughts.

Subject: Re: Damon: About the Bow for your druid
Posted by [Dragonsong](#) on Wed, 17 Aug 2011 12:58:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Except as a wild shaping druid armor proficiencies don't help the wisdom to AC will apply even in other forms. 3 good saves and the whole point of the martial artist archetype is to make the monk less monastic/ethereal and more of a here and now.

Subject: Re: Damon: About the Bow for your druid
Posted by [Tangaroa](#) on Wed, 17 Aug 2011 13:41:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey, that's why we bought the wand of Mage Armor :)

Subject: Re: Damon: About the Bow for your druid
Posted by [Dragonsong](#) on Wed, 17 Aug 2011 15:16:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

I figure that we have plenty of other crew members/ people on the ship that even if Aryanne is allowed to go that route (which Matt has most certainly not agreed to yet) the wand will still see plenty of good use.

Subject: For New and Potential Players
Posted by [like_a_god](#) on Fri, 30 Sep 2011 14:10:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Greetings,

Just wanted to drop a note for players that might be interested in joining the Edge of Waters campaign.

Character Creation

The choice of character background, class, race etc. may be limited by both the homebrew campaign setting and the NPC pool available to the party at the time of play.

Characters will most likely start at 5th or 6th level. Their gear will depend heavily on their background. Stats will be generated by the same means used at the start of the campaign.

Campaign Info

The info provided in previous postings is still relevant to the campaign. However, when considering character backgrounds and the like, please keep in mind that the party has traveled beyond the edge of the map. Information pertaining to this unexplored area will be made available for players who wish their characters to come from this locale. (And, as I create it)

House Rules

Over the course of the campaign we have tried to overcome some shortcomings of the Pathfinder

system by developing some House Rules. Some of these have been detailed out in various discussions. However, I just wanted to clarify several specific ones.

Crafting: We tried a new crafting system and ultimately reverted back to that in the Core Rules.

XP and Leveling: We decided to level at the DM's discretion rather than track XP rewards.

NPC's & Leadership Feats: The Leadership feat has been omitted. Instead, the party has gained the assistant of NPC's organically.

like_a_god

Subject: Last Week's Session

Posted by [like_a_god](#) on Sat, 15 Oct 2011 00:25:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good evening,

I've spent the better part of the week thinking about last Saturday's session. Simply put, I did not foresee what ended up occurring after the reception of the note from the Onyx Key and I handled it badly. I realize now that in my rush to avoid mass combat and keep my plot concept viable, I made some bad DM calls that were both unfair and questionable. For this, I apologize.

I have tried to figure out a solution that would make all involved happy and not significantly break with the flavor that I have set up for other parts of the campaign. Ultimately, I have failed to come up with just such a solution.

As such, I would humbly ask you guys to allow me to take a mulligan and simply erase the latter part of the session. Basically we'd start the session at the Kuna's table with the note never having arrived.

I have never had to do this before, I don't like it and I hope never to have to do it again. I know you guys expect more from your DM and I'm going to try my hardest to come closer to meeting those expectations in the future.

As an aside, I'd like to say thanks to Damon for his assistance in looking for a resolution and to Dragonsong's for calling me out on some of the bad calls and missed opportunities.

like_a_god

Subject: Re: Last Week's Session

Posted by [Tangaroa](#) on Sat, 15 Oct 2011 16:26:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

It seems between shapechanging, weather controlling and aquatic powers, it would be a relatively trivial thing for Ari to escape, assuming she doesn't get immediately overpowered. A single, isolated player going up against an unknown number of odds is likely to die. But, then again, you can hand wave it, say "forces here are larger than you think you can possibly deal with; escape or hand over your character sheet". I'm happy either way.

Alternatively, we have a scroll of teleport amongst us that we can use to get to the ship, so that Ari wouldn't have to face the threat alone. But I don't know if that would help your situation.

Subject: Re: Last Week's Session
Posted by [like_a_god](#) on Sat, 15 Oct 2011 17:11:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Sat, 15 October 2011 10:26 It seems between shapechanging, weather controlling and aquatic powers, it would be a relatively trivial thing for Ari to escape, assuming she doesn't get immediately overpowered. A single, isolated player going up against an unknown number of odds is likely to die. But, then again, you can hand wave it, say "forces here are larger than you think you can possibly deal with; escape or hand over your character sheet". I'm happy either way.

Alternatively, we have a scroll of teleport amongst us that we can use to get to the ship, so that Ari wouldn't have to face the threat alone. But I don't know if that would help your situation.

Tangaroa,

Thanks for your suggestions and willingness to be flexible. I think having the situation never arise is the best fix.

Also, when did you guys get a scroll of teleport? I've searched the boards and, while there is a request for it from you in the "Outfitting in Port Edgeward" I don't remember granting this request. Granted, it could have happened at the table and somehow slipped my mind...

like_a_god

Subject: Re: Last Week's Session
Posted by [Tangaroa](#) on Sat, 15 Oct 2011 17:35:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I bought one for Ana, in case she needed to use it to escape her father. She didn't, so I assume she still has it tucked away in her robes somewhere.

Subject: animal companion
Posted by [Dragonsong](#) on Sun, 16 Oct 2011 00:56:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.d20pfsrd.com/feats/general-feats/boon-companion>

for Mitch

Subject: Re: animal companion
Posted by [mitch](#) on Fri, 21 Oct 2011 21:02:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good recommendation.

Will probably take this at next opportunity to make my dog actually worth something in combat.

Mitch

Subject: Re: animal companion
Posted by [Tangaroo](#) on Wed, 09 Nov 2011 03:09:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is that avatar from Morrowind?

Subject: Re: animal companion
Posted by [mitch](#) on Wed, 09 Nov 2011 04:48:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah. It is a picture of a Tribunal guard, found in the capital city of Morrowind province, Mournhold.

Mitch

P.S. Where are we meeting this Saturday?

Subject: Saturday the 12th game
Posted by [like_a_god](#) on Wed, 09 Nov 2011 18:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Howdy,

Just wanted to confirm we're looking at playing the Saturday. I had dental surgery yesterday but should be able to talk comfortably by Saturday. We're gonna be one short since Mitch can't make it.

Other than that, are we game on?

like_a_god

Subject: Re: Saturday the 12th game
Posted by [duhwoo](#) on Thu, 10 Nov 2011 20:56:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

apt 106 should be good-to-go for this Saturday -- see youse guys ~noon!

FRITZ

Subject: Spring on the Waters!
Posted by [like_a_god](#) on Wed, 21 Dec 2011 00:55:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Heya Heya,

I hope your guy's holiday is going well. Due to Damon's nagging ;) I thought I'd drop a note to start the discussion on when you guys would like to start back up. What works for you?

I should be good to go starting the weekend of January 7th.

like_a_god

Subject: Re: Spring on the Waters!
Posted by [Damon](#) on Mon, 26 Dec 2011 04:26:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm ready to go!!!

Subject: February Session Dates
Posted by [mitch](#) on Tue, 31 Jan 2012 01:06:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey all,

Just want to confirm February dates for the Edge of the Waters campaign, in light of Genghis Con:

Feb 4 is ON!
Feb 18 is OFF! due to the convention
Feb 25 is ON? or OFF?

Summary of the last game session incoming later tonight!

Mitch

Subject: Re: February Session Dates
Posted by [like_a_god](#) on Wed, 01 Feb 2012 18:31:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

mitch wrote on Mon, 30 January 2012 18:06Hey all,

Just want to confirm February dates for the Edge of the Waters campaign, in light of Genghis Con:

Feb 4 is ON!
Feb 18 is OFF! due to the convention
Feb 25 is ON? or OFF?

Summary of the last game session incoming later tonight!

Mitch

Mitch,

We're in a bit of a hard month for my campaign due to convention which several of the players are attending. Since the group is doing The Edge of Waters and Kingmaker on alternating weekends we'll be playing EoW on Feb 4th and not again until March 3rd. :(

I do look forward to that summary. :)

like_a_god

Subject: Re: February Session Dates
Posted by [duhwoo](#) on Wed, 01 Feb 2012 20:15:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

and Fort Fritz is ready to go for this Saturday -- see you guys at noon!

FRITZ

Subject: Ice On the Waters!

Posted by [like_a_god](#) on Fri, 03 Feb 2012 23:05:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heya guys,

Just wanted to open a line of communication regarding tomorrow's game. I believe the total snow accumulation so far for Boulder is like 13 or so inches. I actually got a snow day...

Anyhow, I know this may pose some transportation problems for tomorrow's game. Chime in and let me know if ya think you'll be able to make it to the table or if we'll have to cancel the session tomorrow.

like_a_god

Subject: Re: Ice On the Waters!

Posted by [duhwoo](#) on Sat, 04 Feb 2012 06:46:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm pretty sure I'll make it...

FRITZ

Subject: Re: Ice On the Waters!

Posted by [mitch](#) on Sat, 04 Feb 2012 15:33:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey travelers,

Buses are running today, but there may be delays. I'll try and time it so I can get to Fort Fritz by 1pm!

Mitch

Subject: Re: Ice On the Waters!

Posted by [like_a_god](#) on Sat, 04 Feb 2012 15:54:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sounds great guys!

Subject: Magic Exchange

Posted by [duhwoo](#) on Sun, 05 Feb 2012 06:58:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

ERROR! Morgan cannot wear breastplate (not proficient)! He would never have ordered +1 mithral breastplate. (I guess I was thinking of Al D'Ori, who desperately wants +1 mithral breastplate...)

Can we just assume that instead of +1 mithral breastplate (5,350 gp), Morgan instead got +2 mithral shirt (5,100 gp) and kept the Elixir of Swimming (250 gp) he had to sell to get the breastplate? That way the cash is exactly the same -- and Morgan gets something he can use...

FRITZ

Subject: Re: Magic Exchange

Posted by [like_a_god](#) on Sun, 05 Feb 2012 18:31:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Sat, 04 February 2012 23:58

Can we just assume that instead of +1 mithral breastplate (5,350 gp), Morgan instead got +2 mithral shirt (5,100 gp) and kept the Elixir of Swimming (250 gp) he had to sell to get the breastplate? That way the cash is exactly the same -- and Morgan gets something he can use...

FRITZ

Fritz,

Sure.

like_a_god

Subject: Re: Magic Exchange

Posted by [Tangaroa](#) on Sun, 05 Feb 2012 18:51:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not a item per se, but I wanted to shop around for spells in the city to add to my formulary:

Restoration, Lesser (2nd)

Delay Poison, Communal (3rd)

or, failing the last one, Delay Poison (2nd)

Subject: Re: Magic Exchange

Posted by [like_a_god](#) on Sun, 05 Feb 2012 19:43:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Sun, 05 February 2012 11:51 Not a item per se, but I wanted to shop around for spells in the city to add to my formulary:

Restoration, Lesser (2nd)

Delay Poison, Communal (3rd)

or, failing the last one, Delay Poison (2nd)

Tangaroa,

The Lesser Restoration and Delay Poison spells are available at the standard rates to borrow a spell book and scribing it into your book. Just make sure you pass the Spellcraft checks for both. I'm assuming you have higher than a 13 Int, so there shouldn't be any issue with that requirement.

like_a_god

Subject: March 3rd?

Posted by [duhwoo](#) on Wed, 15 Feb 2012 05:15:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fort Fritz should be good-to-go: but wasn't there a player who can't play?

Subject: Re: March 3rd?

Posted by [like_a_god](#) on Thu, 16 Feb 2012 01:32:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Tue, 14 February 2012 22:15 Fort Fritz should be good-to-go: but wasn't there a player who can't play?

Duhwoo,

I honestly can't remember :p But, I'll be able to DM if everyone can play!

like_a_god

Subject: Dictionary of the Vulfar Tongue

Posted by [like_a_god](#) on Fri, 24 Feb 2012 17:35:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heya guys,

Saw this article and I thought it would be an awesome resource for tavern-speak amongst seaman.

Dictionary of Vulgar Tongue - published 1811

like_a_god

Subject: Re: March 3rd?

Posted by [like_a_god](#) on Tue, 28 Feb 2012 01:03:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I posted a topic on this in the new 'Events and Schedules' forum but we should be good to go for this coming Saturday.

like_a_god

Subject: Preparing for This Weekend's Game

Posted by [like_a_god](#) on Thu, 01 Mar 2012 17:46:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heya guys,

Just thought I'd drop a quick reminder. Make sure to level up your characters. Let me know if you have any questions regarding this, especially if your wanting to do something beyond the basic books.

Also, if you've thought of anything else you'd like to purchase before heading off for the other brother's island please let me know.

like_a_god

Subject: Re: Preparing for This Weekend's Game

Posted by [duhwoo](#) on Fri, 02 Mar 2012 06:40:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fort Fritz is good to go -- and Morgan is 7th level!! I'll be sleeping in a bit, but sure to be up by 11am; no problems running late, either, in case things run past 5pm -- or even 6pm!

FRITZ

Subject: April 14th game
Posted by [duhwoo](#) on Thu, 12 Apr 2012 04:48:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm good to go for Saturday -- hope everybody can make it!

FRITZ

Subject: Re: April 14th game
Posted by [like_a_god](#) on Thu, 12 Apr 2012 09:40:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Wed, 11 April 2012 22:48 I'm good to go for Saturday -- hope everybody can make it!

FRITZ

All,

I'm good to go to! :) I've got coffee with a friend beforehand in Longmont but should be able to arrive at Fort Fritz around 12:30.

like_a_god

Subject: Skulls &Shakles
Posted by [like_a_god](#) on Sat, 21 Apr 2012 12:11:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Howdy,

Just saw this and I'm gonna give it a once over. Might find some useful mechanics and ideas.. :p

<http://paizo.com/products/btpy8rwc?Pathfinder-Adventure-Path-Skull-Shackles-Players-Guide>

Subject: 28 April
Posted by [duhwoo](#) on Fri, 27 Apr 2012 05:55:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fort Fritz is good to go...

Subject: FEAR THE PONY!!!

Posted by [like_a_god](#) on Sun, 01 Jul 2012 02:54:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Damon,

I'm still laughing about that!

like_a_god

Subject: Deck of Many Things - Resolutions

Posted by [like_a_god](#) on Fri, 19 Oct 2012 23:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys!

Just wanted to let you know that there are a few things we'll want to resolve early in tomorrows session regarding the Deck of Many Things. As such, I thought I'd drop a quick note to get your mental juices flowing.

- For those of you with outstanding 'Wishes', according to the item these need to be made within a short period of time, around 1 minute per wish after drawing. We've fudged this a bit while at the table, which I'm cool with. Still, let's plan on resolving the 'Wishes' before you leave the treasure room.

- For those of you that earned 'Castles', which we used DM fiat to change into 'Ships'. The item states that these 'castles' appear in a location designated by the character, I'm cool with doing the same for these ships, and the choice need not be made immediately. These ships are not immediately crewed, but I don't plan on making this difficult and will make use of the 'true' leader stuff mentioned in the writeup.

- For those of you who gain a level after defeating your next monster, please note that this is in sole combat. I believe that there are two individuals that received this and I plan on providing an opportunity for it to occur so that these won't overlap. I also don't plan on making these creatures overwhelmingly difficult.

- For those of you who gained the jewelry or gems. I know I had Tangaroa roll for a total gold value, but I wasn't aware that this was listed. As such, please advise that you'll instead be able to take the jewelry (25 pieces valued at 2,000gp ea, totaling 50,000gp) or gems (25 gems valued at 1,000gp each for 25,000)

- For those of you who gained the 10,000xp, since we aren't using the normal xp/level thing, please not to take a level immediately. NPC's will gain multiple levels since they are MUCH lower than PC's.

- For NPC's in general, I will have their new sparkly weapons, new levels, and wishes all ready to go before tomorrows session.

Okay, that's it for now. Again, I realize that we are tweaking with some of the concepts of the deck so let me know any other issues or whatnot you'd like to discuss.

Be ready for the gambit, section 2!

like_a_god

Subject: Introduction to Qitresh

Posted by [quede](#) on Wed, 21 Nov 2012 22:19:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello, below is a little background on Qitresh, the El'Karne and Monk character that I will be bringing into the Edge of the Waters game. I can't reveal everything about her but hopefully this gives you a look into who she is.

Quentin

Qitresh

Summary: Qitresh is a young woman (19 years old) from The Steps. She was sold at the age of 10 to repay a debt of her fathers to a Ship Captain. Survived an onboard plague and was made an El'Karne. Her mentor "The Dog" trained her as an El'Karne Monk. She did well and worked her way up to high military ships. She was required to Witness a Red Empire navel ship christening where something dramatically changed her view of the Red Empire . She broke contract and left the military service as an El'Karne due to moral concerns. Her reputation was ruined by someone who followed her after that. She is a secret follower of Wella and gave herself over to what path her Goddess chose for her, setting herself adrift in a small boat with just her possessions.

Extended Histroy:

Qitresh was born on a fishing boat her mother captained in a storm. Her mother died after the childbirth due to the need to be cut open in order to get the baby out. There were no healers on board to stop the bleeding and the crude stiches made with fish hooks and line did nothing but cause infection. She died on the trip back to shore to get help. Her father was the boson and raised her as best he could but bad luck seemed to follow him. He lost her mothers boat, running her aground on rocks just off the coast and continually brought in pour hauls to the merchants. He borrowed money to buy another vessel, as fishing was all he knew, but a few years later he sank this one too. The debt owned could not be repaid and his only option was to trade his daughter to pay the debt. She was traded to a Merchant Ship Captain named Grigmack, who had known her Mother. Qitresh never knew the name of her mother as her father refused to talk about her or her death other than to blame Qitresh for it when drunk. The Merchant Captain was a good-natured man and was training her as a sailor, but on her first voyage a plague struck the ship, this plague wiped out almost the entire crew except for the strange man who was the ship's El'Karne, the Captain and 2 other crew besides Qitresh. Qitresh was not effected at all, just as the El'Karne was

not, even the Captain and 2 crewmen that survived at least were brought low by it but managed to struggle through. The Captain, impressed by the Qitresh's luck and fortitude talked to "The Dog" and he took her under his tutelage to become an El'Karne Monk. "The Dog" was the toughest, most resilient, physical perfectionist and disciplined person Qitresh had ever met or even heard of. He was a brilliant teacher and taught her the ways of the El'Karne and the discipline of the Monk. Within a year Qitresh was contracted on another merchant vessel, a friend of her first Captain and while not as good natured he was respectful and she kept his ship safe in voyage after voyage. Eventually, the Merchant came into some bad times and sold her contract to a Military Captain who had a Sailing Ship. Qitresh was an excellent El'Karne, in calm seas or hurricane, in battles and in peace, she proved her luck, her worth and her ability to keep her ship safe and weather all that could be thrown at her, never letting a ship she was contracted to sink, be taken in battle or be taken unaware from weather or enemy. In the end she was contracted to one of the highest ranking ships in the Red Empire. Her life was full and her chest was filled with the spoils of her dedication and ability.

Then came a turning in her life, her ship, The Morning Crain, was called in for refitting, she was still under contract and so when the refitting was complete, the re-christening ceremony was to be held, The honor the Morning Crain had earned was so great that a daughter of the Empress, the Lady Deshnac, was to preside over the christening along with the Clerics of the Red Empress, The Captain, Krix Breegick and the Ship's El'Karne, me. I had never yet been at a military christening having spent all my time on ships already sailing, I was excited and even happy to be a part of such a momentous event, a Princess of the Empire, on my ship to christen her and the Clerics to bless her future and read what it would be. I did not know what this meant, I did not know what would be done, I did not bother to find out and so was blindsided by the events that took place that day. I shall not repeat them here, suffice to say, as soon as I was done I left the ship tearing my contract and leaving it on the deck, my floating chest, containing all my possessions following along faithfully behind. I was attacked by the Red Empire's soldiers on the docks to bring me in for the Clerics but easily avoided them running off and boarding a vessel just leaving. They welcomed an El'Karne aboard with open arms and we sailed off immediately.

That was the start of my misfortunes. It seems some magic or else someone or something has followed me since then. I have been on 16 ships, 16 voyages, all ending in deaths of the crew, loss of cargo, raids, Captains leaving without me or any number of other mishaps. All of these things happening while I was not on duty or away from the ship, the causes unknown, the luck and protection I offer useless to stop it.

I have prayed and found my way, I am stranded by my last Captain on the Isle of Awao, he would not let me board and told me to never come back. I will leave my course to Wella, to whatever course she deems I must follow to clear my shame, desolation of my heart and beliefs and regain my balance in the world. I set sail now in a small fising boat I have purchased, just my chest and some food and water for my unknown path ahead. I have tossed the oars overboard after rowing for a day out to the open sea and will see where my fate and my Goddess take me, but never again will I allow the evil I have witnessed to happen where I can stop it. I will find my fate and hope that it is in the bringing low of the Red Empire's evil ways.

Qitresh, El'Karne Monk of the 10th order.

Age 10: First boat

Ship Name: The Heavy Haul, Merchant vessel
Captain: Grigmack
El'Karne: "The Dog", apprentice Qitresh
Contract: 0 years 11 months Complete

Age 11: Second Contract
Ship: Red Waters, Merchant vessel
Capain: Brixgrin the Hard
El'Karne: Qitresh
Contract: 3 years, 4 months Complete

Age: 14: Third Contract (first military)
Ship: The Reckoner, Military Sailing Vessel
Captain: Zephyneir
El'Karne: Qitresh
Contract: 1 year 9 months Complete

Age 15: Fourth Contract (second Military)
Ship: Avenging Keel
Captain: Flurkria
El'Karne: Qitresh
Contract: 1 year 2 months Complete

Age 16: Fifth Contract (Third Military)
Ship: Hurricane Breaker
Captain: Drix'Malor
El'Karne: Qitresh
Contract: 1 year 5 months Complete

Age: 17: Sixth Contract (Fourth Military)
Ship: Seven Sails
Captain: Redrick
El'Karne: Qitresh
Contract: 2 years, 1 month Complete

Age 19: Seventh Contract (Fifth Military)
Ship: The Morning Crane
Captain Krix Breegick
El'Karne: Qitresh
Contract: 0 years, 5 months Contract Broken

16 voyages on vessels that did not contract me.

File Attachments

1) [Qitresh.png](#), downloaded 262 times

Subject: Preparations for Next Session - Dec 1st!
Posted by [like_a_god](#) on Sun, 25 Nov 2012 20:50:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alrighty!

Well, a few things to keep in mind for the next session for all players except Quede.

- Please make sure to note what happens to your character's stats, abilities and equipment while within an antimagic magic field.
- For those who survive the current quest I plan on granting a level. So, in the interest of not taking time away from the table please have that ready as well. Please reply to this post and give me your current level and classes.

Well, that's it for now!

See ya on Saturday!

like_a_god

Subject: Freebooter instead of Duelist?
Posted by [duhwoo](#) on Sun, 02 Dec 2012 02:30:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Matt -

Looking at leveling up Morgan, and thinking a better option than switching to the Duelist prestige class (Morgan never really duels) may be the Freebooter Ranger archetype:

< <http://www.d20pfsrd.com/classes/core-classes/ranger/archetypes/paizo---ranger-archetypes/freebooter>>

Freebooters (from "Pirates of the Inner Sea") are crew-oriented (like Morgan), and I think switching to Ranger follows nicely with Morgan's history as a 'scout' archetype. Morgan could also use wands of Ranger spells (like CLW)!

Let me know if'n taking the Freebooter archetype for Morgan's 10th level is OK with you...

FRITZ

Subject: Re: Freebooter instead of Duelist?
Posted by [like_a_god](#) on Sun, 02 Dec 2012 02:51:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

duhwoo wrote on Sat, 01 December 2012 19:30Matt -

Looking at leveling up Morgan, and thinking a better option than switching to the Duelist prestige class (Morgan never really duels) may be the Freebooter Ranger archetype:

FRITZ

Fritz,

That looks fine.

like_a_god

Subject: Alchemist things to OK
Posted by [Tangaroa](#) on Sun, 02 Dec 2012 21:42:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Items for approval:

From Ultimate Equipment:

Formula Alembic - 200gp, learn an alchemist formula from a potion (doesn't use up the potion)

Hybridization Funnel - 200gp, mix two alchemical splash weapons into one; mixture lasts for 24 hours; Craft Alchemy check involved (not clear if it works with bombs)

Preserving Flasks - $1000 * (\text{Extract Level}^2)$ - Stores extractions longer than a day

Vest of Stable Mutation - 20,000 - No penalties from mutagens

Poisoners Glove - 5000 - fill 1 dose poison/glove, touch attack to deliver

Admixture Vial - 5000 - combine extracts (so you can drink both at once)

Boro Bead - $1000 * (\text{Extract Level}^2)$ - Recall extract

Feats for approval:

Splash Weapon Mastery

Ability Focus (for some or all bombs)

...oh, and of course

LEADERSHIP

Subject: Re: Alchemist things to OK
Posted by [Tangaroa](#) on Mon, 03 Dec 2012 00:26:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

...errr, scratch leadership. Forgot that you weren't allowing it.

Subject: Re: Alchemist things to OK
Posted by [like_a_god](#) on Mon, 03 Dec 2012 02:41:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tangaroa wrote on Sun, 02 December 2012 17:26...errr, scratch leadership. Forgot that you weren't allowing it.

True true,

But I will keep in mind that you're looking for understudies and whatnot. Also, Anna will be leveling up :)

like_a_god

Subject: Re: Alchemist things to OK
Posted by [Tangaroa](#) on Mon, 03 Dec 2012 02:55:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've DM'd too much. If I'm not running at least 3 characters, I'm probably not happy... I should really run a necromancer one of these days!
