

(10:44:53 PM) You have just entered room "Garth Chat."

A Piano Monkey (10:45:01 PM): sorry guys, my connection is pretty shady

DeBelcadize (10:45:04 PM): okay that works .. brainy hobbits

JohnWHowson (10:45:06 PM): nod

DeBelcadize (10:45:07 PM): no problem ish

DeBelcadize (10:45:16 PM): i tried to invite you it took three tries

DeBelcadize (10:45:16 PM): :D

A Piano Monkey (10:45:21 PM): yeah... :-(

DeBelcadize (10:45:30 PM): So I am thinking of the main city being a keep

FeknTumblinKing (10:45:30 PM): wrong.. it is a problem and you're fired :-P

DeBelcadize (10:45:47 PM): on the frontierland

DeBelcadize (10:45:50 PM): sound cool?

FeknTumblinKing (10:45:52 PM): Inner wall/outer wall?

JohnWHowson (10:45:53 PM): nod

DeBelcadize (10:46:04 PM): yeah one built to fight and house the locals

FeknTumblinKing (10:46:16 PM): sounds fun to me... more districts would be nice too..

DeBelcadize (10:46:23 PM): as it is the limit of civilization so to speak

DeBelcadize (10:46:35 PM): yeah i want a slum and stuff.. but more of a keep than a grand city

FeknTumblinKing (10:46:37 PM): common district/noble district/merchant's quarters/temple district

DeBelcadize (10:46:53 PM): and outlying towns

A Piano Monkey (10:47:01 PM): you guys talking about the big, maini town?

FeknTumblinKing (10:47:02 PM): gotcha

DeBelcadize (10:47:03 PM): what do you guys think?

JohnWHowson (10:47:09 PM): with wooden palisades on the villages

DeBelcadize (10:47:18 PM): i am thinking of a keep for the main city

JohnWHowson (10:47:20 PM): if it's really that far into the fronteir

DeBelcadize (10:47:23 PM): and outlying towns

DeBelcadize (10:47:34 PM): yeah i agree .. i want it on the wild lands so to speak

A Piano Monkey (10:47:34 PM): hey garth, let me send you my big city sometime soon and see what you think

DeBelcadize (10:47:41 PM): hence the abundance of stuff to do

DeBelcadize (10:47:45 PM): okay ish

FeknTumblinKing (10:47:46 PM): beh then forget the temple district

A Piano Monkey (10:47:48 PM): i think it'll have a lot of the stuff you're planning on

FeknTumblinKing (10:47:49 PM): :-)

A Piano Monkey (10:47:53 PM): i can't right now, but i can tomorrow?

DeBelcadize (10:47:58 PM): sure

DeBelcadize (10:48:13 PM): i figure a large city.. there would not be much for days travel in any direction

DeBelcadize (10:48:15 PM): you know?

A Piano Monkey (10:48:19 PM): it's got a "slums" "noble's district" "Temple district" "Merchant district" and "Castle district" or something like that

DeBelcadize (10:48:32 PM): but a keep in the wild or fastness.. now that is in badass city you know?

A Piano Monkey (10:48:47 PM): do we want it on the ocean?

DeBelcadize (10:48:49 PM): step out the door and have a fight on your hands

DeBelcadize (10:48:56 PM): i was thiking bout that

DeBelcadize (10:49:11 PM): i like the idea of islands and such

FeknTumblinKing (10:49:22 PM): if it's a keep on an ocean cliff or something that would be cool..

A Piano Monkey (10:49:26 PM): yeah

DeBelcadize (10:49:27 PM): yeah

A Piano Monkey (10:49:37 PM): but it'd be hard to do an ocean cliff with the present toolsets

FeknTumblinKing (10:49:44 PM): you know.. its a bit of a walk from the keep to the docks.. but you can fit a lot in there..

FeknTumblinKing (10:49:49 PM): true enough

A Piano Monkey (10:49:59 PM): there is a toolset hak that has cliffs in the city, i downloaded it once, but i don't remember which one

DeBelcadize (10:50:04 PM): well i think you can if you use the rural

DeBelcadize (10:50:26 PM): the docks can be there

DeBelcadize (10:50:34 PM): and the city tileset for the keep itself

DeBelcadize (10:50:48 PM): everyone is voting against haks ishy

A Piano Monkey (10:50:51 PM): okay, here's how i'm doing the map:

DeBelcadize (10:50:58 PM): i love hte ones we have but we lost players with them

DeBelcadize (10:51:06 PM): okay.. shoot..

A Piano Monkey (10:51:08 PM): I'm creating a really large general shape for the map, and will detail a small area, and we can expand and detail more as needed

A Piano Monkey (10:51:20 PM): we only lost players with them because we didn't have them to begin with though..

DeBelcadize (10:51:36 PM): hmmm

DeBelcadize (10:51:39 PM): possibly true

DeBelcadize (10:51:47 PM): i like the heads and lisa hak

DeBelcadize (10:51:51 PM): the cloak is gay IMO

A Piano Monkey (10:51:55 PM): if we had them from the beginning, we would simply have had different players

DeBelcadize (10:51:58 PM): looks like a superman cape

A Piano Monkey (10:52:08 PM): i like the head hak alot, i'm infifferent to the lisa hak

DeBelcadize (10:52:40 PM): girls like the dresses

DeBelcadize (10:52:43 PM): ::shrug:;

DeBelcadize (10:52:57 PM): and mages in robes is cool

JohnWHowson (10:53:42 PM): I don't mind haks one way or another

DeBelcadize (10:53:58 PM): ahh you want the quarter staff hak

DeBelcadize (10:53:59 PM): :D

A Piano Monkey (10:54:25 PM): i really would like to have some monster haks, but those are prally out, eh?

A Piano Monkey (10:54:28 PM): like the beholder :-D:-D

JohnWHowson (10:54:42 PM): I can live without the quarterstaff hack if I'm not playing a ranger ;-)

DeBelcadize (10:55:37 PM): :D

DeBelcadize (10:55:41 PM): the beholder is cool

DeBelcadize (10:55:49 PM): but codi's illithid rocks

DeBelcadize (10:56:21 PM): and the driders are awesome

A Piano Monkey (10:56:32 PM): driders are nice

A Piano Monkey (10:56:41 PM): and i'd love to use the DL centaurs when they're done, as well

DeBelcadize (10:57:05 PM): see i like haks but want players more

A Piano Monkey (10:57:13 PM): yeah

A Piano Monkey (10:57:16 PM): ((map question:-))

DeBelcadize (10:57:23 PM): shoot

DeBelcadize (10:57:24 PM): :D

A Piano Monkey (10:57:34 PM): how many other villages, towns, etc, should i place in the immediate area, other than the main city?

JohnWHowson (10:57:45 PM): 1-3

DeBelcadize (10:57:56 PM): lets see

JohnWHowson (10:57:59 PM): well, what do you consider the immediate area?

DeBelcadize (10:58:03 PM): village of elmhurst

DeBelcadize (10:58:07 PM): padriac

DeBelcadize (10:58:22 PM): gnome town? dwarves? elves?

JohnWHowson (10:58:34 PM): I'd put the elven encampment pretty far from the city

A Piano Monkey (10:58:40 PM): yeah, i agree

DeBelcadize (10:58:59 PM): okay .. high elf or wood elf?

DeBelcadize (10:59:05 PM): ie city of trees?

JohnWHowson (10:59:09 PM): Erm, the elven encampment was definitely wood elves

DeBelcadize (10:59:13 PM): yep

JohnWHowson (10:59:17 PM): but you could have a village for high elves

A Piano Monkey (11:00:12 PM): what's Elmhurst?

DeBelcadize (11:01:12 PM): barterville

DeBelcadize (11:01:27 PM): it is gonna be a frontier town

DeBelcadize (11:01:32 PM): so open to any race

A Piano Monkey (11:01:35 PM): okaoy

A Piano Monkey (11:01:43 PM): okay, kern brought up the undead city

A Piano Monkey (11:01:50 PM): i want to tell you guys my idea and you let me know what you think

A Piano Monkey (11:01:55 PM): ::ahem::

JohnWHowson (11:02:21 PM): Liches!

A Piano Monkey (11:02:23 PM): long ago (300-400 years ago), this area actually had more of a foundation

JohnWHowson (11:02:24 PM): hehe

JohnWHowson (11:02:29 PM): *shuts up*

A Piano Monkey (11:02:44 PM): There was a city that rule over the area, named *insert name here, I'll call it Firdale*

A Piano Monkey (11:02:59 PM): (I'm going to skip a lot of history, but you can read it on my report i send garth in a few days)

DeBelcadize (11:03:10 PM): coolio

DeBelcadize (11:03:15 PM): sounds good so far

A Piano Monkey (11:03:18 PM): over a few decades, around 300 years ago, Firdale began to fall in to decadence

DeBelcadize (11:03:21 PM): how bout it was an elvency?

A Piano Monkey (11:03:45 PM): it was known that one of the leaders of the city was an extremely ruthless man (named for the time being, Khamael)

A Piano Monkey (11:04:15 PM): Khamael was known for slaughtering enemies, even after they surrendered, and it was rumored that he kept patronage with demons

A Piano Monkey (11:04:38 PM): eventually (there's a bit i'm skipping here), the goodly nobles of the city arose and tried to overthrow Khamael

A Piano Monkey (11:04:59 PM): however, they weren't aware that Khamael was a Vampire Lord (hence, his nastiness)

A Piano Monkey (11:05:21 PM): he had been creating his own personal army of undead and lycanthropes for many years, and when the nobles arose, he met their challenge

A Piano Monkey (11:05:33 PM): there was much violence in the streets, basically a civil war

A Piano Monkey (11:05:44 PM): the city was ruined, and very few humans escaped

A Piano Monkey (11:05:48 PM): Khamael was never slain

DeBelcadize (11:05:58 PM): sounds cool

A Piano Monkey (11:06:09 PM): some of the humans who escaped travelled in one direction, and built a town/city (possibly our main city?)

DeBelcadize (11:06:15 PM): have you seen teh vampire lord/shadow dancer in the 3.5 rules?

JohnWHowson (11:06:22 PM): No, but I bet they're damn scary

A Piano Monkey (11:06:40 PM): others travelled a very short distance, and formed a Monastery, where their descendants now reside, holding at bay the undead of Firdale

A Piano Monkey (11:07:01 PM): okay, obviously, I left a lot out, and it's actually quite detailed in a history i have written up, but that's the basic jist

DeBelcadize (11:07:08 PM): sounds cool.. different from what i was thinking.. but nice

A Piano Monkey (11:07:10 PM): so it's not just undead, it's undead and lycanthropes

DeBelcadize (11:07:22 PM): a human city then?

JohnWHowson (11:07:36 PM): eh, would there still be lycanthropes around after a few centuries?

DeBelcadize (11:07:41 PM): well yeah

A Piano Monkey (11:07:46 PM): and i figured that the monastery could have some sort of relic that they activated that keeps the undead in the city, and one major plot device could even be that the undeads are finding a way out of the city

DeBelcadize (11:07:46 PM): they are clans by now

A Piano Monkey (11:07:55 PM): exactly

JohnWHowson (11:08:05 PM): *cough undead send Lycanthropes out to steal/destroy relic*

A Piano Monkey (11:08:09 PM): exactly

A Piano Monkey (11:08:27 PM): and "they send the lycanthropes to capture people and turn them into undead and more lycanthropes"

A Piano Monkey (11:09:24 PM): comments?

DeBelcadize (11:09:52 PM): can we make the city an old elven one? i kind of like the idea that our keep is the farthest human 'safe' area.. like they are just now exploring this area

A Piano Monkey (11:09:53 PM): also, the city would be on a peninsula by itself, with the only access to it being one road thru one forest, and the road is guarded by the monastery

DeBelcadize (11:10:17 PM): more of a primordial rather than a old explored area

A Piano Monkey (11:10:21 PM): we could, but that would change a lot of history that's written ;-)

DeBelcadize (11:10:31 PM): and would be a cool way to have the wild and wood elves

DeBelcadize (11:10:41 PM): ie that was once the great elven city like a myth drannor

DeBelcadize (11:10:49 PM): but that is just my thinking

FeknTumblinKing (11:11:10 PM): I like it.

FeknTumblinKing (11:11:23 PM): myth drannor is scary.

DeBelcadize (11:11:32 PM): hehe i loved it..

DeBelcadize (11:11:43 PM): we had three parties try to explore it

JohnWHowson (11:11:53 PM): Myth Drannor is a fun place to visit...WITH AN AASIMAR PALADIN AND A HOLY AVENGER!!!

DeBelcadize (11:11:53 PM): one made it out after getting about 1/2 way in

DeBelcadize (11:11:58 PM): hahaha

FeknTumblinKing (11:12:04 PM): har har

A Piano Monkey (11:12:11 PM): myth drannor is one of my favorite parts of FR

DeBelcadize (11:12:43 PM): yeah i thought something like that woudl be cool.. so humans dont really know about it.. adn elves wont talk about it

DeBelcadize (11:13:10 PM): and our city/keep can be the great expansion movement of the 'empire' ...

DeBelcadize (11:13:15 PM): human empire

FeknTumblinKing (11:13:20 PM): ::grins::

JohnWHowson (11:13:30 PM): which is going to piss the elves off and probably further incline them not to warn the humans :p

DeBelcadize (11:13:39 PM): yep

FeknTumblinKing (11:13:48 PM): the elves at the gaurding the undead city wouldnt be willing to let people past in either direction generaly i take it?

DeBelcadize (11:13:48 PM): and it allows things like aasimar and tieflings to be around

DeBelcadize (11:14:06 PM): as the undead/evil etc would attract that kind of stuff right?

JohnWHowson (11:14:14 PM): yeah

DeBelcadize (11:14:14 PM): right

JohnWHowson (11:14:16 PM): mmm

JohnWHowson (11:14:26 PM): wonder if I could pull off an Aasimar paladin/sorceror :p

DeBelcadize (11:14:29 PM): so you have to A) sneak in

FeknTumblinKing (11:14:30 PM): so we could put together this huge undead area.. and never let anyone go to it! :-)

DeBelcadize (11:14:34 PM): or B) fight in

JohnWHowson (11:14:40 PM): *votes option "B"*

DeBelcadize (11:14:51 PM): what do you think lshy?

DeBelcadize (11:14:53 PM): guys?

JohnWHowson (11:14:58 PM): I like it

FeknTumblinKing (11:15:01 PM): or it could be a huge plot thing.. where the undead find a way to bypass the artifact and slaughter the defenders.. and then pour onto our keep ;-)

A Piano Monkey (11:15:05 PM): sorry, been workin on the map

DeBelcadize (11:15:11 PM): haha

FeknTumblinKing (11:15:18 PM): afk.. need my monster manual..

DeBelcadize (11:15:22 PM): yeah if undead overrant he elves.. they would have to ask help from the 'humans'

DeBelcadize (11:15:23 PM): :D

A Piano Monkey (11:15:25 PM): i kinda think it should be human

A Piano Monkey (11:15:47 PM): we could always use that idea i had long ago written up for K'Hand to be the Elven/Dwarven ruins we want

JohnWHowson (11:16:36 PM): I'm definitely removing the damn hak files from my armor-design module, these things slow it way the hell down

DeBelcadize (11:16:41 PM): I just did not want humans to have gotten this far out .. if they had a great city over 300 years ago.. it is an old explored area

JohnWHowson (11:16:46 PM): nod

(11:17:05 PM) iMMuNeDesignz has entered the room.

FeknTumblinKing (11:17:14 PM): if we bring my mod into this i need mountains ish ;-)

iMMuNeDesignz (11:17:14 PM): Umm, Mike..

DeBelcadize (11:17:23 PM): mountains are a must

DeBelcadize (11:17:25 PM): and snow covered

A Piano Monkey (11:17:27 PM): well, it could be more that they have been held back from going too far by the mountains (somewhat impassible?) and by dangerous monsters

iMMuNeDesignz (11:17:28 PM): I still havent gotten the email for auth.

A Piano Monkey (11:17:30 PM): hey there immune

DeBelcadize (11:17:31 PM): odd

iMMuNeDesignz (11:17:32 PM): Hey

iMMuNeDesignz (11:17:36 PM): Guys...

DeBelcadize (11:17:38 PM): maybe fan is keeping you out

DeBelcadize (11:17:39 PM): :D

iMMuNeDesignz (11:17:42 PM): Taurem is a snow covered place

iMMuNeDesignz (11:17:45 PM): It has mountains

iMMuNeDesignz (11:17:52 PM): lol

DeBelcadize (11:18:07 PM): we may not use it though.. see what we want is to make a cohesive world

DeBelcadize (11:18:22 PM): where everything fits together right .. not feel .. patched together

A Piano Monkey (11:18:26 PM): the map i have designed can easily be read as "The humans have expanded a little to the west and north from Firdale, but have been stopped from going too far by *insert bad things here*"

iMMuNeDesignz (11:18:33 PM): Im just letting you know that taurem is like that.. if you needed snow covered mountains.

iMMuNeDesignz (11:19:10 PM): too far because of the emerging mountain that blocks anyroads or expansion"

A Piano Monkey (11:19:15 PM): hell, i can even expand the mountains more to make it seem like they're blocking humans in, and if we want to expand later, we can just say "Humans have crossed the mountains"

iMMuNeDesignz (11:19:27 PM): Have like a huge mountain... the other half is undiscovered to most

iMMuNeDesignz (11:19:37 PM): Yeah :-)

DeBelcadize (11:19:46 PM): i wanted it to be more open and forest, swamp, etc

DeBelcadize (11:19:49 PM): just not explored

JohnWHowson (11:19:49 PM): all you need to discourage the hell out of exploration is a decent-sized tribe of Frost Giants :p

iMMuNeDesignz (11:20:06 PM): Leave it to kerneth.. :-D

iMMuNeDesignz (11:20:06 PM): lol

iMMuNeDesignz (11:20:08 PM): brb

DeBelcadize (11:20:11 PM): like lewis and clark

DeBelcadize (11:20:13 PM): etc

JohnWHowson (11:20:29 PM): and their buddy, Bob the Great Wyrm White Dragon

DeBelcadize (11:20:36 PM): i was picturing america in the early settlement period.. vast areas of unknown lands...

DeBelcadize (11:20:56 PM): but i bend to the majority on that

JohnWHowson (11:21:04 PM): shrug why not have a variety?

iMMuNeDesignz (11:21:13 PM): Hmmmm

JohnWHowson (11:21:15 PM): put the mountains to one side, east or west, then leave a big area of open spaces

FeknTumblinKing (11:21:17 PM): Garth you said the keep would be part of a human empire?

DeBelcadize (11:21:40 PM): yeah i figure it would be the farthest they have come

JohnWHowson (11:21:42 PM): and add more stuff "across the mountains", could stick a Dwarven city on the "friendly" side, etc.

DeBelcadize (11:21:44 PM): so you put a keep up

iMMuNeDesignz (11:21:44 PM): Is this going to be a type of place that isnt so wealthy?

DeBelcadize (11:21:47 PM): to claim land

iMMuNeDesignz (11:21:50 PM): Like, havent discovered much materials

FeknTumblinKing (11:22:09 PM): so likely would be governed by a duke or lord rather than a kind..

iMMuNeDesignz (11:22:10 PM): That'd lead to more quests..to supply the town with different ingrediants/other things needed maybe On the mountain or surrounded areas

FeknTumblinKing (11:22:13 PM): ((just taking notes))

JohnWHowson (11:22:16 PM): oooooohhhh

JohnWHowson (11:22:18 PM): I have an idea

JohnWHowson (11:22:24 PM): Be afraid, be very afraid.

DeBelcadize (11:22:27 PM): :D

iMMuNeDesignz (11:22:35 PM): Ok, ignore immune

iMMuNeDesignz (11:22:36 PM): :-)

FeknTumblinKing (11:22:45 PM): I 'm afraid every time i see that obnoxious sky blue name appear on my screen.

JohnWHowson (11:23:04 PM): How about having the city as the remaining human-controlled outpost in the region, the humans having being driven back to that point (across the mountains) a few centuries ago

iMMuNeDesignz (11:23:18 PM): Kind of like a battlefield?

JohnWHowson (11:23:20 PM): BUT the area is considered "Unexplored territory" by humans because 1) it's been a thousand years or so

FeknTumblinKing (11:23:30 PM): works for me

iMMuNeDesignz (11:23:35 PM): ..a very old battlefield..lol

DeBelcadize (11:23:36 PM): well several hundred is long enough by human standards

JohnWHowson (11:23:45 PM): and 2) there're all sorts of horror stories about the area and no sane or rational adventurer wants to explore the territory

DeBelcadize (11:23:54 PM): figute one hundred is 3 generations or 4?

JohnWHowson (11:24:03 PM): or 5, in a medievell society

A Piano Monkey (11:24:03 PM): humans move damn fast, America was completely discovered in about 200 ;-)

DeBelcadize (11:24:10 PM): :D

DeBelcadize (11:24:20 PM): but we did not have real monsters and such..

iMMuNeDesignz (11:24:25 PM): Indians...

JohnWHowson (11:24:25 PM): But America was completely explored with a lot of help from the natives :p

A Piano Monkey (11:24:28 PM): we would have to have a reason why they haven't discoverd... such as mountains, or monsters, or whatever

DeBelcadize (11:24:28 PM): OOHHH also got to have wild and null magic areas

iMMuNeDesignz (11:24:33 PM): NO :-(

DeBelcadize (11:24:42 PM): go to hell immune.. :D

iMMuNeDesignz (11:24:46 PM): lol

JohnWHowson (11:24:51 PM): The "old lands" would be on the opposite side of the mountain range

iMMuNeDesignz (11:25:01 PM): Sorry, but I like to use chain lightning on a goblin, not my team mate :-)

JohnWHowson (11:25:08 PM): with the main keep guarding the pass that goes into that area

DeBelcadize (11:25:14 PM): i love wild magic areas

iMMuNeDesignz (11:25:19 PM): Should the "old lands" be desert-like?

JohnWHowson (11:25:22 PM): or something, I dunno, I'm just spouting ideas :p

iMMuNeDesignz (11:25:24 PM): As in completely deserted?

A Piano Monkey (11:25:32 PM): what do you guys think of having Padriac not quite so close this time?

JohnWHowson (11:25:39 PM): definitely

A Piano Monkey (11:25:39 PM): (And I like that idea, John)

DeBelcadize (11:25:40 PM): works for me

iMMuNeDesignz (11:25:45 PM): I dont think any towns should be close

A Piano Monkey (11:25:55 PM): Dwarves and Elves could live on the " other side"

iMMuNeDesignz (11:25:59 PM): They should be a hella travel, like it probably would of been on foot back than.. ya kno?

iMMuNeDesignz (11:26:09 PM): But ish, wouldnt that be somewhat of a racial war?

iMMuNeDesignz (11:26:12 PM): =-O

JohnWHowson (11:26:15 PM): Well, I'd have dwarves on the "friendly side" of the mountains, there should be some areas on the "friendly side"

iMMuNeDesignz (11:26:24 PM): The dwarves and elves could be at war...

DeBelcadize (11:26:24 PM): i like the idea of the coach travel system for travel between cities

A Piano Monkey (11:26:34 PM): Dwarves and Elves at war....

iMMuNeDesignz (11:26:39 PM): Was I the one who introduced that along time ago Garth?

iMMuNeDesignz (11:26:43 PM): Sure.. why not :-)

A Piano Monkey (11:26:58 PM): I think I'd like to play in a world where that general "Dwarves hate Elves" stereotype is not realized ;-)

DeBelcadize (11:27:09 PM): me too

iMMuNeDesignz (11:27:14 PM): Eh?

iMMuNeDesignz (11:27:56 PM): I dunno. I'd really like Taurem to be a place in the world..its actually the only thing i've ever spent alot of time on.

DeBelcadize (11:27:58 PM): hmmm.. what about ummm.. k'hand is on the other side of the mountain range

A Piano Monkey (11:28:06 PM): Yesa :-)

A Piano Monkey (11:28:08 PM): yea!

A Piano Monkey (11:28:10 PM): dammit!

A Piano Monkey (11:28:11 PM): YES

iMMuNeDesignz (11:28:14 PM): ...?

A Piano Monkey (11:28:20 PM): K'hand is on the other side

iMMuNeDesignz (11:28:25 PM): WOOHOO!

JohnWHowson (11:28:28 PM): Taurem could be a city on the northern end of the mountain range, but it wouldn't have access to the "far side", perhaps

iMMuNeDesignz (11:28:40 PM): Yeah, Kern you havent seen it yet hmm?

JohnWHowson (11:28:45 PM): or the far southern, whichever would be a colder climate

DeBelcadize (11:28:46 PM): okay again we need to work on a concept

iMMuNeDesignz (11:28:50 PM): I'll show it to you when its more complete..kind of cool.

A Piano Monkey (11:28:52 PM): maybe even in a mountain pass - the only accessible mountain pass - so only powerful people can to thru the pass without getting killed by the denizens of k'hand

DeBelcadize (11:28:53 PM): that is how i do world building

A Piano Monkey (11:29:01 PM): by the way

JohnWHowson (11:29:04 PM): Nope, I'm just running my mouth off as usual

A Piano Monkey (11:29:04 PM): just so you guys no

A Piano Monkey (11:29:14 PM): i'm assuming we're in the northern hemisphere, that's how i'm making the map

A Piano Monkey (11:29:19 PM): so, colder the further north you go

DeBelcadize (11:29:19 PM): IF we are doing this i want it to have a good concept

iMMuNeDesignz (11:29:25 PM): Ish - great idea.

DeBelcadize (11:29:25 PM): works for me

iMMuNeDesignz (11:29:30 PM): We could expand taurem than..

JohnWHowson (11:29:32 PM): nod

DeBelcadize (11:29:34 PM): so if we are the frontier

DeBelcadize (11:29:46 PM): and the keep is the farthest humans are

DeBelcadize (11:29:52 PM): taurim cant be further

DeBelcadize (11:29:53 PM): see?

A Piano Monkey (11:30:02 PM): nate's coming

iMMuNeDesignz (11:30:03 PM): Hmm.

iMMuNeDesignz (11:30:05 PM): Nate?

DeBelcadize (11:30:06 PM): cool

DeBelcadize (11:30:08 PM): ivar

iMMuNeDesignz (11:30:13 PM): Ivars in this?

iMMuNeDesignz (11:30:15 PM): Cool.

iMMuNeDesignz (11:30:15 PM): lol

(11:30:16 PM) slackerbivins has entered the room.

A Piano Monkey (11:30:17 PM): yup

slackerbivins (11:30:17 PM): hey

A Piano Monkey (11:30:19 PM): yo

DeBelcadize (11:30:20 PM): heya

iMMuNeDesignz (11:30:24 PM): *worships*

slackerbivins (11:30:26 PM): what's up guys?

DeBelcadize (11:30:28 PM): ivar was always in on this

slackerbivins (11:30:35 PM): yep always

DeBelcadize (11:30:37 PM): working up ideas for the new world

iMMuNeDesignz (11:30:37 PM): Nice.

slackerbivins (11:30:43 PM): what am I in on?

DeBelcadize (11:30:52 PM): closing the guild and starting a new one

iMMuNeDesignz (11:30:54 PM): I didnt know you was doing this too, neat.

iMMuNeDesignz (11:30:56 PM): :-D

iMMuNeDesignz (11:31:07 PM): Although, kinda makes sense..we'd be real assholes if we didnt.

DeBelcadize (11:31:07 PM): ::regrets telling immune anything::

iMMuNeDesignz (11:31:17 PM): Really?

iMMuNeDesignz (11:31:24 PM): I can be some help man.. what the hell :-P

slackerbivins (11:31:27 PM): its an option that i am not opposed to, if it helps you guys

A Piano Monkey (11:32:15 PM): okay everyone, i have a pdf of the map as it stands now

A Piano Monkey (11:32:19 PM): who wants a look?

iMMuNeDesignz (11:32:22 PM): Me.

DeBelcadize (11:32:24 PM): IMO the guild is dead.. we have 5 players .. aduck, unseen, dragonis, lynett Dk and sometimes vlad,etc

iMMuNeDesignz (11:32:31 PM): And me.

iMMuNeDesignz (11:32:32 PM): lol

DeBelcadize (11:32:34 PM): not very often are there more than 5 players on and that is rare

DeBelcadize (11:32:39 PM): mostly it is 0

iMMuNeDesignz (11:32:46 PM): We had a burst of 10 once.. for a few weeks

iMMuNeDesignz (11:32:49 PM): Than that disapeared.

slackerbivins (11:32:53 PM): yeah, i thought maybe the status page was wrong

slackerbivins (11:32:59 PM): but that was just optimism i guess

A Piano Monkey (11:33:03 PM): heh

DeBelcadize (11:33:05 PM): :D

DeBelcadize (11:33:18 PM): no it is almost dead man

DeBelcadize (11:33:21 PM): so we have to do SOMETHING

DeBelcadize (11:33:28 PM): i recruited like hell

A Piano Monkey (11:33:33 PM): i'm gonig to post it on my page so you guys can see it, give me a few minutes

DeBelcadize (11:33:49 PM): but no one hardly is doing anything

DeBelcadize (11:33:52 PM): email me ish

DeBelcadize (11:33:58 PM): mikestrange2@comcast.net

DeBelcadize (11:34:05 PM): it may start up

iMMuNeDesignz (11:34:07 PM): Whats the website?

DeBelcadize (11:34:08 PM): but is not yet

FeknTumblinKing (11:34:30 PM): hmm mated pair of white dragons?

A Piano Monkey (11:34:35 PM): i'm going to put it on my site, just give a sec

iMMuNeDesignz (11:34:44 PM): ..White dragons?

DeBelcadize (11:34:53 PM): so we have a concept

slackerbivins (11:34:55 PM): ok

slackerbivins (11:34:57 PM): concept?

DeBelcadize (11:35:00 PM): we have a damned good mod to start from

DeBelcadize (11:35:01 PM): yeah

DeBelcadize (11:35:12 PM): a frontier area in a home brew world

DeBelcadize (11:35:18 PM): farthest human settlement

DeBelcadize (11:35:28 PM): mountain range .. k'hand on the other side

iMMuNeDesignz (11:35:49 PM): There going to be more than Khand though?

DeBelcadize (11:35:58 PM): Firien forest to the norht and east

DeBelcadize (11:36:03 PM): mountains to the west

DeBelcadize (11:36:07 PM): ocean to the south

DeBelcadize (11:36:11 PM): sound right so far ish?

iMMuNeDesignz (11:36:24 PM): North is arctic right?

iMMuNeDesignz (11:36:27 PM): Or starts to be

DeBelcadize (11:36:34 PM): north is like canada

iMMuNeDesignz (11:36:41 PM): ..arctic.

iMMuNeDesignz (11:36:42 PM): lol

DeBelcadize (11:36:49 PM): depends on how far

iMMuNeDesignz (11:36:52 PM): Yukon

iMMuNeDesignz (11:36:54 PM): :-)

DeBelcadize (11:37:07 PM): so we have frontier towns

DeBelcadize (11:37:24 PM): each race can spawn in a certain area

DeBelcadize (11:37:36 PM): use the coach travel system between cities/towns

DeBelcadize (11:37:44 PM): so you can get from one ot another without danger

slackerbivins (11:37:48 PM): right

slackerbivins (11:37:51 PM): sounds good so far

FeknTumblinKing (11:38:01 PM): testing mod now..

JohnWHowson (11:38:11 PM): are the extra-planars going to have a "racial spawn point", say an area with a (one way) gate to Sigil (or this setting's equivalent)?

DeBelcadize (11:38:16 PM): and then ummm.. quest areas stay

DeBelcadize (11:38:18 PM): wolves

DeBelcadize (11:38:19 PM): rats

DeBelcadize (11:38:27 PM): perhaps spiders

A Piano Monkey (11:38:31 PM): ((yes garth, map sounds right))

iMMuNeDesignz (11:38:39 PM): ...if anyone wants to hear my idea. The towns for each race or whatever shouldnt be far from the Major city or settlement we have? You know like little towns that have their on way of getting there (plus the caravan)..maybe some..

iMMuNeDesignz (11:38:42 PM): quests along the way?

iMMuNeDesignz (11:38:59 PM): Kind of like an arrowhead setup. .

DeBelcadize (11:39:02 PM): ummm... planetouched will spawn in a frontier town

DeBelcadize (11:39:12 PM): or aasimar can spawn in the keep

JohnWHowson (11:39:16 PM): just wondering ;-)

DeBelcadize (11:39:24 PM): :D

JohnWHowson (11:39:26 PM): I thought perhaps a cave somewhere in the mountains *shrug* not a city of their own

iMMuNeDesignz (11:39:28 PM): Wtf are Aasimars.. ?

DeBelcadize (11:39:31 PM): oh did you all hear of the two 8 rule?

JohnWHowson (11:39:39 PM): They're half-humans half-angels

JohnWHowson (11:39:46 PM): and no, I didn't

DeBelcadize (11:39:46 PM): frontier town will have mixed races

iMMuNeDesignz (11:39:47 PM): Nice.

iMMuNeDesignz (11:39:55 PM): Yeah, like a gathering for all.

iMMuNeDesignz (11:39:56 PM): :-)

iMMuNeDesignz (11:39:58 PM): Well..

iMMuNeDesignz (11:39:59 PM): most.

DeBelcadize (11:40:05 PM): okay if a player makes a pc with two or more 8s... they will spawn in purgatory

DeBelcadize (11:40:09 PM): until a dm lets them out

iMMuNeDesignz (11:40:14 PM): 8s?

JohnWHowson (11:40:14 PM): hehe

A Piano Monkey (11:40:18 PM): And they have to have a good reason to be let out ;-)

DeBelcadize (11:40:19 PM): and they have to PROVE they are gonna roleplay those stats

iMMuNeDesignz (11:40:29 PM): ohhh.

JohnWHowson (11:40:36 PM): Don't worry, my Aasimar paladin won't have any 8s ;-)

DeBelcadize (11:40:40 PM): :D

iMMuNeDesignz (11:40:42 PM): LOL

JohnWHowson (11:40:44 PM): he may have a few 20s, but no 8s :p

A Piano Monkey (11:40:47 PM): Also, I really want to have all characters be DM-approved... that way, you don't have someone recreating the same character when he/she dies

DeBelcadize (11:41:06 PM): that is hard to do wityh few dms

iMMuNeDesignz (11:41:12 PM): *nod*

DeBelcadize (11:41:20 PM): hence the idea of rewardind DMs for dming

DeBelcadize (11:41:27 PM): so we have more

iMMuNeDesignz (11:42:02 PM): I sh you got that pdf hosted yet? :-)

DeBelcadize (11:42:09 PM): okay goblin areas .. i was gonna do that a little different

iMMuNeDesignz (11:42:18 PM): hmm. .

DeBelcadize (11:42:19 PM): i have fixed the goblinoids to be liek rule book

DeBelcadize (11:42:27 PM): and the goblin area

DeBelcadize (11:42:56 PM): i am thiknign a wilderness fortress wast taken over by them.. the basement of which has a cave entrance to the goblinoid lair?

DeBelcadize (11:42:58 PM): sound cool?

DeBelcadize (11:43:07 PM): so a hostage is in the fortress

DeBelcadize (11:43:21 PM): and you can go deeper.. or maybe one day REALLY deeper...

iMMuNeDesignz (11:43:31 PM): Like, hell deep?

DeBelcadize (11:43:38 PM): say gobs and hobbs in that area

FeknTumblinKing (11:43:40 PM): is 3 14's and 3 12's ok.. on every character you play?

DeBelcadize (11:43:43 PM): and buggies somewhere else?

DeBelcadize (11:43:48 PM): yeah i like it

DeBelcadize (11:43:51 PM): good stats man

A Piano Monkey (11:43:55 PM): http://www.angelfire.com/ult/august_west/NWNStuff.html

DeBelcadize (11:43:56 PM): but we have a lot of 8s

FeknTumblinKing (11:44:05 PM): good cause thats way easier than trying to make a badass character ;p

DeBelcadize (11:44:21 PM): my tielfign has an 8 but only because i forgot the - 2 cha

A Piano Monkey (11:44:23 PM): go there, download the PDF of the map, tell me what you think

DeBelcadize (11:44:26 PM): i had a 10

JohnWHowson (11:45:04 PM): I gotta run guys :-)

DeBelcadize (11:45:04 PM): oh ish

DeBelcadize (11:45:08 PM): that works for me man

JohnWHowson (11:45:10 PM): talk to you later

DeBelcadize (11:45:13 PM): okay kerny see ya

A Piano Monkey (11:45:17 PM): this is just the general area, and there's nothing beyond the mountains yet

DeBelcadize (11:45:18 PM): the human thing is great

A Piano Monkey (11:45:19 PM): later John

DeBelcadize (11:45:29 PM): far enough way to the east

A Piano Monkey (11:45:30 PM): human thing?

iMMuNeDesignz (11:45:30 PM): I cant see to the left of the mountains

A Piano Monkey (11:45:33 PM): gotcha

DeBelcadize (11:45:39 PM): i want the west to be terra incognia

(11:45:40 PM) JohnWHowson has left the room.

A Piano Monkey (11:45:43 PM): i didn't print that, immune, it's just non-explored area thus far

DeBelcadize (11:45:45 PM): err

DeBelcadize (11:45:49 PM): unexplored by humans

A Piano Monkey (11:45:52 PM): right

iMMuNeDesignz (11:45:58 PM): **Alright.**

A Piano Monkey (11:46:06 PM): there's a little to the south that didn't show up on the print, but it's just a few islands

DeBelcadize (11:46:08 PM): so that way it works

iMMuNeDesignz (11:46:10 PM): **This is a cool map design :-)** gj ishy

slackerbivins (11:46:11 PM): i gotta hit the sack guys, you need anything from me before i go?

slackerbivins (11:46:16 PM): nice map B

DeBelcadize (11:46:26 PM): nope man.. good to see you

A Piano Monkey (11:46:30 PM): later nate, take care :0

slackerbivins (11:46:45 PM): thanks, hope you guys get everything working the way you want

slackerbivins (11:46:47 PM): catcha later

(11:46:57 PM) slackerbivins has left the room.

iMMuNeDesignz (11:47:05 PM): :'(

A Piano Monkey (11:47:19 PM): so, to get to the evil city, you'd either have to go thru some Fens (which I have made and ready to go), or the forest (which is guarded by the Monastery)

DeBelcadize (11:47:25 PM): heh the way i want and we only have me for a player.. ""Thinks compromise""

DeBelcadize (11:47:41 PM): fens have lizards?

DeBelcadize (11:47:47 PM): we need a good swamp area

A Piano Monkey (11:47:48 PM): Those forests can have whatever name we want, such as Firien, or whatever

iMMuNeDesignz (11:47:51 PM): **I also have halfass moravor... its a undead/castle if you wanna use it.**

DeBelcadize (11:47:55 PM): or is the fens the undead marshes we have now?

A Piano Monkey (11:48:00 PM): Fens has Trolls on the southern part, and lizards everywhere else

DeBelcadize (11:48:05 PM): cool

A Piano Monkey (11:48:08 PM): and the Undead marshes can be transported to somewhere else

A Piano Monkey (11:48:18 PM): fens are on oceans, swamps don't have to be, we can put it elsewhere

iMMuNeDesignz (11:48:24 PM): **Maybe you have to get through the marshes to get to the evil city?**

DeBelcadize (11:48:24 PM): cool

A Piano Monkey (11:48:45 PM): also, i don't know if you can tell, but north of padriac, there's a pass in the mountains, where K' Hand could be

DeBelcadize (11:48:52 PM): heh I have CC2Pro but not good at it yet

DeBelcadize (11:49:01 PM): I see an opening

A Piano Monkey (11:49:04 PM): that's it

iMMuNeDesignz (11:49:05 PM): Noticed it

A Piano Monkey (11:49:10 PM): i haven't labled it or anything, but that's it

A Piano Monkey (11:49:40 PM): So, we'll have a map this time, once I get things ready... we can have 2... one with lables for PCs, and one with lables for DMs and such

iMMuNeDesignz (11:49:52 PM): Wouldnt it almost be easier to work by grid if its a map?
Or are we just going to wing it..

DeBelcadize (11:49:55 PM): cool

A Piano Monkey (11:50:09 PM): I can grid it if you want, but that will restrict us a lot

DeBelcadize (11:50:10 PM): okay i think much more forest

DeBelcadize (11:50:13 PM): lots and lots of forest

A Piano Monkey (11:50:14 PM): just use the map as a guideline for building

A Piano Monkey (11:50:16 PM): okay

DeBelcadize (11:50:19 PM): i hate grids

iMMuNeDesignz (11:50:19 PM): Alright

A Piano Monkey (11:50:20 PM): mroe forest on the way

iMMuNeDesignz (11:50:35 PM): Whats my role again here, Builder?

DeBelcadize (11:50:38 PM): Can you tell i am more of an outdoor adventure guy?

DeBelcadize (11:50:40 PM): yeah

iMMuNeDesignz (11:50:46 PM): Alright.

DeBelcadize (11:50:50 PM): we are gonna work out a planned development

DeBelcadize (11:50:52 PM): then build

iMMuNeDesignz (11:51:00 PM): Good to have a solid structure to start from.

DeBelcadize (11:51:08 PM): i have upgraded the mod to HCR 3.0

iMMuNeDesignz (11:51:16 PM): Id like to helpout as much as I can.. DMing..whatever

DeBelcadize (11:51:19 PM): and will have to see if it is all working right

iMMuNeDesignz (11:51:29 PM): Dming shouldnt even be planned yet, cus we need a module first.

DeBelcadize (11:51:39 PM): sure.. the idea is the guys who are in on this now are gonna be the core of the guild

DeBelcadize (11:51:41 PM): you know?

DeBelcadize (11:51:47 PM): we will be the dms, etc

iMMuNeDesignz (11:51:54 PM): Alright, nice.

DeBelcadize (11:52:03 PM): just dont cheat.

DeBelcadize (11:52:04 PM): :D

iMMuNeDesignz (11:52:08 PM): lol

iMMuNeDesignz (11:52:13 PM): ::evil eye to mike::

A Piano Monkey (11:52:15 PM): Okay, here's an idea I told Fandarel

DeBelcadize (11:52:28 PM): *listens*

A Piano Monkey (11:52:31 PM): We need to set up tasks and deadlines, and post them on a

webpage; we can use mine for now, for all i care

DeBelcadize (11:52:39 PM): okay works for me

A Piano Monkey (11:52:41 PM): that way, everyone's always on the same page, in case they can't make a meeting

DeBelcadize (11:52:46 PM): okay

FeknTumblinKing (11:52:46 PM): dont.. cheat?

DeBelcadize (11:52:50 PM): :D

iMMuNeDesignz (11:53:14 PM): Yeah.. Sounds good.

DeBelcadize (11:53:17 PM): alright here is my thinking.. deth is uncomfortable with many having access to the server so i will be the guy who can get anything

A Piano Monkey (11:53:23 PM): So, if you want, i'll get a littel bit more on that page and get us a working page up for the time being until Fan can make us something better

iMMuNeDesignz (11:53:25 PM): ROFLMAO

A Piano Monkey (11:53:27 PM): that's fine with me

iMMuNeDesignz (11:53:27 PM): Ok mike.

DeBelcadize (11:53:32 PM): i will give upload access to others

DeBelcadize (11:53:40 PM): ie a folder to up mod to if i am gone

iMMuNeDesignz (11:54:00 PM): k..

DeBelcadize (11:54:02 PM): i have cheked some things out.. and we can edit players with leto

DeBelcadize (11:54:05 PM): to a point

DeBelcadize (11:54:08 PM): so we can add gods

A Piano Monkey (11:54:09 PM): We should also save these convos as logs and post them for download for anyone who missed a meeting

DeBelcadize (11:54:12 PM): or fix them

A Piano Monkey (11:54:14 PM): in case anyone cares

DeBelcadize (11:54:19 PM): yeah i agree

A Piano Monkey (11:54:22 PM): i know i would, i don't know how many other people would do it though

DeBelcadize (11:54:30 PM): we can change subraces

DeBelcadize (11:54:32 PM): etc

iMMuNeDesignz (11:54:34 PM): Unless we just have someone keep a review of the meeting

DeBelcadize (11:54:34 PM): so that is nice

A Piano Monkey (11:54:50 PM): aight, if you don't mind, give me a list of everyone who needs to be known to each other

iMMuNeDesignz (11:55:04 PM): ...wha?

DeBelcadize (11:55:13 PM): right now:

DeBelcadize (11:55:27 PM): Rictor, me, you , immune, fandarel, kern

DeBelcadize (11:55:29 PM): cbe is awol

DeBelcadize (11:55:34 PM): and i have not spoken to goose

iMMuNeDesignz (11:55:42 PM): Vlad as well too?

DeBelcadize (11:55:47 PM): feel free to bring him in

iMMuNeDesignz (11:55:50 PM): **Alright.**

DeBelcadize (11:55:52 PM): vlad is not working on this

DeBelcadize (11:55:56 PM): i meant goose

iMMuNeDesignz (11:55:59 PM): **lol**

A Piano Monkey (11:56:01 PM): oh?

DeBelcadize (11:56:07 PM): oh?

A Piano Monkey (11:56:11 PM): goose isn't?

DeBelcadize (11:56:16 PM): i have not spoken with him

A Piano Monkey (11:56:18 PM): are we not going to tell him?

DeBelcadize (11:56:18 PM): dont know

DeBelcadize (11:56:25 PM): we can i said feel free to tell him

iMMuNeDesignz (11:56:34 PM): **Goose looks like larry bird...ionno if we should..**

DeBelcadize (11:56:35 PM): i personally have him blocked

DeBelcadize (11:56:36 PM): :D

A Piano Monkey (11:56:40 PM): just asking, so i'll know not to bring things up if we talk

DeBelcadize (11:56:47 PM): feel free man

DeBelcadize (11:56:57 PM): cbe will be in ohn it when he gets isp again

DeBelcadize (11:57:00 PM): i think the 15ht

DeBelcadize (11:57:03 PM): 15th he said

iMMuNeDesignz (11:57:33 PM): **Question:**

DeBelcadize (11:57:38 PM): so we go with a 3 strike rule on death

DeBelcadize (11:57:42 PM): go ahead immune

iMMuNeDesignz (11:58:02 PM): **Will the main city be full of everything? I mean, do we have supplies for being the arrowhead of the frontier and all?**

iMMuNeDesignz (11:58:14 PM): **Or would that be a different story.**

DeBelcadize (11:58:18 PM): yeah and is near the coast so can resupply that way

iMMuNeDesignz (11:58:26 PM): ***looks at map*...alrigh**

iMMuNeDesignz (11:58:31 PM): **Yeah, we could.**

DeBelcadize (11:58:37 PM): miss kath knows?

iMMuNeDesignz (11:58:44 PM): ...

iMMuNeDesignz (11:58:48 PM): **does she?**

DeBelcadize (11:59:05 PM): she is a regisgered user in fanland

iMMuNeDesignz (11:59:20 PM): **Link me again**

iMMuNeDesignz (11:59:20 PM): **plz**

iMMuNeDesignz (11:59:37 PM): **Garth, could you do me a favor if you got the access..**

DeBelcadize (12:00:04 AM): i dont on that one bud

iMMuNeDesignz (12:00:09 AM): **Delete both accounts I made, and make one for me.. just "iMMuNe" and throw me a pw so I can change it. It seems...**

iMMuNeDesignz (12:00:10 AM): **alright**

iMMuNeDesignz (12:00:23 AM): **Damnit.**

iMMuNeDesignz (12:00:26 AM): It dont like me...lol

DeBelcadize (12:02:14 AM): hehe 7 members for our new guild already

DeBelcadize (12:02:15 AM): hehe

DeBelcadize (12:02:24 AM): how kath found out i dont know

A Piano Monkey (12:02:39 AM): So :

DeBelcadize (12:02:46 AM): yeah?

A Piano Monkey (12:03:02 AM): Fandarel, Garth, Kerneth, I shmayl, Immune, CBE, and I var

A Piano Monkey (12:03:14 AM): anyonje else need any sort of access and priviledges?

FeknTumblinKing (12:03:21 AM): for anyone who's interested here's the latest version of my mod ((dont worry i tested this one before i uploaded it.. dragon cult thing.))

<http://www.josephmarflak.com/nwn/dragoncultfinal.mod>

iMMuNeDesignz (12:03:30 AM): Umm.

iMMuNeDesignz (12:03:35 AM): What kind is available?

DeBelcadize (12:03:37 AM): rictor

A Piano Monkey (12:03:40 AM): oh, and Rictor ;-)

DeBelcadize (12:03:41 AM): feckn here

FeknTumblinKing (12:03:51 AM): ...:'(

A Piano Monkey (12:03:56 AM): sorry dude :-)

FeknTumblinKing (12:03:59 AM): haha no problem

A Piano Monkey (12:04:06 AM): but the truth is, i just don't like you ;-)

A Piano Monkey (12:04:28 AM): okay, so 8 there

FeknTumblinKing (12:04:29 AM): yeah yeah i know

A Piano Monkey (12:04:35 AM): Does MissKath count? ::bleh::

iMMuNeDesignz (12:04:44 AM): *blink*

FeknTumblinKing (12:04:44 AM): the one reason i liked having vapien around was he took the hatred away from me.

DeBelcadize (12:04:49 AM): sure she is a good dm i think

A Piano Monkey (12:04:50 AM): lol

DeBelcadize (12:04:52 AM): new still but good

iMMuNeDesignz (12:04:56 AM): SILENCE

iMMuNeDesignz (12:05:03 AM): Do not mention thy vaipen

FeknTumblinKing (12:05:07 AM): haha

DeBelcadize (12:05:20 AM): okay one thing about this mod

A Piano Monkey (12:05:25 AM): btw garth, i haven't decided on this yet, but...

DeBelcadize (12:05:26 AM): we ARE gonna have treasure

DeBelcadize (12:05:27 AM): dammit

DeBelcadize (12:05:31 AM): yeah?

iMMuNeDesignz (12:05:34 AM): treasure?

iMMuNeDesignz (12:05:47 AM): Wuts wrong wit treasure baby :-)

A Piano Monkey (12:05:56 AM): i think ,for the beginning and time begin, i'm not going to be

DMing; just kinda of doing various administrative duties, or whatever you wanna call this stuff

DeBelcadize (12:05:57 AM): goose took almost all of it out

A Piano Monkey (12:06:04 AM): planning, mapping, creating, but no DMing for awhile

DeBelcadize (12:06:05 AM): taht works

DeBelcadize (12:06:10 AM): that works for me ish

A Piano Monkey (12:06:14 AM): okay

DeBelcadize (12:07:20 AM): i dont know abotu you guys.. but I am rather excited

DeBelcadize (12:07:20 AM): :D

iMMuNeDesignz (12:07:36 AM): :-)

iMMuNeDesignz (12:07:52 AM): **So I need to know.**

iMMuNeDesignz (12:07:58 AM): **Uhm, Builders working in teams?**

DeBelcadize (12:08:07 AM): gonna put my raiders of the lost arc mod in here

DeBelcadize (12:08:09 AM): they can

DeBelcadize (12:08:20 AM): once i get the mod fixed with hcr 3.0

DeBelcadize (12:08:28 AM): i will take all areas out and release a buidler edition

DeBelcadize (12:08:35 AM): so you have all the scripts

DeBelcadize (12:08:40 AM): actually.. you dont need em

FeknTumblinKing (12:08:52 AM): heh if any of you 1337 scriptors wants to work with me i would like some stuff done for my little dungeon here :-)

DeBelcadize (12:08:57 AM): well you will want some

DeBelcadize (12:09:08 AM): fan is a good scripiter

DeBelcadize (12:09:10 AM): and cbe

DeBelcadize (12:09:17 AM): plus deth told me he would help me

FeknTumblinKing (12:09:25 AM): rockin

DeBelcadize (12:09:39 AM): ;;does it sound like I have been planning this for a while?::

A Piano Monkey (12:10:02 AM): heh

iMMuNeDesignz (12:10:11 AM): **I knew there was a conspiracy goin on..**

DeBelcadize (12:10:15 AM): actually.. i have been talking bout it for a while, in chats with folks, and almost did go off and build my onw

DeBelcadize (12:10:17 AM): yeah there was

DeBelcadize (12:10:22 AM): hell man the guild is dying

DeBelcadize (12:10:28 AM): if not dead

iMMuNeDesignz (12:10:28 AM): **And hell yes I agree.**

DeBelcadize (12:11:11 AM): so we need to do something that will work.. my thinking is.. start over.. new guild, no baggage.. all new and fresh.. promote roleplaying.. etc

DeBelcadize (12:11:24 AM): no player run organizations unless they do them IN GAME..

iMMuNeDesignz (12:11:25 AM): **Whats it gunna be called?**

A Piano Monkey (12:11:33 AM): got an updated map up in about 2 minutes if you wanna see it

DeBelcadize (12:11:33 AM): so you want a barraks.. pay the fee and build one

DeBelcadize (12:11:39 AM): coolio

DeBelcadize (12:11:39 AM): :D

iMMuNeDesignz (12:11:40 AM): Malsmoralznebaneim..?

DeBelcadize (12:11:50 AM): nooo we are working on a name

DeBelcadize (12:11:53 AM): any good ideas?

iMMuNeDesignz (12:11:55 AM): No player run orgz?

FeknTumblinKing (12:12:01 AM): TRG

DeBelcadize (12:12:02 AM): nope, not for a long time

iMMuNeDesignz (12:12:06 AM): damn. .

FeknTumblinKing (12:12:06 AM): The role-players guild

DeBelcadize (12:12:09 AM): i thought of R.O.U.S.

FeknTumblinKing (12:12:10 AM): :-P

DeBelcadize (12:12:18 AM): for Roleplayers Of Unusual Skill

DeBelcadize (12:12:19 AM): :D

FeknTumblinKing (12:12:23 AM): Role-players of unusual size?

A Piano Monkey (12:12:58 AM): http://www.angelfire.com/ult/august_west/NWNStuff.html

DeBelcadize (12:13:03 AM): if you want an organization immune.. build up a character, get the cash, and folloers and you have made one

iMMuNeDesignz (12:13:04 AM): Roleplayers of Garth's Bush

iMMuNeDesignz (12:13:04 AM): OMFG

iMMuNeDesignz (12:13:05 AM): We can call it Garth's Bush :-D

A Piano Monkey (12:13:16 AM): errr

iMMuNeDesignz (12:13:23 AM): Yeah, that'd be cool.

FeknTumblinKing (12:13:35 AM): hmm immune gets no say in what we are named ;p

DeBelcadize (12:13:39 AM): and the first bannage is...

FeknTumblinKing (12:13:47 AM): har har

iMMuNeDesignz (12:14:01 AM): So if players want player run orgs..

A Piano Monkey (12:14:02 AM): i don't know if i like the grasslands above the forest, but what do you think of the swamp and lake placement?

DeBelcadize (12:14:11 AM): hey... how bout the silver garter.. :D

iMMuNeDesignz (12:14:15 AM): Hey H...your loss bud.

FeknTumblinKing (12:14:15 AM): er crap i dont have acrobat installed ;p

iMMuNeDesignz (12:14:18 AM): lol

A Piano Monkey (12:14:20 AM): d'oh

FeknTumblinKing (12:14:34 AM): whats that immune?

DeBelcadize (12:14:41 AM): I like em

DeBelcadize (12:14:48 AM): need more trees.. :D

iMMuNeDesignz (12:14:50 AM): "mm immune gets no say in what we are name"

A Piano Monkey (12:14:55 AM): i added a bit more, you want even more?

A Piano Monkey (12:15:00 AM): where?

DeBelcadize (12:15:04 AM): sure.. primordial land man

DeBelcadize (12:15:15 AM): that works really

DeBelcadize (12:15:16 AM): :D

A Piano Monkey (12:15:31 AM): up to you, i can add more, but don't wanna crowd too much

FeknTumblinKing (12:15:40 AM): OH NO! campaign cartographer!?

A Piano Monkey (12:15:47 AM): that's what i used, why?

A Piano Monkey (12:15:51 AM): don't like?

FeknTumblinKing (12:15:52 AM): havent seen that in years

FeknTumblinKing (12:15:57 AM): no i loved it back in the day :

FeknTumblinKing (12:15:58 AM): ;-)

DeBelcadize (12:16:01 AM): okay the swamp to the north is ummm... the undead swamp

A Piano Monkey (12:16:04 AM): yeah, that's prally why it was so damned easy to find on kaza ; -)

DeBelcadize (12:16:07 AM): i just purchased a copy of it

iMMuNeDesignz (12:16:10 AM): **Ish is old skoo** :-P

DeBelcadize (12:16:14 AM): i have CC2Pro

DeBelcadize (12:16:15 AM): :D

A Piano Monkey (12:16:19 AM): north swamp above lake is Undead Swamp, south-east fens is Trolls/Lizard area

DeBelcadize (12:16:23 AM): did a map of enin

DeBelcadize (12:16:25 AM): :D

DeBelcadize (12:16:29 AM): coolio

A Piano Monkey (12:16:33 AM): with a black dragon nesting DEEEP within some caves in those fens ; -)

DeBelcadize (12:16:37 AM): cuz no lizards in khand now

DeBelcadize (12:16:42 AM): and lets call it K'Hand

DeBelcadize (12:16:45 AM): sounds better

DeBelcadize (12:16:51 AM): groovy

A Piano Monkey (12:16:52 AM): with the old name of K'Hand' Alore? ;-)

A Piano Monkey (12:16:55 AM): my old history of it?

DeBelcadize (12:16:55 AM): sure

A Piano Monkey (12:16:58 AM): yay!

FeknTumblinKing (12:17:21 AM): good map i like. i need to find that program again.. beats the hell out of drawing by hand ; -)

DeBelcadize (12:17:30 AM): you want to work on Khand or me?

A Piano Monkey (12:17:38 AM): me?

DeBelcadize (12:17:45 AM): me as in me

DeBelcadize (12:17:48 AM): or you as in you Ish

A Piano Monkey (12:17:49 AM): you mean actually build stuff?

DeBelcadize (12:17:53 AM): since your history

DeBelcadize (12:17:54 AM): :D

iMMuNeDesignz (12:17:56 AM): **Whats the name of our Mainland?**

A Piano Monkey (12:17:57 AM): oh, that's an *or*

A Piano Monkey (12:18:00 AM): i thought it was a *for* ;-)

A Piano Monkey (12:18:09 AM): nah, i don't need to work on it, i'm nto a great builder

DeBelcadize (12:18:17 AM): okay i will do something

DeBelcadize (12:18:23 AM): no lizard folk though

iMMuNeDesignz (12:18:25 AM): EH...

DeBelcadize (12:18:30 AM): main land? ummm

iMMuNeDesignz (12:18:37 AM): or whatever we're on

A Piano Monkey (12:18:38 AM): okay, we need a continent name, city name, and campaign name

DeBelcadize (12:18:41 AM): Falinar works

DeBelcadize (12:18:43 AM): i guess

A Piano Monkey (12:18:50 AM): for mainland?

DeBelcadize (12:18:53 AM): yeah

A Piano Monkey (12:18:54 AM): okay

iMMuNeDesignz (12:18:55 AM): Taurems a good city nane... *sniff*

A Piano Monkey (12:18:59 AM): it is

A Piano Monkey (12:19:01 AM): i like it just fine

iMMuNeDesignz (12:19:06 AM): :-)

A Piano Monkey (12:19:17 AM): how about that for the main city?

DeBelcadize (12:19:19 AM): works for me.. i can put Mournmoss keep somewhere else

A Piano Monkey (12:19:20 AM): Taurem

iMMuNeDesignz (12:19:25 AM): Hmm..

iMMuNeDesignz (12:19:27 AM): Sounds good

A Piano Monkey (12:19:35 AM): Taurum

iMMuNeDesignz (12:19:38 AM): Just promise me my arctic city willbe implemented somewhere.. :-D

A Piano Monkey (12:19:41 AM): Tarum

DeBelcadize (12:19:44 AM): world name.. ummm

FeknTumblinKing (12:19:44 AM): hmm..

A Piano Monkey (12:19:56 AM): well, more like a guild name than a world name

iMMuNeDesignz (12:19:58 AM): Tarumar

iMMuNeDesignz (12:20:08 AM): Tauramar

A Piano Monkey (12:20:08 AM): world name is not really very important, I MHO

DeBelcadize (12:20:12 AM): Fayrth?

A Piano Monkey (12:20:17 AM): for the world?

DeBelcadize (12:20:20 AM): yeah?

A Piano Monkey (12:20:25 AM): Fayrth...

A Piano Monkey (12:20:26 AM): Raiyn

iMMuNeDesignz (12:20:38 AM): Enin!

A Piano Monkey (12:20:40 AM): Aryth

A Piano Monkey (12:20:49 AM): Aiyrth
iMMuNeDesignz (12:20:51 AM): **Auromarth**
 DeBelcadize (12:20:51 AM): ;;shrug:: pick one
A Piano Monkey (12:20:57 AM): just sounding things off
 DeBelcadize (12:21:00 AM): i went with Fa for fantasy
 DeBelcadize (12:21:03 AM): adn yrth for earth
 DeBelcadize (12:21:07 AM): cuz i am lazy
 DeBelcadize (12:21:08 AM): hehe
A Piano Monkey (12:21:11 AM): world's not very important really
iMMuNeDesignz (12:21:12 AM): **Arimal**
A Piano Monkey (12:21:21 AM): what about a guild/campaign/mod name?
iMMuNeDesignz (12:21:28 AM): **Guild name, hmm.**
A Piano Monkey (12:21:31 AM): The New Supreme Council Strikes Back
iMMuNeDesignz (12:21:41 AM): **TNSCSB**
iMMuNeDesignz (12:21:44 AM): **Sounds like a news station.**
A Piano Monkey (12:21:47 AM): heh
 DeBelcadize (12:21:51 AM): guild name is important
A Piano Monkey (12:21:53 AM): very
 DeBelcadize (12:21:57 AM): needs to be coola and catchy
iMMuNeDesignz (12:22:01 AM): **The Relentless Insanity**
iMMuNeDesignz (12:22:02 AM): :-D
 DeBelcadize (12:22:04 AM): like.. fizbat
 DeBelcadize (12:22:06 AM): or somehting
 DeBelcadize (12:22:06 AM): :D
A Piano Monkey (12:22:13 AM): The Forsaken Lands
FeknTumblinKing (12:22:15 AM): then why not just use fizbat?
 DeBelcadize (12:22:18 AM): Roleplayers Anonymous?
 DeBelcadize (12:22:24 AM): forsaken lands?
 DeBelcadize (12:22:25 AM): I like it
FeknTumblinKing (12:22:30 AM): "help us we need players"
iMMuNeDesignz (12:22:45 AM): **Unforsaken Lands of (World Name)**
A Piano Monkey (12:22:46 AM): that used to be the name of the campaign setting I wanted to create but never finished *sniff
 DeBelcadize (12:22:47 AM): the undiscovered Continent
 DeBelcadize (12:22:48 AM): :D
A Piano Monkey (12:22:50 AM): heh
A Piano Monkey (12:23:00 AM): Star Trek VI , baby!
iMMuNeDesignz (12:23:02 AM): **And we'll be called the (un)forsaken lands supreme council**
 DeBelcadize (12:23:05 AM): Forsaken Realms works
A Piano Monkey (12:23:12 AM): Realms or Lands?

DeBelcadize (12:23:13 AM): I like it

DeBelcadize (12:23:18 AM): hmmm

iMMuNeDesignz (12:23:20 AM): 1. Lands 2. Realms

iMMuNeDesignz (12:23:21 AM): 1

FeknTumblinKing (12:23:24 AM): I like lands better

DeBelcadize (12:23:28 AM): Lands works

A Piano Monkey (12:23:28 AM): And we can call ourselves "The Forsook" ;-)

A Piano Monkey (12:23:30 AM): lands?

DeBelcadize (12:23:37 AM): so we are not associated with FR too much

FeknTumblinKing (12:23:38 AM): "the forsakeded"

A Piano Monkey (12:23:40 AM): right

A Piano Monkey (12:23:46 AM): So "Forsaken Lands" it is?

iMMuNeDesignz (12:23:47 AM): Forsakededded right H? :-P

DeBelcadize (12:23:49 AM): yeah

DeBelcadize (12:23:54 AM): works for me

DeBelcadize (12:23:56 AM): we have a name

DeBelcadize (12:23:58 AM): a map

iMMuNeDesignz (12:24:00 AM): Forsaken Land

iMMuNeDesignz (12:24:01 AM): not lands

A Piano Monkey (12:24:01 AM): aighty :-)

DeBelcadize (12:24:01 AM): and a plan

FeknTumblinKing (12:24:08 AM): rock

DeBelcadize (12:24:08 AM): Lands

A Piano Monkey (12:24:09 AM): Land or Lands?

iMMuNeDesignz (12:24:13 AM): FLSC - Forsaken Land Supreme Council

A Piano Monkey (12:24:14 AM): plural for me

iMMuNeDesignz (12:24:19 AM): :-D

iMMuNeDesignz (12:24:23 AM): Uh..

FeknTumblinKing (12:24:25 AM): The forsaken land or just Forsaken Lands

iMMuNeDesignz (12:24:27 AM): I onno..

DeBelcadize (12:24:28 AM): Lands

DeBelcadize (12:24:30 AM): I like Lands

iMMuNeDesignz (12:24:33 AM): We're going to have more lands?

A Piano Monkey (12:24:35 AM): lands it is

FeknTumblinKing (12:24:38 AM): both sound good.. dont pluralize it with "the" in front

DeBelcadize (12:24:38 AM): sounds bigger

A Piano Monkey (12:24:46 AM): Forsaken Lands

DeBelcadize (12:24:49 AM): Forsaken Lands

iMMuNeDesignz (12:24:52 AM): Yeah, but I dont want our mod to be all talk and no land

FeknTumblinKing (12:24:55 AM): good

DeBelcadize (12:24:55 AM): we can keep the islands

iMMuNeDesignz (12:24:57 AM): :-)

DeBelcadize (12:25:15 AM): so we can keep the undead reward quest

FeknTumblinKing (12:25:17 AM): cept they'll be in an ocean now.. instead of a lake ;p

DeBelcadize (12:25:22 AM): ::making notes on what to keep::

DeBelcadize (12:25:29 AM): they were always in an ocean

DeBelcadize (12:25:32 AM): you never saw my map

DeBelcadize (12:25:33 AM): :D

FeknTumblinKing (12:25:33 AM): hmm

iMMuNeDesignz (12:25:37 AM): City name ?

iMMuNeDesignz (12:25:41 AM): Tarum? Taurum?

DeBelcadize (12:25:41 AM): enin lake was to the east

A Piano Monkey (12:25:42 AM): anyone care what color scheme I use on the webpage?

FeknTumblinKing (12:25:43 AM): i was missinformed then.. i was under the impression that enin was on a lake

iMMuNeDesignz (12:25:44 AM): Taurem?

DeBelcadize (12:25:51 AM): nope go for it

A Piano Monkey (12:25:58 AM): okay, probably relatively simple and dark

iMMuNeDesignz (12:26:03 AM): Silver dark Blue?

DeBelcadize (12:26:07 AM): i personally like darker colors but it needs to be easy to read

iMMuNeDesignz (12:26:09 AM): Silver/black?

A Piano Monkey (12:26:16 AM): Dark backgrounds are easier on the eyes

iMMuNeDesignz (12:26:24 AM): PINK background, yellow text.

iMMuNeDesignz (12:26:25 AM): lol

A Piano Monkey (12:26:34 AM): 84% of voters say they go back to webpages more than once that have dark backgrounds

DeBelcadize (12:26:35 AM): if my pc had not crashed i would send you the map i did man

DeBelcadize (12:26:38 AM): it was not bad

iMMuNeDesignz (12:26:42 AM): Silver / Black is neat... or maybe a Darkblue (BG) Orange text..

iMMuNeDesignz (12:27:25 AM): Is our site going to look medieval like ootns?

DeBelcadize (12:27:37 AM): dont know yet

DeBelcadize (12:27:43 AM): we need some badass graphics

DeBelcadize (12:27:50 AM): but not a lot

iMMuNeDesignz (12:27:54 AM): I m alright with graphics, not badass.

DeBelcadize (12:28:06 AM): fan is working on the forums and such

A Piano Monkey (12:28:24 AM): well, my site for the stime being will probably just be temperary, unless you guys like it

A Piano Monkey (12:28:30 AM): i'm not the programmer fan is though

DeBelcadize (12:28:38 AM): OOOOHHHHHHH>>>>

DeBelcadize (12:28:44 AM): got an idea for K'hand

A Piano Monkey (12:28:48 AM): ?

iMMuNeDesignz (12:28:50 AM): lol

DeBelcadize (12:29:01 AM): how bout it is full of orcs, orogs and half ogres?

DeBelcadize (12:29:03 AM): muahahhaa

iMMuNeDesignz (12:29:15 AM): ...howabout no, you crazy bastard from tennessee :-D

iMMuNeDesignz (12:29:27 AM): Actually

A Piano Monkey (12:29:28 AM): fine with me, i really don't mind

iMMuNeDesignz (12:29:30 AM): That'd be cool..

(12:31:19 AM) You have just entered room "Garth Chat."

A Piano Monkey (12:31:30 AM): geh

DeBelcadize (12:31:30 AM): i like hte new tileset

DeBelcadize (12:31:33 AM): very pretty imo

DeBelcadize (12:31:36 AM): cool trees

iMMuNeDesignz (12:31:37 AM): Winter?

DeBelcadize (12:31:37 AM): etc

DeBelcadize (12:31:38 AM): yeah

iMMuNeDesignz (12:31:40 AM): I know.

iMMuNeDesignz (12:31:43 AM): But the door problem..

iMMuNeDesignz (12:31:54 AM): Goose and I discovered Caravan doors dont work, orthem sunken houses.

iMMuNeDesignz (12:32:00 AM): nor crypts

iMMuNeDesignz (12:32:25 AM): Gotta make a transition infront of it..sucks.

DeBelcadize (12:32:25 AM): ummm.. so?

DeBelcadize (12:32:29 AM): :D

iMMuNeDesignz (12:32:42 AM): Taurem is lookin so damn good..hope we implement it

DeBelcadize (12:32:43 AM): you export out the area in sou mod

iMMuNeDesignz (12:32:48 AM): Its gunna be a huge hunting ground as well

DeBelcadize (12:32:50 AM): and modify it

iMMuNeDesignz (12:32:57 AM): Think goose tried, not sure.

DeBelcadize (12:33:01 AM): depends on where it fits man

iMMuNeDesignz (12:33:09 AM): True..

DeBelcadize (12:33:28 AM): remembver the main goal here is to have a cohesive mod

iMMuNeDesignz (12:33:35 AM): I like the idea of races starting in different areas...

(12:33:58 AM) EverlastGobstopp has entered the room.

iMMuNeDesignz (12:34:12 AM): Fand...

DeBelcadize (12:34:14 AM): yeah that is sweet

iMMuNeDesignz (12:34:20 AM): Your damn forums hate me. :-(

DeBelcadize (12:34:33 AM): not just the forums

DeBelcadize (12:34:34 AM): :D

EverlastGobstopp (12:34:35 AM): good, i see the ban is working
iMMuNeDesignz (12:34:40 AM): Knew it..
iMMuNeDesignz (12:34:40 AM): :-(
EverlastGobstopp (12:34:44 AM): :-)
iMMuNeDesignz (12:34:58 AM): No, but seriously.
iMMuNeDesignz (12:35:03 AM): Not sending me activation letta..
EverlastGobstopp (12:35:14 AM): idk why
iMMuNeDesignz (12:35:26 AM): maybe its cus I have a cjb.net mail account..
EverlastGobstopp (12:35:32 AM): i'll activate you
iMMuNeDesignz (12:35:39 AM): Alright.
iMMuNeDesignz (12:35:46 AM): Link me too, :-)
iMMuNeDesignz (12:35:50 AM): I didnt add
iMMuNeDesignz (12:35:52 AM): to favs.
EverlastGobstopp (12:36:01 AM): which name are you using
DeBelcadize (12:36:59 AM): mod build is almost done.. converting to hcr 3.0
EverlastGobstopp (12:37:00 AM): immune or iMMuNeDesignz
EverlastGobstopp (12:37:08 AM): or both O_O
DeBelcadize (12:37:18 AM): hey fan.. can you edit the jaspers ai?
DeBelcadize (12:37:20 AM): OOOHHH
DeBelcadize (12:37:26 AM): make him MR T
DeBelcadize (12:37:26 AM): hahaha
EverlastGobstopp (12:37:32 AM): maybe depends
EverlastGobstopp (12:37:37 AM): what needs doing
DeBelcadize (12:38:50 AM): I jsut want some to not runaway all the time
DeBelcadize (12:39:03 AM): when i spawn an encounter it sucks when they run away
EverlastGobstopp (12:39:19 AM): hehe
EverlastGobstopp (12:39:26 AM): i'll look into it i guess
DeBelcadize (12:40:12 AM): :D
DeBelcadize (12:40:20 AM): okay the guild name is :
EverlastGobstopp (12:40:26 AM): you activated immune
EverlastGobstopp (12:40:36 AM): <http://fanland.zapto.org>
DeBelcadize (12:40:48 AM): Forsaken Lands
iMMuNeDesignz (12:41:11 AM): ok
iMMuNeDesignz (12:41:12 AM): sorry
iMMuNeDesignz (12:41:13 AM): was away
DeBelcadize (12:41:20 AM): http://www.angelfire.com/ult/august_west/NWNStuff.html
iMMuNeDesignz (12:41:42 AM): whats my pw?
iMMuNeDesignz (12:41:51 AM): or did u send 2 email
EverlastGobstopp (12:41:54 AM): idk, whatever you put
DeBelcadize (12:41:56 AM): same as it always was

iMMuNeDesignz (12:41:57 AM): k

DeBelcadize (12:42:05 AM): **mutters about dumbasses**

DeBelcadize (12:42:07 AM): :D

EverlastGobstopp (12:42:15 AM): beleive it or not i cant read any of your passwords

DeBelcadize (12:42:35 AM): so you did not see how leons was fansucks?

DeBelcadize (12:42:37 AM): wowo

DeBelcadize (12:42:38 AM): :D

DeBelcadize (12:42:47 AM): ;-)

iMMuNeDesignz (12:42:51 AM): thanks fand

EverlastGobstopp (12:42:58 AM): no prob\

DeBelcadize (12:42:58 AM): that damned leon

EverlastGobstopp (12:43:14 AM): heh, yeah right

EverlastGobstopp (12:43:27 AM): i donot have to go undercover to drive players off

DeBelcadize (12:43:42 AM): it is intelligence gathering man

DeBelcadize (12:43:46 AM): intel

DeBelcadize (12:43:50 AM): always need good intel

A Piano Monkey (12:45:06 AM): Will, I still haven't received a registration email for your boards yet

DeBelcadize (12:45:25 AM): WHOOOTTT!!!!

DeBelcadize (12:45:36 AM): Mod built with only the chessclub for errors

EverlastGobstopp (12:45:38 AM): your activated too

A Piano Monkey (12:45:41 AM): okie dokie

DeBelcadize (12:45:42 AM): so hcr 3.0 baby

EverlastGobstopp (12:45:58 AM): um... i deleted the chess club

DeBelcadize (12:46:01 AM): hmmm mod name.. need a mod name

iMMuNeDesignz (12:46:04 AM): Thank god

EverlastGobstopp (12:46:07 AM): and the 100+ scripts

DeBelcadize (12:46:09 AM): yeah but not the scripts

DeBelcadize (12:46:16 AM): the dialogs rather

EverlastGobstopp (12:46:18 AM): i guess i missed some

DeBelcadize (12:46:21 AM): they are still looking for them

DeBelcadize (12:46:22 AM): :D

DeBelcadize (12:46:47 AM): our new mod is hcr 3.0

DeBelcadize (12:46:54 AM): just need to check for bugs and shit now

DeBelcadize (12:47:07 AM): delete areas

DeBelcadize (12:47:10 AM): and go from there

A Piano Monkey (12:47:15 AM): aight folks, i need to get some sleep, i work at 7:00 Am tomorrow :-(

DeBelcadize (12:47:18 AM): me too

DeBelcadize (12:47:20 AM): damn

DeBelcadize (12:47:26 AM): did not know it was that late

DeBelcadize (12:47:28 AM): cya guys

EverlastGobstopp (12:47:29 AM): alright, night peoples

A Piano Monkey (12:47:30 AM): i'm going to log the conversation up to now, and save it on the webpage for those who may want to know what was talked about

A Piano Monkey (12:47:32 AM): g-nite folks

(12:47:45 AM) DeBelcadize has left the room.

(12:47:59 AM) iMMuNeDesignz has left the room.

EverlastGobstopp (12:48:04 AM): /me twidles his thumbs