Monday, October 31. 2005

Too Much Information

For those who just can't seem to get enough, Blizzard has posted a summary of all their lore for World of Warcraft. You can find it here.

I've posted some samples below:

Calling themselves dwarves, the last of the earthen left the halls of Uldaman and ventured out into the waking world. Still lulled by the safety and wonders of the deep places, they founded a vast kingdom under the highest mountain in the land. They named their land Khaz Modan, or "Mountain of Khaz", in honor of the Titan shaper, Khaz'goroth. Constructing
an altar for their Titan father, the dwarves crafted a mighty forge within the heart of the mountain. Thus, the city that grew around the forge would be called Ironforge ever after.

. . .

Though he had defeated all of the people he now saw as his enemies, Arthas was still haunted by the ghost of Kel'Thuzad. The ghost told Arthas that he needed to be revived for the next phase of the Lich King's plan. To revive him, Arthas needed to bring Kel'Thuzad's remains to the mystical Sunwell, hidden within the high elves' eternal kingdom of Quel'Thalas.

Arthas and his Scourge invaded Quel'Thalas and laid siege to the elves' crumbling defenses. Sylvanas Windrunner, the Ranger-General of Silvermoon, put up a valiant fight, but Arthas eventually eradicated the high elf army and battled through to the Sunwell. In a cruel gesture of his dominance, he even raised Sylvanas' defeated body as a banshee, cursed
to endless undeath in the service of Quel'Thalas' conqueror.

. . .

At this time, the undead Scourge had essentially transformed Lordaeron and Quel'Thalas into the toxic Plaguelands. There were only a few pockets of Alliance resistance forces left. One such group, consisting primarily of high elves, was led by the last of the Sunstrider dynasty: Prince Kael'thas. Kael, an accomplished wizard himself, grew wary of the failing Alliance. The high elves grieved for the loss of their homeland and decided to call themselves blood elves in honor of their fallen people. Yet as they worked to keep the Scourge at bay, they suffered greatly at being cut off from the Sunwell that had empowered them. Desperate to find a cure for his people's racial addiction to magic, Kael did the unthinkable: he embraced his people's Highborne ancestry and joined with Illidan and his naga in hopes of finding a new magical power source upon which to feed. The remaining Alliance commanders condemned the blood elves as traitors and
cast them out for good.

Posted by The Mad Giggler at 12:57

Saturday, October 29. 2005

So.

I guess everyone has noticed the lack of promised comic...but I hope everyone has also noticed the lack of Malyss/Watchik on WoW, which means that I have been working, not goofing off. I'm having trouble with some of the angles, (for example, I just can't seem to get Tessa's eyes aligned in one panel ;_;) and things like that, so we should have a page at least by the next time I see you guys (wed.) Okay? I love you all.

Posted by Wren in Comics at 12:09

Friday, October 28. 2005

A Hard Day's Work

While AoD is busy working on his Power Levelling make Money addon/guide/wiki/etc./etc. The Professions forums at WoW
have a couple threads that are really helpful to those who are looking for assistance on levelling up their professions.

Find them here and here.

Posted by Sideshow at 10:49

Wednesday, October 26. 2005

Question for y'all

Radar and I were chatting this afternoon, and it occured to us that some of you might be interested in a group temple trip each month. I know that Daboo and I have been slacking off, so going with a group is something that I think would help us remember to do this at least once a month. Let's talk about it during D&D tonight.

Posted by The Mad Giggler in Group Activities at 15:32

Comics!

Ok, so Sideshow and I made a trip to the Comic Book shop (Night Flight)
during our lunch hour today. Guess what! They now have a Dragonlance Chronicles comic book
coming out on a regular basis, and they have a trade paperback comic version of the Drizzt Do'Urden origin trilogy. Maybe
I suffer from a little nostalgia when I think of those titles, but they're really what got me interested in the
role-playing universe.

It's kind of funny to think how much of a ripple they've created in the small pond of my life. I probably wouldn't have ever played Baldur's Gate if I hadn't read the Icewind Dale trilogy (as previously covered here). If I hadn't ever played Baldur's Gate, I definitely wouldn't have read through its rulebook and probably wouldn't have ever been interested enough in D&D to ever play it (or at least request Joey to DM for us here at the office). If I hadn't ever started taking an interest in D&D, I probably would have been turned off by Daboo's profile. So, maybe I'm stretching things a bit, but at least you can understand why I'd get excited over these old books.

Posted by The Mad Giggler in Comics at 14:11

0.1: Another Glimpse

[Author's note: I'm not happy with this chapter as-is, but if I wait any longer, I'll lose interest in the story completely...]

The young woman approached the cliff's edge, gently bouncing the bundle in her arms.
From his position behind her, Jack couldn't make out what she was holding, but her body language made it an easy guess.

With the faint thud of his own heartbeat sounding in his ears, Jack watched as time slowed to a crawl. The anonymous young woman stood, her back stiff as a rod, and flung the bundle of blankets out in the blackness. Jack felt a strangled cry rip from his throat, and he lurched towards the edge, feeling the wind drag at his clothing, holding him back as if to prevent his interference in what was happening. In the flash of colors both bright and pastel, Jack saw a tiny foot, and then a leg, before the baby disappeared over the cliff. His neck taut with rage and eyes wide in horror, he grabbed at the girl and spun her around to face him, then flinched in shock. Where he should have seen the eyes of a young girl, be they brown, blue, green, or hazel, two pure pools of liquid silver gleamed wetly.

Jack watched as the girl pulled her arm from his grip and then, with a motion that was neither forceful nor sudden, cocked her elbow and drove her stiffened hand right through Jack's chest...

"Watch 'ere you're walking, bub." a voice growled at Jack from the void. Jack looked around and found himself in the mall food court once again. Looking over his shoulder to apologize to the man he'd bumped into, he noticed Angel standing in line at the Speedy Panda stand, talking to someone from her office whose name he ought to remember, but didn't. As he crossed the court to meet them, a chill ran up his spine as he saw the face of the young woman from his vision near the center of a gaggle of high school girls.

Deftly, Jack reached into the group of young women and grabbed the girl just above the elbow. She turned to him, startled but not scared, an expectant look on her face. "Do I know you?" she asked quizzically.

Jack pitched his voice low so that only she would hear what he said. "Don't sneak out tonight. Don't go see him. Your

parents will find out."

Shock and shame flooded the girl's face, but Jack released her arm and let the flow of traffic caused by her friends carry her away as he headed toward Angel and...Mary? Marcy? It didn't matter. The girl would still sneak out tonight; she'd still get pregnant; her boyfriend would still become a dead-beat dad; and the literal offspring of her choices would still pay the price. Nothing could stop it. In a way he couldn't ever explain, it had already happened...but, as always, Jack was the only one who knew it. Suddenly, Jack found himself thinking about that mysterious email again.

Some of you have been harder to protect than others, almost as if you were deliberately fighting me...

Posted by Ancient of Days at 13:02

Tuesday, October 25. 2005

Curtis. . .

I'm sorry! Please come back.....

Posted by Ancient of Days in Personal Entry at 12:21

When you look at it this way, it's slightly more interesting

World of Warcraft Auction Analysis: The first in a multi-part series on the online economy of World of Warcraft.

I found myself growing bored with World of Warcraft, so I turned to an old habit of mine for making things more interesting: analyze them to DEATH.

My first report is very brief. I recently
started keeping track of how much items sell for at auction. However, as I do further analysis, I will also be growing this dataset to show the relative value of compenents. I will also tie in vendor prices, at some point, including a record of where (and how) those prices vary (e.g., Grey Dye is almost 50 copper cheaper in Thunder Bluff than any other
part of the world I've visited to date, while The Crossroads vendors pay more for Mottled Worg Hearts than do the vendors around Tarren Mill...and I think these locations may change, from time to time).

For those of you who might want a deeper understanding of these places, I'll also include as a future part of this report, a tie-in to an expanded version of the site Sideshow posted yesterday that was a "tour guide" to the World of Warcraft. Other plans for the future include:

The impact of inital list price and buyout price on final sell price, as well as time to sale
A link to thottbot (or similar system) to details of items [I'm leaning against thottbot right now, because there seems to be a lot of garbage data there, but I haven't found anything better...]
Analysis of area recovery rates for items vs. average sale price [This should be fun for picking the best areas to farm for a given item, or simply for maximum ROI]
Analysis and discussion of the benefits of various classes and professions

Some of these data items will take longer to collect, as Blizzard does not make it easy to track some of the information. (For example, when a given item sells at auction, I have little-to-no way of knowing which of my various instances of that item sold, so it will require painstaking one-auction-at-a-time work to identify some trends.)

My question to those of you who play World of Warcraft is this: If I wrote an interface plugin that facilitated in the collection of some of this data, would you be willing to install it? What hesitations/questions/concerns would you have?

Posted by Ancient of Days at 08:45

Monday, October 24. 2005

Have you noticed Firefox popups?

If so, you're probably a victim of Flash popups. See this page.

Posted by Ancient of Days in Gathering Darkness at 16:50

For all you wanna-be tour guides

This was posted on the front page of worldofwarcraft.com, but I had to make sure EVERYBODY saw. Sometimes I can't remember where places are, but my trusty gnome friend has taken pictures and added commentary to make sure I don't get
lost anymore. Check it out:

Travel-WoW-City

Posted by The Mad Giggler at 16:32

Olympics in 2016?

Now see this only goes to prove they'll
have a championship for almost anything.

I especially enjoy the last paragraph.

Posted by Sideshow in Oddities at 15:53

So I'm Sitting here...

Noticing that the day is almost over, and there hasn't been a post yet. None of the sites I check on a normal basis have anything worthy of a post, so I figured I'd go with an old classic.

Some of you might enjoy this little time-killer. Just thought I'd share with
you one of my links that keep me entertained.

Well time to have another one of Andy's cookies.

Posted by Sideshow in Personal Entry at 15:44

Saturday, October 22. 2005

Thanks Joey

So I had this friend of mine that was supposed to put something up on the blog for me, but he seems to have not done so.
Anyone want to guess who that someone was? That's right Joey. Well I finally have a keyboard under my fingertips, so here is the message.

I will not be able to make the D&D session on wednesday, because I am attending my Stake temple night activity at the SL
temple. I am not asking anyone to change their schedule to do it another night. I am only informing you of my absence.
Feel free to not cancel, but to press on without me. Joey can play my character for me. Sorry for the bad news.

Posted by Radar in Oddities at 15:33

Friday, October 21. 2005

PA vs. Jack

Wow, this whole Jack Thompson episode is really escalating. Jack sent a letter to the Florida Bar Association (basically a threat that he would sue them if they tried to disbar him) in which he refers to gamers by the term "pixelantes." Well, it didn't take long to get a shirt out that is sure to be a hot item on my Christmas list.

It seems that Jack finally realized he is in over his head. He's called for backup. I, for one, look forward to the Legion of Doom's response.

I know this stuff is all posted on the Penny Arcade site, but seriously, I don't think it can get enough attention. Gabe says he'd rather have Jack as the voice of the "anti-violence in games" crowd than some smooth talker with half a brain, but I respectfully disagree. Jack's public persona is that of a raving lunatic, and in my opinion, that draws attention away from the valid parts of his argument. Games like Grand Theft Auto should not be in the hands of thirteen-year-olds. If an adult wants to play it, that's fine. I personally didn't think it was the game for me, but I'm often accused of standing too deep in the Lawful Good area of the alignment chart.

My point is getting lost here. A smooth talking spokesman with half a brain could probably get people to come to a reasonable compromise. Parents need to understand that buying the hottest new release for their kid without any kind of research is a bad idea. While most games don't have any content kids couldn't see in a rated R movie, most parents probably don't want their kids in the theater for those kind of shows. I don't know that regulating video games is such a good idea, (after all, it's not illegal for movie theaters to sell kids tickets to rated R movies) but some education so parents can make a smart decision would be really helpful.

Posted by The Mad Giggler in Gaming at 16:02

Aslan Speaks

I know some have been waiting to here Aslan speak in the trailers. Wait no further. The newest trailer for Narnia is now available.

Posted by Sideshow in Movies at 12:53

Thursday, October 20. 2005

Karma. Gotta Love It

You know, sometimes you just really have to admire Karma. For those who don't know Jack Thompson is the current leader
of the "games are corrupting our youth" crowd, that seems bent on removing any parental responsibility from the world.

He's recently had run-ins with Gabe and
Tycho at Penny-Arcade, and has had some organizations make it loud and clear that they want nothing to do with him.

Now, he's being investigated by the Florida Bar
Association for some of his tactics.

Now I don't think anything will come of it, but you know, I love it when Karma comes back and bites someone right square
on the ole buttocks.

Posted by Sideshow in Gaming at 11:59

Wednesday, October 19. 2005

"NO! No make-up for you!"

Okay, so I am sick with a head cold and under the weather. My nose must be blown every fifteen minutes, I'm coughing and sneezing, and I have a fever. And DayQuil only helps a little. In this light, I have decided that it is probably A Bad Idea for me to be cooking dinner tonight. So I'm not.
Instead, I am going for fast food. Dollar menus are my racial enemy, and sometimes my hunger saviours. So! The question
is: Do y'all want jr bacon cheeseburgers from Wendy's, or double cheeseburgers/spicy chicken sammiches from McDonald's?
And I'm willing to stop at both places, so everyone just tell me what you want and I'll get it, kay?

Posted by Wren in Group Activities at 14:20

New WoW Category

I wish there were a way to exclude certain categories from the front page, because I'm certain Johnny Elbows doesn't want to read anything in this new one. Rather than create a whole new forum for our guild, I figured we might as well just have a special category here.

With that being said, I'd like to invite all of you to post your crafting needs here -- either in the comments or as a new post.

I know Morlei needs something, but she's going to have to post what it is.

Murin received a helpful donation of Heavy Leather from Johndowses, so now all he needs is 12 silk pieces to create a 10
slot bag. So, to be clear, Murin needs 2 Heavy Leather, 12 Silk pieces, and 3 fine thread to make these bags. I am more than happy to outfit the entire guild, but I need at least some of the materials to be donated. Ok, I am done begging for stuff.

So, that is all from me for now. Thanks and good night.

Posted by The Mad Giggler at 00:08

Tuesday, October 18. 2005

D&D Grub - Revisited

It seems that Radar is too good for us and will no longer be joining us in our ritual of sustenance.

In light of this development, and to remind everyone how the schedule has been going (again, if anyone else wants to change how this works, please let us know), I'm re-posting the order.

Sideshow
AoD/Az
Wren
MG/Daboo

Tomorrow will be Wren's unless she posts some reason to the contrary in the comments.

By the way, the original entry can be found here.

Posted by The Mad Giggler in Group Activities at 13:47

Monday, October 17. 2005

Nice Duds

The Inevitable Betrayal tabard is now available at your local guild tabard vendor.

Posted by Sideshow at 10:13

Wednesday, October 12. 2005

Inevitable Betrayal Tabard

Unfortunately when designing the Guild Tabard, I have to select from some pre-created Icons. So far the best list of available designs is here. I'll look for some
of the other designs but check through these and let me know which one(s) you like.

Posted by Sideshow at 16:39

Relive the memories

Stuck at work and can't go see Serenity again. Relive it
in 2000 Words. Umm of course this does contains spoliers as it details the whole friggin movie. But it's a funny read. I know AoD can relate to a few of the lines.

Posted by Sideshow at 09:40

Icewind Dale

I'm not sure how many of you have read the Drizzt Do'Urden or Cadderly books, but R.
A. Salvatore is doing a book signing/author reading at Sam Weller's on November 2. It's a Wednesday, and it will be at 7:00 pm. He's reading from Promise of the Witch King. I'd really like to go, so I vote to move D&D to a different night that week.

Posted by The Mad Giggler at 08:40

Tuesday, October 11. 2005

This, however, is FAR from being done.

Blargh. Go lookit the gallery. Or don't. The new page isn't really worth all the waiting time everyone suffered.
But! From now on, it's work on the comic for one hour a day before I can play WoW. So, you know, unless my brother takes this as permission to NEVER GET OFF WoW, then we should be seing some real progress.

A shout out to AoD:
I can't get access to that one web page where the new layout is. So...I need that to work on the next page. So...I don't know. Help?

Posted by Wren at 14:50

William Harres

My name is William Harres. I don't remember much about my first life; she reassures me that with time, my memories will
return. As for my second life, those memories are all too clear. It was, like every real life, full of joy and sadness, pain and gladness. My third life began when a beautiful woman leaned over me and said, "Wake up. Here, you don't have
to call me Rocio. All water flows to the sea. My name is Marea." And mine, is William Harres.

Yes, I know. It's not a very satisfying ending. There are still too many unanswered questions.
But that's the beauty of this story. Even though this IS the last episode, the story IS NOT finished. So, tell me what the dangling threads are. Let me know what the inconsistencies are. And when the story IS finished, hopefully, they'll all be taken care of

Posted by Johnny Elbows in Hacking Existence at 08:38

Monday, October 10. 2005

1.1: Personal Journal of Capt. Mordecai Ashton

03.32.1434 Anno Dissolutio

Not ten days after the loss of L. Cpl. Masterson, Lieutenant James Allin, commander of 4th Regiment, Charlie Company, was turned. He took 4 men with him before a Sgt. Verdugo was able to bring him down. For the time being, I've given Sgt.
Verdugo a field promotion to Lieutenant.

It has since come to my attention that many in the regiment knew that Cpl. Masterson and her Lieutenant had been engaged
in...extracurricular calisthenics. Looking back, I should have realized something was wrong when Lt. Allin was unable to put down Cpl. Masterson. My internal conflict is drawing too much of my attention away from the performance of my martial duties, and it occurrs to me that it might be time I step down, but I fear the effect that might have on the company.

Word has come from SigInt that the Guardian's Tower has dimmed; not so much that we can see it with the naked eye, but
many of our most brilliant minds have been studying the tower from afar for years, and their equipment seems to indicate
that the tower is growing dark. As we never understood what the Tower was in the first place, I can't understand what importance Command has attached to this information, so I have decided to withhold this information from the company until thing

The Captain is missing. The only thing left in his tent is this journal, and
I don't know what to do. Command hasn't responded yet with orders, so I'm pretending that the Captain is ill while I stand here guarding his tent, but at some point, I'm going to have to sleep.

-- Sgt. Robert Verdugo

Posted by Ancient of Days at 18:12

This is the Creature

Something in one of the recent "Hacking" episodes brought this to my mind. It's a translation from the German, so if it doesn't exactly match your idea of poetry (*cough* Johnny Elbows *cough*), cut it some slack.

This is the Creature, by Ranier Maria Rilke

This is the creature there never has been.
They never knew it, and yet, none-the-less,
they loved the way it moved; its supleness,
its neck, its very gaze, mild and serene.

Not there, because they loved it, it behaved
as though it were. They always left some space
and in that clear, unpeopled space they saved
it lightly reared its head, with scarce a trace

of not being there. They fed it, not with corn,
but with the possibility of being. And that was able to confer
such strength, its brow put forth a horn - one horn.
Whitely, it stole up to a maid to Be within the silver mirror, and in her.

Posted by Ancient of Days in Poetry at 17:17

New WoW pics

Posted some new pics.

I was feeling especially fascinated by the lighting engine as seen on my laptop. Very shiny.

And it would seem Murin already explained the whole ninja thing...

sigh

Posted by Ancient of Days at 17:07

1.0: Personal Journal of Capt. Mordecai Ashton

01.31.1434 Anno Dissolutio

Lance Corporal Ellen Masterson of Charlie Company, 2nd Battalion turned this morning. Upon noticing the silver tint on her cuticles and at the corners of her eyes, Lt. Allin found himself unable to perform his duty, so it fell to me. I put two bolts right into her heart, and stayed with her until the light faded from her eyes.

I've grown sick of this war. They turn our own soldiers against us, tainting the unwary, the innocent, with their madness. I don't know how to keep up morale when I'm questioning my own dedication. We need a victory, and soon, or the
entire Battalion will be lost to despair.

I don't know where the Guardian is. It's been far too long since we've seen him wandering through the camp, encouraging
individual soldiers. Just the power of his presence would be such a boon in these dark times...

Posted by Ancient of Days at 16:50

Savory Deviate Delight

So, I had an interesting conversation with AoD today:

(16:45:44) AoD: BTW, have you ever eaten a "Savory Deviate Delight"?
(16:45:49) MG: no
(16:46:01) AoD: Did I already tell you about my experience with them?
(16:46:06) MG: no
(16:46:25) AoD: Some guy comes up to me and gives it to me, says "Eat it, it makes you tougher"
(16:46:28) AoD: So I eat it
(16:46:31) AoD: Silly me
(16:46:36) MG: LOL
(16:46:43) AoD: Suddenly, where my guy was standing, there's this human ninja
(16:47:18) AoD: The guy starts laughing and tells me I've just lost all my tauren and warrior abilities, and have become a level 1 human rogue
(16:48:34) AoD: As I'm sitting there freaking out, someone else whispers me and says he's just pulling my chain, and that it just changed my model, and it'll wear off in an hour
(16:49:50) AoD: At one point, I grabbed the edges of the monitor, shrieking with rage "WHY WOULD YOU DO THAT TO ME!??!"
(16:50:03) MG: you freak out too easily
(16:50:07) AoD: heh
(16:52:30) AoD: I think it was a justified freak out. I spent a lot of time trying to catch up to you guys so I can come party with you
(16:52:54) MG: you should know that Blizzard wouldn't let somebody do that to you
(16:53:33) AoD: You see blizzard as a more benevolent god than I do
(16:53:41) MG: apparently so
(16:53:50) AoD: I find that PA scene with the GM and the shoes entirely plausible.

Posted by The Mad Giggler at 16:44

Friday, October 7. 2005

poisonwood help

For those of you out there that may be struggling with the reading of our book, Poisonwood Bible, I have a suggestion. I recently went to my branch of the local library system, and got the book on cassette. It has made a huge difference for me. I can, and actually want to, follow the story, without pulling what little hair I have left out of my head.
Just a thought.

Posted by Radar at 16:56

Thursday, October 6. 2005

The Inevitable Betrayal Continues

We now have a guild webpage for the Inevitable Betrayal. Check it out and post suggestions below. I'll try to work on it as I find free time.

Posted by The Mad Giggler at 16:05

Serenity, The First 9 minutes

If anyone wants to re-watch the first 9 minutes of the movie, you can now at

http://video.vividas.com/CDN1/3929_Serenity/web/index.html

Posted by Sideshow at 12:32

Creation

I know there are a lot of versions of this, but I thought this one was worth posting:

Server Message: [Server registered to lobby. IP: 777.777.777]

Server Message: [Log on: EARTH]

Server Message: [Admin status granted to: god]

god: omg
god: this is ****ing gay

Server Message: [God makes light]

god: omg its good

Server Message: [god makes more ****]

god: omg its good
god: brb

Status Change: god (Away)

god: kback

Status Change: god

god: k im lonely ;_;

[adam joins server: EARTH]

adam: omg animalz
god: omg who da **** r u
adam:dood im man in ur image
god: k

Server Message: [god takes rib from adam]

adam: omg wtf

[eve joins server: EARTH]

eve: asl
adam: 26/m/e
eve: kewl cyber?
adam: k
eve: holdon ima get sum fruit

[satan joins server: EARTH]

satan: sup
eve: omfg who r u
satan: eet frute k?
eve: k
god: omg wtf
god: ****ing noobs
satan:ur a noob
god: stfu

Server Message: eve has been kicked from: EARTH

Admin Message: [lololpwn]

Server Message: adam has been kicked from: EARTH

Admin Message: [omfg lolol pwnt]

Server Message: satan has been kicked from: EARTH

Admin message: [LOL!!!11]

Posted by The Mad Giggler in Personal Entry at 11:06

Curse Our Sudden But Inevitable Betrayal

Okay so all of us who can sign the Guild Charter has now signed.

I even got an extra sig from someone I was playing with last night. We only need 4 more sigs. So remember if you group
with someone cool who isn't currently guilded try to convince them to join us, and have them contact Unholyram.

Posted by Sideshow at 09:30

Wednesday, October 5. 2005

Spore watch, 2005

With "fiscal September" officially closed, we now know that the following blurb is the only information we're going to get regarding Spore for Summer, 2005.

"09 SEP:
EA this week announced some internal shuffling of the company's PR staff. Tiffany Spencer has moved to EA headquarters
in Redwood City to head PR on Sims and Spore. Spencer previously worked at EA's LA studio as PR coordinator, working on
such titles as Medal of Honor and Lord of the Rings Battle for Middle-earth. Prior to joining EA, Spencer led PR for Ubisoft's Tom Clancy franchise."

sigh

Posted by Ancient of Days in Gaming at 16:15

The Oath of Murin

[Ed. Note: Curtis corrected me: the inital sack can hold 16 items, not 8]

For those who don't know, one of the more annoying parts of starting out in WoW is the fact that you can't carry very many items (initally, you can only carry 16 items at a time), so you have to go back to the closest town quite often to sell the stuff you've picked up, then walk back to the area where the monsters are.

Well, Curtis' character (Murin) can make these bags that let you carry more stuff...6-slot bags, and you can have 4 bags in addition to the standard 16 slot backpack you start with.

Anyways, Curtis mentioned last night that he can now make 8-slot bags, given the right ingredients (which are gleaned from the booty of dead monsters). After I pestered him for a bit, he agreed to make me one. But, as that would require me dropping one of my 6-slot bags, he asked me to pass the bag along to some other new player. So I took an hour or so
to walk back to one place where new players are dropped into the game, a town called Bloodhoof Village in the area known
as Mulgore.

(12:15:56) TML: I walked back to Bloodhoof Village in Mulgore yesterday and started making some stuff to bring up my leather working skill, and pretty much gave them away to newbs
(12:16:02) TML: I also passed your bag along
(12:16:12) Curtis: cool
(12:16:32) TML: And extracted an oath that, when the time came that the newb couldn't use it anymore, he'd do the same
(12:16:42) TML: That is, pass it to a newb rather than sell it
(12:16:51) TML: I told him it was Murin's Oath
(12:17:06) Curtis: awesome
(12:17:09) Curtis: you really did that?
(12:17:12) TML: yeah
(12:17:14) TML: It was funny
(12:17:17) Curtis: cool
(12:17:55) TML: I just stood there in the newb village shouting "Free 6 slot bag" until someone came up to me and said "Is it really free?" I said "The only condition is that you take Murin's Oath."
(12:18:09) TML: Then I made up some goofy oath and made him repeat it
(12:18:18) TML: I even did the "I,

Posted by Ancient of Days at 12:28

All right, This Cat...it's ON!

Ever heard of Kitten War? Seems the sort of site Las Dos Hermanas would really enjoy, if no one else.

I especially enjoyed Stretch and Shadow.

Someone should add This Cat...I think he'd win.

Posted by Ancient of Days in Group Activities at 10:19

Tuesday, October 4. 2005

WOW Guild

So The Homestarmy is not available as a Guild Name on our server.

So I Was thinking about..

Inevitable Betrayal

Posted by Sideshow at 13:34

that was simultaneously one of the best Dune references and one of the worst puns I have ever heard.

Okay, wait, WHO thought it would be a good idea to game tonight? And who was it that convinced me to agree to gaming
tonight? Because, as it turns out, I have therapy at five, which means I won't be able to set out until six, which means I won't get there until seven (due to traffic). And also, how in the world did I forget that it's House night? And Bones, to a lesser extent? House night!

Posted by Wren in D&D at 10:41

Wanna Go For a Ride?

This is pretty clinicial, but probably not appropriate for all audiences. The New York Times has an article about the dangers of riding bikes for extended periods of time. Among the choice parts of the article, I picked out these gems for your reading pleasure:

Dr. Goldstein added, "Numbness is your body telling you something is wrong."

Just as many smokers do not get lung cancer, many cyclists will never develop impotence from bicycle seats, the scientists said.

"We make kids wear helmets and knee pads," Dr. Goldstein said. "But no one thinks about protecting the crotch."

Cyclists became angry and defensive, he said, adding: "They said cycling is healthy and could not possibly hurt you. Sure you can get numb. But impotent? No way."

"Most people are not riding long enough to damage themselves permanently," said the spokesman, Marc Sani, publisher of Bicycle Retailer and Industry News. "But a consumer's first line of defense, for their enthusiasm as well as sexual prowess, is to go to a bicycle retailer and get fitted properly on the bike."

This has been a Public Health & Safety Announcement courtesy of the Homestarmy and sponsored by Kelloggs.

Posted by The Mad Giggler in Oddities at 09:39

Could You Spare Some Change? (World of Warcraft)

Saw this on an ad on PVPOnline. And boy! could I ever use about 100
gold right now. But seriously, how many lame TV infomercials has this guy watched? "Tired of buying gold on ebay? Weeeeellllll, here's the chance of a lifetime to stop spending real-life money buying play money! Spend real-life money on my guide to earn play money!!!! You could make 30, 40, or EVEN 50 GOLD AN HOUR! OMG!"

Judging from the context clues, he's playing the stock market game on the auction block. Buy up other people's stuff

when it's selling below the price you want people to buy at, then turn around and sell it for the higher price. So, Johndowses, that's how you beat those people selling herbs and leather at below market price.

On an side note, Murin learned how to make bolts of silk cloth last night. My oh my, are they worth a pretty penny! I think I'm going to spend some time "harvesting" silk and wool from the human settlements around Tarren Mill for the next
few days.

Posted by The Mad Giggler at 08:43

Monday, October 3. 2005

So...there's this spaceship

Wow.

Serenity.

So, Curtis linked me this morning to OSC's 'review' of Serenity. Made some good points, as usual.

Thank you, Katie. I am forever endebted to you for getting me the ticket.

Curtis and Brandon and Pete and Jared: What can I say? Without the glowing reviews from the four of you, I would never have made it through "Train Job".

And lastly: Mr. Whedon, you're either a genius, or a madman. Either way, you must die before you make my heart break...yet again.

Posted by Ancient of Days at 10:40

Sunday, October 2. 2005

s9y Upgraded

I just completed an upgrade of our s9y installation to fix a session fixation issue (see this page for the dirt). I don't expect any
problems with the upgrade, but did make a backup copy of both the s9y install and the db before doing it, so please let me know right away if you see any errors, and we'll roll back until I can fix it.

Posted by Ancient of Days in Ooops at 23:53