
Subject: Where do we go from here

Posted by [Anonymous](#) 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: 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 [Anonymous](#) 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: Where do we go from here
Posted by [Anonymous](#) 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 [Anonymous](#) 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 [Anonymous](#) 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 [Anonymous](#) 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.

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 [Anonymous](#) 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.

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 [Anonymous](#) 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: 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 22:39Also, 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 [Anonymous](#) 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 [Anonymous](#) 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 , 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 - shortswords 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

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

A balista is an entirely different matter. The Onyx Key was not built to accommodate 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 available 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 [Anonymous](#) 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 porportioned 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 [Anonymous](#) on Wed, 22 Jun 2011 16:27:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Everybody else is proficient with all simples 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](#)

Dragonsong wrote on Wed, 22 June 2011 10:27Everybody else is proficient with all simples 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 [Tangaroo](#) 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: 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](#)

Tangaroo 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.

Tangaroo,

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: 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 185 times

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: 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: 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 16:05 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.

DM HAMMER OF MUTE

Ok, DM/Player speak time... 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.
