

9:15:11 PM Frank the Evil DM: hey whats up?  
9:15:45 PM Kevin Athey: working on tomorrow night's encounters  
9:15:54 PM Frank the Evil DM: cool  
9:16:14 PM Frank the Evil DM: I am watching an online webcast about D&D 4th ed and it looks lame.  
9:16:46 PM Kevin Athey: haven't looked into it much  
9:16:58 PM Frank the Evil DM: dumbing down the game even more  
9:17:05 PM Frank the Evil DM: turning it into WOW  
9:17:40 PM Kevin Athey: it is wizards  
9:19:53 PM Frank the Evil DM: did you read the stuff I posted for you on Teke :)  
9:20:00 PM Kevin Athey: only a little  
9:20:16 PM Frank the Evil DM: he is one of my "Simple" characters  
9:20:21 PM Kevin Athey: wow  
9:36:34 PM Frank the Evil DM: you got any good plans :)  
9:37:06 PM Kevin Athey: well first they get to deal with a lot of skeletons/zombies and a couple of vampire spawn  
9:37:40 PM Kevin Athey: and then if they make it while traveling by sea across to sembia they will get attacked by a couple of pirate ships  
9:38:01 PM Frank the Evil DM: oh sea encounters are fun :)  
9:38:07 PM Kevin Athey: yup  
9:38:17 PM Frank the Evil DM: you just drop the heavy armor people into the water  
9:38:26 PM Frank the Evil DM: give the pirates bull rush and knockdown :)  
9:38:40 PM Frank the Evil DM: push the dorf overboard  
9:38:43 PM Kevin Athey: there is a ballista on the ships  
9:38:48 PM Kevin Athey: or two or ten  
9:39:00 PM Kevin Athey: he could get hit by one :-D  
9:39:26 PM Frank the Evil DM: the slow painful drowning death could be fun.  
9:39:35 PM Frank the Evil DM: ok round one. you hold your breath  
9:39:41 PM Frank the Evil DM: round two you hold your breath  
9:39:42 PM Kevin Athey: couldn't it  
9:39:46 PM Frank the Evil DM: round three con check  
9:39:51 PM Frank the Evil DM: oh d6 damage  
9:40:04 PM Frank the Evil DM: round four con check you hold your breath  
9:40:06 PM Frank the Evil DM: and so on  
9:40:11 PM Frank the Evil DM: until he d6's to death  
9:40:17 PM Kevin Athey: the best part is that dorfs don't like water  
9:40:35 PM Frank the Evil DM: I got a devious trap for you. I shall post it  
9:40:43 PM Kevin Athey: cool  
9:40:44 PM Frank the Evil DM: Ken has heard about it though so it won't work so well against him  
9:48:42 PM Frank the Evil DM: ok posed  
9:48:44 PM Frank the Evil DM: posted even  
9:48:47 PM Kevin Athey: cool  
9:50:41 PM Kevin Athey: oh i like it  
9:57:21 PM Frank the Evil DM: yes that is just one of the many nasty traps in my head  
9:58:07 PM Frank the Evil DM: by the way, adjust your GM boards so that it shows all topics as default rather than trimming them after 30 days.  
9:58:26 PM Kevin Athey: k  
10:01:12 PM Frank the Evil DM: is galrondar a city you created?  
10:01:18 PM Frank the Evil DM: I am not too familiar with it

10:01:53 PM Kevin Athey: mostly...the general description was done by woc, but the rest was me

10:03:46 PM Frank the Evil DM: would you like me to create the thieves guild, or do you already have it? I would just flesh it out and list people by class and level.

10:03:53 PM Frank the Evil DM: I would have some questions for you though

10:04:17 PM Kevin Athey: is a city of 1,500 large enough for a thieves guild?

10:04:25 PM Frank the Evil DM: a small one

10:04:32 PM Frank the Evil DM: but I wouldn't call 1500 a city :)

10:04:38 PM Frank the Evil DM: small town

10:04:43 PM Kevin Athey: whatever

10:04:49 PM Frank the Evil DM: anyway

10:04:52 PM Frank the Evil DM: yes

10:05:01 PM Frank the Evil DM: the guild would be more like a gang :)

10:08:03 PM Kevin Athey: idea for your average pirate seaman, class/level

10:08:28 PM Frank the Evil DM: mine?

10:08:34 PM Frank the Evil DM: what size of ship?

10:08:49 PM Frank the Evil DM: length/mass

10:09:23 PM Kevin Athey: 100x20

10:09:30 PM Frank the Evil DM: ok so a warship

10:09:32 PM Kevin Athey: yup

10:11:20 PM Frank the Evil DM: pirates tend to load their ships up with as many men as feasible, then board. They don't want to shoot a ship up and sink it before they can loot it. For a ship that size you could expect 200 pirate crew + leadership. Your basic pirate would be best done with 1 level of rogue and 1 level of fighter. The lowbie pirates would not be foolish enough to engage with PC's but would flank, support and sneak attack with crossbows and if you are using them firearms.

10:11:39 PM Frank the Evil DM: then for every 5 lowbie pirates I would put in a level 3-4 leader, (thats 40 of these guys)

10:11:44 PM Frank the Evil DM: they would be the shock troops

10:11:52 PM Kevin Athey: k

10:12:26 PM Frank the Evil DM: Then there would be several mates of levels 5-9 roughly one for every 20 lowbies + shock troops (12 total)

10:12:47 PM Frank the Evil DM: the captain would be level 10+ he would have a few lieutenants (2-3 at 10+) possibly a pet wizard or cleric

10:12:53 PM Frank the Evil DM: thats my pirate ship

10:13:29 PM Kevin Athey: cool works for me

10:13:36 PM Frank the Evil DM: The captian would be the one to target PC's

10:13:54 PM Kevin Athey: attack them?

10:14:24 PM Frank the Evil DM: the way I look at it. The average human has an int of 10 and doesn't really want to die and the captain would generally want to preserve the morale and capability of his men (even if he is evil, pragmatism is powerful)

10:14:25 PM Frank the Evil DM: yes

10:14:34 PM Kevin Athey: k

10:14:43 PM Frank the Evil DM: so no captain with half a brain would send in a hoard of lowbies to take on PC's

10:15:16 PM Kevin Athey: he'd send in the lowbies to deal with the crew and see the pc's and take his cadre of leaders and deal with the pcs

10:15:35 PM Frank the Evil DM: in all cases I would mix rogue with fighter. Take loads oof balance skills.

10:15:37 PM Frank the Evil DM: yeah

10:16:12 PM Frank the Evil DM: also if the PC's don't have sea legs and are fighting in water that

makes the ship rock that can be fun to. Balance checks :)

10:16:46 PM Kevin Athey: wow hadn't gotten that far

10:17:32 PM Frank the Evil DM: yeah then those lowbies with high balance get meaner when the pc's are laying on the deck

10:17:52 PM Frank the Evil DM: no pirate would wear more than studded leather.

10:17:54 PM Kevin Athey: you bet...

10:18:05 PM Kevin Athey: if even that...

10:18:28 PM Frank the Evil DM: dodge, mobility and feats that allow for combat in tight quarters would be their goal.

10:18:39 PM Kevin Athey: right

10:18:54 PM Frank the Evil DM: large two handed weapons have trouble in rigging. Reach up to swing your axe and it gets caught in the ship's lines is bad

10:19:20 PM Kevin Athey: i was thinking cutlasses and clubs

10:19:26 PM Frank the Evil DM: other ship board dangers are falling masts and sails. Rotating spars (the ship gets hit hard and the spars rotate)

10:19:27 PM Kevin Athey: daggers

10:19:31 PM Frank the Evil DM: I am thinking the dorf.

10:19:35 PM Kevin Athey: oh right

10:19:41 PM Kevin Athey: hehe :-D

10:19:49 PM Kevin Athey: it'll be a problem for him alright

10:19:53 PM Frank the Evil DM: PCs may not have ideal weapons for ship board combat

10:20:01 PM Kevin Athey: they don't

10:20:09 PM Frank the Evil DM: any long slashing weapon that needs room to swing is a hinderance.

10:20:17 PM Frank the Evil DM: to hit penaltys are in order

10:20:46 PM Frank the Evil DM: hehehe the most fun on a ship is summoning a fire elemental into the sails.

10:20:54 PM Frank the Evil DM: pirates pet wizard says burn baby burn

10:21:05 PM Kevin Athey: right

10:21:22 PM Kevin Athey: cause the loot is under the deck which is under the water

10:21:42 PM Frank the Evil DM: well that and sails go up quick and the fire isn't likely to spread down

10:21:48 PM Kevin Athey: true

10:21:50 PM Frank the Evil DM: plus it immobilizes the ship

10:21:59 PM Kevin Athey: which is the first thing they want to do

10:22:15 PM Frank the Evil DM: and those PC's are going to shit rock when a fire elemental is on board and do everything they can to kill it fast.

10:22:25 PM Frank the Evil DM: that will put them climbing the rigging.

10:23:17 PM Frank the Evil DM: I always give pirates no penalties for fighting in the rigging while hanging. Obviously for non pirates though there are some problems. If you are in the rigging that two handed weapon now sucks.

10:23:23 PM Frank the Evil DM: only got one hand.

10:23:24 PM Kevin Athey: a fireball in the rigging would hurt too

10:23:28 PM Frank the Evil DM: no shields allowed in the rigging

10:23:38 PM Kevin Athey: of course

10:23:58 PM Frank the Evil DM: generally if you are in the rigging you are flat footed

10:24:02 PM Frank the Evil DM: unless you are a pirate

10:24:17 PM Kevin Athey: ignite that fireball centered at the top of the mast and there goes the rigging

10:25:12 PM Kevin Athey: i haven't watched grease in a long time

10:25:33 PM Frank the Evil DM: so lets say I was the pirate captain.

10:25:39 PM Frank the Evil DM: here is how I would attack.

10:27:06 PM Frank the Evil DM: I would come at the ship from a forward angle (iff possible) 2 o'clock off the bow., turning into it from the side (ramming if my ship is oar driven, sailing ships don't ram because they cannot back up) I would strike my banner and give the vessel an opportunity to surrender by firing a warning shot over the bow (fireball is good here)

10:27:36 PM Frank the Evil DM: if they do not surrender I hit the rigging, and turn to parallel for a boarding run

10:27:46 PM Frank the Evil DM: classic broadsides.

10:27:56 PM Kevin Athey: right

10:28:01 PM Frank the Evil DM: oh yeah a great pirate weapon is grappling hook

10:28:07 PM Frank the Evil DM: you hook the ship and pull over

10:28:09 PM Kevin Athey: defintely

10:28:15 PM Frank the Evil DM: and then use it as a weapon

10:28:25 PM Frank the Evil DM: up under the ribcage is good

10:28:35 PM Kevin Athey: just like a dagger

10:28:46 PM Frank the Evil DM: similar

10:28:54 PM Frank the Evil DM: gaff hooks work to (fishing hooks)

10:29:01 PM Kevin Athey: right

10:29:27 PM Frank the Evil DM: belaying pins are also common weapons (big wooden pins the size of clubs used to tie off ropes)

10:29:35 PM Kevin Athey: all a grappling hook is three or four gaff hooks stuck together

10:29:40 PM Kevin Athey: right

10:30:19 PM Frank the Evil DM: well continuing with my attack. As approximately 1/3rd of my pirates hook the enemy ship, the rest fire arrows, crossbows, throw oil, what ever across.

10:30:34 PM Frank the Evil DM: a couple rounds of softening ensue as the hooks are pulled tight

10:30:39 PM Frank the Evil DM: and the ships are bound together

10:30:51 PM Frank the Evil DM: the defenders would be wanting to cut ropes.

10:31:12 PM Frank the Evil DM: some pirates could hook rigging and swing over.

10:31:33 PM Frank the Evil DM: then it would be mass melee in very close quarters

10:31:56 PM Frank the Evil DM: under decks especially. there are only 5 to 6 foot ceilings on a ship

10:32:45 PM Frank the Evil DM: one last comment. Pirates might be served better by creating a hybrid fighter/rogue class named pirate that uses d8 hit points and has focused abilities for seamanship

10:32:57 PM Frank the Evil DM: but that takes more time

10:34:18 PM Kevin Athey: i'll look and see if there might be something out on the web

10:34:23 PM Kevin Athey: for the class

10:34:30 PM Kevin Athey: but the attack sounds good

10:34:45 PM Kevin Athey: i'll share what i come up with

10:34:50 PM Frank the Evil DM: ok

10:35:53 PM Frank the Evil DM: hehehe, now if thats what I come up with in less than 20 minutes imagine me playing your game. My character is this, does this does that does this, needs to learn this that and this blah blah blah

10:36:17 PM Kevin Athey: :-D

10:44:03 PM Frank the Evil DM: [22:46] vishnakthedamned: extra experience points for Krom if you kill the dorf tomorrow :)

[22:46] alarahfr: You have no idea how tempting that is.

[22:46] alarahfr: Argh

10:44:08 PM Frank the Evil DM: now thats evil

10:44:17 PM Kevin Athey: yes it is

10:44:32 PM Frank the Evil DM: were jokin of course  
10:44:50 PM Kevin Athey: i know  
10:44:58 PM Kevin Athey: but it is funny  
10:47:20 PM Frank the Evil DM: hey I am just posting a quickie pirate class for you. Show you what I can come up with in 15 minutes  
10:47:40 PM Kevin Athey: that you can even do that in 15 minutes is disgusting  
10:48:15 PM Frank the Evil DM: hahah well 15 minutes once I find my Phb  
10:48:20 PM Frank the Evil DM: nothing will be from outside the PHB  
10:48:26 PM Kevin Athey: hehe  
10:49:22 PM Frank the Evil DM: ok starting now  
10:49:29 PM Kevin Athey: timer started  
10:55:28 PM Kevin Athey: found this.....it is interesting: <http://rumkin.com/reference/dnd/extra/Buccaneer.pdf>  
11:01:16 PM Frank the Evil DM: basically its just the basics of a more rogue like pirate  
11:01:22 PM Frank the Evil DM: with no fluff at all  
11:01:31 PM Frank the Evil DM: but don't need fluff if they all gonna die :)  
11:01:36 PM Kevin Athey: right  
11:01:45 PM Kevin Athey: and the point is that they dont  
11:03:14 PM Frank the Evil DM: the one you sent me is not bad, but its more of a warrior  
11:03:25 PM Kevin Athey: right  
11:03:37 PM Frank the Evil DM: the difference is you won't see the bucanner being more swashbuckler like.  
11:03:50 PM Kevin Athey: which is more what i'm looking for  
11:05:43 PM Frank the Evil DM: anyway, tweak it as necessary, just a quickie there  
11:06:03 PM Kevin Athey: cool thanks  
Changed status to Offline (11:06:11 PM)  
Changed status to Online (11:06:19 PM)